



UNIVERSITY OF WYOMING

Intramural Sports

Pickleball Rules

1. Pool Play format:

- Match of 1 game to 15 points. Must win by 2, with a cap at 20 pts

2. Bracket format:

- Matches played best 2 of 3 games to 11 points, with a cap at 16 pts
- Players change sides after each game. In 3rd game, players switch sides when the first player scores 6 points

3. Serving:

- Players must announce the score prior to serving. Always call the server's score first!
- The serve must be made with an underhand stroke so that contact with the ball is made below waist level.
 - Underhand Defined: The arm must be moving in an upward arc and the paddle head shall be below the wrist when it strikes the ball.
- Serves must travel diagonally and land between the non-volley zone and the baseline of the service court opposite of the serving player.
- Each player is allowed only one serving attempt unless it is a "let" serve. A let serve occurs when the serve hits the net and still lands in the correct service court. If this occurs, the serve is played over. Each player will continue to serve until he does not win a point.

4. 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.

- If a player's momentum causes them to step on or over the non-volley line after hitting a volley they have committed a fault and lose the point.
- If a player's paddle, clothing, hat, or any part of their body touches any part of the non-volley zone while hitting a volley or because of their forward momentum after hitting the ball they lose the point!
- A player may jump across the no-volley line after hitting a volley if they don't touch any part of the non-volley zone including the lines while doing so.

5. Double Bounce Rule:

Each team must play their first shot off the bounce. That is, the receiving team must let the serve bounce and the serving team must let the return of the serve bounce before playing it. After the two bounces have occurred, the ball can either be volleyed or played off the bounce.



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6. Faults

The ball may only bounce once per side. After the ball is hit by a player, it must travel to the other side of the net.

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.
- Hitting the ball out of bounds.
- 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.
- Touching the non-volley zone with your paddle or clothes while attempting to hit a volley.
- Stepping on or over the non-volley zone line on a follow through.
- Missing the ball when you try to hit it.
 - Server swings the paddle with the intent of hitting the ball but misses.