

Intramural Sports | Pickleball Rules

The rules and policies listed below apply to all leagues and levels of play for Intramural Pickleball including, but not limited to: Pro League, Rookie League, CoRec League, and Open League.

COVID-19 Implications

Intramural Sports and other events have been intentionally selected based on current COVID-19 guidelines and participant safety. Please note, due to COVID-19 policies and procedures, all Intramural Sport rules will adhere to all necessary Personal Protective Equipment (PPE), social distancing, and sanitation methods including, but not limited to, face coverings worn by participants and staff, facility check-in, and temperature checks.

Facility

Games will be played at the Williams-Brice PE Center in the large gymnasium (WB 100) at the address listed below:

*105 Independence Drive
Conway, SC 29526*

Eligibility

Please reference the Intramural Sports Participant Handbook for player eligibility guidelines. The Recreational Sports staff assumes responsibility for the investigation of eligibility for all participants upon request. Valid CINO ID will be required during all intramural activities. Any individual the Recreational Sports staff deems to be ineligible will not be allowed to participate.

Students

All graduate and undergraduate students enrolled in academic courses are eligible to participate in Intramural Sport activities.

Faculty/Staff

All full-time and part-time faculty and staff members are eligible to participate in Intramural Sport activities.

Varsity Student Athletes, Coaches & Staff

Any person whose name appears on a collegiate varsity, junior varsity, or freshman roster as a player or a coach will be ineligible in that specific intramural sport after August 1st in the year they have quit the team, or their eligibility has expired. This includes all players who are “red shirted” in any sport, anyone who practices with a team regularly, but does not participate in intercollegiate competition, and coaches, staff, or other individuals listed on the team roster.

Former collegiate varsity athletes may participate in their related sport once eligible; however, they must participate in the Pro League (if offered, regardless of how long they have been removed from a varsity roster) and a limit of one (1) player is allowed per team roster in all sports.

Club Sport Members

Club Sport members are defined as individuals who meet one of the following criteria:

- Name appears a club sport team roster during the academic year;
- Signed a consent form and is actively participating in club functions; or
- Actively participating with the club during their season.

Current club sport members may participate in their related sport either in Pro or Rookie leagues, but must adhere to the following restrictions:

- 2-4 player teams = 2 club members
- 5-8 player teams = 3 club members
- 9+ player teams = 4 club members

General Information

1. The team captain and all players are responsible for all information contained in the Intramural Participant Handbook, as well as this document regarding Intramural Pickleball rules
2. Participants must have a valid CINO ID with them at all times
3. Intramural Pickleball is governed by USAPA playing rules and any modifications outlined in this document

Basic Rules Overview

1. Pickleball is played either as doubles (two players per team) or singles
2. The same size playing area and rules are used for both singles and doubles

The Serve

1. The serve must be made underhand
2. Paddle contact with the ball must be below the server's waist (navel level)
3. The serve is initiated with at least one foot behind the baseline; neither foot may contact the baseline or court until after the ball is struck
4. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court
5. Only one serve attempt is allowed, except in the event of a let (the ball touches the net on the serve and lands on the proper service court; let serves are replayed)

Service Sequence

1. 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)
2. The first serve of each side-out is made from the right-hand court
3. If a point is scored, the server switches sides and initiates the next serve from the left-hand court
4. 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. 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)

6. The second server continues serving until his team commits a fault and loses the serve to the opposing team
7. 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.
8. In singles, the server serves from the right-hand court when his/her score is even and from the left-hand court when his/her score is odd

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.

Scoring

1. Points are scored only by the serving team
2. Games are normally played to 11 points, win by 2
3. Tournament games may be played to 15 or 21, win by 2
4. When the serving team's score is even (0, 2, 4, 6, 8, 10) the player who was the first server in the game for that team will be in the right-side court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left-side court when serving or receiving

Double-bounce Rule

1. 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
2. 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)
3. The double-bounce rule eliminates the serve and volley advantage and extends rallies

Non-volley Zone

1. The non-volley zone is the court area within seven (7) feet on both sides of the net
2. Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone
3. It is a fault if, when volleying a ball, the player steps in the non-volley zone, including the line and/or when the player's momentum causes them or anything they are wearing or carrying to touch the non-volley zone, including the associated lines
4. It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before this happens
5. A player may legally be in the non-volley zone any time other than when volleying a ball
6. The non-volley zone is commonly referred to as "the kitchen"

Line Calls

1. A ball contacting any line, except the non-volley zone on a serve, is considered "in"
2. A serve contacting the non-volley zone line is short and a fault

Faults

1. A fault is any action that stops play because of a rule violation
2. A fault by the receiving team results in a point for the serving team

3. A fault by the serving team results in the server's loss of serve or side out
4. A fault occurs when:
 - a. A serve does not land within the confines of the receiving court
 - b. The ball is hit into the net on the serve or any return
 - c. The ball is volleyed before a bounce has occurred on each side
 - d. The ball is hit out of bounds
 - e. A ball is volleyed from the non-volley zone
 - f. A ball bounces twice before being struck by the receiver
 - g. 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
 - h. There is a violation of a service rule
 - i. A ball in play strikes a player or anything the player is wearing or carrying
 - j. A ball in play strikes any permanent object before bouncing on the court

Determining Serving Team

1. Players play *rock, paper, scissors* or perform a coin toss to determine who will serve first. The winner will have the option to choose side or to serve or receive

Playoffs

2. The number of playoff qualifiers will be announced at the end of the season and will vary based on record and sportsmanship rating average throughout the season.