



THE COUNTRY CLUB
JOHANNESBURG

Basic Rules of Padel

- Matches are made up of three sets, with each set made up of six games. The winners of two out of the three sets will be declared winners of the Padel match (scoring works the same as tennis).
- There are two ways a match can be played when a game reaches deuce – players must decide before the match begins. 1) Advantage (like tennis), 2) Golden point – this is a sudden death point at deuce (40 all) and the receivers decide who will receive the serve.
- A serve must be done as follows: The ball must be dropped behind the baseline and may not bounce higher than the waist, the serve must then be hit underhand diagonally into the opponents square.
- The server shall stand behind the baseline on the court when serving.
- You have two attempts on the serve. If the ball hits the net and bounces in the opponents box, it is a let and serve is taken again.
- The ball may not hit the wire fencing on the serve (fault), but it may hit the glass.
- The ball must not bounce more than once before it is played.
- The ball must bounce on the ground before hitting the glass wall or wire fencing.
- The ball however may be returned by hitting it against the glass wall on your side of the court, and then over the net.
- The ball slammed/smashed into the opponent's court and bouncing "out" of the court is considered as a point, the opposing team may run out of the court and hit it back into the opposing team's side.
- Players must change ends after the 1st, 3rd and every subsequent odd game in the set, in the tiebreak, players will change ends after every 6 points.

