

Campus Recreation Intramural Sports Pickleball Rules

NO ID, NO PLAY, NO EXCEPTIONS!

\* **All final decisions will be made at the discretion of the Intramural Sports Assistant\***

1. **Equipment:**
* Competitors are required to use the paddles and pickleballs provided by the Campus Recreation Intramural Sports Program.
1. **Scoring**
* All matches will consist of the best 2-out-of-3 games. A game shall be won by the team who has earned 11 points with a two-point advantage.

-If the score is tied 10-10, the first team to gain a two-point advantage is the winner). b. Only the server can score points.

1. **Serving**
* A coin flip or any other fair method will determine first choice of service or side. If the winner chooses to serve or receive, the loser picks starting side. If the winner chooses starting side, the loser chooses to serve or receive.
* Sides and initial service will be switched upon completion of each game.
* Only an underhand swing of the paddle is permitted in serving. The service is considered overhand and illegal if the ball, at the time of contact, is higher than the server's waist.
* The ball must be hit in the air on the serve. It is not allowed to bounce and then be hit.
* The server stands in his/her right-hand half of the court and serves to the opponent's right-hand half of the court. If the server wins the point, he/she serves the next time from his/her left-hand half of the court, and will continue to alternate as long as the server holds serve.
* A legal serve must land beyond the non-volley zone and within the designated service area.
1. **Non-volley rules**
* There is a "non-volley" zone that extends 7 feet on either side of the net. All volleying (hitting the ball in the air without letting it bounce) must be done with the player's feet behind the non-volley zone line.

- If a player steps over the line on his/her follow through, it is a fault.

* Each player must play his/her first shot off the bounce. That is, the receiving player must let the serve bounce before playing it, and then the serving player must let the return of the serve bounce before playing it. After the two bounces have occurred, the ball can be either volleyed or played off the bounce.
1. **Faults**
* A fault made by the server puts the server out and his/her opponent is awarded the serve. A fault made by the player receiving the serve will result in a point for the server.
* Faults occur under the following conditions:

-If the ball is served overhand (above the waist).

- If the ball is served and it falls into the wrong half of the court, before the nonvolley zone, beyond the long-service line, or outside the sideline.

-If the ball falls outside the boundary lines, or fails to cross the net.

-If a player is inside the non-volley zone and volleys the ball.

-If a player volleys the ball before it has bounced once on each side of the net.

-Failure to hit the ball before it bounces twice on the player’s court.

1. **Doubles Play**
* The player in the RIGHT HAND court serves diagonally across court to the receiver in the opposite RIGHT HAND court. The ball must clear the non-volley zone and land in the RIGHT HAND serving court. The Receiver must let the ball bounce before returning the serve. The serving team must also let the return bounce before playing it. After the two bounces have occurred, the ball may then be either volleyed or played off the bounce until a fault is made.
* If the fault is made by the receiving team, a point is scored by the serving team. When the serving team wins a point, its players will switch courts on their side and the same player will continue to serve. When the serving team makes its first fault, players will stay in the same court and the second partner will then serve. When they make their second fault they will stay in the same courts and turn the ball over to the other team.
* Players switch courts only after scoring. A ball landing on any line is considered good.