



Stonewall Sports National Tournament Official Rulebook:

Pickleball

(Last Updated: May 21, 2026)

Stonewall Sports is For All

Stonewall Sports is dedicated to creating a community of diverse participants via organized sports and activities that take place in inclusive spaces. We are founded on the pillars of respect, holistic wellness, open-mindedness, and the appreciation of diverse backgrounds.

Our shared responsibility is to bring our community together, empower individuals, and provide a safe, welcoming, and supportive environment to learn and grow, thus uplifting those who are part of the Stonewall community and beyond.

We believe in uplifting and celebrating all individuals within the LGBTQIA+ community — including lesbian, gay, bisexual, transgender, non-binary, Two-Spirit, and queer people, among others — and we welcome friends and allies into these spaces with open arms.

In pursuit of these values, we encourage each of our participating teams to embrace these principles with representation from members of the LGBTQIA+ community. Our Sports Operations team is empowered and encouraged to open a dialogue with teams when they see an opportunity to promote diversity and inclusivity within our spaces.

Please review and abide by the following throughout the tournament:

- **Stonewall Sports Player Code of Conduct:**
<https://stonewallsports.org/wp-content/uploads/2026/04/National-Code-of-Conduct-Tournament.pdf>
- **Stonewall Sports National Tournament Uniform Policy:**
<https://stonewallsports.org/wp-content/uploads/2026/05/2026-Uniform-Policy.pdf>



Pickleball Tournament Rules

As stated by USA Pickleball 2026, unless noted otherwise. There will be no individual referees for games. This is a self-refereed sport, which means each player is responsible for following the below rules and making line calls on their side of the court.

TEAM FORMAT

2 vs 2

If you have a team of three, each player must play at least one game in the match.

GAME FORMAT

Best two of three games to 11 points.

The score must be called out before the serve begins in the following format: server score, receiver score, server number: 1 or 2. (Example, 0 – 0 – 2)

Teams must switch sides after each game.

The winner of paper, rock, scissors will determine which team gets to choose to serve or receive. The opposing team will then choose the side.

All scores must be recorded after each game, and after the set is complete, each player must sign the score sheet.

MISCONDUCT

At any point of the tournament, if a player(s) exhibits any behavior that breaches a rule of the league or the Stonewall Sports organization, verbal warnings and/or removal from the match can be issued by the Pickleball Manager.

EQUIPMENT

All protective equipment and paddles must be self-provided.

Game balls will be provided by Stonewall Sports.

THE SERVE

Only one serve attempt is allowed per server.



The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.

Paddle contact with the ball must not be made above the waist level.

The server's arm must be moving in an upward arc when the ball is struck.

SERVICE SEQUENCE

Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault *(except for the first service of each game).

The first serve of each side-out is made from the right-hand court.

If a point is scored, the server switches sides and the server initiates the next serve from the left-hand court.

SCORING

Points are scored only by the serving team. Games are played to 11 points, win by 2.

TWO BOUNCE RULE

When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces.

NON-VOLLEY ZONE

The non-volley zone is commonly referred to as "the kitchen".

It is a fault if, when volleying a ball, the player steps on the non-volley zone, including the line/or when the player's momentum causes them or anything they are wearing or carrying to touch the non-volley zone, including associated lines.

It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before this happens.

A player may legally be in the non-volley zone anytime other than volleying a ball.

LINE CALLS

A ball contacting any line, except the non-volley zone line on a serve, is considered "in".



A serve contacting the non-volley zone line is short and a fault.

All “out” calls must be made before the ball is hit by the opponent or before the ball becomes dead.

- “Out” line calls must be promptly signaled by voice and/or hand signal.

In doubles play, if one player calls the ball “out” and the partner calls it “in” then doubt exists, and the team’s call is “in”.

FAULTS

In the spirit of good sportsmanship, players are expected to call any type of fault on themselves as soon as the fault is committed or detected. The fault call must happen before the next serve occurs.

A fault is an action that stops play because of a rule violation.

A fault by the receiving team results in a point for the serving team.

A fault by the serving team results in the server’s loss of the serve or side out.

PLANE ON THE NET

Crossing the plane of the net before striking the ball is a fault.

The player may not touch any part of the net system, the opponent’s court, or the opponent while the ball is still live.

PLAYER EQUIPMENT PROBLEM

A rally will NOT be stopped if a player loses or breaks a paddle or loses an item, unless the action results in a fault.

TIMEOUTS

A player or team is entitled to two times-outs for 11- or 15-point games.

- Each time out may last up to 1 minute
- Play may be resumed early if all players are ready.

Should a player injury occur while the ball is in play, the players must stop the game immediately and ask for assistance. The point will be replayed.



The injured player will sit out and a sub can step in. If no sub is available, the injured player is given a maximum of 5 minutes of recovery time.

