

Pickleball Rules



General Rules

- All players must present their **valid SNHU ID** to play.
- **Jewelry is not allowed** to be worn by any participant during an Intramural event.
- **Forfeit time is 15 minutes after the schedule game time** (6:15pm is the forfeit time for a 6:00pm scheduled game). The minimum numbers of players must have their IDs turned in, be present of the field and in uniform for a team not to forfeit.
- **3 Unsporting Penalties** will result in team disqualification regardless of the score. **2 Personal Unsporting Penalties** will result in the disqualification of that player from the game. Only the team's designated Captain is allowed to confer with the officials. There is a zero-tolerance policy for any unsporting behavior directed towards players, officials, and staff.
- The supervisor on duty reserves the right to remove any players from competition who has violated any SNHU Intramural Policy or rule and/or endangered any player or staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from Intramural Sports. Supervisors also have the authority to end a game.
- Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the supervisor will result in either an unsporting penalty or an ejection depending on the severity of the action.

The Game & Field

- Matches are played best 2 out of 3 games to 15, win by 2. Teams switch ends between the first and second games. If a third game is needed, teams switch sides once a team reaches 8 points.

Serving

- Rock, paper, scissors will be used to determine serve and choice of side.
- The entire score must be called before the ball is served (your score, opponents' score, then serve number (in doubles)).
- Players may use a drop serve or volley serve.
 - Volley serves need to be struck above the waist with the arm moving up.
- The server's feet must remain behind the endline when the ball is struck.
- A serve must land in the rectangle diagonal from the server, beyond the non-volley zone (NVZ). If the ball hits the net and lands inbounds, the ball is in play.
- Each server has one attempt. There are no lets.

Player Position

- The correct server and receiver and their positions are determined by the score and the players' starting positions in the game.
- At the start of each game, the starting server begins the serve from the side of the court dictated by the score.

- Each player will serve until a rally is lost or a fault is declared against the player or team.
- As long as the server holds serve, after each point, the server will alternate serving from the right/even and left/odd sides of the court.
- **Singles**
 - If the server's score is even (0,2,4...), the serve must be made from the right/even serving area and be received in the right/even service court by the opponent.
 - If the server's score is odd (1,3,5...), the serve must be made from the left/odd serving area and be received in the left/odd service court by the opponent.
 - After the server loses the rally or faults, a side out will occur, and service is awarded to the opponent.
- **Doubles**
 - Both players on a team will serve before a side out is declared, except at the start of each game, when only the starting server will serve.
 - The starting server of each game is therefore designated as the "second server" for scoring purposes, since a side out will occur once a rally is lost, or a fault is committed by the serving team and service is awarded to the opposing team.
 - At the start of each side out, service begins in the right/even side of the court.
 - When the team's score is even, the team's starting server's correct position is at the right/even side of the court. When the team's score is odd, the starting server's correct position is at the left/odd side of the court.
 - The first server will serve, alternating service sides after each point is won, until a rally is lost, or the server's team commits a fault.
 - After the first server's team loses a rally or faults, the second server will serve from the correct position and will alternate serving positions if the serving team continues to win points.

Scoring

- A singles player or doubles team scores points only when serving.
- **Calling the Score:**
 - **Singles:** server announces server's score then opponent's score (1-3).
 - **Doubles:** server announces server's score, opponent's score, then server number (0-1-1).

Line Calls

- A served ball that clears the non-volley zone and its lines and lands in the correct service court or on any correct service court line is in. An other ball in play that lands in the court or touches any court line is in.
- A ball contacting the playing surface completely outside of the court is out. A served ball that lands in the opponent's non-volley zone, including the non-volley zone lines is out.

Faults

- A fault (and resulting dead ball) will be declared for the following:
 - If the serve or service return does not bounce before the ball is struck.
 - This refers to the two-bounce rule. When the ball is served, the receiving team must let it bounce before returning, and the serving team must let it bounce before returning (leading to two bounces).

- Hitting the ball into the player's side of the net without the ball crossing over to the opponent's side.
- Hitting the ball under the net or between the net and the net post.
- A ball hit by a player that first lands out of bounds or onto their own side of the court.
- A player, a player's apparel, or a player's paddle contacting the net system, the net posts, or the opponent's court, when the ball is live.
- After the serve, the ball contacts a player or anything the player is wearing or carrying, except the paddle or the player's hand(s) in contact with the paddle and below the wrist. If the player is in the process of changing hands with both hands on the paddle or is attempting a two-handed stroke and either hand is hit below the wrist, as long as a player's hand is in contact with the paddle, the ball is still in play. The fault is on the player who was hit by the ball.
- A ball in play that is stopped by a player before it becomes dead (e.g., catching or stopping a ball in flight before it makes contact with the playing surface). The fault is on the player who stopped the ball.
- After the serve, a ball contacting any permanent object before bouncing on the court.
- Once the ball is in play, a player hitting the ball before the ball entirely crosses the plane of the net.
- A player carrying or catching the ball on the paddle while performing the serve or during a rally.

Non-Volley Zone

- All volleys must be initiated outside of the non-volley zone.
- It is a fault if the volleying player or anything that has contact with the volleying player while in the act of volleying touches the non-volley zone.
- During the act of volleying, it is a fault if the volleying player's momentum causes the player to contact anything that is touching the non-volley zone, including the player's partner.
- If a player has touched the non-volley zone for any reason, that player cannot volley a return until both feet have contacted the playing surface completely outside the non-volley zone. A maneuver such as standing within the non-volley zone, jumping up to hit a volley, and then landing outside the non-volley zone is a fault.
- A player may stay inside the non-volley zone to return a ball that has bounced. There is no violation if a player does not exit the non-volley zone after hitting a ball that bounces.
- There is no violation if a player returns the ball while their partner is standing in the non-volley zone.