



# UNIVERSITY OF WYOMING

## Intramural Sports

### **Pickleball Rules**

(Updated 6/14/21)

#### **League Play Format:**

1. Match of 1 game to 15 points. Must win by 2, with a cap at 20 points.
2. League-play will be in a round robin format for 3 weeks until playoffs/tournament play.

#### **Tournament Format:**

1. Matches played best 2 of 3 games. Players change sides after each game. In 3<sup>rd</sup> game, players switch sides when the player scores 6 points.

#### **Serving:**

1. Serve must be made underhand
  - a. Paddle contact with the ball must be below the servers waist
2. Serve is initiated with at least one foot behind the baseline
  - a. Neither foot may contact the baseline or court until after the ball is struck
3. Only one serve attempt is allowed
  - a. Only exception is 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)
4. **Serve Sequence:**
  - a. The first serve of each side-out is made from the right/even court
  - b. If a point is scored, the server switches sides and the server initiates the next serve from the left/odd court
  - c. 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.

#### **Scoring:**

1. Points are scored only by the serving team
2. Games are played to 11 points, must win by 2

#### **Non-Volley Zone:**

*To volley a ball means to hit it in the air without letting it bounce. All volleying must be done with the player's feet behind the non-volley zone. The non-volley zone is the court area within 7 feet on both sides of the net.*

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



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2. 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
3. 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.
4. A player may legally be in the non-volley zone any time other than when volleying a ball.
5. The non-volley zone is commonly referred to as "the kitchen."

### **Double Bounce Rule:**

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 2 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.

### **Line Calls:**

1. 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.
2. All line calls are self-officiated

### **Faults:**

1. A fault is any action that stops play because of a rule violation.
2. A fault by the receiving team results in a point for the serving team.
3. A fault by the serving team results in the server's loss of serve or side out.
4. If the ball hits one of the sidelines or the baseline, it is a playable ball. When a player or team fails to win the rally they are said to have made a **fault**. Some, but not all of the things that cause a fault are listed below:
  - Serving the ball into an incorrect area.
  - Volleying the ball before it has bounced once on each side.
  - Hitting the ball into the net or hitting the net with your paddle or body.
  - Hitting the ball while in the non-volley zone before it is allowed to bounce.
  - Stepping on or over the non-volley zone line on a follow through.
  - Missing the ball when you try to hit it.