



# INTERNATIONAL FEDERATION OF PICKLEBALL

## Rating System:

### **Beginners:**

#### **1.5**

Limited to some rallies.

Learning how to serve.

Developing a forehand.

Fails to return easy balls frequently and occasionally misses the ball entirely.

Played a few games and is learning the court lines, scoring, and some basic rules of the game.

#### **2.0**

Sustains a short rally with players of equal ability.

Demonstrating the basic shot strokes – forehand, backhand, volley, overhead and the serve,

but has obvious weaknesses in most strokes.

Familiar with court positioning in doubles play.

### **Advanced Beginners:**

#### **2.5**

Makes longer lasting slow-paced rallies.

Makes most easy volleys and uses some backhands, but needs more work on developing shot strokes.

Beginning to approach the non-volley zone to hit volleys.

Aware of the “soft game.”

Knowledge of the rules has improved.

Court coverage is weak but improving.

#### **3.0**

More consistent on the serve and service return and when returning medium-paced balls.

Demonstrates improved skills with all the basic shot strokes and shot placement but lacks control when trying for direction, depth, or power on their shots.

Beginning to attempt lobs and dinks with little success and doesn't fully understand when and why they should be used.

### **Intermediate:**

#### **3.5**

Demonstrates improved stroke dependability with directional control on most medium-paced balls and some faster-paced balls.

Demonstrates improved control when trying for direction, depth and power on their shots.

Needs to develop variety with their shots.

Exhibits some aggressive net play.

Beginning to anticipate opponent's shots.

Learning about the importance of strategy and teamwork in doubles.

#### **4.0**

Consistent and dependable strokes, including directional control and depth on both forehand and backhand shots.

Reliable serves, lobs, overheads, approach shots and volleys and can use spin shots with some success.

Occasionally can force errors when serving.

Rallies may be lost due to impatience.

Uses the dink shot and drop shots to slow down or change the pace of the game.

Demonstrates 3rd shot strategies – drop shots, lobs, and fast-paced ground strokes.

Aggressive net play and teamwork in doubles is evident.

Fully understands the rules of the game and can play by them.