



INTRAMURAL SPORTS

**Intramural
Pickleball
Rules**

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1) Governing Rules

- All Intramural participants must present a valid Skyhawk ID card to participate. **No exceptions.**
- All regulations regarding forfeits, defaults, protests, and rescheduling are outlined in the program handbook.
- Intramural sports are offered to UT Martin students on a voluntary basis and each student participates at their own risk. Participants are responsible for ensuring that they are physically fit to participate in the selected sport(s) and are encouraged to check with their family physician or Student Health prior to participation.
- Officiating will be done by both teams, although the student supervisor shall have the power to make decisions on any matters or questions not specifically covered in the rules.

2) The Game, Players, Court & Equipment

a) Players and Roster

- The game shall be played between two (2) teams of one (1) each for singles matches and two (2) teams of two (2) for doubles matches
- Each team may have two (2) people on the roster for doubles matches but may only have one (1) person for singles.
- In doubles play, teams may not sub players once that team has played a match.

b) Uniforms and Equipment

- Jerseys are not required for Pickleball
- All equipment will be provided by the Office of Campus Recreation
- Personal regulation paddles are allowed

c) RULES-Singles Matches

- The winner of a coin toss has the option of selecting one of the following: serving, receiving, or choosing the side of the court. The loser of the toss shall have a choice of the remaining alternatives.
- Games will be decided by best two (2) out of three (3) games. Each set will be played to 11 points. Teams must win by 2. A team may only score a point when they are serving.

d) RULES-Doubles Matches

- The service shall be delivered so it touches the first server's right half court or the center line on his/her side of the net, and then passing directly over the

net, touching the receivers right half court or center line on his/her side of the net.

- 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/even court when serving or receiving; when odd (1,3,5,7,9) that player will be in the left/odd court when serving or receiving.

e) Serving

- The serve must be made underhand
- Paddle contact with the ball must be below the server's waist (navel level)
- The serve is initiated with at least one foot behind baseline; neither foot may contact the baseline or court until after the ball is struck
- The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- Each player will receive one serve attempt except in the event of a let (the ball touches the net on the serve and lands on the proper service court; let serves are replayed).

f) Service Sequence

- Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault
- The first serve of each side-out is made from the right/even court
- If a point is scored, the server switches sides and the server initiates the next serve from the left/odd court.
- As subsequent points are scored, the server continues to switch 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

g) 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 or play it off a bounce
- The two-bounce rule eliminates the serve and volley advantage and extends rallies

h) Non-Volley Zone

- The non-volley zone is the court area within 7 feet on both sides of the net.
- A player may only enter the non-volley zone if returning a ball that has first landed on the court.

- 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 associated lines.
- It is a fault if a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before it happens.

3) Game Time is Forfeit Time

a) Forfeits

- If a team does not report to their designated court for their game at the scheduled time, they will be assessed a forfeit.
- All forfeits will be assessed a \$20.00 Forfeit Fee that **must** be paid prior to the team's next game. The captain of the team will be suspended from all intramural sports until the forfeit fee is paid.
- Teams will only be allowed 1 forfeit per sport. After the second forfeit is assessed, the team will be dropped from that sport and will still be required to pay the forfeit fee. If payment is not received the team could potentially be dropped from considered participation for future sports.
- The score for a forfeit will be 2-0.
- After two forfeits a team will be removed from the league.

b) Defaults

- If a team knows ahead of time that they will not have enough players to play a legal game, then they may default.
- The team captain must fill out the default form online by 3:00pm the day of the game, or 5:00pm the Friday before a Sunday game.
- No fees will be assessed for defaults.
- After a team has received 1 default in one sport, future defaults within that sport will be considered forfeits.
- The score for a default will be 2-0.

c) 10 Minute Rule

- A team must have both players present in order to play a doubles match.
- If, at game time, a team does not have enough players to start a legal game the opposing team's captain will have the option of waiting an additional 10 minutes for the other team to obtain enough players to play a legal game.

- If the 10 Minute Rule goes into effect the game clock will start at the scheduled game time and play will commence once enough players from the offending team have arrived.
- If a team exercises their option to grant a 10-minute grace period for a late team, then 1 point per minute will be awarded to the team who granted grace.

d) Rescheduling

- If a team knows they will not be able to make it to their scheduled game but would like to reschedule the game they must contact the opposing team's captain and both captains must communicate with the Coordinator of Intramurals to find a time to reschedule 24 hours prior to the scheduled start time of the game or by 5pm on the Friday before a Sunday game.
- A game can only be rescheduled once. If a team attempts to reschedule a game that has already been rescheduled, if they are unable to play the game, they will be assessed a forfeit.

