

Your First Padel Game

Everything you need to walk on court feeling like you belong there · 3-minute read



What to wear & bring

- **Wear something with pockets.** You'll hold a second ball while serving — no pockets means juggling. Shorts, skirt or leggings with pockets all work.
- **Tennis or padel shoes if you have them.** Running shoes slip on the court's sandy turf.
- Normal gym clothes are fine — nothing special needed.
- Bring **water** and, for outdoor courts, a **cap and sunscreen**.
- **Balls:** always have a set of balls to play with. Some organised games provide them — if so, collect them from the club desk when you arrive.
- **No racket?** Clubs rent them for a couple of euros — ask when you arrive, or ask us in the group.

The rules in 90 seconds

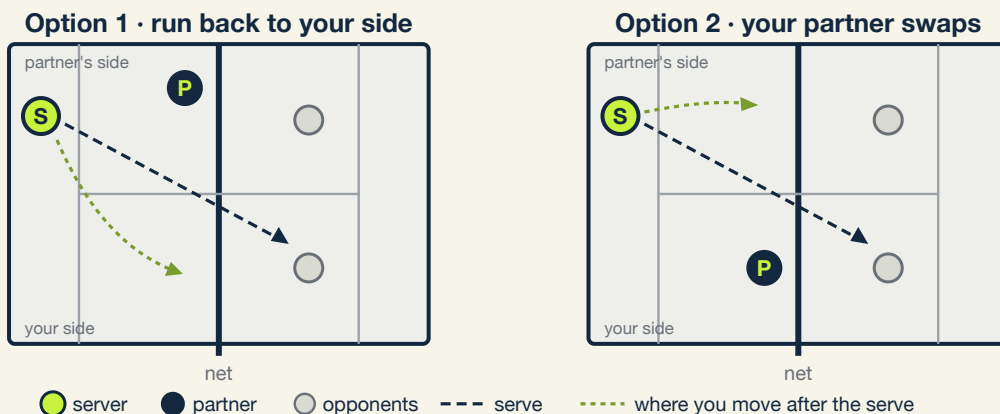
- **Serving:** bounce the ball, then hit it **underhand, at or below waist height**. Serve diagonally, like tennis. You get two attempts. If your serve bounces in the box and then hits the **metal grate, it's a fault** — off the glass it's fine.
- **Who serves first? Play for it.** Matches often start with a friendly rally — four easy balls to each player — then the point is played out for real, and the winners start serving.
- **Scoring is tennis scoring:** 15 – 30 – 40 – game. Six games win a set.
- **You can volley** — hit the ball out of the air before it bounces. The one exception: the **return of serve must bounce** first.
- **The walls are part of the game.** If the ball comes off the glass on your side after bouncing on the floor, it's still live — play it. So don't give up on a ball flying towards the back glass: turn, let it rebound, hit it.
- **One floor bounce only.** Glass doesn't count as a bounce.
- Hitting the ball straight onto your opponents' glass (no floor bounce) is a fault. The metal fence on the full is out.

At 40-40, ask which rule you're playing — there are three:

classic **deuce / advantage** · **golden point** (one deciding point — most common in social games) · **star point** (two deuces, then a golden point). Thirty seconds of asking saves a mid-game argument.

Where to stand

- **Pick your side.** You and your partner each take one half — left or right — and keep it for the whole game.
- **But serves alternate sides.** The server serves the first point of a game from the right court, the next from the left, and so on — so sooner or later you'll be serving *from your partner's side*. Two normal ways to handle that (agree with your partner which):



- **Option 1:** serve, then **run back to your own side** — your partner holds their side at the net. This is what coaches in Portugal teach, so it's the safe default here.
- **Option 2:** **swap for that point** — you stay where you served, and your partner covers your side.
- **While your partner serves,** be up at the net on your side — you're the attacking one.
- **Rally on?** Both of you move together — up to the net when attacking, back near the glass when defending. Call "mine!" or "yours!" for balls down the middle.

The five unwritten rules

- 1 **The server starts every point with two balls.** Between points, collect loose balls and get them to whoever serves next — hold one ready to pass over for the new point. Small thing, everyone notices it.
- 2 **Warm-up is cooperative.** Rally the ball back nicely; nobody's won a warm-up yet.
- 3 **Disputed call? Replay the point.** Nobody argues over glass at a social game.
- 4 **Encourage your partner.** "Next one's yours" beats a sigh, every time.
- 5 **Say hi at the start, high-five at the end.** Padel is a social sport — that's the whole point.

How PadelPush games work

- **You pay your share in advance — that's what confirms your spot.** The organiser books the court once four paid players are in.
- **Can't make it? Free your spot the moment you know.** With a couple of days' notice we can offer it around and someone else gets a game.
- **Dropping out inside the last 24 hours? Find your replacement yourself.** That close there is rarely time to fill a spot from the group, the court is booked and paid for, and three players is not a game — so a late drop usually ends the evening for everyone, not just you. Ask in the group chat, send whoever answers the sign-up link, and give your spot up once someone has taken it.
- **A silent no-show is the worst version of this.** If you truly can't find anyone, still say so — the three people waiting at the court would rather know.
- **Arrive 10 minutes early.** Court time runs on the clock, warmed-up or not.
- **Balls:** some of our games provide them — the game chat will say. If they're provided, collect them from the club desk when you arrive; otherwise bring your own set.

■ Don't wait to be invited — organise your own game

Every game you play on PadelPush was set up by a player like you — not a club, not a company. You've already been on the receiving end of one of these; running your own takes about two minutes. Pick whichever fits:

Fixed time

One match, one set time — "we play Thursday at 8". Pick the court and the people; everyone gets a WhatsApp invite, and paying their share is what locks each spot.

Let players vote on the time

One match, no time yet. Offer 2–4 time options — invitees reply with what works, you book the slot that wins, and everyone gets the confirmation.

Fill several matches at once

More than one match to fill? Message a group of players — or share one link into a chat — with a few time options. Replies land on a board and you build the matches four players at a time; players choose which times suit them.

Fill open spots

Someone drops out of a confirmed match? Post the spot card into a WhatsApp group — people tap the link and grab the spot, and your game stays a foursome.

You stay in control of who gets on court:

- **Invite more people than seats**, then pick the **invite style**: everyone at once (first yes wins each spot), invite a pool and pick the roster yourself, or one invite per spot in order.
- **Your friends don't need PadelPush**. Add anyone by name and number — they get the invite and can reply without an account.
- **PadelPush does the chasing**: invites, replies, reminders, payments and dropout refills are handled for you.

Ready to run your first game?

Pick a time, pick a format — we'll help you fill the court.

padelpush.co/organise