

DINKING TOURNAMENT RULES

THE BASICS

- Games are timed to last 8-minutes.
- First team to 11 points wins and the game ends, even if there is still time left.
- If the 8-minute timer goes off during a rally, you finish the rally.
- Essentially, you will be playing a “regular” pickleball game at the non-volley zone line.

GAME PLAY

- Games are played with the baseline at 9 feet and the normal 7-foot non-volley zone (NVZ). [Click here for a visual.](#)
- You still must obey the NVZ.
- Serves must be from behind the baseline.
- Serves must go diagonal. (There is no mid-court line. Use your best judgement.)
- The serve must land in the NVZ or on the NVZ line.
- A let serve is a fault. (No let serves.)
- The return of serve DOES NOT need to bounce.
- To determine who serves first, use the “1 or 2 Fingers” behind the paddle method. *(Ask your opponent to say, “1 or 2.” If they get it correct, they choose to either serve first or choose sides. If they do not get it correct, the other team chooses serve or side.)*
- You score the game exactly like a regular pickleball game.
- If your team earns a point, you switch sides just like a regular pickleball game.
- You can choose to stack. (But why?)
- You can speed up with a “body bag” shot. (But why?)
- With a 12-player bracket, you will be playing 11 games for a total of 88 minutes on the court.

MATCH PLAY SCORING

- You compete as a team with every match; however, individual scores are kept.
- Each player on the winning team earns 1 point.
- If the game is tied after 8-mins, then all players will receive a half-point.
- Each player on the losing team does not earn a point.
- The four players in the division with the highest point totals will compete in a “DINK OFF” to determine the tournament winner.
- If a tie exists to determine the top four players, the tournament director will do something fun to determine who competes in the DINK OFF

DINK-OFF EXPLAINED

- Four players start play by rallying at the non-volley zone.
- When a player makes a fault, all players rotate one spot clockwise.
- When a player makes two faults, they are eliminated.
- The DINK-OFF continues with three players.
- The two players on one side must dink into the box of the one player.
- Rotate spots after each fault.
- The final two players cross-court dink until one player tallies two faults.
- The final two players will rotate to the other side if needed after a fault.