



Pickleball



COMPETITION MANUAL

Updated: August 2025



GUIDING BODIES

World Police & Fire Games Federation (WPFGF)
7944 Convoy Court, San Diego, CA 92111 USA
Tele: (858) 571-9919; E-mail: 4info@cpaf.org

International Pickleball Federation (IPF)
4445 Willard Avenue, Suite 600
Chevy Chase, MD 20815-3786

[CLICK HERE FOR GOVERNING BODY FULL RULES](#)

International rules will be followed unless specified in WPFG Guidelines

EVENTS

INDIVIDUAL: Men's & Women's

18-29

30-39

40-49

50-59

60-69

70+

DOUBLES: Men's, Women's & Mixed

18-29

30-39

40-49

50-59

60-69

70+

Entry Deadline: 1/22/2027

Age as of Date: 12/31/2027

Active-duty competitors from police and fire agencies may combine to form a team regardless of agency size **WITHIN THEIR COUNTRY OF EMPLOYMENT**. Retired competitors may combine to form a team in any manner they wish including



across country lines with other eligible competitors regardless of police or fire agency.

EQUIPMENT:

Game Balls: Host shall provide one (1) game ball in new or very good condition for each court. Each team is responsible for providing their own pickleball paddles and practice balls.

Bracket Charts: Large bracket charts should be clearly posted at each venue and updated so that the competitors will know where and when they are scheduled to play their next game.

Miscellaneous Equipment: Pencils, clipboards, scorebooks, chairs and seating for competitors. Water and/or liquid refreshments will be provided by the Host for competitors.

BRACKETING

A Round Robin (Group Play) tournament followed by an elimination tournament. Groups (from 4 to 5 players/teams) shall be established. No more than 5 players/teams can be established in any group play tournament. Top two teams from each pool will advance to the Elimination Finals Tournament based on the standings from Round Robin play.

For Events with seven (7) or less players/teams, they will remain in one group and play each other. At the conclusion of the events with seven or less players/teams, the top two finishers teams will compete for the Gold-Silver medals, while the third and fourth place finishers will compete for the Bronze medal.

SCHEDULING

Schedule for three (3) days of competition. Allow for 20 minutes per game. There is a ten (10) minute forfeit rule in effect.

Day 1- Singles

Day 2- Men's and Women's Doubles

Day 3- Mixed Doubles



SCORING

All games will be played to 11 points, win by 2. Points can only be scored by the serving team. When serving team score is even, the player who was the first server in the game for that team will be in the right-side court when serving or receiving; when odd, the player will be in the left-side court when serving or receiving.

All single elimination and medal rounds will be one game to 15 points, win by 2

GENERAL SPORTS RULES for Pickleball

Pickleball is played either as double (two players per team) or singles. The same size playing area is used for both.

A team will have a maximum of two (2) players on the court. A team will forfeit the game if there are not two (2) players on the court.

The Serve

- Must be underhand
- Paddle contact with the ball must be below the server's waist.
- The serve is initiated with at least one foot behind the baseline; neither foot may contact the baseline or court until the ball is struck.
- The serve is made diagonally cross court and must land within the confines of the opposite diagonal court.
- Only one (1) serve attempt is allowed, except in the event of a let (the ball touches the net on the serve and lands in the proper service court; let serves are replayed)

Service Sequence

- Both players on the serving doubles team can serve and score points until they commit a fault.
- The first serve of each side-out is made from the right hand court.
- As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
- When the first server loses the serve, the partner then serves from their correct side of the court (except for the first service sequence of the game*)



- The second server continues serving until their team commits a fault and loses the serve to the opposing team.
- Once the service goes to the opposition (at side out), the first serve is from right-hand court and both player on that team have the opportunity to serve and score point until their team commits two faults.
- In singles, the server serves from the right-hand court when his or her score is even and from the left when the score is odd.

*At the beginning of each new game only one partner on the serving team can serve before faulting, after which the service passes to the receiving team.

Non-Volley Zone

- The non-volley zone is the court area within 7 feet on both sides of the net.
- Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.
- It is a fault if, when volleying a ball, the player steps on the non-volley zone, including the line and/or when the player's momentum causes them or anything they are wearing or carrying to touch the non-volley zone, including the 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 be legally in the non-volley zone any time other than when volleying a ball.
- The non-volley zone commonly referred to as "the kitchen".

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.

Faults

- A fault is any 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 service or side out.
- A fault occurs when:
 - A serve does not land within the confines of the receiving court
 - The ball is hit into the net on the serve or any return



- The ball is volleyed before a bounce has occurred on each side
- The ball is hit out of bounds
- A ball is volleyed from the non-volley zone
- A ball bounces twice before being struck by the receiver
- A player, a player's clothing or any part of a player's paddle touches the net or the net post when the ball is in play
- There is a violation of a service rule
- The ball in play strikes a player or anything the player is wearing or carrying
- A ball in play strikes any permanent object before bouncing on the court

Determining Serving Team:

Players use a coin toss to determine who will serve first. The winner of the coin toss will have the option to choose a side or to serve or receive.

NOTE: Any serious violation of conduct, such as fighting or violence toward players or officials, will result in the player(s) immediate ejection from that game and his/her automatic suspension from his/her team's next scheduled game. The event coordinator will immediately notify the WPFGB Director in charge of Pickleball, who will investigate each incident to determine if additional discipline is to be imposed.

AWARDING OF MEDALS TO ATHLETES

During the medal presentation, only athletes are allowed to participate in this ceremony. Each athlete and **SHALL** present their Athlete's Credential. If the athlete does not present their Athlete's Credential, they **SHALL NOT** receive a medal. This is a mandatory requirement to receive a medal.

Technical Support Personnel and children are not allowed on the podium with the teams during the medal presentation.

The sport coordinator **SHALL** have in their possession a copy of the CSE Report for verification of participation. This will determine and verify which event the athlete was entered into.