



INTRAMURAL SPORTS

Pickleball Rules

SECTION 1: PLAYERS AND EQUIPMENT

1. As a team manager it is your responsibility to notify all of your team members of all policies and procedures relating to Intramural Pickleball. Notify all team members of place, date and time of the contest and see that everyone is ready to play at the scheduled game time. It is suggested that team members show up at least 15 minutes prior to their scheduled game time. ***Game Time is Forfeit Time... No Excuses!***
 - a. ***Forfeit Fee:*** A team that does not show up or have the minimum number of players necessary to play the game will be charged a \$20 forfeit fee. Forfeit fees are to be paid in the Campus Recreation office (between 8AM and 5PM, M-F) prior to the teams next regularly scheduled game. Two (2) forfeits back-to-back will result in a team being dropped from the league. Two (2) forfeits in a season will deem your team ineligible for playoff contention.
2. Each participant must be currently enrolled at Tarleton or be a faculty/staff member and provide a current, **valid Tarleton ID card in order to play**. Players must have cards at every game in order to play. **No Exceptions** will be made.
3. **Team Roster:** Will be limited to 4 players.
4. **Participation:** Players are only allowed to compete on 1 team per season. Any player who plays on more than 1 team within a division will be declared ineligible for all intramural sports for the rest of the academic year. The games in which he/she played will be declared forfeits.
5. **Players:** This will be an open league, meaning a team can consist of a maximum of two women/two men/one man and one woman.
 - a. ***Teams may play a game with less than the required number of players in the event of an injury if the game is still within reach.***
6. **Blood Rule:** If there is any blood present on a player or his/her uniform he/she must leave the game until the situation has been resolved. Once the situation has been resolved the player may re-enter the game.
7. **Equipment / Uniforms:**
 - a. **Shoes:** The players may wear regular athletic shoes (tennis/running shoes). No open toed shoes, boots or bare feet will be allowed.
 - b. **Jewelry:** No jewelry or any other item deemed dangerous by the official may be worn during play. Any player with exposed permanent jewelry (i.e. body piercing) will not be permitted to play unless the jewelry is removed.
 - c. **Shorts:** Players must wear athletic shorts or pants without belt loops, khakis or jeans will not be allowed.
8. **Scheduling / Playoffs:**
 - a. **Game Times:** Games will be played Sundays & Wednesdays. ***GAME TIME IS FORFEIT TIME!***
 - b. **League Format:** Games will be played in a Round Robin format.
 - c. **Playoffs:** Playoffs will begin on the Sunday following the last night of league play; schedules will be posted that Friday by 5PM

SECTION 2: RULES OF PLAY

1. **Scoring:** Points will be ONLY be scored by the serving team.
 - a. The server is THE ONLY PERSON that can score points.
 - b. When the serving team does not win the rally, the opposing team does not get a point.
 - c. The first side scoring 11 points by a 1-point margin wins the set.
 - d. 2 sets will be played. If tied after 2 sets, a 3rd set will be played to determine a winner.
 2. **Bounce Rule:** Following the serve, each side must let the ball bounce of their respective sides of the court at least once before returning the ball to the other side.
 - a. Failure to do this will result in a fault.
 - b. After this, bounces are not required throughout the remainder of the rally.
 3. **Non-Volley Rule (Kitchen Rule):** A player cannot volley a ball while standing within the non-volley zone unless the ball bounces in the kitchen before the player strikes the ball.
 4. **Rock, Paper, Scissors:** Prior to the start of the game the officials will conduct a game to determine which team serve first. The winner has the option to choose serve, receive, or side.
 5. **Line Rule:** If the ball lands on a line, it will be considered in.
 6. **Self-Officiated:** Intramural Pickleball will be self-officiated. Each team is responsible for creating a fair match. This also means you must keep up with your own score. Failure to do this will result in a forfeit.
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SECTION 3: SERVICE

1. **Serving the ball**
 - a. The serve must be underhand.
 - b. Paddle contact with the ball must be below the server's waist.
 - c. You must start the serve with both feet behind the baseline and neither foot can contact the baseline or court until after you hit the ball.
 - d. The serve should be diagonal crosscourt and must land in the opposite diagonal court, without touching the servers' side of the net.
 - e. You only get one serve attempt unless you hit the ball into the net and it lands on the other side in the proper service court (known as a "let")
 - f. The server will continue to serve until a fault is committed.
 - g. The server will alternate sides of the court prior to each serve. The server will stay on that side of the court throughout the rally until it is time to serve again.
 - h. If the serve lands straight across from the server (instead of diagonally across) that will be considered a fault.
 - i. If the serve lands in the kitchen or on the line of the kitchen, it will be considered a fault.
2. **Serving Sequence**
 - a. To start the game, the player on the right side of the serving team will serve.
 - b. The server will continue to serve until the team loses the point and will alternate serving from the right and left side of the court before serving the next rally.
 - c. Both members of the team will serve before the opposing team serves.
 - i. The only exception to this is the first serve of the game. Only server 1 of the first serving team will serve to start the game. After they lose a rally, it will then go to the person on the right side of the opposing team.
 - d. The server must announce their score, their opponents score, and if they are the first or second server for their team.
 - i. Example: 8-7-1. The one represents that they are the first serving for their team.

- e.* Example: Player A1 on the right side of their respective court serves and wins the point. A1 moves to the left side of the court and serves again. The opposing team wins the rally. Player B1 on the right side of their respective court serves 3 times alternating from right side to left side to right side. On the third serve, Team A wins the rally. Player B2 will now serve from whichever side of the court they are on (in this case it would be the left side because player B1 last served from the right side). The score would now be 2-2-2. Two points were scored by both teams and the second server is not serving for the B team.

SECTION 3: FAULTS

1. A fault occurs when...
 - a.* A serve does not land within the receiving court
 - b.* The ball is hit into the net on a serve or during a rally
 - c.* The ball is volleyed before a bounce has occurred on each side following the serve
 - d.* The ball is hit out of bounds
 - e.* The ball is volleyed in the kitchen when it did not bounce in the kitchen
 - f.* The ball bounces twice before being struck by the receiver
 - g.* The player, player's clothing, or any part of the player's paddle touches the net or the net post while 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