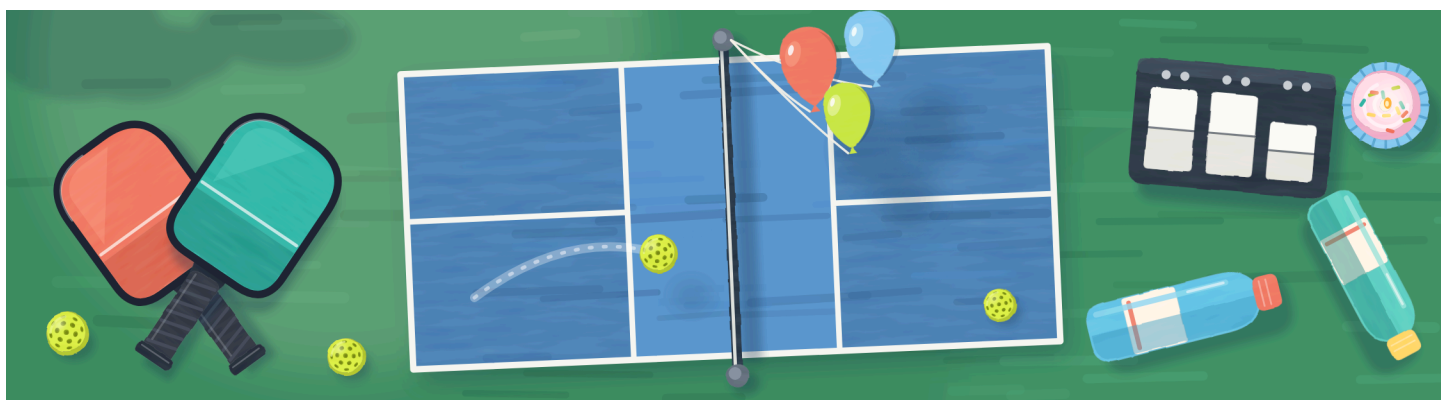




FREE PRINTABLE PARTY KIT • HOST GUIDE

Pickleball Party Rotations & Scorecards

Fair partner rotations for 4–12 players, a beginner rules card, a party leaderboard, scorecards and awards.

Teens, adults and families | 4–12 players | 1 or 2 courts | 2 hours

HOW THE PARTY WORKS

- 1 Book 1 court for 4–8 players or 2 courts for 8–12, for 2 hours.
- 2 Give each guest a number from 1 to 12 as they arrive and write it on their name tag. Write the names on the Party Leaderboard (page 7).
- 3 Start with the rules huddle (page 3), then play six 12-minute rounds from your rotation sheet (pages 4–6).
- 4 Partners change every round. After each game, both partners get their team's points on the leaderboard.
- 5 The best average wins Party Champion. Hand out the awards with the cake (page 8).

WHICH SHEET?

PLAYERS	COURTS	PAGE	SIT OUT EACH ROUND
4	1	4	none
5	1	4	1
6	1	4	2
7	1	4	3
8	1 or 2	4 or 5	4 or none
9	2	5	1
10	2	5	2
11	2	6	3
12	2	6	4

More than 12? Split into two groups, each with its own court or courts, sheet and leaderboard.

BOOK AND BRING

- ☐ Court time: 2 hours. Ask the venue about court shoes, food and drinks, music, decorations and when you must be off the court.
- ☐ Paddles: 1 per player plus 2 spares. Many venues rent or lend them, so ask when you book.
- ☐ Balls: 3 per court. Indoor balls are softer with bigger holes; outdoor balls are harder with smaller holes. Bring the kind your court needs.
- ☐ Water for everyone and a place to refill it.
- ☐ Outdoors: shade for anyone sitting out, sunscreen and hats.
- ☐ A timer (a phone works), clipboard, pens, name tags and these pages.
- ☐ Cake, plates, napkins and a trash bag, if the venue allows food.

THE DAY BEFORE

- ☐ Print the rules card (page 3), your rotation sheet, the leaderboard (page 7) and page 8.
- ☐ Write numbers 1–12 on name tags, and the names on the leaderboard if you know them.
- ☐ Check the court time, and the forecast for an outdoor court.

Venue rules come first

Follow the venue's rules and its staff. Drink water at every switch, rest in the shade, and stop play for lightning or a heat warning. New players are welcome: nobody needs to know the rules before the huddle.

The 2-Hour Party Plan

Times count from when guests arrive. Every time is a text box you can change.



TIME	MINUTES	WHAT HAPPENS	DETAILS
0:00	10 min	Arrive and warm up	Name tags with numbers, water and paddles. Hit with anyone.
0:10	8 min	Rules huddle	Read the rules card (page 3) together. Everyone tries two serves.
0:18	36 min	Rounds 1–3	Three 12-minute rounds from your rotation sheet (pages 4–6).
0:54	6 min	Water and shade break	Refill, snack and add up the leaderboard so far (page 7).
1:00	36 min	Rounds 4–6	Three more rounds, with new partners every time.
1:36	12 min	Bonus round	Round 7 from your sheet, or a bonus game (below).
1:48	12 min	Cake and awards	Final averages, the awards (page 8), cake and photos.
2:00	120 min	End of the party: 120 minutes.	

EVERY ROUND WORKS THE SAME WAY

- 1 Find your court and partner on the sheet. Toss a coin: the winner chooses to serve or receive.
- 2 Start a 10-minute timer at the first serve, call “0–0–2” and play to 11, win by 2.
- 3 Timer goes off? Finish the rally in play, then stop. The score stands, even if nobody reached 11.
- 4 Take 2 minutes to switch: write the score on the sheet, drink water and find your next court.
- 5 Sitting out? Keep time, help call scores, refill water or rest in the shade.

Running late?

Skip the bonus round and the cake starts at 1:36. Still late? Make Rounds 4–6 ten minutes each (8 to play) to save 6 more.

Friendly play

- Call the lines on your side. Not sure? It’s in.
- A ball rolls onto your court: call “Ball!” and replay the rally.
- Tap paddles at the net after every game.

BONUS ROUND IDEAS

Mystery Partner

- 1 Put a folded slip with each player’s number in a cup.
- 2 For each court, draw four slips: the first two drawn are partners, against the next two.
- 3 Slips left in the cup sit out this round.
- 4 Play one round as usual: to 11, win by 2, or until the timer. Just for fun: it stays off the leaderboard.

King of the Court

One court, 6 or more players

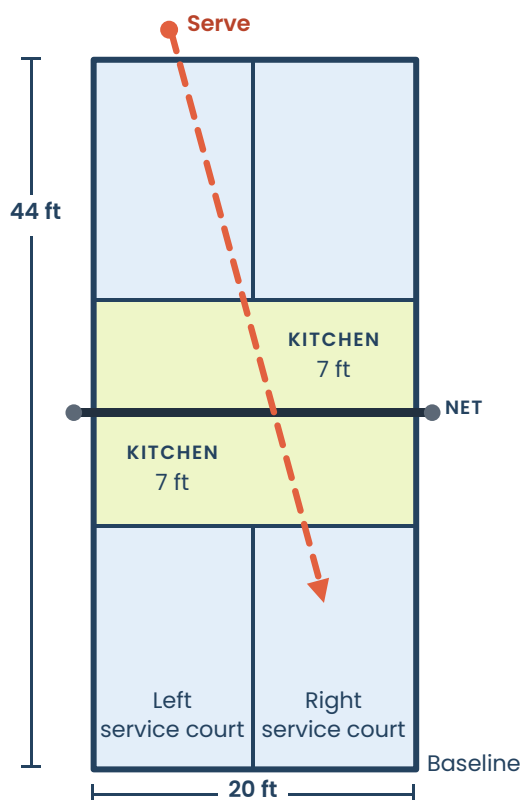
- 1 One end of the court is the King side. Draw slips for two pairs to start; everyone else lines up.
- 2 Each game lasts 4 minutes from the first serve. The team ahead when time is called wins; if tied, the next rally decides it.
- 3 The winners take or keep the King side. The losers go to the back of the line, and the next two in line come on as a pair.
- 4 A pair that wins 3 games in a row splits up and goes to the back, so everyone gets a turn. Two courts? Run a line on each. Not on the leaderboard.

Pickleball Rules in Five Minutes

Doubles with side-out scoring, in plain words. The venue's rules come first.



THE COURT



Net: 36 in at the sides, 34 in at the center

SCORE CALLS

Calling the score: one game's first rallies

- 0-0-2** Start: Team A serves
- 1-0-2** A wins the rally
- 0-1-1** A loses one: side out
- 0-1-2** B loses one: partner serves
- 1-0-1** B loses again: side out

A rally ends when the ball lands out, goes into the net, bounces twice on one side, is volleyed before the two bounces or from the kitchen, or touches a player (the paddle and the hand holding it don't count). A ball on a line is in, except a serve on the kitchen line.

SERVE

- Serve underhand: swing upward and hit the ball below your waist, with the top of the paddle head below your wrist.
- Or use a drop serve: let the ball fall from your hand (no toss, no spin) and hit it after it bounces.
- Keep your feet behind the baseline, not on it, on your half of the court.
- Serve diagonally into the opposite service court, past the kitchen. A serve that lands on the kitchen line is out; one that clips the net and lands in is good.
- You get one try per serve.

TWO-BOUNCE RULE

The receiving team lets the serve bounce, and the serving team lets the return bounce. After those two bounces, hit the ball in the air (a volley) or after one bounce.

THE KITCHEN

The kitchen (the non-volley zone) is the 7-foot zone on each side of the net, and its lines are part of it. Never volley while touching it. If a volley's momentum carries you or your paddle into it, that is a fault too, even after the ball is dead. Step in any time to hit a ball that has bounced.

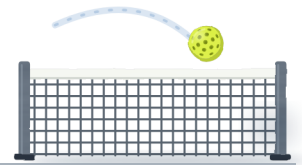
SCORING

- Only the serving team scores. Win the rally: 1 point, and the server switches sides with their partner and serves again.
- Lose the rally: the partner serves next, from where they stand. Lose again: side out, and the other team serves, starting from the right.
- Games go to 11, and you must win by 2.
- Before each serve, call three numbers: serving team's score, receiving team's score, then server 1 or 2.
- At the start, only one player serves for the first team (the first-server exception), so the first call is 0-0-2.
- Lost track? When your team's score is even, the player who served first for your team stands on the right.

Rally scoring, where every rally wins a point whoever serves, is another accepted format. If your group prefers it, agree before the first serve. These pages use side-out scoring.

One Court: 4–8 Players

Find your player count. Each row is one round: “1 + 2 vs 3 + 4” means players 1 and 2 partner against 3 and 4.



4 players 1 court, no sit-outs

ROUND	COURT 1	SCORE	SIT OUT
1	1 + 2 vs 3 + 4	—	—
2	1 + 3 vs 2 + 4	—	—
3	1 + 4 vs 2 + 3	—	—
4	1 + 2 vs 3 + 4	—	—
5	1 + 3 vs 2 + 4	—	—
6	1 + 4 vs 2 + 3	—	—
7 BONUS	1 + 2 vs 3 + 4	—	—

Every pair partners by Round 3, then again in Rounds 4–6. No one sits out.

5 players 1 court, 1 sit out each round

ROUND	COURT 1	SCORE	SIT OUT
1	1 + 2 vs 3 + 4	—	5
2	2 + 4 vs 3 + 5	—	1
3	1 + 4 vs 2 + 5	—	3
4	1 + 3 vs 4 + 5	—	2
5	1 + 5 vs 2 + 3	—	4
6	1 + 3 vs 2 + 4	—	5
7 BONUS	1 + 2 vs 3 + 5	—	4

Every pair partners once by Round 5. Sit-outs in Rounds 1–6: 1 or 2 per player.

6 players 1 court, 2 sit out each round

ROUND	COURT 1	SCORE	SIT OUT
1	1 + 2 vs 3 + 4	—	5 · 6
2	3 + 5 vs 4 + 6	—	1 · 2
3	1 + 6 vs 2 + 5	—	3 · 4
4	2 + 3 vs 4 + 5	—	1 · 6
5	1 + 3 vs 2 + 6	—	4 · 5
6	1 + 4 vs 5 + 6	—	2 · 3
7 BONUS	2 + 4 vs 3 + 6	—	1 · 5

New partner every round: 12 of the 15 pairs by Round 6, 14 with Round 7 (the most possible). Sit-outs in Rounds 1–6: 2 per player.

7 players 1 court, 3 sit out each round

ROUND	COURT 1	SCORE	SIT OUT
1	1 + 2 vs 3 + 4	—	5 · 6 · 7
2	2 + 7 vs 5 + 6	—	1 · 3 · 4
3	1 + 4 vs 3 + 5	—	2 · 6 · 7
4	2 + 6 vs 4 + 7	—	1 · 3 · 5
5	1 + 3 vs 5 + 7	—	2 · 4 · 6
6	2 + 4 vs 6 + 7	—	1 · 3 · 5
7 BONUS	1 + 5 vs 3 + 6	—	2 · 4 · 7

New partner every round: 12 of the 21 pairs by Round 6, 14 with Round 7 (the most possible). Sit-outs in Rounds 1–6: 2 or 3 per player.

8 players 1 court, 4 sit out each round

ROUND	COURT 1	SCORE	SIT OUT
1	1 + 2 vs 3 + 4	—	5 · 6 · 7 · 8
2	5 + 8 vs 6 + 7	—	1 · 2 · 3 · 4
3	1 + 3 vs 2 + 5	—	4 · 6 · 7 · 8
4	4 + 7 vs 6 + 8	—	1 · 2 · 3 · 5
5	2 + 6 vs 3 + 5	—	1 · 4 · 7 · 8
6	1 + 4 vs 7 + 8	—	2 · 3 · 5 · 6
7 BONUS	2 + 3 vs 5 + 6	—	1 · 4 · 7 · 8

New partner every round: 12 of the 28 pairs by Round 6, 14 with Round 7 (the most possible). Sit-outs in Rounds 1–6: 3 per player.

How to use a sheet

- 1 Give every player a number and write it on their name tag.
- 2 Play down the rows: one row per round. Partners change every time.
- 3 Write each game's score in the Score column, then copy each player's points to the leaderboard (page 7).
- 4 Round 7 is the bonus round: play it if there is time (page 2).

8 players and 2 courts? Use page 5: everyone plays every round.

Two Courts: 8–10 Players

Each row is one round on two courts. Players listed under "Sit out" rest that round.



8 players 2 courts, no sit-outs

ROUND	COURT 1	SCORE	COURT 2	SCORE	SIT OUT
1	1 + 2 vs 3 + 4	—	5 + 6 vs 7 + 8	—	—
2	1 + 3 vs 5 + 7	—	2 + 4 vs 6 + 8	—	—
3	1 + 5 vs 4 + 8	—	2 + 6 vs 3 + 7	—	—
4	1 + 4 vs 6 + 7	—	2 + 3 vs 5 + 8	—	—
5	1 + 7 vs 2 + 8	—	3 + 5 vs 4 + 6	—	—
6	1 + 8 vs 3 + 6	—	2 + 7 vs 4 + 5	—	—
7 BONUS	1 + 6 vs 2 + 5	—	3 + 8 vs 4 + 7	—	—

Everyone plays every round. New partner each round: 24 of the 28 pairs by Round 6. Round 7 completes them all: each pair partners once and plays against each other twice.

9 players 2 courts, 1 sit out each round

ROUND	COURT 1	SCORE	COURT 2	SCORE	SIT OUT
1	1 + 2 vs 3 + 4	—	5 + 6 vs 7 + 8	—	9
2	1 + 5 vs 6 + 7	—	3 + 9 vs 4 + 8	—	2
3	1 + 4 vs 5 + 8	—	2 + 9 vs 3 + 6	—	7
4	3 + 8 vs 6 + 9	—	1 + 7 vs 2 + 4	—	5
5	4 + 7 vs 6 + 8	—	1 + 9 vs 2 + 5	—	3
6	1 + 6 vs 4 + 9	—	2 + 3 vs 5 + 7	—	8
7 BONUS	2 + 7 vs 8 + 9	—	3 + 5 vs 4 + 6	—	1

New partner every round: 24 of the 36 pairs by Round 6, 28 with Round 7 (the most possible). Sit-outs in Rounds 1–6: 0 or 1 per player.

10 players 2 courts, 2 sit out each round

ROUND	COURT 1	SCORE	COURT 2	SCORE	SIT OUT
1	1 + 2 vs 3 + 4	—	5 + 6 vs 7 + 8	—	9 · 10
2	2 + 7 vs 5 + 10	—	1 + 9 vs 4 + 6	—	3 · 8
3	1 + 4 vs 8 + 10	—	2 + 3 vs 6 + 9	—	5 · 7
4	3 + 9 vs 5 + 7	—	2 + 10 vs 6 + 8	—	1 · 4
5	1 + 8 vs 7 + 9	—	3 + 5 vs 4 + 10	—	2 · 6
6	4 + 9 vs 6 + 10	—	1 + 5 vs 2 + 8	—	3 · 7
7 BONUS	3 + 6 vs 5 + 8	—	1 + 7 vs 2 + 4	—	9 · 10

New partner every round: 24 of the 45 pairs by Round 6, 28 with Round 7 (the most possible). Sit-outs in Rounds 1–6: 1 or 2 per player.

Two Courts: 11–12 Players

Each row is one round on two courts. Players listed under “Sit out” rest that round.



11 players 2 courts, 3 sit out each round

ROUND	COURT 1	SCORE	COURT 2	SCORE	SIT OUT
1	1 + 2 vs 3 + 4	—	5 + 6 vs 7 + 8	—	9 · 10 · 11
2	1 + 10 vs 8 + 9	—	2 + 3 vs 5 + 11	—	4 · 6 · 7
3	4 + 11 vs 6 + 8	—	3 + 7 vs 9 + 10	—	1 · 2 · 5
4	4 + 5 vs 9 + 11	—	1 + 6 vs 2 + 10	—	3 · 7 · 8
5	2 + 11 vs 7 + 10	—	1 + 8 vs 3 + 5	—	4 · 6 · 9
6	1 + 3 vs 6 + 7	—	2 + 9 vs 4 + 8	—	5 · 10 · 11
7 BONUS	4 + 10 vs 5 + 7	—	1 + 9 vs 6 + 11	—	2 · 3 · 8

New partner every round: 24 of the 55 pairs by Round 6, 28 with Round 7 (the most possible). Sit-outs in Rounds 1–6: 1 or 2 per player.

12 players 2 courts, 4 sit out each round

ROUND	COURT 1	SCORE	COURT 2	SCORE	SIT OUT
1	1 + 2 vs 3 + 4	—	5 + 6 vs 7 + 8	—	9 · 10 · 11 · 12
2	4 + 6 vs 9 + 10	—	2 + 11 vs 8 + 12	—	1 · 3 · 5 · 7
3	3 + 9 vs 7 + 12	—	1 + 11 vs 5 + 10	—	2 · 4 · 6 · 8
4	1 + 4 vs 8 + 11	—	2 + 5 vs 6 + 9	—	3 · 7 · 10 · 12
5	1 + 12 vs 6 + 7	—	3 + 10 vs 8 + 9	—	2 · 4 · 5 · 11
6	2 + 7 vs 10 + 11	—	3 + 5 vs 4 + 12	—	1 · 6 · 8 · 9
7 BONUS	3 + 6 vs 5 + 11	—	1 + 8 vs 9 + 12	—	2 · 4 · 7 · 10

New partner every round: 24 of the 66 pairs by Round 6, 28 with Round 7 (the most possible). Sit-outs in Rounds 1–6: 2 per player.

Other group sizes

- More than 12: split into two groups (for example, 7 and 7), each with its own court or courts, sheet and leaderboard copy.
- Three courts for 12: make three groups of 4 and use the 4-player sheet on each court.
- A late guest: give them the next number and move everyone to the next sheet up at the start of the next round, keeping the round number.
- Someone leaves early: the first player listed under “Sit out” takes their place. With no one sitting out, move to the sheet one size down at the next round.
- Fewer than 4: rally for fun, or play singles.

Party Leaderboard

Partners change every round, so players earn points one by one.



- After each game, write each player's points in that round's column: the points their team scored. Both partners get the same number. Sat out? Write S.
- Total = all their points. Rounds = games played. Average = Total ÷ Rounds, to one decimal. Best average wins Party Champion; tied averages share first place.

Why averages? In some group sizes a few players sit out one round more, and the average keeps it fair.

NO.	NAME	R1	R2	R3	R4	R5	R6	R7	TOTAL	ROUNDS	AVERAGE	PLACE
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												

WORKED EXAMPLE: 5 PLAYERS, ROUNDS 1-6 (THE 5-PLAYER SHEET, PAGE 4)

NO.	NAME	R1	R2	R3	R4	R5	R6	TOTAL	ROUNDS	AVERAGE	PLACE
1	Maya	11	S	9	12	11	7	50	5	10.0	1st
2	Jordan	11	8	6	S	5	9	39	5	7.8	5th
3	Priya	7	11	S	12	5	7	42	5	8.4	4th
4	Sam	7	8	9	10	S	9	43	5	8.6	3rd
5	Leo	S	11	6	10	11	S	38	4	9.5	2nd

Games: R1: 1 + 2 vs 3 + 4, 11-7 · R2: 2 + 4 vs 3 + 5, 8-11 · R3: 1 + 4 vs 2 + 5, 9-6 (time)

R4: 1 + 3 vs 4 + 5, 12-10 · R5: 1 + 5 vs 2 + 3, 11-5 · R6: 1 + 3 vs 2 + 4, 7-9 (time)

- Maya: 11 + 9 + 12 + 11 + 7 = 50 in 5 rounds. $50 \div 5 = 10.0$, 1st place.
- Leo sat out twice: 11 + 6 + 10 + 11 = 38 in 4 rounds = 9.5. That is 2nd place, although it is the lowest total.

Game Scorecards and Awards



Game Scorecard
Round _____ Court _____

Team A _____ + _____

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----

Team B _____ + _____

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----

Cross off one box for each point.

Final score: A _____ - _____ B ☐ Time called

Score call before every serve: serving team's score, receiving team's score, server 1 or 2. Start at 0-0-2.
 Leaderboard: both partners get their team's final score.

Game Scorecard
Round _____ Court _____

Team A _____ + _____

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----

Team B _____ + _____

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----

Cross off one box for each point.

Final score: A _____ - _____ B ☐ Time called

Score call before every serve: serving team's score, receiving team's score, server 1 or 2. Start at 0-0-2.
 Leaderboard: both partners get their team's final score.

Party Awards: cut on the dashed lines, write a name and hand one out with the cake.

Party Champion

Best average on the party leaderboard.

Awarded to: _____

PICKLEBALL PARTY

Kitchen Commander

Ruled the kitchen line with soft hands and quick feet.

Awarded to: _____

PICKLEBALL PARTY

Dink Master

Soft shots that dropped just over the net.

Awarded to: _____

PICKLEBALL PARTY

Best Partner

Made every new partner better.

Awarded to: _____

PICKLEBALL PARTY

Never Give Up

Chased every ball, every round.

Awarded to: _____

PICKLEBALL PARTY

Score-Call Star

Called every score loud and clear.

Awarded to: _____

PICKLEBALL PARTY