

Team-Rating Options

Give your team a pickleball self-rating of 1.0 to 2.0 if you are just starting to play pickleball and are just starting to understand the rules.

Give your team a pickleball self-rating of 2.5 if you have limited experience playing pickleball, you can keep a short rally on the pickleball court, and you have a basic understanding of the rules of pickleball (particularly, if you can keep the score properly).

Give your team a pickleball self-rating of 3.0 if (i) you can generally hit forehand drives, serves, and returns with medium pace, as well as dinks, but generally lack consistency and control (for instance, serves and returns are not consistent and lack depth); and (ii) you understand the basic strategy and rules of pickleball, including that you can keep the score properly.

Give your team a pickleball self-rating of 3.5 if (i) you can hit drives, serves, and returns with pace (including developing backhand shots), as well as dinks and drop shots, and are developing some consistency and control (including consistently hitting serves and returns in play); and (ii) you understand the basic strategy and rules of pickleball, you are starting to vary your shots between the hard and soft game, and you are moving quickly to the Non-Volley Zone line when you have the opportunity.

Give your team a pickleball self-rating of 4.0 if (i) you can generally hit both forehand and backhand drives, serves, and returns with pace, as well as dinks, drop shots, and volleys (including block volleys) of different speeds, and have consistency and control; and (ii) you understand the strategy and rules of pickleball (including stacking), you have a moderate number of unforced errors, and you understand how to attack your opponent's weaknesses on the pickleball court.

Give your team a pickleball self-rating of 4.5 if (i) you can generally hit both forehand and backhand drives, serves, returns, dinks, drop shots, and volleys with pace, spin, depth, direction, consistency, and control; and (ii) you understand the strategy and rules of pickleball (including stacking), you have a limited number of unforced errors, and you change your gameplay to attack your opponents' weaknesses on the pickleball court.

Give your team a pickleball self-rating of 5.0 if (i) you have mastered both forehand and backhand drives, serves, and returns with pace, as well as dinks, drop shots, and volleys of different speeds, and have consistency and control; and (ii) you have mastered the strategy and rules of pickleball (including stacking), you rarely make unforced errors, and you attack your opponent's weaknesses on the pickleball court.