

W15271 In the Kitchen Pickle Ball Pack Instructions

CONTENTS:

- 2 – 4 Foam Nets. (2 of item W10229) Each net consists of 2 pieces of rectangular foam sections and 3 foam feet. Connectors are also included to allow 2 nets to be connected to form a larger net or a 4 square net.
- 4- Wooden pickleball paddles.
- 3 – Indoor pickleballs.
- 1 – Roll of 2" wide floor tape.

W15271



SET-UP:

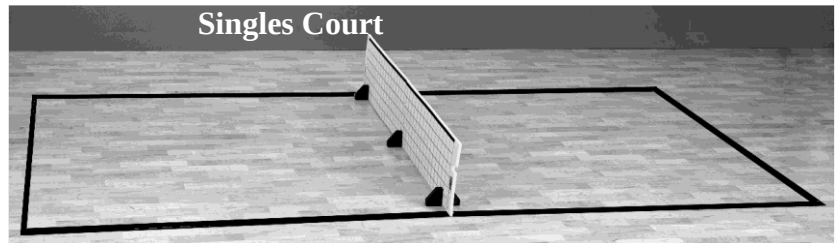
Nets: Snap the two puzzle cut sides of the net together and insert a foam foot into each of the 3 slots along the bottom of the net to create a singles net. When assembled each net measures about 5-1/2' (66") wide x 12-1/2' high. Use the net connector to create a doubles net or a 4 square net.

Courts: The dimensions listed below are a starting recommendation, feel free to adjust. Use the 2" wide floor tape to mark off an appropriately sized area. If playing on a gym floor with basketball lines, you can save some time and money by using existing painted lines as some of the lines of the courts!

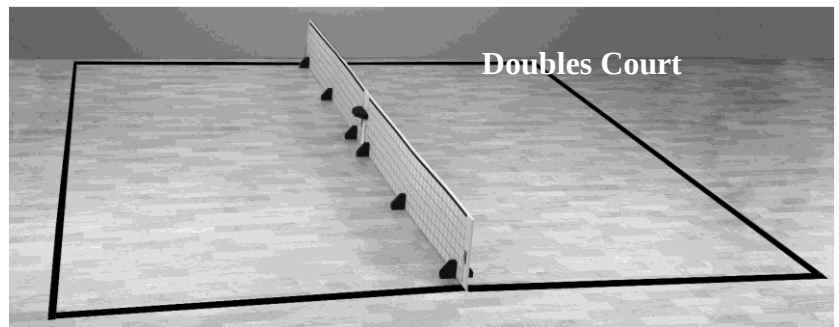
Singles Court: 14' long x 5-1/2' wide, so each player's side would be 7' long x 5-1/2' wide.

Doubles Court: 14' long x 11' wide, so each half court would be about 7' long x 11' wide.

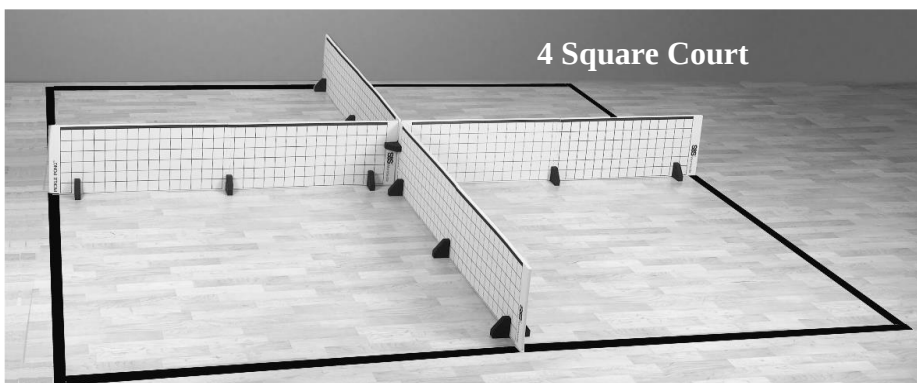
Four Square Court: The finished court is about 11' square with each of the 4 player's squares being about 5-1/2' square.



Singles Court



Doubles Court



4 Square Court

PLAY:

Singles: Games are to 11 points. Scoring is like pickleball, so points are won only when the server wins the rally. The first person to score 11 points and be ahead by 2 or more points wins the game. If there are not enough courts or equipment for all those that want to play, the total points to win can be lowered to 7 or 5 points to shorten the waiting time.

Serving - When serving a player must stand behind the baseline or backline. The server drops the ball from a height no higher than their waist, they then let the ball bounce once and hit the ball with their paddle with an underhand stroke over the net and into the opponent's court. If the served ball does not go over the net or does not land in the opponent's court, then the serve is bad, and that player loses their serve. No points are scored, and the opponent serves the start of the next point. A serve that hits the net and lands in the opponent's court is considered good and the opponent must attempt to return the serve. If it hits the net and lands outside the opponent's court, the serve is bad. Players should announce the score of the game before each serve.

Rallying – There are two options here.

1. **Must Bounce Rule** – This is the best option for longer rallies, safer play and for players to develop their dink shots. With this option players must always wait for the ball to bounce in their court before they can hit the ball.
2. **Pickleball Rules** – With this option, players can choose to let the ball bounce once or elect to volley the ball out of the air just like in regular pickleball. Similar to pickleball, players are not allowed to volley a ball until it has been returned one time on each side of the court and a player's feet must be outside their court to make a volley. If a player's feet are inside their court boundary when they volley the ball, they lose the rally.

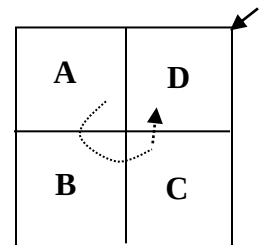
Scoring – If the player serving wins the rally, they win a point. If the opponent wins the rally, then the serve passes to the opponent and no points are scored. Similar to when a player is serving if the ball touches the net and goes over and lands in the other player's court, that shot is good and play continues. If a player touches the net with any part of their body or paddle at any time during a rally, they lose the rally.

Ball Hits Player – With the court size so small and to keep the game a bit safer, the rules for what happens when a ball hits a player should be modified from standard pickleball rules. In pickleball if a ball hits a player at any time and regardless of their position, the person or team hitting the ball wins the rally. For this game, if the ball hits a player below the knee and they are standing inside their court the player or team hitting the ball wins the rally. If it hits a player above the knee and they are in the court, then the person it hit wins the rally. This should prevent players from trying to win a rally by intentionally slamming the ball at their opponent. If it hits a player and they are standing outside the court, then the player or team that it hit wins the rally.

Doubles on a Singles Court: This is played like doubles table tennis. Two players play on each side of a singles court. Everything is basically the same as singles with a few exceptions. Players on the same team must alternate returning the ball on each shot. To start the game, only 1 player on the serving team will serve. Thereafter both players on the serving team will get a chance to serve. For example, after the 1st team loses their serve the 2nd team will have a chance to serve. Player A on the 2nd team will continue to serve until they lose their serve, then Player B will serve until they lose their serve. From that point on each time a team gains the serve, both players on that team will have the opportunity to serve. The player on the team returning the serve must alternate which player returns the serve, including when the other team changes servers. The fun and difficult part of this game is for players to get into position on their turn to hit the ball and then get out of the way when it is their teammates' turn. This can be fun but might only be suitable for older or more advanced players.

Double on a Doubles Court: Scoring in pickleball doubles, where players call out 3 numbers representing the score and the person serving can be a little complicated, so we will try to simplify. Like the doubles rules above, to start the game only 1 player on the serving team will get a chance to serve and win points. Thereafter both players on each team will have a chance to serve and win points. The server can serve to either of the two opposition players. In this game, players do not need to alternate shots and either player on a team can return the ball.

Four Square: This game is played like the classic playground 4 square game, except with paddles and the Pickle Pong nets. Each of the four squares should be designated as 1, 2, 3, 4 or A, B, C, D. Square 4 or D would be the square in which the ball is served. Players start the game in square 1 or A and as long as they are not the player hitting the ball out, they progress up to the next higher open level until they reach the serving spot. The server should stand outside Box D behind the corner where the arrow points. The server bounces the ball once and then may hit the ball into any of the other 3 squares (A, B or C). A serve must land in an opposing players' box. A serve that hits the net and lands in a box is considered good and must be played. Once the ball is successfully served the other players must keep the ball in play by allowing it to bounce once in their court and then hitting into any of the other 3 players courts. A player that fails to keep the ball in play loses their square, should give their paddle to the person at the front of the line to get into the A court, and then go to the end of the line of players waiting to enter the A court. If the player that lost their spot was in the C square, the B player would move to the C square and the A player to the B square. Similarly, as long as the player that missed the point was not in the A square, the other players would rotate and advance to the next open square available.



Additional Equipment: Additional paddles, balls and tape can be purchased from S&S Worldwide under the item numbers below.

Paddles – W15272 Aerobie Wood Pickleball Paddle or W14772 Core Pickleball Wood Paddle

Balls – W14768 Indoor Pickleballs or W14764 Outdoor Pickleballs

Floor Tape – W4540 Floor Tape, 2" wide x 60 yards long. Available in 7 colors.