

Code of Ethics for Line Calling

adapted from Rules Book Sections 6.D.

<https://usapickleball.org/docs/ifp/USA-Pickleball-Rulebook.pdf>

- Only call a ball “out” if you can clearly see a space between the line and the ball as it hits the ground.
- Never question an opponent’s call.
- Always give the benefit of doubt to your opponents. Any ball that cannot be called “out” will be considered “in”.
- Only call the lines on your end of the court.
- “Out” calls must be made “promptly”. “Promptly” is defined as calling “out” prior to the ball being hit by the opponent or before the ball becomes dead.
- “Out” calls must be called with a loud voice and/or hand signal.
- While the ball is in the air, if a player yells “out,” “no,” “bounce it,” or any other words to communicate to their partner that the ball may be out, it shall be considered player communication only and not considered a line call.
- If a player makes an initial line call, they can ask for the opponents’ opinion. If the opponent can make a clear call, that clear call will stand. If no clear call can be made, the initial line call by the player will stand.
- A player cannot claim a replay (let) because the ball was not seen or there is uncertainty.
- Spectators should not be consulted on any line call.
- You may overrule a line call that is to your disadvantage or opponents’ advantage anytime.
- A player/team may ask the opponents’ opinion to make the line call on the player’s end of the court and must abide by their call if opponent makes a clear “in” or “out” call. If no clear call can be made, the initial line call by the player will stand.
- In doubles play, if one player calls the ball “out” and the partner calls it “in”, then doubt exists, and the team’s call will be “in”.
- In the spirit of good sportsmanship, players are expected to call faults on themselves as soon as the fault is committed or detected. Section 13.

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