

## Pickleball

The playing rules of Pickleball are based upon the rules used by the USA Pickleball Association in all areas except where special University of Montana Intramural Sports rules apply.

### PLAYERS & EQUIPMENT

1. A team will consist of 2 players. Pickleball is an open league, so there can be a combination of 2 males, 2 females, or 1 male and 1 female, on a team. There can be a maximum of 4 players per team, but only 2 are allowed to play at a time.
2. Any questions regarding players on a team need to be directed to the supervisor who is present at the game.
3. The team captain or player representative is responsible for checking in with the officiating staff and verifying the roster.
4. The team captain must sign the score sheet following each contest to verify the score and sportsmanship rating.
5. Campus Recreation will supply paddles, balls, and nets for all games. Players are welcome to use their own paddles as well. All balls used for gameplay will be the property of the Intramural Sports Office.
6. Players are required athletic, closed-toe shoes that do not leave black or scuff marks on the court. Sandals, street shoes, hiking boots, crocs, and other non-gym shoes will not be allowed.
7. No casts/splints will be allowed under any circumstances. Players who wear a knee brace with exposed metal or metal hinges altered from the manufacturer's original design/production are required to cover it. **All equipment decisions made by the Intramural Staff on duty shall be final.**
8. No Jewelry is permitted. You must remove all jewelry before you are allowed to play.

### PRE-GAME

1. All participants will need to bring a Griz Card in order to enter the Campus Rec Center.
2. Participants must check in with the Intramural Staff before each game to verify themselves on the roster.

### THE GAME

1. Participants will officiate their own matches. There will be Intramural Staff present during games that will assist with disputes, rules, scoring, and any other issues/questions that arise.
2. All pool play matches will consist of one game to 15 points.
3. All bracket matches will consist of three games, with the first player/team to win two games, declared the winner.
  - a. These matches are played to 15 points and games must be won by 2 points.
  - b. Players/teams must change courts after each game.
  - c. If a third game is required, then the match winner will be the player/team that is the first to score 11 points.
4. Service order will be determined by a coin flip, paddle flip, or point rally.
  - a. The player/team that wins either of these will have the option of serving first or second.

## **SERVICE**

1. Serves must be made with an underhand stroke so that contact with the ball is made below the waist.
  - a. The server must keep both feet behind the baseline during the serve with at least one foot on the court surface at the time the ball is struck.
  - b. The ball must be struck before it hits the court surface.
2. The server may not bounce the ball before making contact.
  - a. The ball must land in the opponent's crosscourt service court and clear the non-volley line (Kitchen).
  - b. Only one serve attempt is allowed, except if the ball touches the net on the serve and lands in the proper service court in which case the serve may be taken over.
  - c. A serve shall not be made until the receiver is ready and the score has been called.
3. Each team must play their first hit off the bounce.
  - a. The receiving team must let the serve bounce, and the serving team must let the return of the serve bounce before playing it.
  - b. After two bounces have occurred, the ball can be either volleyed (behind the non-volley line i.e., the kitchen) or played off the bounce.
4. Service is made from the right service court whenever the server's score is an even number.
  - a. Service is made from the left service court whenever the server's score is an off number.

## **FAULTS**

1. A fault is a loss of service for the serving side or loss of points for the receiving side.
2. A fault occurs when:
  - a. Service is illegal.
  - b. Service or played shots land outside the specified court or passes through or under the net.
  - c. The server misses the ball in attempting to serve.
  - d. A server or receiver is standing outside of the proper court upon delivery of the service.
  - e. A player steps into the non-volley zone and volleys the ball (includes the follow-through).
  - f. Violating the double bounce rule.
  - g. The ball is served by the wrong team member in doubles play.

## **OTHER RULES**

1. A ball landing on any line is considered good.
2. Balls hit by the paddle hand below the wrist, while holding the paddle, are illegal.
  - a. It is a fault if the ball hits the arm or other body parts.
3. Balls hit during one continuous, single-direction stroke are legal, even though the ball may unintentionally hit twice or be "carried".

4. Paddle may be switched from hand to hand at any time.
  - a. Two-handed shots are also legal.
5. A completely missed return shot does not by itself, constitute a dead ball.
  - a. The ball remains in play (until the ball bounces twice) to return on a second attempt.
6. If a ball cracks or breaks during a rally, play continues until the end of the rally.
  - a. If the broken equipment clearly affected the outcome of the play, a replay may be called.
7. If the ball strikes a net post, it is considered out of play.

## **DOUBLES PLAY**

1. The first service of the game always starts in the right-hand corner and alternates from right to left to right, etc., as long as the server holds serve.
2. The server must serve to the cross-court service court.
3. The team's points will be even when the started server is on the right-hand side. Points will be off when the starting server is on the left-hand side.
4. The team serving the first serve of the game can commit only one fault before service is passed on to the opposing team.
  - a. After that, each team member serves until the player loses serve when the team commits a fault.
  - b. After both players have lost their serves, the serve passes to the opposing team.
5. The server will alternate between right and left service courts upon scoring a point.
  - a. After the first servers' fault, the second server will continue to serve from that server's last position and then alternate positions as long as the server continues to win points.
6. The receiver (the player in the court diagonally opposite of the server), is the only one who can return the serve.
7. The receiving team does not alternate positions when a point is scored by the serving team.