



Intramural Sports Rule Book

WHERE CHARACTER MEETS COMPETITION

Pickleball

*The Following are general rules. Pickleball games will follow the rules outlined by USAPA

Team:

- A team is comprised of 2 participants (Men's = 2 males, Women's = 2 females)
- Each organization can enter up to 10 teams

Uniform/Equipment:

- Intramural Sports will provide paddles and balls

Timing:

- Game start time is forfeit time
- Grace can be awarded to an opponent if and only if a representative of that team is signed in
 - Grace is 10 minutes
 - Two points are instantly given to the team who grants grace

Scoring:

- A team can only score a point when serving.
- Points are scored by the serving side only and occurs when the opponent faults
- A player who is serving will continue to do so until a fault is made by the serving team.
- Each game is played to 11 points, win by 1 (includes pool play and tournament). There is NOT a "win-by-two" rule.
- Pool-play games: First team to win 1 game is declared the winner.
 - If no team has won in 30 minutes, the team with the most points wins.
- Playoff games: First team to win 2 out of 3 games is declared the winner.
 - If no team has won in one hour, the team with the most points wins.

During Play:

- Player must keep one foot behind the back line when serving. The serve is made underhand. The paddle must pass below the waist.
- The serve must be made while the ball is in the air, it cannot bounce beforehand.
- One serve attempt is allowed, unless the ball lands in the volley zone and touches the top of the net beforehand. In that case, the server is given another attempt.

- At the start of each new game, the 1st serving team is allowed only one fault before giving up the ball to the opponents. Thereafter, both members of each team will serve and fault before the ball is turned over to the opposing team
- Players may toss a coin or rally the ball until a fault is made. Winner of the toss or rally has the option of serving first or not serving first.
- Player in RIGHT HAND court serves diagonally across court to receiver in opposite RIGHT HAND court when their score is an even number (0, 2, 4...). The ball must clear the non-volley zone (kitchen) and land in the opposite RIGHT HAND serving court.
- Player in LEFT HAND court serves diagonally across court to receiver in opposite LEFT HAND court when their score is an odd number (1, 3, 5...). The ball must clear the non-volley zone and land in the LEFT HAND serving court.
- Server 1 will serve, alternating service sides after each point is won, until a rally is lost or fault is called on the server's team. After Server 1's team loses a rally or faults, Server 2 will serve from the correct position and will alternate serving positions as long as the serving team continues to win points.
- The receiver must let the ball bounce before returning the serve.
- 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.

Fault:

- Stepping into the non-volley zone (kitchen) and volleying the ball.
- Volleying the ball before it has bounced once on each side of the net while receiving the serve or the ball hit immediately after.