



INTRAMURAL SPORTS **Pickleball Rules**

1. Players & Equipment

- 1.1. Each team will consist of two players. Teams must have both players present at game time to begin. Teams can be comprised of any ratio of males/females. Two players must be present to finish the match as well.
- 1.2. Players may NOT wear baseball-style caps. Knit and stocking caps are permitted. Players may wear a headband made of non-abrasive cloth, elastic, fiber, soft leather, or rubber. Bandanas and other headgear with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
- 1.3. No jewelry or any other item deemed dangerous by UTC Intramurals staff may be worn. Any player wearing exposed permanent jewelry (e.g., body piercings) will not be permitted to play.
- 1.4. Pickleball racquets and balls are provided for Intramural participants during the scheduled game dates and times. Personal racquets may be used as well.

2. Game Factors & Timing

- 2.1. Each match will consist of a best-two-of-three game series. The first team to score 11 points will be declared the winner of each game.
- 2.2. Each match will have a time limit of 45 minutes. If the time limit expires before the match is completed, a winner will be determined as follows:
 - 2.2.1. The team that is ahead when time expires will be declared the winner of any game in progress.
 - 2.2.2. If teams are tied in the number of games won (one-to-one), then a third game will be played to 7 points.
- 2.3. The winner of a coin toss at the beginning of the match will choose which team serves first. In subsequent games, the winning side serves first.

3. Scoring

- 3.1. A point will be awarded to whichever team wins the rally – be it the serving team or the non serving team (rally scoring) • The first team to reach 11-points wins the game. There is no win by 2 rule in effect.
- 3.2. The score is called as three numbers in doubles matches. The proper sequence for calling the score is: serving team's score – receiving team's score – the server number (one or two).
 - 3.2.1. To start each game, the score will be called as "zero – zero – two."

4. Serving

- 4.1. The serve must be underhand.
- 4.2. Paddle contact with the ball must be below the server's waist (navel level).
- 4.3. The serve is initiated with at least both feet behind the baseline.
 - 4.3.1. Neither foot may contact the baseline or court until after the ball is struck.
- 4.4. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
 - 4.4.1. If a serve lands in the "kitchen" (non-volley zone), the server faults.
- 4.5. Only one serve attempt is allowed.
 - 4.5.1. A serve is in play if it hits the net but lands in the correct service area.

- 4.6. Double-Bounce Rule: When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces.
- 4.6.1. After the ball has bounced once in each team's court, both teams may either volley the ball (hit the ball before it bounces) or play it off a bounce (ground stroke)

5. Service Sequence

- 5.1. At the beginning of each new game only one partner on the serving team has the opportunity to serve before faulting, after which the service passes to the receiving team.
- 5.2. Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault *(except for the first service sequence of each new game)
- 5.3. The first serve of each side-out is made from the right-hand court.
- 5.4. If a point is scored, the server switches sides and the server initiates the next serve from the lefthand court.
- 5.5. As subsequent points are scored, the server continues switching back and forth until a fault is committed, and the first server loses the serve.
- 5.6. When the first server loses the serve the partner then serves from their correct side of the court (except for the first service sequence of the game*).
- 5.7. The second server continues serving until his team commits a fault and loses the serve to the opposing team.
- 5.8. Once the service goes to the opposition (at side out), the first serve is from the right-hand court and both players on that team have the opportunity to serve and score points until their team commits two faults.

6. Fault

- 6.1. A fault is any action that stops play because of a rule violation.
- 6.2. A fault by the receiving team results in a point for the serving team.
- 6.3. A fault by the serving team results in the server's loss of serve or side out.
- 6.4. A fault occurs when:
 - 6.4.1. A serve does not land within the confines of the receiving court.
 - 6.4.2. A serve lands in the "kitchen" non-volley zone.
 - 6.4.3. The ball is hit into the net on the serve or any return.
 - 6.4.4. The ball is volleyed before a bounce has occurred on each side.
 - 6.4.5. The ball is hit out of bounds.
 - 6.4.6. A ball is volleyed from the non-volley zone.
 - 6.4.7. A ball bounces twice before being struck by the receiver.
 - 6.4.8. A player, player's clothing, or any part of a player's paddle touches the net or the net post when the ball is in play.
 - 6.4.9. There is a violation of a service rule.
 - 6.4.10. A ball in play strikes a player or anything the player is wearing.
 - 6.4.11. A ball in play strikes any permanent object before bouncing on the court.