

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Infirmary before participating in Intramural Sports.

GAME TIME IS FORFEIT TIME

A team forfeits when they fail to have any players legally signed in and properly attired to play at the scheduled game time. If a team has less than the minimum number of players, but at least one person legally signed in and properly attired to play, a team will be given ten minutes from scheduled game time to reach the minimum number of players needed to begin a contest. Participants will not be given warm-up time for showing up after scheduled game time. Please refer to the Participants Guide for more information.

Teams are responsible for keeping their spectators and players under control. Misconduct of spectators, players or coaches can result in assessment of an ejection or forfeiture of the game.

All matches will be governed by the U.S.A.P.A. rules except where intramural rules allow for variation.

1. Equipment

1.1 Pickleballs and racquets may be checked out at the SWRC equipment room.

1.2 Any jewelry that is not an earring with a hoop, a watch, or ridged or pointed jewelry, which in the opinion of the competitive sports staff may cause harm to any other participant may be worn during the contest.

2. Teams

2.1 Teams will consist of EITHER individuals playing open singles leagues or 2 players playing as a doubles team (Open).

2.2 If a team shows up with 1 player for Doubles (Open), the team receives 10 minutes to acquire a second player/rover player. The team that utilizes the 10-minute rule will start down 0-1 in the first match of the game.

3. Rally Scoring/Serving

3.1 Games are to 11 points, win by 2. A match is won by the first team winning best 2 of 3 games.

3.2 Points are only scored by the serving team.

3.3 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.

4. Double-Bounce Rule

4.1 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.

4.2 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).

4.2.1 The double bounce rule is enforced as a point against the team that breaks it.

5. Non-Volley Zone

5.1 The non-volley zone is the court area within 7 feet on both sides of the net.

5.1.1 Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.

5.2 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.

5.2.1 A player may legally be in the non-volley zone any time other than when volleying a ball.

6. Line Calls

6.1 A ball contacting any line, except the non-volley zone line on a serve, is considered "in."

6.2 A serve contacting the non-volley zone line is short and a fault.

7. Faults

7.1 A fault by the receiving team results in a point for the serving team.

7.2 A fault by the serving team results in a point for the receiving team.

7.3 A fault occurs when:

7.3.1 A serve does not land within the confines of the receiving court.

7.3.2 The ball is hit into the net on the serve or any return.

7.3.3 The ball is volleyed before a bounce has occurred on each side.

7.3.4 The ball is hit out of bounds.

7.3.5 A ball is volleyed from the non-volley zone.

7.3.6 A ball bounces twice before being struck by the receiver.

7.3.7 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.

7.3.8 There is a violation of a service rule.

7.3.9 A ball in play strikes a player or anything the player is wearing or carrying.

7.3.10 A ball in play strikes any permanent object before bouncing on the court.

8. Sportsmanship

8.1 All teams begin a match with a sportsmanship rating of an 8. Teams can elevate their rating to a 10 with positive acts of sportsmanship. Conversely, teams will have their sportsmanship rating reduced for a variety of reasons.

8.2 An ejection of any player and/or coach and/or spectator will result in a sportsmanship rating of 0.

8.3 If at any time a team has 2 players and/or coaches and/or spectators ejected from the match, the offending team will immediately default the match.

[Rules Summary Video](#)