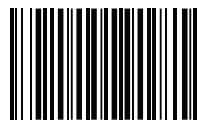




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Rulebook

The Official Pickleball Table Game



MICRO
PICKLEBALL™

MicroPickleball Rulebook

1. Introduction

Micro Pickleball is a scaled-down version of Pickleball, designed to be played primarily on a standard ping-pong table while preserving the strategy, rules, and spirit of the original game.

Approximately 95% of traditional Pickleball rules apply, with minor adaptations to fit the micro format.

Micro Pickleball is designed for fast learning, quick play, and highly fun rallies.

2. Court & Equipment

2.1 Playing Surface

- Standard ping-pong table (recommended for optimal performance)
- The game may also be played on any table up to 3 cm thick

2.2 Net

- Net height: 20 cm (Standard ping-pong net height is 15.25 cm)
- This height allows proper dinking and prevents drive-only play, unlike traditional ping pong

2.3 Court Markings

The table is marked to resemble a Pickleball court:

- Kitchen (Non-Volley Zone) 20 inches from center.

(using Micro Pickleball kitchen tape)

- Center serve line dividing right and left courts.

(using Micro Pickleball tape, if needed)

2.4 Equipment

- **Paddles:** Micro Pickleball paddles shaped like traditional pickleball paddles, adapted in size. 50% less than a regular pickleball paddle.
- **Ball:** Mini waffle ball designed to produce a pickleball-style bounce
- **UpNets:** 2 net risers to elevate the net and improve dinking performance
- **Net:** 1 retractable net

3. Players & Formats

- Singles: 1 vs 1
- Doubles: 2 vs 2
- Maximum: 4 players

Optional competitive formats may include:

- Traditional Pickleball scoring

4. Objective of the Game

The objective is to score points and win the game.

- Standard games are played to 11 points
- A team must win by 2 points
- Only the serving team scores

5. Scoring System

5.1 Standard Scoring

- Points are scored only by the serving team
- Games are played to:
- 11 points (standard)
- Win by 2 points

5.2 Server Positioning

- When the serving team's score is:
- Even (0, 2, 4, 6, 8, 10): First server stands on the right
- Odd (1, 3, 5, 7, 9): First server stands on the left

6. Serving Rules

6.1 Serve Type

- Underhand serve only
- Paddle contact must be:
- Below net height
- Above table height
- Overhand or high-contact serves are not allowed

6.2 Serve Direction

- Serves must be cross-court
- The ball must bounce once in the opponent's court

6.3 Kitchen on Serve

- The serve must not bounce in the kitchen
- A serve that lands in the kitchen is a fault

6.4 Let Serves

- If the serve hits the net and lands legally (not in the kitchen):
- The serve is replayed

7. Two-Bounce Rule

After the serve:

1. The receiving team must let the ball bounce once
2. The serving team must also let the ball bounce once

After these two bounces:

- Volleys are allowed
- Groundstrokes are allowed

8. Rally Play

- Each side is allowed one bounce maximum
- Players may:
- Volley (outside the kitchen)
- Play the ball off a bounce
- Dinking is encouraged due to the higher net
- The ball must be returned before a second bounce

9. Kitchen (Non-Volley Zone)

9.1 Kitchen Rules

- Volleys are not allowed inside the kitchen
- Players may contact the ball inside the kitchen only after a bounce
- Paddle follow-through into the kitchen is allowed after contact

9.2 ERNE Rule

- ERNE shots are allowed by sliding next to the table
- The player:
- Must not touch the table
- Important: A player may not perform two ERNEs in a row

10. Faults

A fault occurs if a player:

- Volleys while contacting the ball inside the kitchen
- Touches the table while volleying or attempting an ERNE
- Performs an illegal serve
- Serves into the kitchen
- Hits the ball out of bounds
- Allows the ball to bounce twice
- Violates the two-bounce rule

A fault results in:

- Loss of serve, or
- Point for the opponent

11. Optional Tournament Format (MLP Style)

- Rally scoring
- Game to 21 points
- All rallies score points
- Dreambreaker used to decide ties

12. End of Game

- The game ends when a team reaches the target score
- The winning team must lead by at least 2 points

Spirit of the Game

Micro Pickleball is built on:

- Fair play
- Honest line calls
- Respect for opponents

Players are expected to self-officiate with integrity.

Micro Pickleball is an evolving table sport.

We continue refining the rules and equipment as we work toward making it the next great racket table sport.

Play fast. Play smart. Welcome to Micro Pickleball.