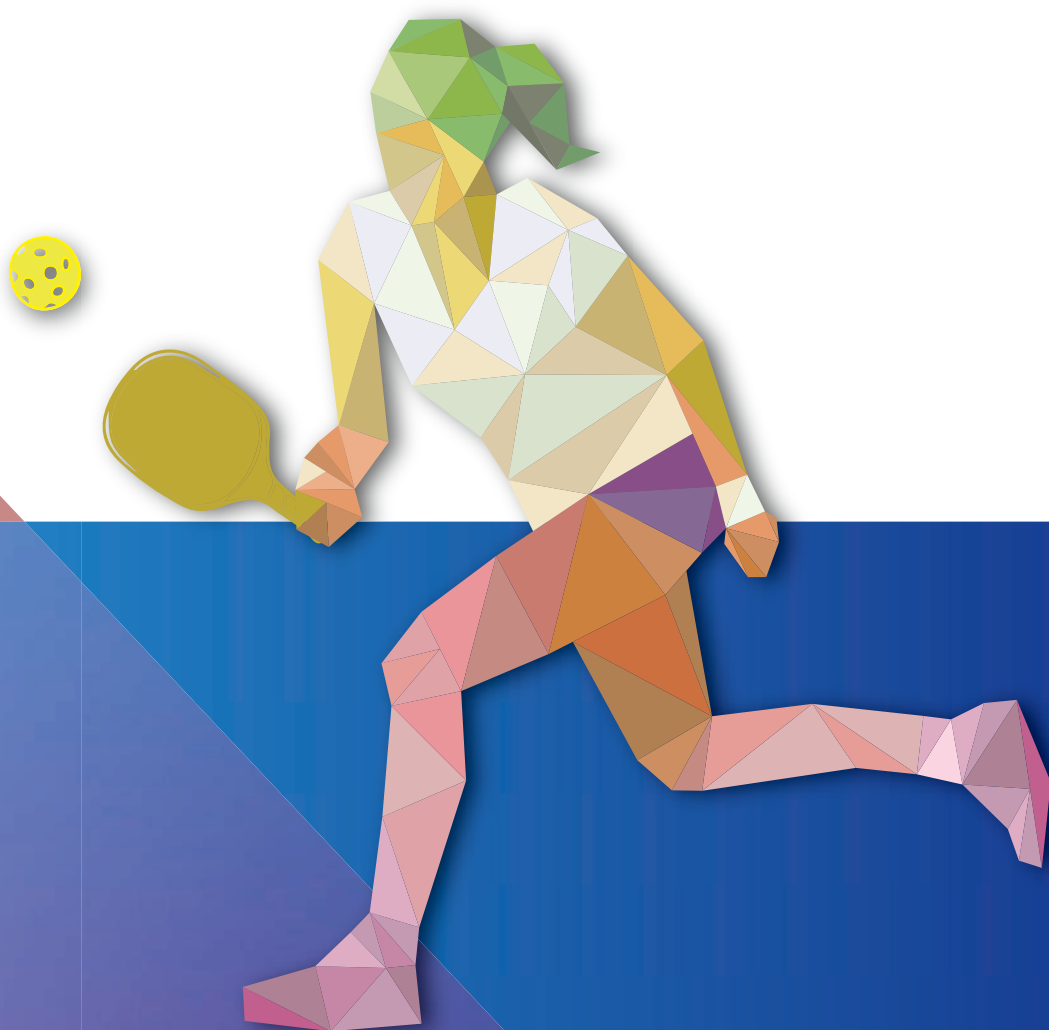


# 2023 匹克球比賽規則手冊

## OFFICIAL PICKLEBALL TOURNAMENT RULEBOOK



中華民國匹克球協會



亞洲匹克球聯合會

共同編譯「版權所有，翻印必究」

# 2023 年的重大規則變化

## SIGNIFICANT RULE CHANGES FOR 2023

### ■服裝 Apparel (2.G.1 / 2.G.4)

不合適的服裝現在已包括近似於比賽球顏色的服裝。在第一節規則中要求球員避免穿與球顏色相近的衣服。賽事總監有權要求球員更換服裝且不使用該球員的標準暫停。

**Inappropriate apparel may now include apparel that approximates the color of the tournament ball. Section 1 encourages players to avoid wearing apparel that approximates the color of the ball. The Tournament Director retains the right to require an apparel change during a non-chargeable time-out.**

### ■旋轉發球 Spin Serve (4.A.5)

不允許在釋放球的過程中操縱球使其旋轉。當球被釋放時，球的一些自然旋轉是允許的，但發球員在發球擊球前不得進行操縱或旋轉。這適用於截擊式發球和落地式發球。

**Manipulating the ball to add spin during the release of the ball is not allowed. Some natural rotation of the ball when it is released is allowable but the server must not impart manipulation or spin prior to striking the ball to serve. This applies to the volley serve and the drop serve.**

### ■發球時判定重發或違例 Replay or Fault on the Serve (4.A.6 / 4.A.9)

如果主審裁判不能確定發球員於發球中的動作是否已經滿足一個以上要素，主審裁判有權立即停止比賽並下令重發。如果發球員明顯違反了一項或多項發球規則上的要求，裁判將立即判其違例。其目的是誘導球員調整發球，使其清晰、明顯地滿足所有規則上的要求。

**The referee has the authority to immediately stop play and order a replay if the referee is not certain that one more required elements of a serve have been met. The referee will call an immediate fault if a serve clearly violates one or more of the requirements. The intent is to induce players to adjust their serve so that it clearly and obviously meets all requirements.**

#### ■關於正確發球員、接球員或站位的問題 **Player Questions about Correct Server, Receiver or Position (4.B.8)**

在發球擊中球之前，球員仍然是允許詢問關於正確發球員、接球員或站位的問題。發球員的一個經常問題，譬如“是我在這裡發球對嗎？”，這句話被認為包含了正確的發球員問題和正確的站位問題，主審裁判必須回答這兩個問題。在非官方(無裁判)的比賽中，球員可以向對手提出同樣的問題，對手則必須回答正確的資訊。

**Player questions about correct server, receiver or position remain allowed before the serve is hit. A generic question by the server such as “Am I good?” is considered to encapsulate both the correct server question and the correct position question, and the referee will answer both questions. In non-officiated play, a player may ask the opponent the same questions and the opponent must respond with the appropriate information.**

#### ■呼叫錯誤分數 **Wrong Score Called (4.K)**

如果球員認為分數被呼叫錯了，主審裁判或任何球員都可以在回發球前停止比賽並要求改正。回發球後由選手私自停止比賽並詢問(質疑)分數的行為是違例的，而選手私自停止比賽並詢問(質疑)分數後，發現分數是正確的，這樣也是違例的行為。

**If the wrong score is called, the referee or any player may stop play before the return of serve to correct the score. It is a fault to stop play after the return of serve to identify or ask for a score correction. It is a fault to stop play to identify or ask for a score correction when the score was correctly called.**

#### ■裝備暫停 **Equipment Time-Out (10.D)**

為了公平、安全地繼續比賽，球員無需使用標準暫停進行必要的設備調整或更改。主審裁判將給予合理的裝備暫停時間。

**Players are not required to use a regular time-out for equipment adjustments or changes necessary for fair and safe continuation of the match. The referee will call an equipment time-out of a reasonable duration.**



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## 第 1 章 - 關於匹克球運動 (THE GAME)

匹克球(Pickleball)是一種球拍型的運動(Paddle sport)，使用有特殊孔洞的球，在一個 20 英尺 x 44 英尺，附有類似網球運動網子的球場。球場分為右半邊/偶數分發球區和左半邊/奇數分發球區和非截擊區。(見圖 2-1)。

**Pickleball is a paddle sport played using a special perforated ball on a 20-foot-by-44-foot court with a tennis-type net. The court is divided into right/even and left/odd service courts and non-volley zones. (See Figure 2-1.)**

發球時應以符合規範的方式，發球過網至對方回球區。球在球網上來回對打，直到有一方球員未能成功回擊而發生違例。當發球方(單打)或發球方的一隊(雙打)贏得對打或者對方犯下違例時，發球方才可得分。發球方會改換發球場地，直到發球方因對打違例或犯規，而交出發球權。

**The ball is served diagonally across the net to the opponent's receiving court using an approved motion. The ball is struck back and forth across the net until a player fails to return the ball in accordance with the rules.**

**Points are scored only by the serving side when the server or the server's team wins the rally, or the opposing side commits a fault. The server continues to serve, alternating service courts, until the serving side loses the rally or commits a fault.**

匹克球賽事可以是打單打或雙打的比賽。通常情況下，當有一方得分為 11 分並領先至少 2 分的差距時為獲勝方。

**Pickleball can be played as singles or doubles. Typically, the first side scoring 11 points and leading by at least a 2-point margin wins.**

### 關於球員 The Players

匹克球比賽是一種需要合作和禮貌的賽事。擁有一種公平競爭的意識，讓對手從任何懷疑中受益，這對於賽事保持樂趣和競爭的基本原則是至關重要的。為此目的，作為如下：

**Pickleball is a game that requires cooperation and courtesy. A sense of fair play from giving the opponent the benefit of any doubt is essential in maintaining the game's underlying principles of fun and competition. To that end:**

1. 無論比賽的重要程度如何，所有的得分都是一樣的；比賽的第一分和賽末點一樣重要。

**All points played are treated the same regardless of their importance; the first point of the match is as important as match point.**

2. 雙打中的任何一個搭檔都可以執行各種判定，尤其是邊線球判定；在比賽中，沒有一個搭檔可以告訴另一個搭檔，“那是我的判定職責，不是你的”。

**Either partner in doubles can make calls, especially line calls; there is no place in the game for one partner telling another, “that was my call, not yours”.**

3. 呼叫權利消除了“兩次機會選項”。例如，球員在擊球“出界”之後，不能因為有球突然滾進來球場上，而聲稱受到阻礙；球員選擇了擊球，就必須放棄聲稱被這顆球阻礙的權利。

**Prompt calls eliminate the ‘two chance option’. For example, a player cannot claim a hinder from a ball rolling on the court after they hit a ball ‘out’; they gave up their ability to call the hinder by choosing instead to hit the ball.**

2023 年匹克球中文規則由亞洲聯合會 孫維孝裁判長翻譯，並於 2023.3.11 由中華民國匹克球協會裁判委員會第一次審議通過，版權所有，歡迎註明出處引用。



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4. 當遇到規則手冊未涵蓋的情況時，比賽雙方球員必須事先努力協調。可能的結果是重新發球重賽，讓比賽繼續進行，或者在極端情況下，要求主審裁判解決爭議。

**Players strive to cooperate when confronted with a situation not covered by the Rulebook. Possible outcomes can be a replay, allowing the rally to stand, or in extreme cases, asking for a referee to resolve a dispute.**

5. 在可能的情況下，規則是可以隨著不同類型的球員調整，以符合其需求。

**Where possible, rules accommodate players with various adaptive needs**

6. 球員需避免穿著與比賽球顏色相近的衣服。

**Players avoid wearing clothing that closely matches the ball color.**

7. 球員不應質疑或評論對手的邊線球判定，儘管任何球員都可以在下一次發球前向主審裁判提出上訴。

**Players should not question or comment on an opponent's call, although any player may appeal a rally-ending line call to the referee before the next serve occurs.**

## 獨特的特色 UNIQUE FEATURES

雙反彈規則(Two-Bounce Rule)。

在發球之後，任一方在打截擊球之前必須先各自打一次的落地球(groundstroke)。

**After the ball is served, each side must make one groundstroke prior to volleying the ball.**

非截擊區(Non-Volley Zone)，以下簡稱 NVZ。

自球網向底線兩側延伸 7 英尺內的一個區域，球員不允許踩在此區域內直接揮擊尚未落地彈跳的空中球。更確切地說，從球網到底線的整個球場都是一樣的，可以自由用於所有比賽，只有一個例外：截擊。前七英尺，即非截擊區域不能打截擊。

**Non-Volley Zone (NVZ). An area that extends 7 feet from the net on each side, within which a player is not allowed to strike the ball without it first bouncing. More specifically, the whole court from net to baseline is the same and can be freely used for all play with one exception: volleying. The first seven feet, the non-volley zone, cannot be used for volleying.**

輪椅(Wheelchair)。

輪椅運動員可以在回球之前讓球落地彈跳兩次。第二次彈跳可以在比賽場地的任何地方，包括球場周圍的區域。

**Players using wheelchairs may allow the ball to bounce twice before returning the ball. The second bounce can be anywhere on the playing surface, which includes the area surrounding the court.**



## 第 2 章 - 球場與設備 (COURT AND EQUIPMENT)

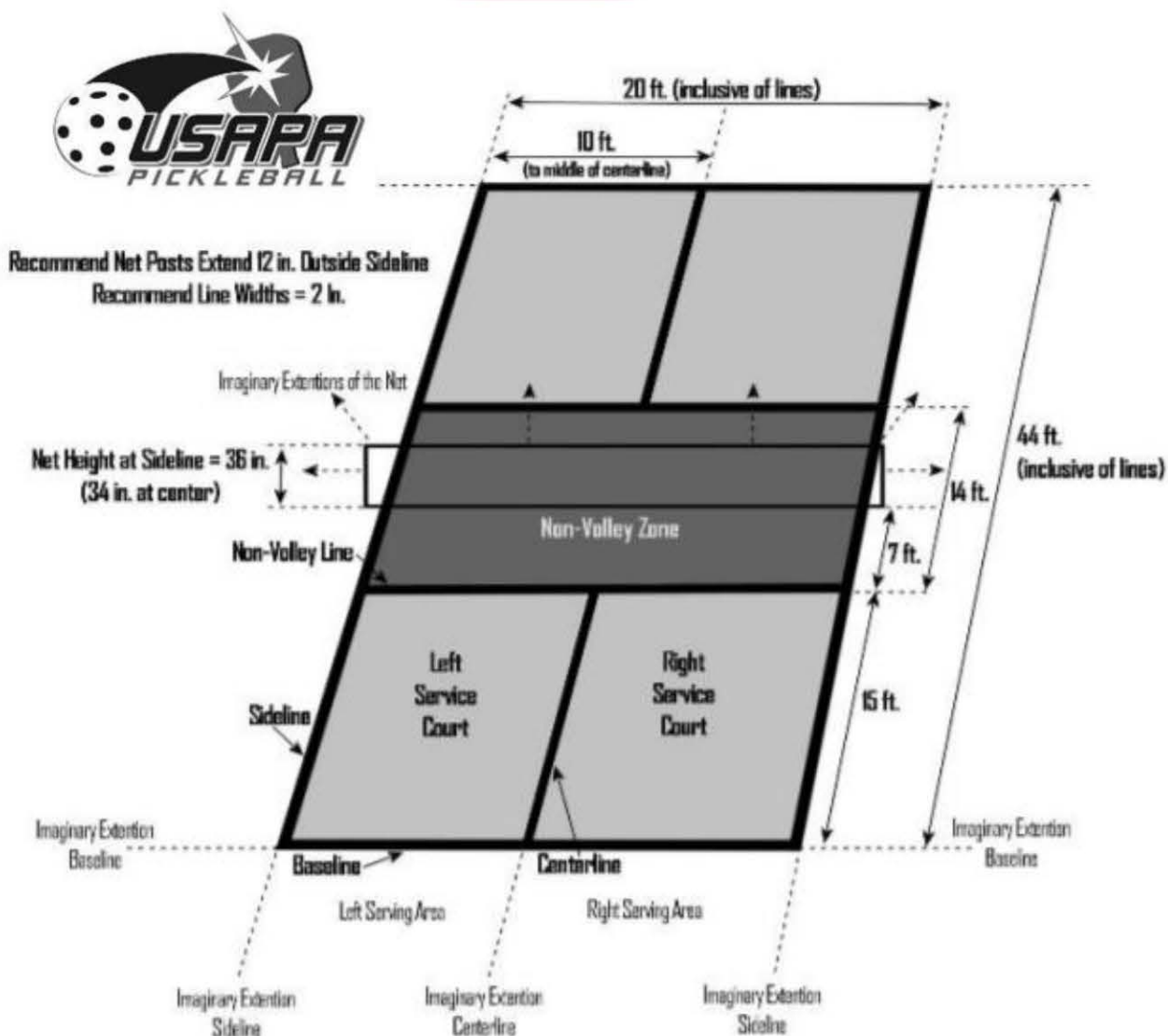


圖 2-1

### 2.A. 2.A. 球場規格(Court Specifications)。匹克球球場的標準尺寸為：

**The dimensions and measurements for the standard pickleball court are:**

2.A.1. 球場邊界長度為寬 20 英尺（6.10 公尺），長為 44 英尺（13.41 公尺）之長方形區域，適用於單打和雙打比賽。（見圖 2-1.）

**The court shall be a rectangle measuring 20 feet (6.10m)wide and 44 feet (13.41 m) long for both singles and doubles matches. (See Figure 2-1.)**

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2.A.2. 球場的測量應從球場周圍及非截擊區的最外邊進行。所有線條寬度為 2 英寸（5.08 公分），而且線條的顏色要相同，與比賽場地的顏色要形成清楚而鮮明的對比。

**Court measurements shall be made to the outside of the perimeter and non-volley zone lines. All lines should be 2 inches (5.08 cm) wide and the same color, clearly contrasting with the color of the playing surface.**

2.A.3. 最小的一個比賽場域活動面積為寬 30 英尺（9.14 公尺），長 60 英尺（18.29 公尺）。球場外圍邊框之度若都再增加 10 英尺（3.05 公尺），形成 40 英尺（12.19 公尺）x 64 英尺（19.51 公尺）的活動面積則為更佳。關於比賽場地活動面積尺寸的其  
他建議如下：

**The minimum playing surface area measures 30 feet (9.14 m) wide and 60 feet (18.29 m) long. A 10-foot (3.05-m) surrounding margin measures 40 feet (12.19m) by 64 feet (19.51 m). Other recommendations for playing surface dimensions are:**

用途	寬度-英尺（公尺）	長度-英尺（公尺）
新建球場活動場地	34（10.36 公尺）	64（19.5 公尺）
錦標賽球場活動場地	34（10.36 公尺）	64（19.5 公尺）
輪椅比賽球場活動場地	44（13.41 公尺）	74（22.56 公尺）
體育場內進行輪椅比賽 活動場地	50（15.24 公尺）	80（24.38 公尺）

Purpose	Width – feet (m)	Length – feet (m)
<b>New Construction</b>	<b>34 (10.36 m)</b>	<b>64 (19.5 m)</b>
<b>Tournament Play</b>	<b>34 (10.36 m)</b>	<b>64 (19.5 m)</b>
<b>Wheelchair Play</b>	<b>44 (13.41 m)</b>	<b>74 (22.56 m)</b>
<b>Stadium Court</b>	<b>50 (15.24 m)</b>	<b>80 (24.38 m)</b>

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2.A.4. (輪椅) 建議的輪椅比賽場域活動面積為寬 44 英尺 (13.41 公尺) 和長 74 英尺 (22.55 公尺)。體育場內進行輪椅比賽活動面積為寬 50 英尺 (15.24 公尺)，長 80 英尺 (24.38 公尺)。

**(Wheelchair) The recommended playing surface area for Wheelchair play is 44 feet (13.41 m) wide and 74 feet (22.55 m) long. The size for Wheelchair play in a stadium court is 50 feet (15.24 m) wide by 80 feet (24.38 m) long.**

2B. 球場線和區域 (Lines and Areas)。匹克球 Pickleball 球場的標準場地線和各區域的解說如下：另請參見圖 2-1。

**The lines and areas of the standard pickleball court are explained below : (See Figure 2-1.)**

2.B.1. 底線(Baselines)。平行於球網的兩條線，位於球場的最底端。

**Baselines. The lines parallel to the net at each end of the court.**

2.B.2. 邊線(Sidelines)。垂直於球網的兩條線，位於球場的兩側。

**The lines perpendicular to the net on each side of the court.**

2.B.3. 非截擊區 (NVZ)。此球場區域是位於球網的兩側半場，是由兩條邊線與一條平行球網且距離球網 7 英尺 (2.13 公尺) 的線 (非截擊線 NVZ) 所圍成。所有非截擊線都屬於非截擊區範圍內。

**Non-Volley Zone (NVZ). The area of the court, specific to each team, on either side of the net bounded by a line between the two sidelines (non-volley zone line) parallel to and 7 feet (2.13 m) from the net. All NVZ lines are part of the NVZ.**

2.B.4. 發球區(Service Court)。於中心線兩側的非截擊區以外的區域，包括中心線、邊線和底線。

**Service Court. The area beyond the NVZ on either side of the centerline, including the centerline, sideline, and baseline.**

2.B.5. 中心線(Centerline)。中心線位於球場各半場的中央，將非截擊區至底線之間的場地分隔出奇數分發球區和偶數分發球區(Odd and Even Service Courts)。

**Centerline. The line down the center of the court on either side of the net extending from the NVZ to the baseline separating the odd and even service courts.**

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2.B.6. 右半邊/偶數分發球區(Right/Even Court)。當面向網子時，偶數分發球區是位於球場的右半邊。

**Right/Even Court. The service area on the right side of the court when facing the net.**

2.B.7. 左半邊/奇數分發球區(Left/Odd Court)。當面向網子時，奇數分發球區是位於球場的左半邊。

**Left/Odd Court. The service area on the left side of the court when facing the net.**

2.C. 球網規格(**Net Specifications**)。

2.C.1. 材料(Material)。球網可以由任何的織物材料製成的網狀結構，但不允許球可以穿越網面孔洞。

**Material. The net may be made of any mesh fabric material that will not allow a ball to pass through it.**

2.C.2. 網柱(Posts)。兩個網柱距離計算是從一個柱子內側到另一個柱子的內側相距 22 英尺 $\pm$ 0.0 英寸(6.71m)寬。網柱本身的最大直徑應為 3 英寸(7.62cm)。

**Posts. Net posts should be 22 feet  $\pm$  0.0 Inches (6.71 m) from the inside of one post to the inside of the other post. The maximum diameter of the net post should be 3 inches (7.62 cm).**

2.C.3. 大小(Size)。從一個柱子延伸到另一個柱子之球網的長度計算，球網伸展的長度應至少為 21 英尺 9 英寸（6.63 公尺）。球網高度從網子的底部邊緣至頂部至少要 30 英寸（0.76 公尺）。

**Size. The net length should be at least 21 feet 9 inches (6.63 m) extending from one post to the other. The net height from the bottom edge of the net to the top should be at least 30 inches.**

2.C.4. 邊緣(Edge)。網子的頂部邊緣應裝訂 2 英寸（5.08 公分）寬的白色邊帶(tape)，包在繩索或鋼索外面。這種裝訂網綁方式必須依靠繩索或鋼索去做固定。

**Edge. The top of the net should be edged with a 2- inch (5.08-cm) white tape binding over a cord or cable running through the binding. This binding must rest upon the cord or cable.**

2.C.5. 中央垂直網帶和高度(Center Strap and Height)。有永久性型的球網建議裝一條中央垂直網帶，並且裝在球網的正中心位置，以便在中心處可輕鬆調整到 34 英寸（86.36 公分）的要求，從球網邊線兩側量起的最高高度為 36 英寸（91.44 公分）。

**Center Strap and Height. A center strap is recommended for a permanent net and must be placed at the center of the net to enable easy adjustment to the 34-inch (86.36-cm) requirement at center. The top shall be 36 inches (91.44 cm) high at the sidelines.**

2.C.6. 如果有球網覆蓋在球場上，並且在比賽開始前，賽事工作人員沒有修正這樣的配置，此時主審裁判如果判斷球受到此拖網(Draping Net)情形所影響，如此將造成重打的狀況。

**If the net drapes onto the court and such a configuration is not corrected by the tournament staff prior to the start of play, and if the referee deems a ball is affected by the draping net, it shall result in a replay.**





圖：2-3

左邊圖示帶有較大孔洞的球習慣上被用來打室內，而右邊圖示帶有較小孔洞的球習慣上被用來打室外。球的顏色可以不同。然而，所有被認可的球都可以用在室內或室外。已被核准認可的球之完整名單已表列在美國匹克球協會 USA Pickleball Association(以下簡稱 USA Pickleball)的網站上。

**The ball pictured on the left, with larger holes, is customarily used for indoor play, and the ball pictured on the right is customarily used for outdoor play. Colors may vary. However, all approved balls are acceptable for indoor or outdoor play. The complete list of approved balls is on the USA PICKLEBALL website.**

#### 2.D. 球的規格(Ball Specifications)。

2.D.1. 設計(Design)。球體應至少有 26 到最多 40 個圓孔，孔與孔的間距和球的整體設計

符合飛行特性。球的表面上必須有製造商或供應商的名稱或徽標的印刷或浮雕。

**Design. The ball shall have a minimum of 26 to a maximum of 40 circular holes, with spacing of the holes and overall design of the ball conforming to flight characteristics. The ball must have a manufacturer's or supplier's name or logo printed or embossed on the surface.**

2.D.2. 批准(Approval)。賽事總監有權選擇比賽的用球。在任何 USA PICKLEBALL

認可的比賽中被選中的比賽球必須是在 USA PICKLEBALL 網站上所公布批准的名

單上：USA Pickleball.org。

**Approval. The Tournament Director will choose the tournament ball. The ball selected for play in any USA PICKLEBALL-sanctioned tournament must be named on the official list of approved balls posted on the USA PICKLEBALL website: USA Pickleball.org.**

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2.D.3. 結構(Construction)。球應由耐用、表面光滑、沒有紋理的材料製成。除識別標記外，球應是統一的顏色。球的接縫處可以有輕微的隆起，只要它不對球的飛行特性產生重大影響。（見圖 2-2）。

**Construction. The ball shall be made of a durable material molded with a smooth surface and free of texturing. The ball will be one uniform color, except for identification markings. The ball may have a slight ridge at the seam, as long as it does not significantly impact the ball's flight characteristics. (See Figure 2- 2.)**

## 2.E. 球拍規格 **Paddle Specifications**。

2.E.1. 材料(Material)。球拍可以由任何被法規認為是安全的，並且不受這些法規禁止的材質所製成。球拍必須是由堅硬、不可壓縮的材料所製成，且應符合 USA PICKLEBALL 網站公布的標準。

**Material. The paddle must be made of any material deemed safe and not prohibited by these rules. The paddle shall be made of rigid, non-compressible material meeting the criteria located on the USA PICKLEBALL website.**

2.E.2.表面(Surface)。球拍的撞擊表面不應含有分層、孔洞、裂縫或凹痕，這些都會破壞球拍的皮層或表面。

**Surface. The paddle's hitting surface shall not contain delamination, holes, cracks or indentations that break the paddle skin or surface.**

2.E.2.a. 反照情形(Reflection)。球拍表面不應有傷害性的反照情況，以至於使其有可能讓對方球員的視力產生負面影響。

**Reflection. The paddle's hitting surface shall not be adversely reflective, such that it has the potential to negatively affect the vision of opposing player(s).**

2.E.3. 球拍大小 (Size)。球拍的長度加寬度，包括球拍的邊緣護條和底部護套，不得超過 24 英寸（60.96 公分）。球拍長度不能超過 17 英寸（43.18 公分）。球拍厚度則沒有限制。

**Size. The combined length and width, including any edge guard and butt cap, shall not exceed 24 inches (60.96 cm). The paddle length cannot exceed 17 inches (43.18 cm). There is no restriction on paddle thickness.**

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2.E.4. 重量(Weight)。球拍沒有限制重量。

**There is no restriction on paddle weight.**

2.E.5. 修改的選擇 (Alterations)。修改的球拍必須符合所有的規定。

**Alterations. Altered paddles must meet all specifications.**

2.E.5.a 商業製造商所製成的球拍，可以加以改變或增加的部分是護框條(Edge Guard Tape)，鉛帶(Lead Tape)(貼於球拍外緣的一種保護)、握把大小或握把包覆、名稱貼花(Decals)以及其他在球拍表面上的識別圖樣。

**The only alterations or additions that may be made to a commercially made paddle are edge guard tape, lead tape, changes to the grip size or grip wrap, and name decals and/or other identification markings on the paddle face.**

2.E.5.b 貼花和固定膠帶可以在距離握把頂部不超過 1.0 英寸（2.54 公分）位置延伸，如果要加上球拍邊緣防護帶之類的物品時，此物向拍面內部延伸時不能超過 0.5 英寸（1.27 公分）或是超過球拍邊緣防護帶 0.5 英寸(1.27 公分)

**Decals and tape can extend no farther than 1.0 inch (2.54 cm) above the top of the grip nor more than 0.5 inch (1.27 cm) inside the outer edge of a paddle or, if an edge guard is in place, 0.5 inch inside the edge guard.**

2.E.5.c 用手寫的記號是可以的，只要它們不會影響球拍表面的粗糙度(Roughness)，並且有很好的品味。如果是後製販賣市場的商品而非手寫圖樣，是不被允許用在商業型製造的球拍上面的。

**Hand-drawn or handwritten markings are allowed on the paddle's playing surface as long as they do not impact the surface roughness and are in good taste. No aftermarket graphics are allowed on a commercially made paddle other than "hand-drawn" or "handwritten" pen markings. Any hand-drawn or handwritten depictions must be in good taste.**

2.E.6. 禁止使用的表面特徵和機械性特徵：

**Prohibited Surface Features and Mechanical Features.**

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2.E.6.a. 防滑塗料或任何塗上的塗料含有沙粒，橡膠顆粒或任何導致額外旋轉的材料。

**Anti-skid paint or any paint textured with sand, rubber particles, or any material that causes additional spin.**

2.E.6.b. 含橡膠或合成橡膠。 **Rubber and synthetic rubber.**

2.E.6.c. 含砂紙特性。 **Sandpaper characteristics.**

2.E.6.d. 移動的部分是可以增加球拍頭部的動力。

**Moving parts that can increase head momentum.**

2.E.6.e. 可拆卸部件。不允許有可拆卸的部件，除了球拍手把大小調整器和/或握把纏布以及球拍邊緣上的鉛條。

**Removable parts. No removable parts except for paddle grip adjustments and/or grip wraps and lead tape on the paddle edge.**

2.E.7. 型號名稱。製造商必須在球拍上有明確標記的品牌和型號名稱或型號。

在球拍上的品牌與型號名稱資訊可通過製造商貼上的貼花印刷 (Decal) 顯示在球拍上。

**Model Designation. The paddle must have a manufacturer-provided and clearly marked brand and model name or model number on the paddle. The brand and model information may be shown on the paddle by a manufacturer affixed decal.**

## 2.F. 設備批准與授權。 **Equipment Approval and Authorization**

2.F.1. 美國匹克球協會認證的球拍清單-球員有責任確認他們在比賽中使用的球拍是被認證

的，在美國匹克球協會認證的球拍清單中被列為 "合格"。認證的設備清單會張貼在美國

國匹克球協會 USA Pickleball 網站： [USA Pickleball.org](https://www.usapickleball.org)。

**USA PICKLEBALL Approved Paddle List – Players are responsible for confirming that the paddle they are using for match play is approved and listed as “Pass” on the USA PICKLEBALL Approved Paddle List. The lists of approved equipment may be posted on the USA PICKLEBALL website: USA Pickleball.org.**

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2.F.1.a 違規 (Violation) 。如果在比賽期間的任何時候確定球員正在使用違反任何球拍規格的球拍或未在 USA PICKLEBALL 批准的球拍列表中，則適用以下處罰：

**Violation. If at any point during the tournament it is determined that a player is using a paddle that violates any of the paddle specifications or is not listed on the USA PICKLEBALL Approved Paddle List as Pass, the following penalties apply:**

2.F.1.a.1 如果比賽開始之前發現違規行為，球員可以立即更換 USA PICKLEBALL 批准的球拍名單上的球拍而不會受到處罰。

**If the violation is identified prior to the match starting, the player may switch to a paddle listed as Pass on the USA PICKLEBALL Approved Paddle List without penalty.**

2.F.1.a.2 如果在比賽開始後確定有違規情形，並且比賽已經進行中了，將宣布該名選手或球隊比賽失格。

**If the violation is identified after the match has started, the player or team forfeits only the match being played.**

2.F.1.a.3 如果違規行為是在計分表返回比賽競賽組後發現的，則維持比賽結果。

**If the violation is discovered after the scoresheet is returned to the tournament operations desk, the match results stand.**

2.G. 服飾 (Apparel) 。

2.G.1. 安全和使他人分心(Safety and Distraction) 。球員可能需要更換不適當的服裝，包括近似於比賽球顏色的服裝。

**Safety and Distraction. A player may be required to change apparel that is inappropriate, including that which approximates the color of the ball.**

2.G.2. 圖文意象(Depictions) 。在服裝上的圖形，徽章，圖片和文字必須具有良好的品味。

**Depictions. Graphics, insignias, pictures, and writing on apparel must be in good taste.**

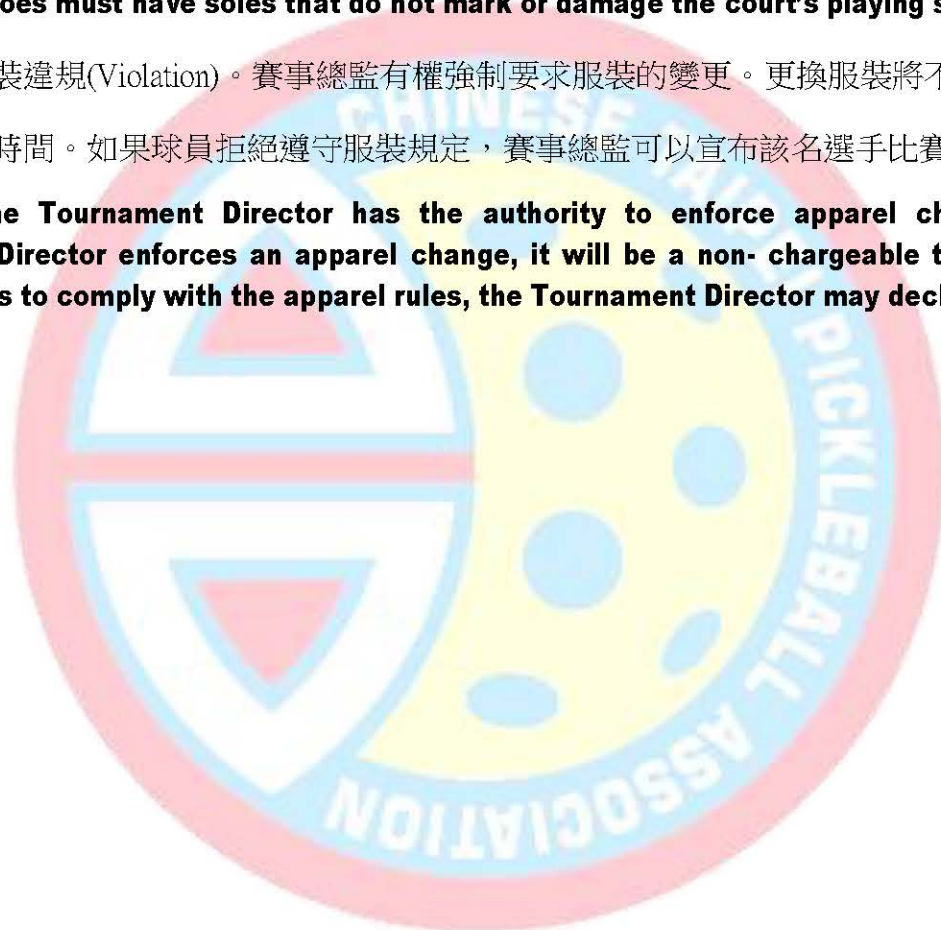
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2.G.3. 鞋類(Footwear)。鞋子的鞋底不能劃傷或損壞球場的場地。

**Footwear. Shoes must have soles that do not mark or damage the court's playing surface.**

2.G.4. 服裝違規(Violation)。賽事總監有權強制要求服裝的變更。更換服裝將不使用標準暫停時間。如果球員拒絕遵守服裝規定，賽事總監可以宣布該名選手比賽失格。

**Violation. The Tournament Director has the authority to enforce apparel changes. If the Tournament Director enforces an apparel change, it will be a non-chargeable time-out. If the player refuses to comply with the apparel rules, the Tournament Director may declare a forfeit of the match.**





## 第 3 章 – 名詞定義 DEFINITIONS

### 3.A 名詞定義 DEFINITIONS

3.A.1. **拖擊** (Carry) – 擊球時，球並沒有從球拍上反彈離開拍面，而是停留在拍面上被球拍拖帶著走繼續向前推進的一種擊球方式。

**Carry – Hitting the ball in such a way that it does not bounce away from the paddle but is carried along on the face of the paddle.**

3.A.2. **場外指導** (Coaching) – 球員與夥伴以外的人所進行的資訊交流，其方式包括以口頭、非口頭或電子資訊，其目的可使球員或球隊採取行動以獲得優勢或避免違反規則。

**Coaching - Communication of any information, including verbal, nonverbal, and electronic, from someone other than a player's partner, that a player or team may act upon to gain an advantage or help them avoid a rules violation.**

3.A.3. **球場** (Court) – 球場被定義為在底線與邊線外緣以內的區域。

**Court – The area inside the outer dimensions of the baselines and sidelines.**

3.A.4. **對角線場地** (Cross-Court) – 當球最後被擊中時，其所在場地之對角線對面的場地。

**Cross-Court – The court diagonally opposite of the court from which the ball was last struck.**

3.A.5. **死球** (Dead Ball) – 脫離對打的狀態。 **A ball that is no longer in play.**

3.A.6. **分散對手注意** (Distraction) – 依據主審裁判的判斷，當球員表現出“比賽中不常見”的身體動作，可能會導致干擾對手擊球的能力或注意力時。例如(但不僅止於)：大聲發出噪音、踩腳、以分散注意力的方式揮動球拍，或以其他方式干擾對手擊球的能力或注意力。

**Physical actions by a player that are ‘not common to the game’ that, in the judgment of the referee, may interfere with the opponent's ability or concentration to hit the ball. Examples include, but are not limited to, making loud noises, stomping feet, waving the paddle in a distracting manner or otherwise interfering with the opponent's concentration or ability to hit the ball.**

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3.A.7. 落地彈跳兩次 (Double Bounce) - 球在未被擊回之前，已在其中一方場地彈跳兩次以上。

**Double Bounce - When the ball bounces twice on one side before it is returned.**

3.A.8. 連擊 (Double Hit) - 在球未被擊回之前，球拍連續擊中球兩次。

**Hitting the ball twice before it is returned.**

3.A.9. 驅逐出賽事 (Ejection) - 球員公然的違反規則時，賽事總監得以將球員驅逐出賽事。球員可以留在比賽會場，但不得再參加任何比賽。(12.F.)

**Ejection - A behavior violation so flagrant that it warrants ejection from the tournament by the Tournament Director. The player may stay at the venue but may no longer play in any matches.**

3.A.10. 驅逐出場 (Expulsion) - 當球員明目張膽的違反規則時，賽事總監得以禁止球員於此賽事中任何當前及未來的比賽。此外，球員應立即離開比賽會場，且於賽事結束之前不得返回。

**Expulsion - A behavior violation so flagrant that the Tournament Director prohibits the player from playing in any current and any future brackets of the tournament. In addition, the player shall leave the venue immediately and not return for the remainder of the tournament.**

3.A.11. 違例 (Fault) - 違反規則而導致死球和/或對打結束。

**A rules violation that results in a dead ball and/or the end of the rally.**

3.A.12. 第一位發球員 (First Server) - 在雙打中，每一次換邊發球時，位於右半邊/偶數分發球區的球員，即為第一位發球員。

**First Server - In doubles, the player who shall serve from the right/even service court after a side out, according to the team's score.**

3.A.13. 失格 (Forfeit) - 因嚴重的違規行為，或者出現技術警告、技術犯規的組合判決，導致此局或此場的勝利判給對手。

**Forfeit - An egregious behavior violation or a combination of technical warnings and/or technical fouls that result in either a game or match being awarded to the opponent.**

3.A.14. 落地擊球 (Groundstroke) - 當球落地一次後才擊球。

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### **Groundstroke – A strike of the ball after the ball has bounced.**

3.A.15. 外在干擾 (Hinder) – 非球員所造成，且對賽事產生不利影響的任何暫時性因素或事件，但不包括永久性固定物。例如：球、飛蟲、異物、在另一個球場的球員或工作人員，依主審裁判之見，其影響了球員的控球能力。

**Hinder – Any transient element or occurrence not caused by a player that adversely impacts play, not including permanent objects. Examples include, but are not limited to, balls, flying insects, foreign material, players or officials on another court that, in the opinion of the referee, impacted a player's ability to make a play on the ball.**

3.A.16. 想像的延伸 (Imaginary Extension) - 一種術語，用於描述當一條直線從當前終點再向外延伸到遠處。球員和主審裁判應在不局限於比賽區域邊界的情況下，將線無限延伸。

**Imaginary Extension. A term used to describe where a line would extend if it projected beyond its current end point. Players and referees are to project where the line would extend if it were not limited to the boundaries of the playing area.**

3.A.17. 左半邊/奇數分場地 (Left/Odd Court) – 面對球場時，位於球場左側的發球落點區。於單、雙打比賽中，當比數為奇數時，雙方的起始發球員 (Starting Server) 應位於球場左半邊/奇數分發球區的場地。

**Left/Odd Court – The service area on the left side of the court, when facing the net. The starting server in doubles or the singles server should be positioned on the left/odd side of the court when their score is odd.**

3.A.18. 邊線球判定 (Line Call) – 由一位球員或是線審呼叫出，以告知主審裁判一個活球 (Live Ball) 並沒有著落於被要求的球場空間 (Court Space)。比較慣用的邊線球判定是 ” 界外 ” (Out)。有區別功能的手勢可以與邊線球判定一起使用。字眼如 “ 出邊線 ” (Wide)、 “ 過長 ” (Long)、 “ 不 ” (No)、 “ 過深 ” (Deep) 也都可被接受。

**Line Call – A loud word(s) spoken by a player or line judge(s) to indicate to the referee and/or players that a live ball has not landed in the required court space. The preferred word to indicate a line call is “OUT”.**

**Distinctive hand signals can be used in conjunction with a line call. Words such as “wide”, “long”,**

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**“no”, “deep” are also acceptable.**

3.A.19. 活球/進行中的球 (Live Ball/In Play) - 當主審裁判或者發球員（或根據規則 4.D.1 發球手的搭檔）開始喊出分數之當下。

**The point in time when the referee or server (or server's partner per rule 4.D.1) starts to call the score.**

3.A.20. 慣性動能 (Momentum) - 慣性動能是當身體處於運動狀態時的一種屬性。以執行截擊動作為例，慣性動能使得球員在球拍接觸球之後，仍處於運動狀態中。截擊動作所產生的慣性動能，只有當球員恢復平衡、控制動作或停止朝向非截擊區移動時，慣性動能才算結束。

**Momentum - Momentum is a property of a body in motion, such as a player executing a volley, that causes the player to continue in motion after contacting the ball. The act of volleying produces momentum that ends when the player regains balance and control of their motion or stops moving toward the non-volley zone.**

3.A.21. 非截擊區 (NVZ) - 與球網相鄰，每一側 7 英尺x20 英尺的區域。圍繞非截擊區的所有線都屬於非截擊區的一部分。所述的非截擊區是二維空間，並不包括球場地面 (Playing Surface) 上方的空間地帶。見圖 2-1 和 2.B.3。

**Non-Volley Zone (NVZ) - The 7-foot-by-20-foot area adjacent to the net and specific to each team's end of the court relating to NVZ faults. All lines bounding the NVZ are part of the NVZ. The NVZ is two-dimensional and does not rise above the playing surface. (See Figure 2-1 and Section 2.B.3.)**

3.A.22. 握把纏布的調整 (Paddle Grip Adjustments) - 沒有施加機械性的器具以改變握把的大小或握於手中的穩定性。

**Non-mechanical devices that change the size of the grip or stabilize the hand on the grip.**

3.A.23. 球拍頭 (Paddle Head) - 不包含握把部分的球拍。The paddle, excluding the handle.



3.A.24. 永久固定物 (Permanent Object) – 球場上或球場附近的物體，包括懸掛在球場上會干擾比賽的物件。永久固定物包括天花板、牆壁、圍欄、照明裝置、網柱、網柱腳、觀眾席的看台和座位、主審裁判、線審、位於指定區域的觀眾以及球場周圍和球場上所有的物件。

**Any object on or near the court, including hanging over the court, that can interfere with play. Permanent objects include the ceiling, walls, fencing, lighting fixtures, net posts, net post legs, the stands and seats for spectators, the referee, line judges, spectators when in their recognized positions, and all other objects around and above the court.**

3.A.25. 球網平面 (Plane of the Net) – 於球網雙邊延伸出超出球網系統之垂直的平面。

**Plane of the Net - The imaginary vertical planes on all sides extending beyond the net system.**

3.A.26. 球場外觀 (Playing Surface) – 比賽場地及為了比賽所設計的周圍區域。

**The court and the area surrounding the court designated for playing.**

3.A.27. 猥褻 (Profanity) – 在“禮貌的環境”或兒童周圍通常被認為不合適的常見或不常見的詞語、短語或手勢。通常包括四個字母的單詞，用作咒罵或言語強化。

**Profanity – Words, phrases or hand gestures, common or uncommon, which are normally considered inappropriate in “polite company” or around children. Typically included are four-letter words used as expletives or verbal intensifiers.**

3.A.28. 來回對打 (Rally) – 於發球後直至違例之前的連續對打。

**Rally – Continuous play that occurs after the serve and before a fault.**

3.A.29. 接球員 (Receiver) – 發球員之對角線位置準備要接球的球員。

**Receiver – The player who is positioned diagonally opposite the server to return the serve. Depending on the team's score, the player who returns the serve may not be the correct receiver.**

3.A.30. 重打 (Replay) – 無論因著任何原因而重啟沒有得分或更換發球員的對打。

**Replay – Any rally that is restarted for any reason without the awarding of a point or a change of server.**

3.A.31. 棄賽 (Retirement) – 球員或隊伍決定停止該場比賽而將勝利拱手讓給對手。(12.F.)

**Retirement - A player/team's decision that stops the match and awards the match to the opponent.**

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3.A.32. 右側/偶數分場地 (Right/Even Court) - 面對球場時，位於球場右側的發球落點區。於單/雙打比賽中，當比數為偶數時，雙方的首位發球員 (Starting Server) 應位於球場右側/偶數分發球區的場地。

**Right/Even Court - The service area on the right side of the court, when facing the net. The starting server in doubles or the singles server should be positioned on the right/even court when their score is even.**

3.A.33. 第二發球/第二位發球 (Second Serve) - 用於描述雙打比賽中，當發球方失去配額兩次發球中的第一次發球時所用的術語。

**Second Serve - In doubles, a term used to describe the condition when a serving team loses the first of its two allocated serves.**

3.A.34. 第二發球員/第二位發球員 (Second Server) - 在雙打中，第一發球員的夥伴。第二發球員在第一發球員失去發球權後接著發球。

**Second Server - In doubles, the first server's partner. The second server serves after the first server loses serve.**

3.A.35. 發球 (Serve) - 一開始啟動對打的擊球方式。

**The initial strike of the ball with the paddle to start the rally.**

3.A.36. 發球員 (Server) - 開始啟動對打的球員。依據隊伍的分數，第一發球員可能不是起始發球員。

**The player who initiates a rally. Depending on the team's score, it is possible that the player who serves may not be the correct server.**

3.A.37. 發球落點區 (Service Court) - 在中心線的兩側區域，包括中心線、邊線和底線，但不包括非截擊區。

**Service Court - The area on either side of the centerline, including the centerline, sideline, and baseline, excluding the NVZ.**

3.A.38. 發球站位區 (Serving Area) - 落於底線後、球場中心線和邊線延伸線所圍以內的區域，包含中心線與邊線本身。

**Serving Area - The area behind the baseline and on and between the imaginary extensions of the**  
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**court centerline and each sideline.**

3.A.39. 換邊發球 (Side Out) - 當單打球員或雙打隊伍失去其發球權並將發球權交予對手時。

**Side Out – The awarding of the serve to the opposing team after a singles player or doubles team loses its serve.**

3.A.40. 起始發球員 (Starting Server) - 對於每支雙打隊伍，在比賽一開始時被指定首位先發球的球員。在雙打比賽中，各隊起始發球員應佩戴由賽事總監決定之可識別的標識。

**Starting Server – For each doubles team, the player designated to serve first at the start of the game. In doubles tournament play, the starting server shall wear a visible form of identification determined by the Tournament Director.**

3.A.41. 技術犯規 (Technical Fault) - 主審裁判對球員行為的違規進行評估，遭判技術犯規的球隊分數將被扣除一分；若犯規球隊的分數為零，在這種情況下，對方的得分應加一分。如果已經發出一技術警告，並且有理由再次發出技術警告，則應累加變成技術犯規；其乃根據主審裁判針對球員或球隊的行為所做的判決。

**Technical Foul – A referee's assessment of a behavioral violation that results in one point being removed from the score of the offending team, unless their score is zero, in which case a point shall be added to the score of the opposing side. A technical foul shall be issued if one technical warning has already been given and a second technical warning is warranted; or when warranted by a player's or team's action, based on the referee's judgement.**

3.A.42. 技術警告 (Technical Warning) - 主審裁判對球員或球隊違規行為的警告。被判技術警告時不會影響任何分數。

**Technical Warning – A referee's warning of a behavioral violation given to a player or team. Points are neither awarded nor deducted for a technical warning.**

3.A.43. 口頭警告 (Verbal Warning) - 主審裁判對違規行為的警告。每場比賽可向每隊發出一口頭警告。

**A referee's warning of a behavioral violation. A single verbal warning may be issued to each team once per match.**

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3.A.44. 截擊(Volley) – 在對打過程中，在球落地前凌空打擊回去。

**During a rally, a strike of the ball out of the air before the ball has bounced.**

3.A.45. 輪椅球員(Wheelchair Player) – 無論有無殘疾，任何人皆可使用輪椅上競賽。輪椅被認為是運動員身體的一部分。無論是殘疾球員或任何人皆可以乘坐輪椅競賽。

**Any person, with or without a disability, who plays the game in a wheelchair. The wheelchair is considered part of the player's body. This can be a player with a disability or anyone that wants to play in a wheelchair.**

3.A.46. 退賽 (Withdrawal) – 球員或隊伍要求從特定的組別移除即將進行的賽事。

**Withdrawal – A player/team's request to be removed from any upcoming play in a specified bracket.**

## 第 4 章 – 發球、發球動作及得分規則 (THE SERVE, SERVICE SEQUENCE, AND SCORING RULES)

### 4.A. 發球 (Serving) :

4.A.1. 球被發出前，完整的分數一定要被喊出。

**The entire score must be called before the ball is served.**

4.A.2. 落點 (placement)。發球員必須發在正確的發球區域（發球員對角的場地區域）。發

球時球允許碰觸到球網，但是發球的落點一定不能碰觸到非截擊區和非截擊線。但

可以落在相對應發球區域之任何外圍框線上。

**Placement. The server must serve to the correct service court (the court diagonally opposite the server). The serve may clear or touch the net and must clear the NVZ and the NVZ lines. The serve may land on any other service court line.**

4.A.3. 無論發球後是否有擊中球網，球過網後若再直接碰觸到接球員或接球員的伙伴，那麼發球的一方將得到一分。

**If the serve clears the net or contacts the net in crossing and then touches the receiver or the receiver's partner, it is a point for the serving team.**

4.A.4. 發球的瞬間：**The moment the ball is served:**

4.A.4.a 至少一隻腳必須位於底線之後的比賽場地上。

**At least one foot must be on the playing surface behind the baseline.**

4.A.4.b 任何一腳均不能碰觸到底線以及底線以內的場地部分。

**Neither of the server's feet may touch the court on or inside the baseline.**

4.A.4.c 發球員的任何一隻腳都不能碰觸到邊線或中心線的假想延伸線之外的比賽表面。

**Neither of the server's feet may touch the playing surface outside the imaginary extension of the sideline or centerline.**

4.A.4.d (輪椅) 的兩個後輪，必須位於比賽場地底線之後的地面上，確定沒有觸碰底線，並且不在邊線或是中心線的假想延伸線之外的區域。

**(Wheelchair) Both rear wheels must be on the playing surface behind the baseline and may not touch the court on or inside the baseline or outside the imaginary extensions of the sideline or centerline.**

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4.A.5. 發球時，只能用一隻手來釋放球以進行發球。雖然從手上釋放球的過程中，預計會有一些自然的旋轉，但發球員在發球擊中球前不得用身體的任何部位對球進行操縱或旋轉。例外情況：任何球員都可以使用他們的球拍來執行落地式發球（見規則 4.A.8.a）。只使用一隻手的球員也可以使用球拍來釋放球以進行截擊發球。

**The serve shall be made with only one hand releasing the ball. While some natural rotation of the ball is expected during any release of the ball from the hand, the server shall not impart manipulation or spin on the ball with any part of the body immediately prior to the serve. Exceptions: Any player may use their paddle to perform the drop serve (see Rule 4.A.8.a). A player who has the use of only one hand may also use their paddle to release the ball to perform the volley serve.**

4.A.6 有主審裁判的比賽時，發球員釋放球的動作，必須讓主審裁判和接球員目視到；如無主審裁判的比賽時，則必須讓接球員目視到其釋放球的動作。如果發球員釋放球的動作沒有被接球方目視，是不會構成違例的。

**In officiated matches, the server's release of the ball must be visible to the referee and receiver. In matches without a referee, the server's release of the ball must be visible to the receiver. There is no fault if the release is not visible to the referee or receiver.**

4.A.7 「截擊」發球：截擊發球就是在球落於地面彈跳前將球發出，可以用正手或反手動作來完成。正確的截擊發球包括以下要素：

**The Volley Serve. The volley serve is made by striking the ball without bouncing the ball off the playing surface and can be made with either a forehand or backhand motion. A proper volley serve includes the following elements:**

4.A.7.a 在擊中球時，發球員的手臂運動必須是由下往上的弧形擺動。（參見圖 4-3.）

**The server's arm must be moving in an upward arc at the time the ball is struck with the paddle. (See Figure 4-3.)**

4.A.7.b. 在擊中球時，球拍頭的最高點不能超過手腕最高點的部位（腕關節彎曲的部位）。（參見圖 4-1.與 4-2.）



圖 4-1：正確發球

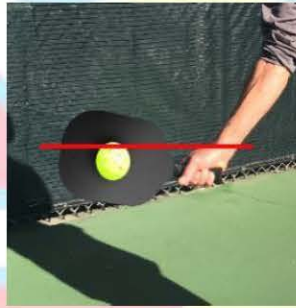


圖 4-2：發球違例



圖 4-3：正確發球

**The highest point of the paddle head must not be above the highest part of the wrist (where the wrist joint bends) when the paddle strikes the ball. (See Figures 4-1 and 4-2)**

4.A.7.c 擊球的接觸點不可以超過腰部的水平高度。（腰部位置是被定義為肚臍的水平位置）。（參見圖 4-1.與 4-3.）

**Contact with the ball must not be made above the waist. (See Figures 4-1 and 4-3 above)**

4.A.8 「落地式」發球：落地式發球是在球落於球場表面反彈後擊球，可以用正手或反手動作執行。正確的發球包括以下要素：

**The Drop Serve. The drop serve is made by striking the ball after it bounces on the playing surface and can be made with either a forehand or backhand motion. A proper drop serve includes the following elements:**

4.A.8.a 發球員必須僅用一隻手將球釋放，或從任何自然（非輔助）高度將球從球拍面上自由落體落下。

**The server must release the ball from one hand only or drop it off the paddle face from any natural**

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**(un-aided) height.**

4.A.8.b. 釋放球時，不得用手將球上拋或下投；也不可使用球拍將球往上擊打。

**The ball shall not be propelled (thrown) downward or tossed or hit upward with the paddle.**

4.A.8.c. 如果使用「落地式」發球，將不受 4.A.7 發球規則限制。

**The restrictions on the Volley Serve in Rule 4.A.7 do not apply to the drop serve.**

4.A.9 重新發球或發球違例：在有主審裁判的比賽中，如果主審裁判不確定發球員的一個或多個動作符合發球規範，主審裁判可以要求重新發球。重新發球必須在回發球前進行。如果主審裁判十分確定發球員的一個或多個動作不符合發球規範（規則 4.A.6 除外），則應判其違例。在非官方(沒有主審裁判)的比賽中，如果接發球員十分確定發球員於釋放球時進行了旋轉操作，或者看不到發球員釋放球的動作，則接發球員可以在回發球前要求重新發球。在非官方(沒有主審裁判)的比賽中，接發球員無權對發球員動作違規要求重新發球或宣布發球違例。

**Replay or Fault. In officiated matches, the referee may call for a replay if they are not certain that one or more of the requirements of the serve has been met. The replay must be called before the return of serve. The referee shall call a fault if they are certain that one or more of the requirements of the serve, other than Rule 4.A.6, has not been met. In non- officiated matches, if the receiver determines that manipulation of spin has been imparted prior to the serve, or the release of the ball is not visible, the receiver may call for a replay before the return of serve. In non-officiated matches, the receiver has no authority to call for replays or faults for service motion violations.**

## 4.A.9.a.

	官方的比賽 OFFICIATED PLAY		非官方的比賽 (沒有主審裁判) NON-OFFICIATED PLAY
	主審裁判 不確定發球選手違規 Referee not certain of violation	主審裁判 確定發球選手違規 Referee certain of violation	接發球員 確定對方發球違規 Receiver determines violation
<b>截擊發球 VOLLEY SERVE</b>			
4.A.7.a. 無由下向上的擺動 <b>No upward arc</b>	回發球前要求 重新發球 Replay	發球違例 Fault	不會構成違例 None
4.A.7.b. 球拍頭高於手腕 <b>Paddle head above wrist</b>	回發球前要求 重新發球 Replay	發球違例 Fault	不會構成違例 None
4.A.7.c. 擊球點高於腰部 <b>Contact above waist</b>	回發球前要求 重新發球 Replay	發球違例 Fault	不會構成違例 None
4.A.5. 釋放球時操控使球旋轉 <b>Spin imparted</b>	回發球前要求 重新發球 Replay	發球違例 Fault	回發球前要求 重新發球 Replay
4.A.6. 無法目視釋放球的動作 <b>Release not visible</b>	回發球前要求 重新發球 Replay	回發球前要求 重新發球 Replay	回發球前要求 重新發球 Replay
<b>落地式發球 DROP SERVE</b>			
4.A.8.a 沒使用單手或 用球拍將球從不自然的高度 釋放球 <b>Drop not made with one hand only or from paddle face or not from unaided height</b>	回發球前要求 重新發球 Replay	發球違例 Fault	不會構成違例 None
4.A.8.b 以向上或向下拋(擊)球的方 式釋放球 <b>Ball propelled up or down</b>	回發球前要求 重新發球 Replay	發球違例 Fault	不會構成違例 None
4.A.5. 釋放球時操控使球旋轉 <b>Spin imparted</b>	回發球前要求 重新發球 Replay	發球違例 Fault	回發球前要求 重新發球 Replay
4.A.6. 無法目視釋放球的動作 <b>Release not visible</b>	回發球前要求 重新發球 Replay	回發球前要求 重新發球 Replay	回發球前要求 重新發球 Replay

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#### 4.B. 球員的站位位置 (Player Positions)

4.B.1. 發球員和接球員 (Server and Receiver)。正確的發球員和接球員的站位，是由分數與雙方開始比賽時的站位來決定。

**Server and Receiver. The correct server and receiver and their positions are determined by the score and the players' starting positions in the game.**

4.B.2. 每場比賽一開始時，首次發球員的正確位置是根據分數來決定。

**At the start of each game, the starting server begins the serve from the side of the court dictated by the score.**

4.B.3. 每個球員都必須發球，直到該球員或隊伍因失分或是發生違例為止。

**Each player will serve until a rally is lost or a fault is declared against the player or team.**

4.B.4. 只要發球員還擁有發球權，在每得一分之後，發球員將從球場的右半邊/偶數分發球區和左半邊/奇數分發球區之底線後方來回輪替發球。

**As long as the server holds serve, after each point the server will alternate serving from the right/even and left/odd sides of the court.**

4.B.5. 單打 (Singles)

4.B.5.a. 如果發球員的分數是偶數 (0,2,4 ..... )，則發球員須從右半邊/偶數分發球區發球，而對手需在右半邊/偶數分發球區一方回發球。

**If the server's score is even (0, 2, 4 ...), the serve must be made from the right/even serving area and be received in the right/even service court by the opponent.**

4.B.5.b. 如果發球員的分數是奇數 (1,3,5 ..... )，則發球員須從左半邊/奇數分發球區發球，而對手需在左半邊/奇數分發球區一方回發球。

**If the server's score is odd (1, 3, 5 ...), the serve must be made from the left/odd serving area and be received in the left/odd service court by the opponent.**

4.B.5.c. 當發球員因對打失敗或是發生違例之後，就要換邊(Side Out)由對手發球，發球權要轉移給對手。

**After the server loses the rally or faults, a side out will occur and service is awarded to**

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the opponent.

4.B.6. 雙打 (Doubles)。在未換邊(對手)發球前，同隊的兩名隊員都要先後發過球。而每場比賽一開賽時，是由起始發球員開始發球。而此起始發球員在開賽時將被定為”第二位發球員”(Server 2)，一但該隊發生違例，發球權就交到另一方球隊。

**Doubles. Both players on a team will serve before a side out is declared, except at the start of each game, when only the starting server will serve. The starting server of each game is therefore designated as “Second Server” for scoring purposes, since a side out will occur once a rally is lost or a fault is committed by the serving team and service is awarded to the opposing team.**

4.B.6.a. 當發生換邊發球時，發球的一方必須從右半邊/偶數分發球區開始進行發球。

**At the start of each side out, service begins in the right/even serving area.**

4.B.6.b. 當球隊的得分為偶數(0,2,4.....)時，該球隊的起始發球員的正確位置是在右邊/偶數分發球區。當球隊的得分為奇數(1,3,5.....)時，該球隊的起始發球員的正確發球對應的位置會是左半邊/奇數分發球區。

**When the team's score is even (0, 2, 4 ...), the team's starting server's correct position is at the right/even serving area. When the team's score is odd (1, 3, 5...), the starting server's correct position is at the left/odd court.**

4.B.6.c. 在發生換邊發球之後，發球一方的球員必須從右半邊/偶數分發球區開始發球，該員要符合該隊的得分而站在正確的位置上再發球。該球員將被主審裁判稱為“第1位發球員”，其伙伴便成為“第2位發球員”。

**After each side out, service begins with the player correctly positioned on the right/even side of the court according to the team's score. This player is referred to as “First Server” and the partner is “Second Server.”**

4.B.6.d. 第1位發球員每贏得一分後便持續在左、右發球邊輪替發球，直到發球的一方因對打(Rally)失敗或是發生違例為止。

**The First Server will serve, alternating service sides after each point is won, until a rally is lost or the server's team commits a fault.**

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4.B.6.e. 第 1 位發球員的球隊因對打(Rally)失敗或發生違例後，第 2 位發球員將從正確的位置上繼續發球，只要發球的一隊繼續贏得分數，發球方便持續在左、右發球邊輪替發球。

**After the First Server's team loses a rally or faults, the Second Server will serve from the correct position and will alternate serving positions as long as the serving team continues to win points.**

4.B.7. 隊友的站位 (Partner Positions)。雙打比賽中，除了發球員（規則見 4.A.4）外，對任何隊員的位置都沒有限制，只要所有隊員都站在各自球隊的一側。他們的位置可以在球場內或球場外。正確的發球員必須從正確的發球區發球，且由正確的接球員接發球。

**Partner Positions. In doubles, with the exception of the server (see 4.A.4) there is no restriction on the position of any player, as long as all players are on their respective team's side of the net. They can be positioned on or off the court. The correct server must serve from the correct service court, and the correct receiver must receive the serve.**

4.B.8. 在發球前，任何球員都可以向裁判員詢問分數、正確的發球員或接球員、或者任何球員是否處於錯誤的位置，發球員的一個經常問題，譬如“是我在這裡發球對嗎？”，這句話被認為包含了正確的發球員問題和正確的站位問題。在非官方(無裁判)的比賽中，球員可以向對手提出同樣的問題，對手則必須回答正確的資訊。

**Before the serve occurs, any player may ask the referee for the score, who is the correct server or receiver or whether any player is in an incorrect position. A generic question such as "Am I good?" may be asked and shall be considered to encapsulate both the correct server question and the correct position question if asked by the serving team. For non-officiated play, a player may ask the opponent the same questions and the opponent shall respond with the appropriate information.**

4.B.9. 當主審裁判發現由不正確的球員發球或接球，或者球員從不正確的位置發球時，主審裁判將立即停止比賽並且判決剛才發生何種違例。

**When an incorrect player serves or receives, or a player serves from an incorrect position, the referee will immediately stop play and identify the fault(s).**

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4.B.10.不正確的球員或是位置。如果在此次對打結束後，且在下一次發球前或在記分表被送回賽會競賽組之前，發現剛剛的發球員或球員的位置不正確時，犯規球隊在比賽中得分不算數。此分更早之前所發生不正確的發球員或處於錯誤位置的球員所得的任何分數的則都視為有效。然而當記分表被送回賽會競賽組人員手上後，任何不正確的球員或位置錯誤都將不再補判。

**Incorrect Player or Position. When an incorrect server or player position is discovered after a rally, game, or match has ended, the offending team can be faulted until the next serve occurs or prior to the scoresheet being returned to the tournament operation's desk. A point scored during the rally by the offending team will not count. Any previous points scored by the incorrect server or with players in the incorrect positions will stand. After a match is completed, an incorrect player or position error may not be corrected after the scoresheet has been returned to tournament operations personnel.**

4.C. 準備就緒 (Readiness)。在分數尚未叫出前，任何一位球員都可表示“還未準備好”。

**Any player may indicate “not ready” prior to the start of the score being called.**

4.C.1. 尚未準備好的信號 (Not-Ready Signal)。發球員和接球員以下任何一種信號必須被使用以表示“還未準備好” (Not Ready)：1.將球拍舉至頭部上方，2.將沒有握球拍的手 (Non-Paddle Hand)舉在頭的上方，或 3.把背部完全轉向網子。

**One of the following signals must be used to indicate “not ready”: 1) raising the paddle above the head, 2) raising the non-paddle hand above the head, 3) completely turning their back to the net.**

4.C.2. 一旦分數被呼喊之後，除非有外在干擾情形發生，否則“未準備好”的呼叫就無效。一位球員或是隊伍離開他們的位置則不被視為是一種外在干擾。

**After the start of the score being called, “not ready” signals will be ignored, unless there is a hinder. A player or team out of position is not considered a hinder.**

4.D. 呼叫比分 (Calling the Score)。分數的呼叫必須在發球員與接球員理應就位，而且所有的球員理應準備好比賽之後。

**Calling the Score. The score shall be called after the server and receiver are (or should be) in position and all players are (or should be) ready to play.**

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4.D.1. 在沒有裁判的比賽中，通常是由發球員來呼叫比分，如果發球員無法叫分，可由發球員的搭檔呼叫比分。除非有聲音障礙，否則在比賽中呼叫比分的人不得改變。

**In non-officiated play, the server normally calls the score, but the server's partner may call the score if the server is unable to call the score. The person calling the score shall not change during the game unless there is a voice impairment.**

4.E. 10-秒規則 ( 10-Second Rule)。一旦分數已經被呼叫，發球員有 10 秒鐘來執行發球。

**Once the score has been called, the server is allowed 10 seconds to serve the ball.**

4.E.1. 如果發球員超過 10 秒鐘而未發球，則會被判決為一次的違例。

**If the server exceeds 10 seconds to serve, a fault will be declared.**

4.E.2. 在分數被呼叫後，假如發球方要改變發球的位置，此時主審裁判應該中斷比賽並讓球員有時間去重新站位，而分數要重新再呼叫以啟動 10 秒規則。在一般沒裁判的比賽，發球方也是被允許可以重新站位，而分數要重新再呼叫以啟動 10 秒規則。

**After the score has been called, if the serving team changes serving courts, the referee shall stop play, allow all players to reposition, and then recall the score to re-start the 10-second count. In a non-officiated match, the server will allow for the same repositioning and will recall the score to re-start the 10 second count.**

4.F. 得分 (Scoring)。無論是單打球員或雙打球隊的得分情形，只有在他們發球時才可累加分數。有時分數累積是來自於當對手犯了技術犯規且對手分數為零的情形時。

**Scoring. A singles player or doubles team scores points only when serving. Points may also be awarded when technical fouls are called against the opposing side and their score is 0.**

4.G. 分數 (Points)。只有球員發球時並贏得對打的情形才可獲得一分的分數。

**Points. A point is scored by serving the ball and winning the rally.**

4.H. 贏得比賽 (Winning the Game)。第一隊先獲得比賽所需贏得分數的一方獲勝。

**Winning the Game. The first side scoring the winning point wins.**

4.I. 單打比賽中的叫分 (Calling the Score in Singles Matches)。正式的分數叫分順序是先叫發球方的分數，然後才是接球方的分數。例如，“1-0”。

**Calling the Score in Singles Matches. The proper sequence for calling the score is server score then receiver score as two numbers. (e.g., “one – zero.”)**

4.J. 雙打比賽分數的叫分 (Calling the Score in Doubles Matches)。雙打比賽中分數的呼叫是三個數字。正式的分數順序是：發球隊的分數 - 接球隊的分數 - 發球員的順序號（1 或 2），（例如，“0 - 1 - 1”）。啟動比賽時的比分叫分將為“0-0-2”

**Calling the Score in Doubles Matches. The score is called as three numbers in doubles matches. The proper sequence for calling the score is: serving team’s score – receiving team’s score – the server number (one or two), (e.g., “zero – one – one”). To start each game, the score will be called as “zero – zero – two.”**

4.K. 喊出錯誤的分數 (Wrong Score Called)。如果發球員或主審裁判叫錯了分數，主審裁判或任何球員都可以在回發球前停止比賽並糾正比分，並以正確的分數進行重新發球。若已經完成回發球，比賽將繼續到對打結束，並在下一次發球前進行比分修正。完成回發球後，如果球員私自停止比賽以確認或要求糾正比分，將被宣布違例，並將輸掉這回合對打。如果球員在任何時候停止比賽，以確定或要求更正分數，但分數卻是正確地，則該球員將被宣布違例，並將輸掉這回合對打。

**Wrong Score Called. If the wrong score is called, the referee or any player may stop play before the return of serve to correct the score. The rally shall be replayed with the correct score called. After the return of serve, play shall continue to the end of the rally and the score correction made before the next serve. After the return of serve, a player who stops play to identify or ask for a score correction will have committed a fault and shall lose the rally. A player who stops play at any time to identify or ask for a score correction when the score was correctly called will have committed a fault and shall lose the rally.**

4.L. 發球時腳部的犯規違例 (Service Foot Faults)。在發球期間，當球被擊出時之當下，發球員的腳應：

**Service Foot Faults. During the serve, when the ball is struck, the server’s feet shall:**

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4.L.1. 不要踩到邊線延伸線及其假想範圍之外的區域。

**Not touch the area outside the imaginary extension of the sideline.**

4.L.2. 不要踩到中心線延伸線及其假想範圍之外的區域。

**Not touch the area on the wrong side of the imaginary extension of the centerline.**

4.L.3. 不要踩到球場內，包括底線。**Not touch the court, including the baseline.**

4.M. 發球違例 (Service Faults)。在發球期間，如果出現以下情況，發球員會被判定違例，同時造成失去發球權：

**Service Faults. During the service, it is a fault against the server resulting in loss of serve if:**

4.M.1. 發球員由錯誤的發球區發球。

**The server serves from the incorrect serving area.**

4.M.2. 在雙打中，由不正確的球員發球。**The incorrect player serves the ball.**

4.M.3. 所發出去的球在未落地前碰觸到任何永久固定物。

**The served ball touches any permanent object before it hits the ground.**

4.M.4 發出去的球碰到發球員或發球員的夥伴，或發球員或發球的夥伴所佩戴或持有的任何東西。

**The served ball touches the server or their partner, or anything the server or their partner is wearing or holding.**

4.M.5. 發出去的球落在非截擊區(NVZ) 包含非截擊線。

**The served ball lands in the non-volley zone which includes the NVZ lines.**

4.M.6. 發出去的球落在發球區(Service Court) 外。

**The served ball lands outside the service court.**

4.M.7. 發出去的球打到網帶並掉落在非截擊區(NVZ)內。

**The served ball hits the net and lands inside the non- volley zone.**

4.M.8. 發出去的球打到網帶並落在發球區(Service Court)外。

**The served ball hits the net and lands outside the service court.**

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4.M.9. 當發球員執行截擊發球（如規則 4.A-7)或落地式發球（如規則 4.A-8），使用了不合規定的發球動作。

**The server uses an illegal serve when performing the Volley Serve (as explained in Rule 4.A.7) or the Drop Serve (as explained in Rule 4.A.8).**

4.M.10. 發球員或是他的隊友在分數被喊出之後，而且發球員也將球發出後才申請”標準暫停”。

**The server or their partner calls a time-out after the serve has occurred.**

4.M.11. 發球員在「比分」被呼叫期間擊球。

**The server hits the ball to make the serve while the score is being called.**

4.M.12. 違反了規則 4.A.4 中列出的任何發球規則。

**The server violates any of the rules listed in Rule 4.A.4.**

4.N. 接球方的違例( Receiver Faults) 接球方有下列違例而造成發球方得一分的情形，例如：

**Receiver Faults. It is a fault against the receiving team resulting in a point for the server if:**

4.N.1. 不正確的球員去回擊對手的發球。 **The incorrect player returns the serve.**

4.N.2. 在球未落地前，接球員或接球員的夥伴被飛行中的球觸及或干擾其飛行。

**The receiver or their partner is touched by or interferes with the flight of the ball before it bounces.**

4.N.3.發球員將球發出之後，接球員或其夥伴才申請”標準暫停”。

**The receiver or their partner calls a time-out after the serve has occurred.**



## 第 5 章 – 發球以及選邊的規則 (SERVICE AND END SELECTION RULES)

### 5.A. 選邊、發球、接發球或對方先選。 (**Selection of End, Serve, Receive, or Defer**)。

5.A.1. 任何公平的方法都可以用來確定哪位球員或球隊先選邊、發球、接發球或對方先選。（例如：在分數表單的背面寫上 1 或 2；或是投擲錢幣）如果贏家選擇先發球或接球，則輸家可先選邊。如果贏家先選邊，輸家則可以選擇先發球或接發球。選擇完成後便不能更改決定。

**Any fair method shall be used to determine which player or team has first choice of end, serve, receive, or defer (e.g., a 1 or 2 written on the back of the score sheet, flipping a coin). If the winner chooses to serve or receive first, the loser chooses the starting end. If the winner chooses the starting end, the loser chooses to serve or receive. Once a selection has been made, it cannot be changed.**

5.A.2. 雙打比賽中，局與局之間的比賽開始之前，是可以改變起始發球員(Starting Server)，且應需告知主審裁判。如果比賽沒有主審裁判，改變起始發球員的隊伍有義務要通知對方球員。然而沒有通知並不會受到任何罰則。如果主審裁判在比賽開始後才發現起始發球員有改變，主審裁判應該於此次對打結束後，才在計分表上進行相應的註記。

**In doubles, teams may change the starting server between games and should notify the referee. In non-officiated matches, the team should notify the opponents if there was a starting server change. The starting server for the game is the player wearing the starting server form of identification. There is no fault or penalty for failure to make the notifications. Once a game has started, if the referee notices a starting server has changed, the referee will annotate the scoresheet accordingly, after the rally has completed.**

5.A.3. 每個雙打隊伍的起始發球員(Starting Server)必須明顯佩戴由賽事總監決定的標示物（如手環）。

**In doubles, the starting servers must visibly wear the form of identification determined by the Tournament Director.**

5.B. 換邊 (Change of Ends)。

5.B.1. 隨著每一局比賽結束後，雙方會換邊，也會換先發球方。

**Teams switch ends and initial service upon the completion of each game.**

5.B.2. 每一局的換邊時間為 2 分鐘。如果雙方都同意，可以提前開始比賽（少於兩分鐘），並使用 10.A.5 之規則恢復比賽。

**Two minutes is allowed between games. If both teams agree, play may resume early. Rule 10.A.5 shall be used to continue play.**

5.B.3. 搶 11 分的三戰兩勝賽制的第三場比賽，當其中有一支球隊達到 6 分時，雙方必須換邊，換邊之前應發球的球員則於換邊後繼續執行發球。

**In a match with two out of three games to 11 points, in game three, the teams will switch ends when the first team reaches a score of 6. Serve remains with the player holding serve.**

5.B.4. 搶 15 分賽制的第三場比賽，當其中一支球隊分數先達到 8 分時，雙方必須換邊，換邊之前應發球的球員則於換邊後繼續執行發球。

**In a game to 15 points, the teams will switch ends when the first team reaches a score of 8. Serve remains with the player holding serve.**

5.B.5. 搶 21 分賽制的第三場比賽，當其中一支球隊分數先達到 11 分時，雙方必須換邊，換邊之前應發球的球員則於換邊後繼續執行發球。

**In a game to 21 points, the teams will switch ends when the first team reaches a score of 11. Serve remains with the player holding serve.**

5.B.6. 在第三場比賽中的換邊時間，允許為 1 分鐘。時間到之後的程序須遵循規則 10.A.5。

**End Change Time-Out. One minute is allowed to switch ends during a game. Rule 10.A.5 shall be used to continue play.**



5.B.7. 當達到換邊分時，如果發球方在換邊期間得到一次技術犯規並扣一分，這時依然得繼續執行換邊程序。

**Once the end change point has been scored, a technical foul resulting in the loss of a point for the serving team shall have no impact on the completion of the end change.**

5.B.8 在五戰三勝 11 分的比賽中，在第五局中，當第一隊達到 6 分時，兩隊將換邊，發球仍由持發球權的選手負責。

**In a match with three out of five games to 11 points, in game five, the teams will switch ends when the first team reaches a score of 6. Serve remains with the player holding serve.**

## 第 6 章 - 邊線球判定規則 (LINE CALL RULES)

6.A. 發出去的球落在非截擊區外，並且成功落在正確的發球區內，或者落在正確的發球區之邊線上，就算是界內球(in)。

**A served ball that clears the non-volley zone and lands in the correct service court or on any correct service court line is in.**

6.B. 除發球外，任何落在球場內或落在任何球場邊線的球都算界內球(in)。

**Except the serve, any ball in play that lands in the court or touches any court line is in.**

6.C. 當球落地時完全接觸到球場外的比賽場地，則視為界外球(out)。

**A ball contacting the playing surface completely outside of the court is “out.”**

6.D. 邊線球判定的道德規範 (Code of Ethics for Line Calling)。匹克球是根據特定規則而進

行的運動。當球員在執行邊線球判定的職責時，它還需要一些的道德規範。

球員的邊線球判定的責任是與主審裁判或線審的職責有所不同。官方指定的主審裁判心中須帶著所有球員的利益而施以公正無私的邊線球判定。當球員被分配了邊線球判定的職責時，他們必須盡可能做正確判定，如果在判定過程中有所懷疑或不確定，就必須以有利於對手的方式與原則下解決問題。

**Code of Ethics for Line Calling. Pickleball is played according to specific rules. It also requires a code of ethics for line-calling responsibilities when performed by players.**

**The line-calling responsibilities of players are different from those assigned to referees or line judges. The officials make impartial judgment calls with all players' interests in mind. The player, when assigned line-calling duties, must strive for accuracy and operate under the principle that all questionable calls must be resolved in favor of the opponent.**

球員判定的基本要素有：**The basic elements are:**

6.D.1. 球員負責判定自己一邊的場地(如果有主審裁判在場，則由主審裁判負責執行下列

判決：發球過短，發球踩線和所有非截擊區的違例)，球員做出了邊線球判定之

後，再詢問對手或主審裁判，則以對手或主審裁判的判定為最後判決。此時如果對

手或主審裁判無法判定，則以原先球員的判定為最後判決。如果針對對手的判定有

所質疑，則可以向主審裁判申訴，主審裁判的判定為最後判決。

2023 年匹克球中文規則由亞洲聯合會 孫維孝裁判長翻譯，並於 2023.3.11 由中華民國匹克球協會裁判委員會第一次審議通過，版權所有，歡迎註明出處引用。



**Players are responsible for calling the lines on their end of the court (excluding short serves, service foot faults and all non-volley-zone faults, if being called by a referee). If a player makes an initial line call, and then asks for either the opponent(s) or the referee's opinion, if the opponent or referee can make a clear "in" or "out" call, the clear call will stand. If no clear call can be made, the initial line call by the player will stand. A call made by the opponent can be appealed to the referee for a final "in" or "out" decision.**

6.D.2. 假如比賽中有線審，球員唯一的邊線球判定職責是發球時球是否落在中心線上的判定。

**Players' only line call is the centerline on the serve in matches that have line judges.**

6.D.3. 球員在邊線球判定如果有任何不確定或懷疑，則以對手獲益為優先。任何不是百分之百確定為“界外球”(out)的球將被視為“界內球”(in)。沒有辦法正確判定球為界外或是界內，是不能當成球員要求重打這一球(replay)的理由。如果球員沒清楚地看到球落點，而無法做出判定時，他可以向主審裁判申訴請求作判決。但如果主審裁判也無法作出判決時，則此球就算“界內球”(in)。當球員或是隊伍向主審裁判提出申訴的同時，主審裁判的判定為最後判決。

**The opponent gets the benefit of the doubt on line calls made. Any ball that cannot be called "out" will be considered "in." A player cannot claim a replay because the ball was not seen or there is uncertainty. A player who does not make a call may appeal to the referee to make the call if they did not clearly see the ball land. If the referee is unable to make the call, the ball is "in." The moment the receiving player/team appeals to the referee, they lose their right to make any subsequent "in" or "out" call for that rally.**

6.D.4. 不應該向觀眾徵詢任何邊線球判定的意見。

**Spectators should not be consulted on any line call.**

6.D.5. 球員或隊伍可以詢問對手對於自己這一球的邊線球判定的意見，假如你詢問了對手，而對手也做出了清楚的“界內”或“界外”判定表示，則此判定就要被接受。假如對手無法做出清楚的“界內”或“界外”的判定，則此球就視為“界內”。而當球員或是隊伍詢問對手對判定的意見，他們不可以對判定再提出質疑。

球員或是隊伍也可以向主審裁判提出申訴。如果主審裁判無法做最後判決，則以對  
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手的意見為最後判決。

**A player/team may ask the opponent's opinion to make the line call on the player's end of the court. If requested and the opponent makes a clear "in" or "out" call, it must be accepted. If the opponents cannot make a clear "in" or "out" call, then the ball is ruled as being "in" on the receiving team. The moment the receiving player/team asks for the opponent's opinion, they lose their right to make any subsequent "in" or "out" call for that rally. The receiving team/player may also appeal to the referee to make a clear call. If the referee cannot make a clear call, the outcome of the opponent's ruling will stand.**

6.D.6. 當球接觸地面時，你能夠清楚地看到邊線和球之間有空隙，才可以判定為“界外球”。

**Players shall not call a ball "out" unless they can clearly see a space between the line and the ball as it hits the ground.**

6.D.7. “界外球”的判定必須立刻而且即時; 否則比賽必須繼續進行。所謂即時的定義是，在對手擊球之前，或是這一球成為“死球”(dead ball)之前。

**All "out" calls must be made prior to the ball being hit by the opponent or before the ball becomes dead.**

6.D.8. 在雙打比賽中，如果有一名球員喊“出界”(out)，而他的夥伴喊“界內”(in)，當此時疑問發生時，這個球隊的邊線球判定將被視為“界內”。任何球員可以向主審裁判上訴邊線球判定的判決。假如主審裁判沒有看到此球，則此球將被判決為“界內”。

**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." Any player may appeal a call to the referee. If the referee did not see the ball, the ball is considered in.**

6.D.9. “出界”(out)的邊線球判定，應該即時的透過聲音或手勢立刻表示之（見13.E.2。）

**"Out" line calls should be promptly signaled by voice and/or hand signal (as described in Rule 13.E.2).**

6.D.10. 當球還在空中還未落地時，如果球員大喊“出界”(out)，“不(no)”，“讓球



落地”(Bounce it)或任何其他話語向他或她的伙伴傳達球可能出界的訊息，此情況應視為球員之間的溝通而已，不被認定是一個邊線球判定。

**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.**

6.D.11. 如果球落地後喊“出界”，則視為邊線球判定(Line call)。此球將被視為死球(dead ball)，比賽也立刻停止。如果經上訴後，主審裁判推翻所有形式的界外判定(out)，則對判錯界外球的球員或隊伍記一次違例，此外，如果比賽有線審，則由線審負責對底線和邊線的判定。(見 13.E.2)

**An “out” call made after the ball bounces is a line call. The ball is dead and play shall stop. If, upon appeal, the referee overrules any type of “out” call, it is a fault against the player or team that made the “out” call. Exception: If the match has line judges, the baseline and sideline judges are responsible for the call. (See Rule 13.E.2)**

6.D.12. 球員在一次對打結束後，可以要求改判成對自己不利的邊線球判定(line call)（原判定可能是來自於自己的夥伴，對手，甚至裁判。）

**After the completion of a rally, players may overrule a partner’s line call, an officiating team’s line call, or an opponent’s “in” call to their own disadvantage.**

## 第 7 章 - 違例相關的規則 (FAULT RULES)

如果有下列情形發生將視為違例 (其結果是造成死球)：

**A fault (and resulting dead ball) will be declared for the following:**

7.A. 如果發球方開始回擊或在接發球時，在球還沒彈跳前就擊球。(未遵守雙彈跳規則)

**If the serve or service return does not bounce before the ball is struck.**

7.B. 打在自己一邊的球網，而球也沒有越過球網到對手的那一邊時。注意:這一球已經是死球，而違例是發生在球已經碰到地面上的時候。

**Hitting the ball into the player's side of the net without the ball crossing over to the opponent's side. Note: The ball is dead and the fault occurs the moment the ball hits the ground.**

7.C. 球打在網子下，或是打在球柱與球網之間的地方。

**Hitting the ball under the net or between the net and the net post.**

7.D. 一位球員直接把球打出界，或是直接打在自己一邊的場地地面上。

**A ball hit by a player that first lands out of bounds or onto their own side of the court.**

7.E. 站立球員未能於球在接球球員一側彈跳兩次前回球，使用輪椅的球員未能在球彈跳三次前回球。

**Failure of a standing player to return the ball before it bounces twice on the receiving player's side of the net and failure of a player using a wheelchair to return a ball before it bounces three times.**

7.F. 違反任何規則。(見規則第4、9、11章) **Violation of Section 4, Section 9 and Section 11 rules.**

7.G. 當對打期間，球員的身體、服裝、球拍碰觸到網子的相關設備、網柱或是對手的場地。

**A player, a player's apparel, or a player's paddle contacting the net system, the net posts, or the opponent's court, when the ball is in play.**



7.H. 發球後, 比賽中的球擊中了一位球員或是球員身上所佩戴或攜帶的任何物品將被宣布違例,

除了球拍或是球員手腕以下之握拍手的部分被擊中以外。如果球員換手的過程中, 雙手都在球拍上, 或是正在嘗試以雙手握拍擊球並且任一隻手被擊中手腕以下的部位, 那麼對打仍可繼續進行。

**After the serve, the ball contacts a player or anything the player is wearing or carrying, except the paddle or the player's hand(s) in contact with the paddle and below the wrist. If the player is in the process of changing hands with both hands on the paddle or is attempting a two-handed stroke and either hand is hit below the wrist, as long as a player's hand is in contact with the paddle, the ball is still in play. The fault is on the player who was hit by the ball.**

7.I. 一個活球(Live Ball)在變成死球之前, 被球員停下時。(例如: 在球與地面碰觸之前, 飛行中的球被接住或被停下來)。球員自行停下比賽將被宣布違例。

**A live ball that is stopped by a player before it becomes dead (e.g., catching or stopping a ball in flight before it makes contact with the playing surface). The fault is on the player who stopped the ball.**

7.J. 發球後, 球在落地反彈之前, 擊中任何的永久固定物 (permanent object)。

**After the serve, a ball contacting any permanent object before bouncing on the court.**

7.K. 當球還在對打的時候, 球員在球未飛過球網的平面之前就擊到球。

**Once the ball is in play, a player hitting the ball before the ball entirely crosses the plane of the net.**

7.L. 球員在發球過程中或在擊打過程中, 故意用球拍帶球或抓球。

**A player deliberately carrying or catching the ball on the paddle while performing the serve or during a rally.**

7.M. 一位球員發出呼叫中斷, 但被主審裁判判定是無效的情形。

**A hinder called by a player that is determined by the referee to be invalid.**

7.N. 在沒有裁判的比賽中, 球員可以攜帶額外的匹克球, 只要球的攜帶方式不被對手在比賽中目視到。如果當球員攜帶額外的球在比賽中落在比賽場地上, 將被視為違例。

**In non-officiated matches, players may carry an additional pickleball(s) as long as the ball(s) is carried in a way that the ball(s) is not visible to their opponent(s) during play. If an additional ball that a player was carrying falls on the playing surface during play, a fault shall be declared.**

## 第 8 章 - 死球規則 (DEAD BALL RULES)

8.A. 任何使比賽停止的動作將造成死球的結果。

**Any action that stops play will result in a dead ball.**

8.B. 由主審裁判或球員呼叫” 違例” 或球員造成違例，將造成一次的死球。

**A fault called by a referee or player, or a fault committed by a player, will result in a dead ball.**

8.C. 由主審裁判或球員喊出中斷時將導致一個死球的發生。主審裁判將確定球員所呼叫的中斷是否有效。一個中斷判定有效後，將可重打此分。

**A hinder called by the referee or player will result in a dead ball. The referee will determine if the hinder called by the player was valid. A valid hinder will result in a replay.**

8.D. 一個對打中的球，在觸及對手的有效場地，然後又觸及固定物(Permanent Object)後，將造成一次的死球，打出此球的球員將可贏得此分數。

**A ball in play that contacts a permanent object after it has bounced on the opponent's court will result in a dead ball. The player who hit the ball shall win the rally.**

8.E. 除了發生於非截擊區的違例外，當球處於活球時就要發佈違例判決，發佈違例判決的時機通常在其被識別的瞬間執行（例如，不正確的球員/位置、使對手分心、雙重彈跳等），但也可以在下一次發球前的任何時間執行違例判決。

**Other than non-volley zone violations, a fault may only be committed when the ball is live. The penalty for a fault (other than non-volley zone faults) is normally enforced the moment it is identified (e.g., incorrect player/position, distractions, double bounces, etc.) but may also be enforced any time before the next serve occurs.**



## 第 9 章 – 非截擊區的規則 (NON-VOLLEY-ZONE RULES)

9.A. 所有的截擊都必須在非截擊區外開始發動。對於輪椅球員，在截擊過程中，前輪（較小輪）可以接觸非截擊區。

**All volleys must be initiated outside of the non-volley zone. For players using wheelchairs, the front (smaller) wheels may touch the non-volley zone during a volley.**

9.B. 在截擊時，如果截擊的球員或與截擊球員接觸的任何東西碰觸到非截擊區，則將會視為是一次違例。但對於輪椅選手來說，前輪（小輪）可以觸及非截擊區。

**It is a fault if the volleying player or anything that has contact with the volleying player while in the act of volleying touches the non-volley zone. For players using wheelchairs, the front (smaller) wheels may touch the non-volley zone.**

9.B.1. 截擊的動作包括揮拍、跟進動作以及來自動作本身產生的慣性動能(momentum)。

**The act of volleying the ball includes the swing, the follow-through, and the momentum from the action.**

9.B.2. 在截擊的動作期間，在接觸球之前或之後，如果球拍接觸到非截擊區，這會算是一次的失分。

**If the paddle touches the non-volley zone during the volley motion, before or after contacting the ball, it is a fault.**

9.C. 如果球員的慣性動能(momentum)導致球員於截擊後接觸到任何觸及非截擊區的東西，包括球員的夥伴，那也算是一次的違例。但對於輪椅選手來說，前輪（小輪）是可以觸及非截擊區。

**During the act of volleying, it is a fault if the volleying player's momentum causes the player to contact anything that is touching the non-volley zone, including the player's partner. For players using wheelchairs, the front (smaller) wheels may touch the non-volley zone.**

9.C.1. 即使已經宣布是一個死球，然而球員卻因慣性動能而接觸到非截擊區，這也算是一個違例。

**It is a fault even if the ball becomes dead before the player contacts the non-volley zone.**

9.D. 如果球員因任何理由而碰到了非截擊區。例如站在非截擊區內，跳起來截擊，然後降落在非截擊區外的動作是不被允許的。但假如輪椅選手,在截擊時，如後輪任一輪接觸到非截擊區,不論如何,輪椅選手在兩個後輪同時觸及非截擊區外的場地後,才能回擊。

**If a player has touched the non-volley zone for any reason, that player cannot volley a return until both feet have made contact with the playing surface completely outside the non- volley zone. A maneuver such as standing within the non- volley zone, jumping up to hit a volley, and then landing outside the non-volley zone is a fault. If the rear wheels of a wheelchair have touched the non-volley zone for any reason, the player using a wheelchair cannot volley a return until both rear wheels have made contact with the playing surface outside the non-volley zone.**

9.E. 球員是可以在任何時間進入非截擊區內的，除非該球員正在截擊。

**A player may enter the non-volley zone at any time except when that player is volleying the ball.**

9.F. 球員可以在回擊落地球的前、後任何時間進入非截擊區。

**A player may enter the non-volley zone before or after returning any ball that bounces.**

9.G. 球員可以留在非截擊區內去回擊一個已經落地反彈的球。如果球員在回擊一個落地球後也沒有退出非截擊區，也不屬於違規行為。

**A player may stay inside the non-volley zone to return a ball that has bounced. There is no violation if a player does not exit the non-volley zone after hitting a ball that bounces.**

9.H. 如果球員在回擊球的時候，而他的搭檔仍站在非截擊區內，也不屬於違規行為。

**There is no violation if a player returns the ball while their partner is standing in the non-volley zone.**



## 第 10 章 - 暫停規則 (TIME-OUT RULES)

10.A. 標準暫停 (Standard Time-Out)。球員或球隊在 11 分或 15 分的賽制中，每局可以有 2 次的標準暫停權利。而在 21 分的賽制，可以有 3 次的標準暫停。

**Standard Time-Out. A player or team is entitled to two time-outs for 11- or 15-point games and three time-outs for a 21-point game.**

10.A.1. 每次的標準暫停時間不超過 1 分鐘。

**Each time-out period may last up to 1 minute.**

10.A.2. 如果所有球員都準備好了，就可以提前恢復比賽。

**Play may be resumed early if all players are ready.**

10.A.3. 如果該隊有剩餘的標準暫停次數，任何球員都可以在下一次發球前提出標準暫停。

**If a team has any remaining time-outs, any player on that team may call a time-out before the next serve occurs.**

10.A.4. 在發球前，如果有隊伍提出標準暫停，即使已沒有剩餘的標準暫停次數，也不會受到懲罰。

**Before the serve occurs, if a team calls a time-out while having no time-outs remaining, no penalty shall be called.**

10.A.5. 主審裁判於剩下 15 秒時，將給予選手一個提示。主審裁判應宣佈「進場」，然後在所有球員準備好（或接近於準備好）后宣佈分數。

**The referee will announce when there are 15 seconds remaining. At the end of the time-out period, the referee shall call "time in" and then call the score**

**when all players are (or should be) ready to play.**

10.B. 醫療暫停。在比賽中需要醫療的球員應該向主審裁判請求醫療暫停。一旦請求醫療暫停，應依下列的指引處理：

**Medical Time-Out. A player needing medical attention during a match should request a medical time-out from the referee. Once the medical time-out has been requested, the following guidelines shall be used:**

10.B.1. 主審裁判應立即召喚現場醫務人員，如果沒有醫務人員在場，應立即召喚賽事總監評估情況並進行適當的急救。

**The referee shall immediately summon on-site medical personnel, or the Tournament Director if no medical personnel are present, to assess the situation and render appropriate first aid.**

10.B.1.a. 應於醫務人員或賽事總監到達時，再啟動 15 分鐘計時。

**When medical personnel or the Tournament Director arrive, the referee shall start the 15-minute timer.**

10.B.2. 如果醫務人員或賽事總監(如果沒有醫務人員在場)判定有醫療需求，那麼該球員的醫療暫停時間將不超過 15 分鐘。

**If medical personnel, or the Tournament Director if no medical personnel are present, determine that a valid medical condition exists, then that player will be allowed no more than 15 minutes for the medical time-out.**

10.B.2.a. 醫療暫停必須是連續的，且不超過 15 分鐘。如果該暫停少於 15 分鐘，那麼剩餘的時間在該次比賽將不得再使用。

**The time-out must be continuous and may be up to 15 minutes. If the player uses fewer than 15 minutes, the remaining time is lost and no additional medical time will be available to the player during the match.**

10.B.2.b. 如果球員在 15 分鐘的醫療暫停後不能繼續比賽，將被宣告棄賽 (Retirement)。

**If the player cannot resume play after the 15-minute medical time-out period, the match will be declared a retirement.**

10.B.3. 如果醫務人員或賽事總監(如果沒有醫務人員在場)判定無醫療需求，球員或搭檔將被計消耗一次標準暫停 (如果有的話)，並給予技術警告。

**If medical personnel, or the Tournament Director if no medical personnel are present, determine that no valid medical condition exists, the player or team will be charged a standard time-out, if available, and issued a technical warning.**

10.B.3.a. 如果沒有剩餘標準暫停次數，將給予技術犯規。

**If a standard time-out is not available, then a technical foul will be issued.**



10.B.3.b. 該球員在該次比賽將不得再提出醫療暫停。

**The medical time-out is no longer available to that player for that match.**

10.B.3.c. 每場比賽每名球員將給予一次醫療暫停的請求。

**A player may be granted only one player- requested medical time-out per match.**

10.B.4. 規則 10.A.5 程序將被引用以繼續比賽。

**Rule 10.A.5. shall be used to continue play.**

10.B.5. 流血。如果球員或球場有血跡，在流血得到控制，衣服和球場的血跡被清除之前，比賽不能繼續。

**Presence of blood. If blood is present on a player or on the court, play may not resume until the bleeding has been controlled and blood on clothing and the court has been removed.**

10.B.5.a. 清理血跡或流血控制將被視為裁判暫停時間。

**Issues relating solely to blood cleanup or control will be considered a referee time- out.**

10.B.5.b. 規則 10.A.5 程序將被引用以繼續比賽。Rule 10.A.5 shall be used to continue play.

10.C. 繼續比賽。比賽應該是連續的，依主審裁判的判斷，在沒有影響比賽的進行下，將允許球員在回合間快速的喝水或擦汗。主審裁判得宣告比分以繼續比賽。

**Continuous Play. Play should be continuous, although players are permitted to quickly take a drink or towel off in between rallies as long as, in the judgment of the referee, the flow of the game is not adversely impacted. The referee shall call the score when play should be resumed.**

10.D. 球員隨身裝備暫停。球員應保持所有服裝和裝備處於良好且可比賽的狀態，並應使用規定的暫停時間和比賽之間的時間來調整和更換裝備。如果主審裁判為了公平和安全地使比賽繼續，可給予合理的隨身裝備暫停時間。規則 10.A.5 程序將被引用以繼續比賽。在非官方比賽中，球員們將自行為設備故障製定合理的解決方案。

**Equipment Time-Outs. Players are expected to keep all apparel and equipment in good playable condition. If the referee determines that an equipment change or adjustment is necessary for fair and safe continuation of the match, the referee may award an equipment time-out of reasonable duration. Rule 10.A.5 will be used to continue play. In non- officiated matches, players will work out a reasonable accommodation among**

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themselves for equipment malfunctions.

10.D.1. 服裝和隨身裝備的調整，亦可以在回合間快速的完成。(例如：繫鞋帶、清潔眼鏡、調整帽子)。

**Apparel and equipment adjustments that can be accomplished quickly are allowed between rallies (e.g., tying shoelaces, cleaning glasses, adjusting hat).**

10.E. 局與局之間的時間 Time Between Games。每場比賽局與局之間的休息時間為 2 分鐘。遵循規則 10.A.5. 程序以恢復比賽。

**Time Between Games. The standard time between games is two minutes. Rule 10.A.5 shall be used to continue play.**

10.E.1. 在一場比賽的局與局期間，球員可預支使用一次或全部下一局的標準暫停。然而球員必須通知主審裁判，如果賽事沒有主審裁判，則須告知其對手。如果該隊在開始執行預支一個(或全部)標準暫停之前就返回比賽，該隊未使用的標準暫停將可保留至開局使用。預支的標準暫停須在局與局期間正常的兩分鐘後使用。

**In between games of a match, players may take one or both of their upcoming game's timeouts. The players must inform the referee, or their opponents if there is no referee. If a team returns to play before one (or both) requested time-outs have started, the team retains the time-out(s) for the upcoming game. The normal two minutes in between games will be used before any team-allotted timeouts.**

10.F. 一場比賽與下一場比賽之間的時間 Time Between Matches。場與場之間標準的時間為 10 分鐘。如果所有球員在 10 分鐘內都已就緒準備進行比賽時，則可以提前呼叫進行比賽。

**Time Between Matches. The standard time between matches is 10 minutes. If all players are ready to play prior to 10 minutes, the match may be started early.**

10.F.1. 在冠軍賽決勝局比賽中：如果敗部冠軍擊敗勝部冠軍，那麼就必須加賽一場 15 分的決勝局比賽。冠軍賽與決勝局兩賽事中間休息時間為 10 分鐘。

**In a championship match with a tie-breaker match: If the winner of the loser's bracket defeats the winner of the winner's bracket, then a tie-breaker match to 15 points must be played. The standard time between the championship match and the tie-breaker match is 10 minutes.**

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10.G. 暫緩比賽 (Suspended Games)。因可接受的原因暫緩比賽後，在恢復比賽時，應開始於相同的發球員、相同的分數和相同的剩餘暫停次數。

**Suspended Games. A game suspended due to extenuating circumstances shall be resumed with the same server, score, and remaining time-outs as when interrupted.**

10.H. 其他暫停規則 (Other Time-Out Rules)：

10.H.1. 開賽前或局與局期間:在比賽開始前，無論是醫療還是標準暫停都不允許預支。比賽球員未到場時不得宣告比分及開始比賽。在一場多局的比賽中，可以在第二局或後面幾局開始前使用預支的暫停。

**Before a Match or Between Games: Neither medical nor regular time-outs may be taken before a match starts. A match cannot begin until all players are present and the starting score is called. Time-out(s) may be used before the start of the second and subsequent games in a multiple-game match.**

10.H.2.情有可原的情況(Extenuating Circumstances): 主審裁判可以呼叫裁判暫停時間(Referee Time-Out) 去處理情有可原的情況，而為了處理這些情況，可以擴大比賽中斷的時間。

**Extenuating Circumstances: The referee may call a referee time-out to address extenuating circumstances that may require an extended interruption of play.**

10.H.2.a. 為了安全考量，如果主審裁判確定賽事存在有潛在的醫療需求(例如，熱衰竭、中暑等)，而球員無法或拒絕申請醫療暫停的情況下，主審裁判有權宣布裁判暫停並傳喚醫務人員或賽事總監。主審裁判使用的醫療需求不列計於選手的醫療暫停次數。

**In the interest of safety, if the referee determines a potential medical situation exists, (for example, heat exhaustion, heat stroke, etc.) and the player is unable to or refuses to call a medical timeout, the referee is authorized to call a referee time-out and summon medical personnel or the Tournament Director. Referee requested medical time-outs will not be charged against the player.**

10.H.2.b.活動性的出血情處理應該依照第 10.B.5.規則處理。

**Active bleeding shall be addressed in accordance with Rule 10.B.5.**

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10.H.2.c.球場上出現的異物(foreign substances)，例如碎裂物、水、或其他流體物(fluid)，  
將需要移除或是清除。

**Foreign substances on the court, such as debris, water or other fluids, shall be removed or cleaned up.**

10.H.2.d.規則 10.A.5 程序將被引用以繼續比賽。 **Rule 10.A.5 shall be used to resume play.**

## 第 11 章 – 其他規則 (OTHER RULES)

11.A. 連擊 (Double Hits)。球可以被擊打兩次，但這必須由同一個人無意的、連續的、單一方向的揮擊。如果在發球過程中或在反擊過程中的擊球是故意不連續的、不在一個單方向上擊球，或球被第二位選手擊出時，將是一個違例。

**Double Hits. Balls can be hit twice, but this must occur during an unintentional, continuous, single-direction stroke by one player. If the stroke made while performing the serve or during a rally is deliberately not continuous, or not in a single direction, or the ball is struck by a second player, it is a fault.**

11.B. 交換手 (Switching Hands)。球拍可以隨時在兩手之間交換。

**Switching Hands. A paddle may be switched from hand to hand at any time.**

11.C. 雙手擊球 (Two-Handed Shots)。雙手擊球是被允許的。

**Two-Handed Shots. Two-handed shots are allowed.**

11.D. 沒有擊中球 (Missed Shot)。當球員揮擊時卻完全沒有擊中球，又沒有造成死球的情況這情況是可以繼續比賽的，直到它彈跳兩次或發生任何其他違例為止。

**Missed Shot. A player completely missing the ball when attempting to strike it does not create a dead ball. The ball remains in play until it bounces twice or until any other fault occurs.**

11.E. 破掉或裂損的球 (Broken or Cracked Ball)。如果任何球員在發球後懷疑球破裂，比賽必須繼續進行，直到該次對打結束。如果主審裁判在場，球員可以在發球前請主審裁判檢查球，以確定球是否真的品質下降、變軟、破裂或破掉。如果主審裁判的判斷中，這個破碎或破裂的球有影響了比賽的結果，裁判將要求更換新球並進行重賽。如果兩隊都同意比賽球有品質下降或變軟，則會更換新球，但不會重賽之前的比賽。在沒裁判比賽中，如果雙方都同意，球員可以在下一次發球之前更換品質下降、變軟、破裂或開裂的球；只有在裂球且球員們都同意裂球影響了之前的對打結果的情況下，則可進行重賽；如果有球員不同意破



裂的球有影響前一次對打的結果，則前一次的對打結果將不做任何改變。

**Broken or Cracked Ball.** If any player suspects the ball is or becomes cracked after the serve, play must continue until the end of the rally. In officiated matches, players may appeal to the referee before the next serve occurs to determine if a ball is degraded, soft, broken or cracked. If, in the judgment of the referee, a broken or cracked ball impacted the outcome of a rally, the referee will call for a replay with a replacement ball. If both teams agree that the ball is degraded or soft, the ball will be replaced, but there is no replay of the prior rally. In non-officiated matches, if both teams agree, players may replace a degraded, soft, broken, or cracked ball before the next serve occurs. In only the case of a cracked ball, if the players agree the cracked ball impacted the prior rally, a replay occurs. If the players do not agree that a cracked ball impacted the outcome of the prior rally, the prior rally stands as played.

11.F. 比賽中受傷 (Injury During Game)。比賽進行中時儘管有任何球員受傷，對打仍要繼續進行直到有結果出來。

**Injury During Rally.** The rally continues to its conclusion despite an injury to any of the players.

11.G. 球員裝備問題 (Player Equipment Problem)。比賽中如果球員掉了球拍、打壞球拍或是掉了裝備，比賽仍需繼續進行，除非該動作造成了一次的違例(或犯規)。

**Player Equipment Problem.** A rally will not be stopped if a player loses or breaks a paddle or loses an item, unless the action results in a fault.

11.H. 掉落在球場的東西 (Items on the Court)。如果球員佩戴或攜帶的任何物品掉落在己方的球場上，除非截擊時物品落在非截擊區，否則即使球擊中掉落之物品，比賽仍然繼續進行。

**Items on the Court.** If any item a player is/was wearing or carrying lands on their end of the court, unless the item lands in the non-volley zone as a result of a volley, the ball remains in play even if it hits the item.

11.I. 球網延伸面 (Plane of the Net)。來球未超過球網延伸面而去擊球是不允許的。擊球後球員、球員穿著或攜帶的任何東西是可以越過網的平面或網的假想延長線或網柱的上面，但不可以接觸球網的任何部分或對手的球場。

**Plane of the Net.** Crossing the plane of the net prior to striking the ball is a fault. After striking the ball, a player or anything the player is/was wearing or carrying may cross the plane of the net. The player may not touch any part of the net system, the opponent's court, or the opponent while the ball is still in play.

11.I.1. 例外 (Exception)。如果球有足夠的反旋(Backspin)，造成球落地於接球員的區域之後再彈回過球網，這時球員可以隨球過網、繞過網柱或是網子下(Under the Net)去擊球，

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但僅限於球倒回通過網子的水平面(Plane)到達對手一邊的場地。當球還在進行中時，假如這個球員碰觸到球網系統或對手的球場內就算是一次的違例。假如這個球員沒有碰觸到球，則最後擊打到此球的隊伍贏得此次對打的勝利。

**Exception: If the ball bounces into a receiving player's court with enough backspin or wind aid to cause it to return to the other side of the net, the receiving player may cross the plane of the net (over, under or around the net post) to hit the ball. It is a fault if the receiving player (or anything the receiving player is wearing or carrying) crosses the plane of the net before the ball has first crossed back over the plane of the net to the opponent's side. It is a fault if the player touches the net system, the opponent's court, or the opponent while the ball is still in play.**

11.J. 分散對手注意 (Distraction)。當對手即將打球之時，球員不可以有分散對手注意力的動作。

假如主審裁判判斷分散注意的動作確實有發生，此時主審裁判將針對影響對手注意力的一方發出一個違例的判決。

**Distractions. Players may not distract an opponent when the opponent is about to play the ball. If in the judgment of the referee a distraction has occurred, the referee shall immediately call a fault on the offending team.**

11.K. 網柱 (Net Posts)。網柱(包括其上連結的滾輪、臂、或其他的支撐系統)要立於球場的邊線外。如果球員在比賽中接觸網柱，那就是一個違例。

**Net Posts. The net posts (including connected wheels, arms, or other support construction) are positioned out of bounds. It is a fault if a player contacts the net post while the ball is in play.**

11.K.1. 比賽中當球碰觸到球網、網繩(Net Cable)或介於網柱之間的繩索(Rope)時，比賽仍然要繼續進行。

**A ball contacting the net, the net cable, or rope between the net posts remains in play.**

11.L. 球網 (Net)

11.L.1. 網和支撐球網的網索(wires)或繩子(Strings)（大部分）都位於球場內。因此，如果球擊中球網的頂部或擊中頂部網索或繩子並落在球場界內，比賽依然繼續進行(In play)。

**The net and the wires or strings holding up the net are positioned (mostly) on the court. Therefore, if the ball strikes the top of the net or strikes the top net wire or string and lands inbounds, it remains in play.**

11.L.2. 假如球在球網和網柱之間穿過，此球算是一個違例。

**If the ball travels between the net and the net post, it is a fault against the striking player.**

11.L.3. 球員在擊球後是可以繞過網柱以及跨過球網的假想延伸線，只要球員本身或他/她的穿著  
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或攜帶的任何物品沒有碰到對手的場地。然而如果球員在沒有擊球的狀況下繞過網柱並跨過球網的假想延長線，則將算是一次的違例。

**A player is allowed to go around the net post and cross the imaginary extension line of the net after hitting the ball, so long as the player or any item he or she is/was wearing or carrying does not touch the opponent's court. If the player goes around the net post and crosses the imaginary extension line of the net but does not make contact with the ball, a fault will be declared.**

11.L.4. 如果一個球員擊球過網到對手的球場，然後這個球又反彈回來時也通過球網，但沒有被對手打到，則打出此球的球員將贏得此役的對打。

**If a player hits the ball over the net into the opponent's court, and then the ball bounces back over the net and bounces a second time without being touched by the opponent, the striking player wins the rally.**

11.L.5. 對於帶有水平桿(horizontal bar)及中心底座(或兩者都有)的球網系統：

**For net systems with a horizontal bar or a center base, or both:**

11.L.5.a. 如果球在越過網之前撞到水平桿或中心底座，那就算是一個違例。

**Before going over the net, if the ball hits the horizontal bar or the center base, it is a fault.**

11.L.5.b. 排除發球的情況，如果球已越過網且擊中中心底座或水平桿的任何部分，亦或球被夾在網和水平桿之間，那麼此分將要重打(replay)；不包含發球的情況，如果球過網彈地後，接著出現上述 3 種任一狀況，那麼此分將會重打(replay)。

**Except on the serve, if the ball goes over the net and hits the center base, or any part of the horizontal bar, or the ball gets caught between the net and the horizontal bar, a replay will be called. Other than on the serve, if the ball goes over the net and bounces on the court and then performs any of the three above listed actions, a replay shall occur.**

11.L.5.c. 發球時，如果這個球過網之前打到水平桿或中心底座，或者被夾在網和水平桿之間，那麼它算是一個違例。

**On the serve, if the ball hits the horizontal bar or the center base or gets caught between the net and horizontal bar after going over the net, it is a fault.**

11.L.5.d. 在比賽進行時，任何造成球網系統發生障礙(malfunction)的情形，都會被視為一次的干擾(hinder)。

**Any malfunction of a net system during play shall be considered a hinder**

11.M. 繞過網柱的擊球 (Shots Around the Net Post)。球員的回擊球可以繞過網柱的外側。

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**Shots Around the Net Post. A player may return the ball around the outside of the net post.**

11.M.1. 球不需要從網子的上面往返穿梭。

**The ball does not need to travel back over the net.**

11.M.2. 球的往返沒有高度限制，因此球員可以回擊低於球網的高度而繞過網柱的繞道球。

**There is no restriction on the height of the return, meaning a player may return the ball around the net post below the height of the net.**

11.N. 一支球拍 (One Paddle)。在打球時，一位球員不得使用或攜帶超過一支球拍。

**One Paddle. A player shall not use or carry more than one paddle during a rally. A violation of this rule is a fault.**

11.O. 球拍的持拿 (Paddle Possession)。當球拍與球接觸時，該球員手上必須握著球拍擊球。違反此規則將被宣布違例（例外情況見規則 11.H）。

**Paddle Possession. A player must have possession of the paddle when the paddle makes contact with the ball. A violation of this rule is a fault (Exception see Rule 11.H).**

11.P. 電子設備(Electronic Equipment)。球員在比賽中不得佩戴或使用任何形式的耳機或耳塞。

例外:賽事允許使用處方的或必要的助聽器。

**Electronic Equipment. Players shall not wear or use any form of headphones or earbuds during competition play. Exception: Prescribed or necessary hearing aids are permitted.**



## 第 12 章-經認證的賽會制度(SANCTIONED TOURNAMENT POLICIES)

### 12.A. 競賽種類(Event Categories)。

男子：單打和雙打 **Men: Singles and Doubles**

女子：單打和雙打 **Women: Singles and Doubles**

混合：雙打 **Mixed: Doubles**

輪椅：單打和雙打 **Wheelchair: Singles and Doubles**

12.A.1. 有性別限制的競賽種類中，只有該性別的球員允許參賽。

**In events described by gender, only members of that gender shall be allowed to play in that event.**

12.A.2. 混合雙打-混合雙打隊伍由一名男性和一名女性球員組成。

**Mixed doubles – A mixed doubles team shall consist of one male and one female player.**

12.A.3. 輪椅球員可以與站立或輪椅球員搭檔，參加男子雙打、女子雙打或混合雙打。

**Players using wheelchairs may play in Men's Doubles, Women's Doubles or Mixed Doubles with either standup partners or wheelchair doubles.**

12.B. 賽會計分選項 (Tournament Scoring Options)。最推薦的賽會計分選項為三戰二勝制中有兩局取得 11 分，並至少領先 2 分者獲勝。其他選項包括：五戰三勝制中最好的三局，每局得 11 分；單場決勝局每局得 15 分或 21 分，所有賽制均至少領先 2 分者獲勝。若循環賽制(Round Robin)中有六隊或更多隊伍，亦可採用一局 11 分，領先 2 分者獲勝。

**The recommended tournament scoring option is best two of three games to 11 points, win by two points. Other options include: best three of five games to 11 points, one game to 15 or one game to 21. All formats win by two points. Round robin brackets may also use one game to 11, win by two points, if the bracket has six or more teams**

12.C. 賽會賽制 (Tournament Formats)。有五種賽會賽制可以使用。特定賽制通常是賽會贊助商或賽事總監的選擇。

**There are five tournament formats that may be used. The particular format is typically the choice of the tournament sponsor or the Tournament Director.**

12.C.1. 單淘汰與敗部賽 (Single Elimination with Consolation)。最先取得比賽致勝分(match-winning points)並至少領先2分的球員隊伍獲勝。各回合的落敗者將進入敗部(console bracket)爭奪銅牌/第三名，再次落敗則被淘汰。勝部(winner's bracket)的最強兩名球員隊伍將爭奪金牌/第一名和銀牌/第二名。

**Single Elimination with Consolation. The first player/team to score the match-winning point by at least a two-point margin wins. Losers from all rounds go into a consolation bracket playing for the bronze medal/third place and are eliminated after a second loss. The final two players/teams**

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**in the winner's bracket play for the gold/first-place and silver/second-place medals.**

12.C.2. 雙敗淘汰賽 (Double Elimination)。最先取得比賽致勝分 (match-winning points) 並至少領先2分的球員隊伍獲勝。落敗一次的輸家落入敗部(console bracket)。球員球隊在敗部再落敗一次將被淘汰。敗部優勝將與勝部優勝爭奪冠軍。若敗部優勝擊敗勝部優勝，則必須加賽一場15分的決勝局比賽(tie-breaker match)以決定金牌/第一名及銀牌/第二名。敗部優勝賽的優勝者將獲得銅牌/第三名。

**Double Elimination. The first player/team to score the match-winning point by at least a two-point margin wins. A loss will put the loser into the consolation bracket. Players/teams are eliminated after one loss in the consolation bracket. The winner of the consolation bracket will play the winner of the winner's bracket for the championship. If the winner of the consolation bracket defeats the winner of the winner's bracket, then a tie-breaker match to 15 points must be played to determine the gold/first- place and silver/second-place medals. The loser of the consolation bracket final will receive the bronze/third-place medal.**

12.C.3. 循環賽 (Round Robin)。所有球員隊伍都必須互相比賽。比賽可以使用任何核准的賽會計分選項（見規則12.B.）。贏家根據勝場數來決定。若有兩支或兩支以上的隊伍勝場數相同，則應按照12C.3.a至12C.3.e的順序打破平局。一旦打破平局晉級比賽，晉級後的任何後續平局球員隊伍都應回到12C.3.a.，重新通過平局後名次判定法(tie-breaker)的檢驗，直到確定獲勝者：

**Round Robin. All players/teams play each other. Games may use any of the approved tournament scoring options. (See Rule 12.B.) The winner is determined based on number of matches won. If two or more teams are tied, ties shall be broken in accordance with 12.C.3.a. through 12.C.3.e. Once a tie has been broken, any subsequent ties in the bracket shall be broken by going back to 12.C.3.a. and continuing through each successive tie-breaker until a winner is determined :**

12.C.3.a. 退賽的球員/球隊將沒有資格參加平局決勝賽(tie-breaker)。任何退出該賽程的球員/球隊其獲勝記錄僅能參考。（例如，A 隊 3 勝，B 隊 3 勝和 C 隊均 3 勝獲勝。然而，C 隊在上一場比賽因故退賽了。也因為 C 隊已經退出了該級別的比赛，所以 C 隊的 3 場勝利將被視為他們的最終排名，他們不會參與接下來的平局決勝賽。A 隊在熱身賽中擊敗 B 隊，因此 A 隊獲得第一名，B 隊獲得第二名，C 隊獲得第三名。）



**Players/Teams that have withdrawn from the bracket are not eligible to be considered when going to a tie-breaker. Any player/team that has withdrawn from the bracket shall only have their record of matches won considered. (e.g., Team A has 3 wins, Team B has 3 wins and Team C has 3 wins. However, Team C withdrew from their last match. Because Team C has withdrawn from a match in their bracket, only their 3 wins will be considered in their finishing placement and they will not be considered for any additional tiebreaker. Team A beat Team B in their heads up match, therefore Team A is awarded first place, Team B is awarded second place and Team C is awarded third place.)**

12.C.3.b. 第一次平局決勝賽名次判定法：相關隊之間的相關勝負。

**First tie-breaker: head-to-head matches won among the tied teams.**

12.C.3.c. 第二次平局決勝賽名次判定法：所有已賽局數的得分差總和 (例如：A 隊以 11-8、11-4 贏得第一場比賽，因此他們的分差為+10 分。接著 A 隊又以 11-9、2-11、11-6 贏得第二場比賽，這一回合獲得的分差為-2。這一天他們取得 +8 的得分差總和)。

**Second tie-breaker: point differential of all games played. (e.g., Team A won Match 1 11-8, 11-4, so they would have a point differential of +10. Team A then wins the second match 11-9, 2-11, 11-6. For this round, they would have a point differential of -2. This would give them a total for the day of +8.)**

12.C.3.d. 第三次平局決勝賽名次判定法：相關各隊間的得分差總和。

**Third tie-breaker: head-to-head point differential.**

12.C.3.e. 第四次平局決勝賽名次判定法：與次高排名的球員隊伍的得分差。(例如：如果球員/球隊並列第二，則與排名第一的球隊的得分差為勝負依據)。

**Fourth tie-breaker: point differential against next-highest player/team (e.g., if the players/teams are tied for second, use point differentials against the first-place team.)**

12.C.4. 分組循環賽 (Pool Play)。將參賽者分成兩個或更多小組 (Player Pools)。每個小組以循環賽決定晉級隊伍後進入單淘汰或雙敗淘汰制決賽 (Playoff)。

**Pool Play. The participants are divided into two or more player pools. Each pool plays a round robin to determine the qualifiers that put the players into a single-elimination or double-elimination playoff.**

12.C.5. 混合賽制 (Non-Pool Play)。將參賽者依據循環賽的名次排入單淘汰或雙淘汰賽的種子籤位進行獎牌賽，賽制可安排為三局兩勝11分制、一局15分或一局21分制。每種賽制皆須至少領先兩分為勝。

**Non-Pool Play. The participants are seeded based on the results of the round**

robin and play either a single or double elimination medal round format of two of three games to 11, one game to 15, or one game to 21. Each format requires a two-point win margin.

- 12.D. 抽籤和種子排序 (Draws and Seeding)。賽事總監將指定一個抽籤和種子排序委員會針對球員和隊伍進行分級，並為每項競賽種類安排公平的抽籤。

**Draws and Seeding. A draw and seeding committee shall be appointed by the Tournament Director to rank the players and teams and set up a fair draw for each event.**

- 12.E. 比賽通知 (Notice of Matches)。每個球員都有責任查詢公告的賽程表，以確定每場比賽的時間和地點。如果在首次公告後賽程表有任何更動，賽事總監或其指定代表應通知球員更動的部分。

**Notice of Matches. It is the responsibility of each player to check the posted schedules to determine the time and place of each match. If any change is made in the schedule after the initial posting, the Tournament Director or their designated representative shall notify the players of the changes.**

- 12.F. 棄賽與退賽 (Retirements and Withdrawals)。

- 12.F.1. 在比賽開始的首次分數被呼叫後，一個球員/隊伍唯一可以停止繼續比賽的選項只有棄賽(Retirement)。

**After the initial score has been called to start the match, the only option available for a player/team to discontinue playing the match until completion is Retirement.**

- 12.F.2. 在比賽中，假如一個球員/隊伍在 15 分鐘醫療暫停結束後仍無法立即出賽，就會被判定棄賽。

**During a match, if a player/team cannot immediately continue after the 15-minute medical time-out period has expired, a Retirement will be imposed.**

- 12.F.3. 球員/隊伍必須在比賽中向主審裁判或對方球員/隊伍提出棄賽的請求。  
**The player/team must make a Retirement request during the match to either the referee or the opposing player/team.**

- 12.F.4. 在比賽中請求棄賽的球員/隊伍，或是一個球員/隊伍基於規則而被判定失格(Forfeit)，將會依據棄賽計分準則的章節(Guidelines in the Retirement Scoring section)(見規則 12.F.6.a)，公告其所有已得積分。  
**The player/team who requests a Retirement during a match, or a player/team on which a rule-based Forfeit has been imposed, will have all score(s) reported per the guidelines in the Retirement Scoring section (see Rule 12.F.6.a.)**

- 12.F.4.a. 如果可以，一個球員/隊伍在前一場比賽選擇棄賽後，仍然有資格參加同一級別賽程(Bracket)中的下一場比賽。

**If applicable, a player/team is still eligible for the next match in the same bracket after choosing a Retirement option for a previous match.**



12.F.4.b. 一個球員/隊伍在這個指定的級別賽程中，仍可在任何未來的比賽請求棄賽。**A player/team may request a Retirement for any upcoming match in the specified bracket.**

12.F.5. 退賽(Withdrawals)。

12.F.5.a. 一位球員/隊伍可以在任一賽會工作人員尚未啟動的賽程分組(Scheduled Brackets) 中 申 請 退 賽 (Withdrawn) 。

**A player/team may request to be withdrawn from any scheduled bracket(s) that has not been started by tournament operations personnel.**

12.F.5.b. 假如一位球員/隊伍已完成任一場比賽，那位球員/隊伍可以請求退出(Withdrawn)該賽程中所有尚未進行的比賽，申請退賽的時機必須在他們下一場比賽的最初分數被主審裁判呼叫之前提出。

**If a player/team has completed any matches, the player/team may request to be withdrawn from all upcoming matches in that bracket. The request must be made prior to the initial score being called to start their next match.**

12.F.5.c. 球員/隊伍必須向賽事總監、裁判長或是競賽組人員提出退賽請求。

**The player/team must make their Withdrawal request to either the Tournament Director, Head Referee or operations desk personnel.**

12.F.5.d. 退賽的球員/隊伍將被撤除該賽程分組中未來的所有參賽權。

**The withdrawn player/team shall be removed from any future participation in the specified bracket.**

12.F.5.e. 退賽的球員/隊伍將會依據退賽計分準則的章節(Guidelines in the Withdrawal Scoring section)(見規則 12.F.7.)，公告其所有已得積分。

**The withdrawn player/team shall have all scores reported per the guidelines in the Withdrawal Scoring section. (See Rule 12.F.7. )**

12.F.6. 失格、驅逐出賽事、驅逐出場及棄賽時的比賽計分準則(Forfeits, Ejections, Expulsions and Retirement Match Scoring Guidelines)。

12.F.6.a. 棄賽時的實際比賽分數應報告給棄賽的球員隊伍。其對手應獲得適當完成比賽所需的所有分數，確保有兩分的差距。例如，在三戰兩勝制的第一場比賽中，當比分為 10 比 5 時，擁有 10 分的球隊申請棄賽，最後落敗的分數將被記錄為"12-10，11-0"。

**Actual game scores at the time of retirement shall be reported for the player/team that retires. The opponents shall be awarded all points necessary for proper match completion, ensuring a two- point margin. For example, in Game 1 of a two-out-of-three games match, a team with 10 points retires when the score is 10-5. The final scores will be recorded as:"12-10, 11-0".**

失格時的比賽分數應記錄為：三戰兩勝制 "11-0, 11-0"；五戰三勝制 "11-0, 11-0, 11-0"；如果是一局 15 分或 21 分的賽制，比賽分數應記錄為："15-0"或 "21-0"。

**Match scores after a rule-based forfeit, ejection or expulsion shall be reported as:**

**Two out-of-three games format: "11-0, 11-0"**

**Three out-of-five format: "11-0, 11-0, 11-0"**

**15 or 21 point format: "15-0" or "21-0"**

12.F.6.b. 如果一位球員/隊伍在這場比賽選擇了棄賽(Retirement)或被判失格(Forfeit)，(同時並沒有選擇退賽(Withdrawal)) 該球員/隊伍可以繼續參加任何即將開打的比賽。

**If a player/team elects the Retirement option or a Forfeit has been imposed for the match, (and the Withdrawal option has not been chosen) the player/team may continue to compete in any upcoming matches.**

12.F.6.c. 驅逐出賽事、失格或球員棄賽前所完成的所有比賽積分都將會被保留。  
**All previous completed match scores, prior to an Ejection, Forfeit or a player Retirement, will be retained.**

12.F.7. 退賽時剩餘賽事的計分準則 (Withdrawal Scoring Guidelines for Remaining Matches)。

12.F.7.a. 3 戰 2 勝制 **Two-out-of three format**：0-0、0-0

5 戰 3 勝制 **Three-out-of five format**：0-0、0-0、0-0

單局 15 分制 **One Game to 15 format**：0-0

單局 21 分制 **One Game to 21 format**：0-0

12.F.7.b. 申請退賽前所完成的所有比賽積分都將會被保留。

**Scores for all matches completed prior to the Withdrawal request will be retained.**

12.G. 至少兩場比賽 (Two-Match Minimum)。在所有 USA PICKLEBALL 認證的賽會中，各組別中的每位參賽者都有權參加至少兩場以上的預賽。

**Two-Match Minimum. In all USA PICKLEBALL-sanctioned tournaments, each entrant shall be entitled to participate in a minimum of two scheduled matches per event entered.**

12.H. 妥善規劃比賽 (Scheduling Matches)。不允許一個球員同時報名多項安排在同一天相同時  
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段內時間重疊的比賽項目。

**Scheduling Matches. A player is not permitted to enter multiple events scheduled on the same day with an overlapping time frame.**

- 12.I. **雙打比賽 (Doubles Play)**。雙打隊伍應由兩名符合分組分級要求的隊員所組成，以參加其指定組別的比賽。

**Doubles Play. A doubles team shall consist of two players who meet the classification requirements to participate in a particular division of play.**

- 12.I.1. 在以技術分級(Skill Rating)為基準的競賽中，球隊的技術分級取決於等級較高的球員。在以年齡分組(Age Grouping)為基準的成人組競賽中（19歲及以上），團隊的年齡分組將取決於球隊中年齡最低的球員。在美國除非國家長青運動協會(National Senior Games Association)有規定禁止，否則球員可以參加年齡較低的組別。

**In an event based upon skill rating, the higher-rated player determines the team's ability level. In an adult event (ages 19 and over) based upon age grouping, the lower age of the team members will determine the team's age classification. Players may play in a younger division unless prohibited by the rules of the National Senior Games Association.**

- 12.I.1. 12.I.2. 青少年（18歲以下）可以參加任何符合他們年齡的青少年競賽。如果沒有青少年組競賽或沒有足夠的參賽者，或經由賽事總監同意，青少年可以成人身份參加19歲以上級的賽事。

**Juniors (ages 18 and under) may enter any junior event for which they are age qualified. If a junior event is not available or does not receive enough entrants, or at the Tournament Director's permission, juniors may play as adults in the 19-and-over events.**

- 12.J. 如果因為受傷、疾病或球員無法控制的情況，經過賽事總監同意之後，可以在第一輪比賽前更換隊友。

**Partner change may be made prior to the first-round match, with the consent of the Tournament Director, if the change is due to injury, illness, or circumstances beyond the control of the player.**

- 12.J.1. 當隊友已經搭檔進行比賽之後，在任何情況下都不能更換隊友。

**Under no circumstances can a partner change be made after the partners have begun team play.**

- 12.K. **更換球場 (Court Change)**。在 USA PICKLEBALL 認證的賽會中，賽事總監或賽事競賽組組長可以在任何比賽的一局結束後決定更換球場，如果這樣的改變適合更多觀眾或更好的比賽條件。

**Court Changes. In USA PICKLEBALL-sanctioned tournaments, the Tournament Director or designee may decide on a change of courts after the completion of any tournament game if such a change will accommodate better spectator or playing conditions.**

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## 第 13 章 – 比賽的管理與執行 (TOURNAMENT MANAGEMENT AND OFFICIATING)

13.A. 賽事總監 (Tournament Director)。賽事總監應主持管理比賽。賽事總監有責任分配官方代表及其責任範圍。

**Tournament Director. A Tournament Director is responsible for the tournament. It is the Tournament Director's responsibility to designate the officials and their areas of responsibility.**

13.A.1. 球員可以向賽事總監或其指定人提出任何主訴決定。但是，賽事總監在遵循官方規則手冊中的適用規則的情況下，保留最終決定權。

**A player may appeal any officiating decision to the Tournament Director or their designee. The Tournament Director, however, retains the final decision-making authority while following the applicable rule in the Official Rulebook.**

13.A.2. 在所有 USA PICKLEBALL / IFP 認可的比賽中，賽事總監將提供一些方法來識別每支隊伍在每場比賽一開始的起始發球員。在比賽時，所有球員都必須能夠看到此識別物。拒絕佩戴此識別物將導致比賽的失格。

**In all USA PICKLEBALL-sanctioned tournaments, the Tournament Director will provide some method of identifying each team's starting server for each game. This identification must be visible to all on the court during play. Refusal to wear this identification will result in forfeit of the match .**

13.A.3. 賽事總監應檢查相關物資以確保賽事計劃的順利進行（例如，急救，比賽志願者等）。

**The Tournament Director should check to ensure that planned support (e.g., first aid, tournament volunteers, etc.) is available.**

13.A.4. 賽事總監有權將有任何行為不當的球員驅逐出比賽。

**The Tournament Director has the authority to expel any player from the tournament for misconduct.**

13.B. 規則簡報 (Rules Briefing)。在比賽之前，所有官方工作人員和球員將被簡要告知有關球場干擾的現行規則 { 內容不僅限於場地距離不一致的距離（例如從終點線到後圍欄的距離或障礙物）、低天花板、懸垂物的存在、球場維修或可能影響打球的原因 } 這個簡要告知應儘可能以書面形式提出。賽事總監或其指定人員應在到達比賽場地時向主審裁判告知情況。

**Tournament Briefing. Before the tournament, the Tournament Director shall brief players and referees on any unique features, abnormal local conditions, or hazards associated with the courts. The briefings may include but are not limited to court distances that are not uniform**

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(such as the distance from end line to back fence or barrier), low ceilings, existence of overhangs, court repairs, or damage that could affect the play of the ball. If possible, the players should be notified in writing as part of the pre-tournament instructions. The referees shall be briefed upon arrival at the venue by the Tournament Director or their designee.

13.B.1. 目前的 USA PICKLEBALL 相關規則將適用並提供賽事使用。賽事總監不可以強迫使用任何當地規則或使用當前 USA PICKLEBALL 規則中未列的任何規則的任何解釋。如果比賽總監因場地或當地條件的物理限制而希望對任何規則進行破例，則必須在開賽前得到美國匹克球官方總監給予的批准。

**The Tournament Director may not implement or impose any rule that is not provided in the USA Pickleball Rulebook. If the Tournament Director desires an exception to any rule because of physical limitations of the court or local conditions, the USA Pickleball Managing Director of Officiating must grant permission before the tournament**

13.C. 主審裁判的職責 (Referee Duties)。主審裁判負責所有在比賽期間關於程序和裁決呼叫相關的決定。運動員可以將主審裁判的任何決定向賽事總監或其指定人提出申訴。

**Referee Duties. The referee is responsible for all decisions related to procedural and judgment calls during the match. Players may appeal any decision of the referee to the Tournament Director or their designee**

13.C.1. 主審裁判負責呼叫非截擊區的違規、發球太短和發球時腳部所發生的違例。

**The referee calls non-volley-zone infractions, short serves, and service foot faults.**

13.C.2. 如果隊員或線審對邊線球判定有爭議時，則球員可以請求主審裁判確定邊線球判定。主審裁判的判定就會是最終決定。若主審裁判也不能進行邊線球判定時，則以球員或線審的判定為準。如果雙打合作夥伴對邊線球判定有不同意見而上訴主審裁判，而此時主審裁判也無法判定，那麼球將被宣佈為“界內”(in)。注意：球員可以要求改判成對己方不利的邊線球判定。（見規則 6.D.13）

**If the players or line judges make the line calls and there is a disputed line call, the players may request that the referee determine the line call. If the referee cannot make the line call, the player's or line judge's call will remain. If doubles partners appeal a line call that they disagree on and the referee cannot make the call, the ball will be declared "in." Note: A player may choose to overrule a line call to their disadvantage (See Rule 6.D.13)**

13.C.2.a. 不應該向觀眾徵詢任何有關邊線球判定的意見。

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**Check on preparation of the court with respect to cleanliness, lighting, height of the net, court markings, and hazards**

13.C.3. 每場比賽開始前，主審裁判必須執行下列作為：

**Before each match begins, the referee must:**

13.C.3.a. 檢查場地的清潔度、照明、網的高度、場地標記和危險區。

**Check on preparation of the court with respect to cleanliness, lighting, height of the net, court markings, and hazards.**

13.C.3.b. 檢查比賽所需材料的可用性和適用性，例如球、記分錶、鉛筆和計時裝置（碼錶）。

**Check on availability and suitability of necessary materials for the match, such as balls, score sheets, pencils, and the timing device (stopwatch).**

13.C.4. 在每場比賽開始前，主審裁判必須在場邊先與球員見面並執行下列作為：

**Before each match begins, the referee must meet with players at courtside to:**

13.C.4.a. 檢查球拍是否有異常。 **Inspect paddles for irregularities**

13.C.4.b. 向球員指出可能會引起潛在安全問題及已經批准的修改規則、球場異常和非標準球場條件，包括於球場維修或接縫，從終點線到後圍欄的不同距離，以及觀眾及其座位等相關問題。

**Point out approved rule modifications, court abnormalities and non-standard court conditions that could be potential safety issues, including but not limited to court repairs or seams, different distances from end lines to back fences, and spectators and their seating**

13.C.4.c. 對球員說明主審裁判、線審及球員之邊線球判定的責任。注：這項要求也可於賽前規則說明時，由賽事總監統一向全部選手說明。

**Instruct players on line-calling duties of the referee, line judges, and players. Note: This requirement may be satisfied by the pre-match player instructions provided by the Tournament Director**

13.C.4.d. 使用任何公平的方法來確定一開始的站邊、發球、接發球或讓對手決定的選擇。

**Use any fair method to determine the initial selection of end, serve, receive, or defer**

13.C.4.e. 確保每個球隊在比賽一開始的起始發球員都配有官方標識。拒絕穿戴辨識物件將會造成失去比賽資格。

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**Ensure the starting servers for each team are wearing the official identification. Refusal to wear the identification will result in forfeit of the match.**

**13.A.1.** 13.C.5. 比賽期間，主審裁判必須：**During the match, the referee must:**  
13.C.5.a. 如果球網受到干擾，重新檢查網子的正確高度。

**Recheck the net height and position if the net is disturbed.**

13.C.5.b. 要先呼叫比分去啟動每一分的對打。呼叫比分這個動作是要告訴雙方比賽已準備好重新開始了。

**Call the score to start each rally. Calling the score indicates to each side that play is ready to resume**

13.C.5.c. 要給每一分時要呼叫”得分”(Point)。**Call “point” after each is awarded**

13.C.5.d. 在每一次的對打完成後或是暫停被呼叫後在計分紙上給予適當的註解標記。

**Appropriately annotate the score sheet after each rally is completed or time-out is called.**

13.C.5.e. 在雙打比賽中，在第一位發球員的球隊對打違例後，要呼叫”第二位發球員”(Second Server)或”二位發球”(Second Serve)。

**In doubles matches, call “second server” (or “second serve”) after the first server’s team loses the rally**

13.C.5.f. 適當時機要呼叫“換邊發球”(side out)。**Call “side out” when appropriate**

13.C.5.g. 嚴格執行“暫停”(time-out)的程序。見第 10 章

**Enforce time-out procedures. (See Section 10.)**

13.C.5.h. 規範管束球員的行為。在 USA PICKLEBALL 舉辦的各錦標賽中，賦予主審裁判絕對的權力對球員發出口頭警告、技術警告和技術犯規。並有權依據技術警告和技術犯規的組合方式沒收比賽。主審裁判也可以向賽事總監建議把球員或隊伍「驅逐出賽事」。

**Maintain player conduct. In USA PICKLEBALL tournaments, the referee is empowered to call verbal warnings, technical warnings, technical fouls, and to forfeit a game or match based on a defined combination of technical warnings and/or technical fouls. The referee may also recommend an ejection to the Tournament Director**



### 13.D. 球員邊線球判定和違例判定的責任 (Player Line and Fault Call Responsibilities)

#### 13.D.1. 非官方的賽事 (Non-Officiated Play) (無主審裁判)

13.D.1.a. 本著良好的體育精神，希望球員一旦犯下或發現任何違例，便會自行呼叫自己  
違例。失誤呼叫必須在下一次發球之前。

**In the spirit of good sportsmanship, players are expected to call any type of fault on themselves as soon as the fault is committed or detected. The fault call must happen before the next serve occurs**

13.D.1.b. 球員可以呼叫他們所在球場一方的所有邊線球判定，包括非截擊區(NVZ)和發球時腳部的犯規動作。

**Players call all lines on their end of the court, including non-volley zone and service foot faults.**

13.D.1.c. 球員可以呼叫對手在非截擊區(NVZ)的違例和發球時腳部的犯規。如果球員之間對上述被呼叫的違例判定有任何分歧時，應進行重打。

**Players may call non-volley zone and service foot faults on the opponent's end of the court. If there is any disagreement among players about the called foot fault, a replay shall occur**

13.D.1.d. 在非官方比賽中，如果選手認為某球員犯了第 7 章“違例規則”中所述的發球或非截擊區足部違例以外的任何類型的違例，他們可以向該球員提及具體的過失，但無權強制執行違例規則。最終決定是否過失的決定權屬於被指控犯了違例的球員。

**For non-officiated matches, if a player believes an opponent has committed any type of fault other than a service or non-volley zone foot fault as noted in Section 7 – Fault Rules, they may mention the specific fault to the opponent(s) but they have no authority to enforce the fault. The final decision on fault resolution belongs to the player that allegedly committed the fault.**

#### 13.D.2. 官方比賽 (Officiated Play)。

13.D.2.a. 球員呼叫他們所在球場一方的底線、邊線和中央發球線的邊線球判定。

**Players call baseline, sideline, and center service line on their end of the court**

13.D.2.b. 本著良好的體育精神，選手一旦犯下或發現錯誤，就應立即指責自己。宣佈

違例的時機必須在下一次發球之前完成。

**In the spirit of good sportsmanship, players are expected to call faults on themselves as soon as the fault is committed or detected. The fault call must happen before the next serve occurs**

### 13.D.3.有線審的官方比賽 (Officiated Play with Line Judges.)

13.D.3.a. 球員只能呼叫他們所在場地一方的中心線的邊線球判定。

**Players call center service line on their end of the court**

13.D.3.b. 除中心線的邊線球判定呼叫外，球員的邊線球判定在有線審裁判的比賽中是無效的，除非是要對自己隊伍有利的邊線球判定提出挑戰（參見規則 6.D.13）。球員可以對線審裁判的邊線球判定向主審進行上訴。（參見規則 13.F.）

**Except for center service line calls, player's line calls are not valid in matches with line judges, except to overrule a call to disadvantage their own team (See Rule 6.D.13). Players may appeal a line call made by the line judge to the referee. (See Rule 13.F.)**

13.D.3.c. 如果線審和主審裁判都無法做出邊線球判定時，這分得重打。

**If the line judge(s) and referee cannot make a line call, the rally shall be replayed.**

### 13.E. 線審 Line Judges

13.E.1. 建議(非必須)有獎牌的比賽才設線審。賽事總監或指定代表將擇選線審。

**The Tournament Director shall determine which medal matches will use line judges. Line judges are recommended, but not required.**

13.E.2. 線審將執行他們職責管轄下之所有的邊線球判定，要強化違例(Signify Fault)的表達，線審通過大聲地呼叫“界外”(out)，並以可被接受的手勢信號來表示違例。可以被接受的手勢是：

“界外”球 (Out ball)- 伸出的手臂指向出界球的方向。

“界內”球 (In ball) - 手掌向下，手臂向外延伸平行於球場。

**Line judges will make the assigned line and foot fault calls within their jurisdiction and will signify by loudly calling “out” (or “service foot fault”) and showing the “out” signal (outstretched arm pointing in the out-of- bounds direction).**



13.E.3 如果線審顯示出“被擋住/沒看見”訊號，（手勢：雙手捂著眼睛）時，主審裁判當時如果清楚地看到球落地，便可以立即判決。如果主審裁判不能進行判決，主審裁判應召集其他的線審以協助做出判決。

**If a line judge shows the “blocked/blinded” signal, (both hands covering the eyes) the referee can make the call immediately if they clearly saw the ball land. If the referee cannot make the call, the referee shall canvass the remaining officiating team to assist in making the call.**

13.E.4 經上訴後，如果主審裁判將線審的“出界”更正為“界內”，這分將進行重打。

**Upon appeal, if a referee overrules a line judge’s “out” call as “in”, a replay will occur.**

13.E.5 如果一名球員不同意線審對他們的團隊有利的“出界”判決，則根據規則 6.D.13，該球員可以將“出界”否定判決為“界內”。這分將進行重打。

**If a player disagrees with a line judge’s “out” call that benefited their team, the player may overrule the “out” call as “in” per rule 6.D.13. A replay will occur**

13.F. 上訴 (Appeals)。球員向主審裁判提出與判定有關的上訴時（例如，邊線球判定、雙彈跳等），應以主審裁判所做判定為最終結果。主審裁判可以諮詢球員或線審，以決定上訴的結果。

**Appeals. Appeals to the referee regarding judgment calls (e.g., line calls, double bounce, etc.) shall be decided by the referee. The referee may consult players or line judges to decide the outcome of the appeal.**

13.F.1. 在沒有線審的比賽中，如果球員向主審裁判上訴邊線球判定，則主審裁判必須在清楚地看到球“界內”或“出界”時，主審裁判才能做出判決。如果主審裁判無法做出判決，則原始邊線球判定將生效。如果沒人能做出邊線球判定，則該球將被視為“界內”。

**In a match without line judges, if a player appeals a line call to the referee, the referee shall make a call if they clearly saw the ball land “in” or “out”. If the referee is unable to make the call, the original call will remain. If no call was made, the ball will be considered “in”.**

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13.F.2. 主審裁判的最後判決將導致獲得一分、喪失發球權或是重打。

**A referee's decision will result in a point awarded, a service loss, or a replay**

13.G. 口頭警告、技術警告和技術犯規 **Verbal Warnings, Technical Warnings and Technical Fouls**

13.G.1. 口頭警告 (Verbal Warnings) 和技術警告 (Technical Warnings)，主審裁判有權就褻瀆行為的球員隊伍發出一口頭警告或發出技術警告。

**Verbal Warning and Technical Warnings. The referee is empowered to issue a single verbal warning to each player/team or call technical warnings.**

將導致口頭警告或技術警告的行為如下：

**Actions or behavior that shall result in a verbal or technical warning :**

13.G.1.a. 針對他人的、令人反感的語言。

**Objectionable language directed at another person**

13.G.1.b. 無論因任何理由表現出褻瀆的行為（聽覺或視覺）。主審裁判將判斷相關違規的嚴重性。

**Profanity (audible or visible) used for any reason. The referee will determine the severity of any violation.**

13.G.1.c. 與主裁判團隊、其他球員或觀眾激烈爭執，破壞比賽流程。

**Arguing aggressively with the officiating team, other players or spectators in a way that disrupts the flow of play**

13.G.1.d. 故意把球打破或是在對打期間以破壞的方式猛力的擊球。

**Ball abuse (aggressively or purposely breaking or stepping on the ball) or striking the ball between rallies**

13.G.1.e. 延遲比賽，無論是在暫停期間還是在對打或局與局之間花費太多時間。

**Taking time between rallies in a way that unnecessarily disrupts the flow of play**

13.G.1.f. 上訴過度或過多不必要的邊線球判定，導致比賽流程中斷。

**Repeatedly appealing line calls such that the flow of play is disrupted.**

13.G.1.g 對主審裁判的決定或裁決提出質疑並輸掉挑戰（即主審裁判的裁決是正確的），

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該球員或球隊將失去一次標準暫停(口頭警告不適用)。

**Challenging the referee's decision or ruling and losing the challenge (e.g., referee's ruling was correct) and a time-out is assessed. (Verbal Warning not applicable)**

13.G.1.h. 在沒有需要醫療條件的情況下要求醫療暫停，由醫務人員決定，如果沒有醫務人員在場則由賽事總監決定((口頭警告不適用)。

**Requesting a medical time-out without a valid medical condition (time-out assessed) as determined by medical personnel or the tournament director if no medical staff is present. (Verbal Warning not applicable)**

13.G.1.i. 違反體育道德之行為，不斷的喊著良心喊 OUT，遭上訴時被主審裁判否決。

**Actions that are considered minor unsportsmanlike behavior, including but not limited to making repeated questionable 'out' calls that, upon appeal, are reversed (overruled) by the referee**

13.G.1.j. 在暫停時間及比賽間隙以外的時間，接受了搭檔以外的任何人的指導。

**Except during time-outs and in-between games, receiving coaching from anyone other than a partner**

13.G.2. 技術犯規 (Technical Fouls)。主審裁判有權判技術犯規，當被判技術犯規，犯規方的分數要扣一分，如果犯規方的分數為 0 時，合法方要加一分。

**Technical Fouls - The referee is empowered to call technical fouls. When a technical foul is called, one point shall be removed from the score of the offending player/team unless their score is zero, in which case, a point shall be added to the score of the opposing side.**

將導致技術犯規的行動或行為(無需事先發出技術警告) 如下：

**Actions or behavior that shall result in a technical foul (without a technical warning being issued beforehand) :**

13.G.2.a. 在沮喪或憤怒中，在沒傷人或損壞財產的情況下，不顧後果或魯莽地投擲球拍。

**Aggressively or recklessly throwing a paddle in frustration or anger, with negligent disregard of the consequences, and does not strike a person or damage property**

13.G.2.b. 使用極為令人討厭的語言或褻瀆的行為，不論是否針對什麼。

**A player using extremely objectionable language, or profanity, regardless of to whom or what it is directed.**

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13.G.2.c. 對任何人做出任何性質的威脅或挑倖行為。

**Making a threat or challenges of any nature toward or against any person**

13.G.2.d. 對主審裁判的決定或裁決提出質疑並輸掉挑戰（即主審裁判的裁決是正確的），而且已無暫停次數可扣時（口頭警告不適用）。

**Challenging the referee's decision or ruling and losing the challenge (e.g., referee's ruling was correct) and no time-out is available. (Verbal Warning not applicable)**

13.G.2.e. 任何其他被認為是非常不像是運動家會做出的行為。

**Any other actions that are considered extreme unsportsmanlike behavior.**

13.G.2.f. 一個球隊(或是單打球員)在沒有符合醫療需求的情況下，要求一次的醫療暫停，而且已沒有標準暫停(no time-outs)可使用時。(口頭警告不適用)

**Requesting a medical time-out without a valid medical condition, and the team (or player in a singles match) has no time-outs remaining. (Verbal Warning not applicable)**

13.G.2.g. 故意投擲或擊打一個不在比賽中的球，結果疏忽大意地無意中擊中一個人。

**Deliberately throwing or hitting a ball that is not in play with negligent disregard of the consequences which inadvertently hits a person.**

13.G.3. 技術警告/技術犯規的影響 Effect of Technical Warnings/Technical Fouls

**Effect of Technical Fouls and Technical Warnings. The assessment of a technical warning or technical foul shall be accompanied by a brief explanation of the reason**

13.G.3.a. 一次的技術警告不會導致比賽敗北或有給予分數的情況。

**A technical warning shall not result in a loss of rally or point awarded.**

13.G.3.b. 一旦已被技術警告一次，在比賽期間同一球員隊伍無論以任何理由得到第二次技術警告時，將導致對該球員隊伍得到一次的技术犯規。

**Once a technical warning has been issued, a second technical warning for any reason, given to the same player/team during the match, will result in a technical foul being issued to the player/team**

13.G.3.c. 如果主審裁判發出技術犯規，犯規方的分數要扣一分，如果被判技術犯規的



犯規方的分數為 0 時，此時合法方要加一分。在獲得或倒扣該分數的球員隊伍必須移動到反映其分數的正確位置上。

**If a referee issues a technical foul, one point shall be removed from the score of the offending player/team unless their score is zero, in which case a point shall be added to the score of the opposing side. After the point is removed or awarded, the player or team losing or awarded the point must move on their own to the correct position(s) that reflects their score**

13.G.3.d. 被判技術警告或技術犯規時，不會應影響發球員的變更(server change)或是換邊發球(side out)。

**A called technical warning or technical foul shall have no effect on server change or side out.**

13.G.3.e. 口頭警告、技術警告和技術犯規可以於球員在球場上的任何時候評定，與比賽是否正在進行中無關。這包括在熱身時間內。對打中不應停止以評估警告或犯規。警告或犯規的評估應在對打結束後進行。在對打結束後，如有球員行為提升到警告或犯規的水平，應提請賽事總監注意。

**Verbal warnings, technical warnings and technical fouls may be assessed any time the players are at the court, independent of whether the match is in progress. This includes during warm-up time. Play shall not be stopped to assess a warning or foul. The assessment of the warning or foul shall be applied after the rally has ended. Behavior raising to the level of a warning or foul after the match is over shall be brought to the attention of the Tournament Director**

13.H. 局賽失格 (Game Forfeit)當有下列任何情形發生時，主審裁判將會判定局賽失格:

**Game Forfeit. The referee will impose a game forfeit when either of the following occurs:**

13.H.1 被判一次技術警告隨後又被判技術犯規(觸犯 13.G.2 規則)時。

**After one technical warning has been assessed and the subsequent issuance of a technical foul listed in Rule 13.G.2**


13.H.2 在執行規則 13.G.3.b.或以規則 13.G.2 評定一次技術犯規後，又以任何理由再次被判技術警告。

**After one technical foul has been assessed in accordance with Rule 13.G.3.b. or Rule 13.G.2. and the subsequent issuance of another technical warning for any reason.**

13.H.3 如果比賽是 1 比 15 或 1 比 21 單局形式的比賽，局賽失格就相當於比賽失格。

**For a match format that is one game to 15 or 21, a game forfeit is equivalent to a match forfeit.**

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13.H.4 如果比賽是三戰二勝制(或五戰三勝制)的比賽形式，當球員隊伍被唱名至比賽場地 10 分鐘後沒有報到比賽時，主審裁判可以判定局賽失格。如果球員隊伍被唱名至比賽場地後 15 分鐘未報到，將被處以比賽失格。如果比賽是 1 局 15 分或 1 局 21 分單局形式的比賽，當球員隊伍被唱名至比賽場地 10 分鐘後未報到比賽時，將處以比賽失格。如果情況允許，賽事總監可以允許球員更長時間的延遲。

**For a match format that is two-out-of-three or three- out-of-five games, a referee may impose a game forfeit when a player/team fails to report to play 10 minutes after the match has been called to play. A match forfeit will be imposed when a player/team fails to report to play 15 minutes after the match has been called to play. If the match format is a one game to 15 or 21, the match forfeit occurs when the player/team fails to report to play 10 minutes after the match has been called to play. The Tournament Director may permit a longer delay if circumstances warrant such a decision**

13.I. 比賽失格 (Match Forfeit)：當出現下列任一情況時，主審裁判將根據技術警告或技術犯規的組合，處以比賽失格：

**Match Forfeit. The referee will impose a match forfeit based on a combination of Technical Warnings or Technical Fouls when either of the following occurs:**

13. I.1 依 13.G.2 條所列事項，記滿兩次技術警告和一次技術犯規。

**The combined issuance of two technical warnings and a technical foul listed in Rule 13.G.2**

13. I.2 已被依據規則 13.G.2 或規則 13.G.3.b.判定一次的技术犯規，隨後又因任何的理由判定另一次的技术犯規。

**After one technical foul has been assessed in accordance with Rule 13.G.3.b or Rule 13.G.2 and the subsequent issuance of a second technical foul for any reason.**

13. I.3 非因技術警告或技術犯規而導致比賽失格的行為：

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**Behavior that shall result in a match forfeit that is not due to a combination of Technical Warnings or Technical Fouls :**

13. I.3.a. 故意向對手、工作人員或觀眾進行攻擊性肢體接觸。

**Making deliberately aggressive physical contact with an opponent, official or spectator**

13. I.3.b. 出於沮喪或憤怒而攻擊性地或魯莽地擊球或投擲球或球拍，使他人或設施財產處於危險之中。

**Aggressively or recklessly striking or throwing a ball or paddle out of frustration or anger that puts an individual or facility property at risk or in danger**

13. I.4. 因為未能遵守比賽或主辦者之場地設施規則，或因比賽之間的對場地與設施出現不當行為，或濫用招待(hospitality)、更衣室或其他規則和程序。賽事總監可以對違規者判處比賽失格處份。

**The Tournament Director may impose a match forfeit for failure to comply with the tournament or host facility's rules while on the premises, or for improper conduct on the premises between matches, or for abuse of hospitality, locker room, or failure to comply with other rules and procedures.**

13.J. 質疑主審裁判裁決或決定 (Challenging Referee Rulings or Decisions)。如果球員不同意主審裁判的裁決或決定，該球員可以向裁判長、賽事總監或賽事總監的指定人員提出質疑。如果主審裁判的裁決或決定被確定為正確，則該球員或球隊將失去一次標準暫停，並被給予技術警告（見 13.G.1.G）。如果沒有標準暫停可扣，且裁判的裁決正確，該球員/球隊將被給予技術犯規（見 13.G.2.d）。若主審裁判的裁決或決定不正確時，裁決將被推翻，該次對打將重賽。

**Challenging Referee Rulings or Decisions. If a player disagrees with a referee's ruling or decision, that player may challenge the referee's ruling or decision by asking for the Head Referee, Tournament Director, or the Tournament Director's designee. If the referee's ruling or decision is determined to be correct, the player or team will lose a time-out and be given a technical warning (see 13.G.1.g). If no time-outs are available and the referee's ruling is correct, the player/team will be given a technical foul (see 13.G.2.d). When the referee's ruling or decision is incorrect, the ruling will be reversed and, if applicable, the rally will be replayed**

13.K. 線審的撤換 (Removal of a Line Judge)。主審裁判可以根據主審裁判自己的觀察或球員的觀

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察，以任何合理的理由罷免線審。如果主審裁判根據自己的觀察判斷決定更換線審，主審裁判的決定是最終的決定。如果所有球員都同意，球員也可以請求主審裁判撤換一名線審。如果主審裁判不同意，主審裁判必須與賽事總監進行協商決定。如果線審被撤職，賽事總監將任命一名替代者。

**Removal of a Line Judge. The referee may remove a line judge for any reasonable cause, based on either the referee's own observation or that of the players. If the referee decides to replace a line judge based on their own observation, the referee's decision is final. The players may also petition the referee to remove a line judge, providing all players agree. If the referee does not agree, the referee must consult with the Tournament Director for a final decision. If a line judge is removed, the Tournament Director will appoint a replacement**

13.K.1. 主審裁判的撤換(Removal of a Referee)。如果所有球員都同意，他們可以向賽事總監申請主審裁判免職。賽事總監保留主審裁判免職的最終裁量權。如果主審裁判被撤職，賽事總監將任命一名替代者。

**Removal of a Referee. If all players agree, they may petition the Tournament Director for a referee removal. The Tournament Director retains the final discretionary authority on the removal of a Referee. If a Referee is removed, the Tournament Director will appoint a replacement**

13.L. 沒裁判的比賽 (Non-Officiated Play)。如果出現以下情況，任何球員都可以請求主審裁判或賽事總監判決：

**Non-Officiated Play. Any player may request a referee or Tournament Director if :**

13.L.1. 球員合理地相信他們的對手故意持續的故意違反比賽規則。

**The player reasonably believes that a rule is being consistently and deliberately violated by their opponent**

13.L.2. 出現了球員無法快速、輕易地解決爭議的情況。

**A situation arises where players are not able to quickly and easily resolve a dispute**

13.M. 驅逐出賽事以及驅逐出場(13.M.Ejections and Expulsions)賽事總監可將球員驅逐出賽事，如果賽事總監認為該球員明目張膽的有害行為會影響比賽進行，該名球員可能在比賽場地的任何時間被驅逐出賽事，該行為包括但不限於：

**Ejections and Expulsions. The Tournament Director may eject a player from the tournament for flagrant and particularly injurious behavior that, in the opinion of the Tournament Director, impacts the**

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**success of the tournament. An ejection can occur due to actions any time the player is at the tournament venue and may include, but is not limited to:**

13.M.1. 使用種族、宗教、種族、性別歧視或仇視同志的辱罵。

**Using ethnic, religious, racial, sexist, or homophobic slurs.**

13.M.2. 因球拍或球的濫用而對運動員、工作人員或觀眾造成了傷害。

**Injury to a player, official, or spectator through an act of paddle or ball abuse.**

13.M.3. 向某人吐痰或咳嗽。 **Spitting or coughing on a person.**

13.M.4. 沒有“盡最大努力”、打假球、無故違約、無故棄賽，或在比賽中消極比賽，無論是為了自己的利益或其他目的。

**Not exhibiting “best effort”. This includes but is not limited to, defaulting, forfeiting, or not giving best efforts in matches, whether for their own benefit or otherwise.**

注：除了驅逐出賽事外，賽事總監還有權將球員驅逐出比賽場地。

**Note: In addition to an ejection, the Tournament Director also has the option to expel the player from the tournament venue.**