

## Multi-Court Pickleball/ Paddleball Combo Game Set



### Parts List

2-pc Metal Pole	NGP6322
16' Sleeve Net	NGP6323
Guyline Set	NGP6317
Ground Stake	NGP6318
Boundary Marker Cord	NGP6324
Bungie Ball Cord	NGP6325
Wood Paddle	NGP6326
Wiffle Ball	NGP6327
Equipment Bag	NGP6328

For replacement parts, further warranty information or inquiries, call 800-759-0977.

#### LIMITED WARRANTY

This product is warranted to be free from defects in material and workmanship for a period of 90 days from date of purchase. Should any evidence of defects in material and/or workmanship appear within the Limited Warranty period, manufacturer will either replace or repair the product at its option. This warranty covers normal consumer use and does not cover failure which results from alteration, accidents, misuse, abuse or neglect. An original receipt will be required before warranty performance can be rendered. Requests for return authorization should be sent to: Blue Wave Products, 1745 Wallace Ave. St. Charles, IL 60174 or call 800-759-0977. This warranty gives you specific legal rights and you may have other rights which may vary by state.

### Basic Court Setup

**Step 1:** Unwind the boundary cord and layout on the playing area. This cord is pre-measured, with red sewn-in center court markers and 4 grommated corner holes. Insert the bungee ball cords into the corner grommets and secure with plastic ground stakes. (Diagram A)

**Step 2:** Layout the poles. Both the top and bottom poles are used for paddleball. Attach the poles by inserting the top into the bottom, pressing the locking button. Click in place. Only the bottom poles are used for pickleball.

**Step 3:** Layout the net exposing the 2 end sleeves. Slide the pole through the net sleeves.

**Step 4:** For paddleball, attach the guyline s-hooks through the top pole's eyebolt. For pickleball, attach the guyline s-hooks through the hole at the top of the pole.

**Step 5:** Holding the pole upright, extend the guylines out from the pole at 45-degrees in both directions, securing with the attached metal ground stakes. For maximum tension, pull on guyline tension knobs to tighten. (Diagram B)

**Step 6:** Loop the yellow rope at the top of the net over the top of the pole, above the s-hook. Tighten rope to prevent net from sagging. (Diagram C)

\* Pole maintenance: separate the pole sections and remove any dirt, debris and sand to prevent poles from jamming. Store all equipment in the handy, zippered equipment bag.

Diagram A

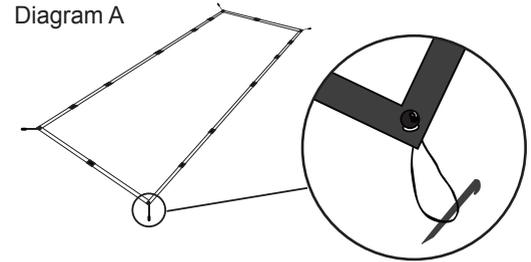


Diagram B

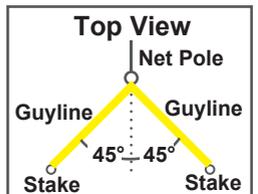
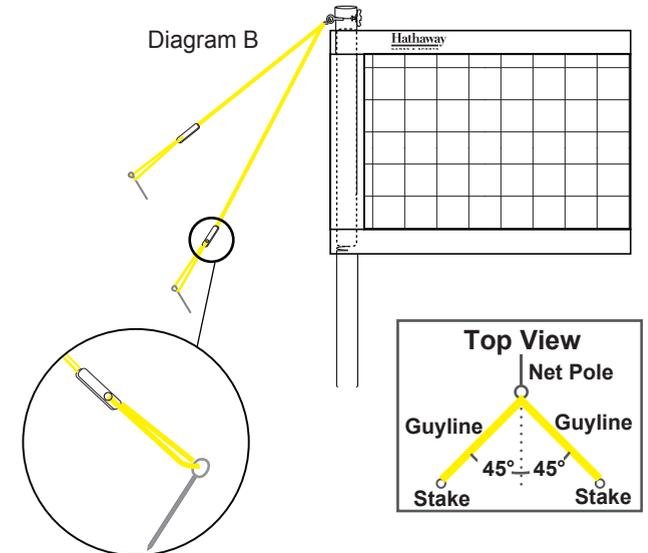
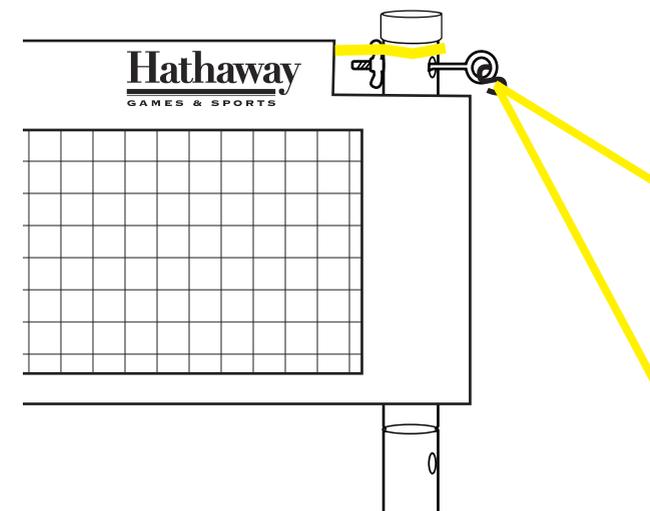


Diagram C



# Basic Rules of Pickleball

Pickleball is played either as doubles (two players per team) or singles; doubles is most common. The same size playing area and rules are used for both singles and doubles.

## The Serve

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

The serve must be made underhand.

Paddle contact with the ball must be below the server's waist (navel level).

The serve is initiated with at least one foot behind the baseline; neither foot may contact the baseline or court until after the ball is struck.

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

Only one serve attempt is allowed, except in the event of a let (the ball touches the net on the serve and lands on the proper service court; let serves are replayed).

## 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 sequence of each new 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.

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 his 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 the right-hand court and both players on that team have the opportunity to serve and score points 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 has the opportunity to serve before faulting, after which the service passes to the receiving team.

## Scoring

Points are scored only by the serving team.

Games are normally played to 11 points, win by 2.

Tournament games may be to 15 or 21, win by 2.

When the serving team's score is even (0, 2, 4, 6, 8, 10) 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 (1, 3, 5, 7, 9) that player will be in the left-side court when serving or receiving.

## Double-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.

After the ball has bounced once in each team's court, both teams may either volley the ball (hit the ball before it bounces) or play it off a bounce (ground stroke).

The double bounce rule eliminates the serve and volley advantage and extends rallies.

## 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 legally be in the non-volley zone any time other than when volleying a ball.

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

