



Pickleball Rules

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Any rule not specifically covered will be governed in accordance with USA Pickleball rules. Modifications have been made to suit Campus Recreation Intramural Sports at the University of Kentucky.

Rule 1: Eligibility

The following people are eligible to participate in Intramural Sports Programming with a current Campus Recreation membership. Participants with a “MoveWell Only” membership are NOT eligible to participate in Intramural Sports. View all Campus Recreation membership options and purchase a membership on the [Campus Recreation website](#).

- **Undergraduate Students:** Undergraduate students who are currently enrolled in the University for one (1) or more in-person credit hours, are automatically paying the student recreation fee and are therefore eligible to participate in Intramural Sports.
 - Note: If an undergraduate student drops all classes at any point, they will lose their Campus Recreation membership and therefore be ineligible to participate in Intramural Sports.
- **Online ONLY Students:** Online only students who are enrolled in the University for one (1) or more credit hours are eligible to participate in Intramural Sports after purchasing a Campus Recreation Membership for the semester they intend to participate.
- **Graduate Students:** Graduate students who are enrolled in the University for one (1) or more credit hours are eligible to participate in Intramural Sports with a current Campus Recreation Membership. Graduate Students who did not pay the Campus Recreation fee may become eligible by purchasing a Campus Recreation Membership for the semester they intend to participate.
- **UK Employees:** UK Employees who have a current Campus Recreation Membership are eligible to participate in Intramural Sports.

Spouses/Domestic Partners: student, faculty and staff spouses/domestic partners who have a current Campus Recreation Membership are eligible to participate in Intramural Sports only when on the same team roster as their eligible spouse/domestic partner.

Assumed Names

No player may compete in an intramural event under any name other than their own. No participant will be allowed to present picture identification other than their own. Presenting false identification will be considered the same as using a false name. Players in violation will immediately be intermittently suspended from all intramural activity while the incident is reviewed by Campus Recreation Professional Staff and Student Conduct. If there is a physical UKID present and the person it belongs to is not present, the UKID will be confiscated and returned to the Wildcard Office.

Professional Athletes

Any athlete who would be ineligible for varsity or extramural competition because of professionalism on any level is prohibited from competing in that sport (or a related sport) for a period of five calendar years from their last professional competition.

Division I Intercollegiate Athletes

An individual is considered an intercollegiate athlete if they appear on the roster of an NCAA Division 1 institution. This includes the rosters of the varsity, junior varsity, or reserve teams and any other way they may be listed by the Department of Intercollegiate Athletics at a Division 1 institution. Any player whose name appears on the athletic roster after the first intercollegiate game for that sport is considered to be on the roster for the entire academic year. These individuals are ineligible to compete in any **related** intramural sports until they no longer fit into any of the qualifications listed.

Sport Club Athletes

No Intramural team shall have more than two (2) sport club members, in their **related** sport, on its roster. A person who is considered a Sport Club member will be considered a member for the entire academic year. A Sport Club member is any player who is on the active roster. In addition to the active roster, a Sport Club member is a player who has appeared on any away trip roster, home roster or regional/national championship roster for that Sport Club throughout the given academic year. If either or both scenarios apply to an athlete, they are considered Sport Club members and shall participate in Intramural Sports as such.

Rule 2: Sportsmanship

Intramural Sports strive to create a game atmosphere that is friendly and fun for both staff and participants. To promote good sportsmanship, Intramural Sports has adopted the following sportsmanship policy based on minor and major infractions occurred during an intramural contest.

Minor infractions include, but are not limited to:

- Inappropriate Verbal and non-verbal dissent towards officials
- Taunting opponents or staff
- Actions detrimental to the spirit of the game
- Unnecessary contact with an opponent

Major infractions include, but are not limited to:

- Excessive inappropriate verbal and non-verbal dissent towards officials
- Threats towards opponents or staff

- Fighting or inciting a fight
- Second minor infraction on the same player

During a singular Intramural game...

- The accumulation of ONE (1) major infraction or TWO (2) minor infractions will result in the ejection of the individual from the game.
- The accumulation of TWO (2) major infractions, FOUR (4) minor infractions or ONE (1) major infraction and TWO (2) minor infractions in a game on a single team will result in the forfeiture of the contest.

During an Intramural season...

- The accumulation of TWO (2) major infractions (or equivalent i.e. 2 minor infractions = 1 major infraction) on a single player throughout the season (playoffs included) will result in the dismissal of the individual from the activity for the remainder of the season.
- The accumulation of THREE (3) major infractions (or equivalent i.e. 2 minor infractions = 1 major infraction) on a single team throughout the season (playoffs included) will result in the dismissal of the team from the activity for the remainder of the season.

The accumulation of minor and/or major infractions will be reviewed by Campus Recreation Professional Staff and Student Conduct if deemed necessary.

Rule 3: Player Equipment

- Knee and ankle braces which are unaltered from the manufacturer's original design/production are permitted and do not require any additional padding or covering.
- A guard, cast or brace made of a hard and unyielding substance, such as, but not limited to, leather, plaster, plastic, or metal shall not be worn even if covered with soft padding.
- Walking boots or walking casts shall not be worn even if covered with soft padding.
- Players must remove all jewelry and/or clothing accessories that are deemed dangerous prior to competing.

The request to remove jewelry or clothing accessory is at the discretion of the Intramural Sports Staff.

- Jewelry is defined as a decorative item worn or attached to the body or clothes for personal adornment, such as watches (including fitness & smart watches), bracelets, earrings, necklaces, pendants, and rings.

Rule 4: Team Captain Responsibilities

Each team must have at least one team captain. The method by which the captain is selected is entirely up to the team. The captain serves as a liaison between their team and the Intramural Sports Staff. Some duties of the captain include:

- Take responsibility for all forfeit payments incurred by their team and understand that they are ineligible to play any Intramural Sport until the forfeit fee is paid.
- Be familiar with the rules for the sport and all the information in the Intramural Participant Handbook.
- Ensure their team members follow all eligibility requirements.
- Responsible for communicating game time, location and ID policy to teammates.
- Represent the team and be the primary communicator with the Intramural Sports Staff, including officials.
- Ensure good sportsmanship among teammates and from spectators.
- Cooperate with the Intramural Sports Staff concerning any protests, incidents, or accidents that occur.
 - May designate **ONE** coach per team that must also be on the team roster.

Rule 5: General Play

The Serve:

- Players are permitted to serve the pickleball directly from their hand or by letting it bounce once before serving it.
- At the time the ball is struck, the server's feet may not touch the court
- The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
 - A ball contacting any line, except the non-volley zone line on a serve is considered "in"
 - A serve contacting the non-volley zone line is short and a fault.
- Only one serve attempt is allowed per server.

Service Sequence:

- Both players on the serving doubles team can serve and score points until they commit a fault *(except for the first service sequence of each new game).
 - 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.
- The first serve of each side-out is made from the right-hand court.
- If a point is scored, the server switches sides and the server initiates the next serve from the lefthand court.
- As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
- 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).
- The second server continues serving until their team commits a fault and loses the serve.
- 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 can serve and score points until their team commits two faults.
- In singles the server serves from the right-hand court when their score is even and from the left when the score is odd.

Two 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.
- 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).
- The two-bounce rule eliminates the serve and volley advantage and extends rallies.

Non-Volley Zone:

- The non-volley zone is the court area within 7 feet on both sides of the net.
- Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.
- It is a fault if, when volleying a ball, the player steps on 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.
- 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.
- A player may legally be in the non-volley zone any time other than when volleying a ball.
- The non-volley zone is commonly referred to as "the kitchen."

Scoring:

- Traditional Side-Out Scoring:
 - Points are scored only by the serving team.
 - Games are played to 11 points, win by 2.
- Rally Scoring: a point is scored after every rally, regardless of which team is serving.
 - Games are played to 21, win by 2.

Faults:

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

Rule 6: Playoffs

To participate in the playoffs for any team, an individual must meet all intramural eligibility requirements and must be a member of the team on IMLeagues.

- It is the duty of the team captain to check the roster and bring forth any questions or concerns to the Intramural Sports Staff.
- Participants may be added to team rosters until a determined date or round in the playoffs.
- Regular season and playoff schedules will not be amended for players on multiple teams. Players must decide on which team to play for if there is a scheduling conflict.
- All questions concerning playoff rosters should be cleared with the Intramural Sports Staff during business hours prior to the contest being held.

Playoff Bracket Placement

For the Wildcat Series, Scratch Series, and most Flash Series tournaments, teams will be seeded into their respective playoff tournament bracket based on winning percentage, head-to-head record, point differential, and total points scored. Bracket placement will be generated automatically using these factors.