



University of Delaware

Intramural 2v2 Pickleball Rules

League Format

This is a self-officiated sport that may consist of coed, men's, women's, and graduate-open leagues. The leagues may also range from competitive to recreational skill levels. Teams will play in a 3-4 week regular season with the top teams advancing to playoffs. All games are played in Gym 2 at the Carpenter Sports Building (Lil Bob). Every player must be a member of the team roster, with an active IMLeagues account, and have their Student ID.

Forfeits/Defaults

- UD Intramural office must be notified by 12pm the day of the game to be considered a default/loss rather than a forfeit.
- A 5-minute grace period will be given to all teams to meet the 3 player minimum & gender requirements before declaring a forfeit.
- 2 defaults count as 1 forfeit, 1 forfeit knocks your team out of playoff contention unless you pay the optional buy-back-in fee, 2 forfeits results in your team being removed from the league for the remainder of the season. A forfeit loss will be a 2-0 score.

Equipment

- NO JEWELRY OR HATS ALLOWED, NO EXCEPTIONS!
- Sneakers are required. Sneakers may not have soles that will mark the courts.
- Nets, balls and paddles are provided by Campus Recreation.

Gender Requirements

- Men's leagues require all males, women's leagues require all females.
- Coed leagues require 1 male and 1 female in play.
- Graduate-Open leagues have no gender requirements.

Game Rules

- A game of "rock, paper, scissors" will determine who gets the first serve.
- The ball is served diagonally to the opponent's service court underhanded without bouncing it off the court.
- Double Bounce Rule: Following the serve, each side must make at least one ground-stroke, prior to volleying the ball (hitting it before it has bounced).



- Points are scored by the serving side only and occur when the opponent faults. The server continues to serve, alternating service courts, until the serving side faults. The first side scoring 15 points and leading by at least a 2-point margin wins. If both sides are tied, then play continues until one side wins by 2 points.
- Non-Volley Zone: A player cannot volley the ball while standing within the non-volley zone.
- The non-volley zone is the area of the court bounded by the two sidelines, the non-volley line, and the net. The non-volley line and the sidelines are included in the non-volley zone.

Scoring

- Points are scored only by the serving player.
- When the serving player's score is even (0,2,4,6,8,10) the player will serve from the right side of the court; when odd (1,3,5,7,9) the player will serve from the left side of the court.
- The game is played until a team wins 2 sets (best 2 out of 3).

Team captains will be held responsible for the information outlined in this rule packet. University of Delaware Intramural Staff reserve the right to evaluate and change any rule based on changing circumstances.

If you have any questions regarding these rules, please contact the Intramural Office at intramurals@udel.edu.