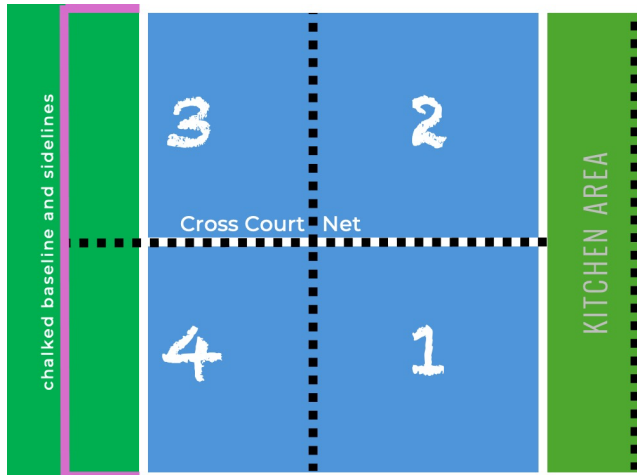


PB4SQ | PICKLEBALL FOUR SQUARE

COURT SETUP



- The Pickleball Four Square court is 10'x10'.
- A cross-court net separates the court into four 5'x5' squares.
- The kitchen line on the pickleball court serves as one baseline.
- The other baseline and sidelines will need to be chalked (or marked).
- Chalk numbers 1, 2, 3 and 4 in a clockwise direction (see image).

Court diagram shown setting up a Four Square Pickleball court on a pickleball court. Two Four Square Pickleball courts can be setup on one pickleball court. One court on each side of the net.

BASIC GAME PLAY

- A minimum of 4 players are needed but it's more fun with additional players.
- Additional players will stand outside the court and wait to rotate into the game.
- Players arrange themselves in one of the 4 boxes.
- Player in square #4 starts a point by serving diagonally to the player in square #2.
- The serve must be hit underhand and bounce before the player returns the serve.
- The return of serve can land in any square.
- All shots must bounce before players hit the ball.
- No volleys are allowed. (The entire court is a non-volley zone, aka the "kitchen.")
- A rally continues until a fault is made. Faults include:
 - Hitting the ball out of bounds
 - Hitting the ball into the net
 - Hitting the ball before it bounces (a volley)

ROTATING PLAYERS (without scoring)

- When a player makes a fault, they leave the court and all players move up to a higher numbered square.
- The player outside the court who is next in line, rotates in the game in square #1.
- If there are only 4 players, the player who made the fault rotates down to square #1 and the other players move up to a higher numbered square.
- A game continues until it's time for a water break.

KEEPING SCORE (with rotating players)

- A game is played to 11 points.
- Each player keeps track of their individual score.
- Only the player in square #4 can score points.
- Player in square #4 starts a point by serving diagonally to the player in square #2.
- A rally continues until a fault is made.
- If player #1, #2 or #3 makes the fault, player #4 earns the point and the player who made the fault either exits the court or rotates down to square #1.
- If there are only 4 players, the player who made the fault rotates down to square #1 and the other players move up to a higher numbered square. The player in square #4 stays and serves to start a new rally.
- If there are 5+ players, the player who made the fault exits the court, stands at the end of the line, and the player next in line enters the game in square #1.
- When player #4 makes a fault, they exit the court and the other players move up to a higher numbered square. Player #3 becomes player #4 and serves to start a new rally.
- The game continues until one player scores 11 points.