

**STUDENT RECREATION & WELLNESS CENTER**  
**WASHBURN UNIVERSITY**  
**INTRAMURAL PICKLEBALL RULES**

**Location**

- Games will be played in the SRWC Gym, on Court 1&3.
- Please give yourself plenty of time to park and get to your games ahead of schedule. Remember team members must be signed in and ready to play to avoid a forfeit.

**Schedule**

- Intramural Pickleball will be played in a tournament style of play.
- If your team is unable to make a game be sure to contact the Intramural Office at 785-670-1314.
- Individual schedules can be found via [www.IMLeagues.com/washburn](http://www.IMLeagues.com/washburn)

**Eligibility**

- ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC. ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.

**Equipment**

- Players must use approved paddle. All equipment will be available for checkout from the SRWC.
- All jewelry of any type must be removed.
- Hard and unyielding items (guards, casts, braces, etc.) on the hand, wrist, forearm, elbow, upper arm or shoulder must be padded with a closed-cell, slow-recovery foam padding no less than ½-inch thick.

**Uniforms**

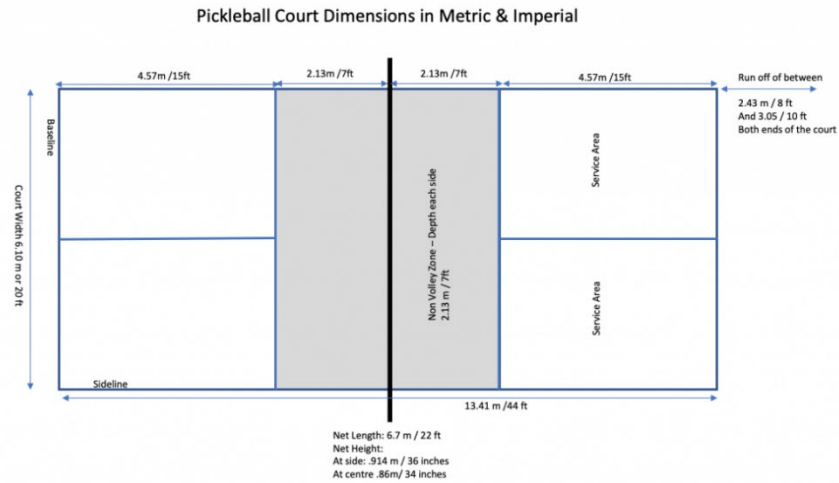
- All participants must wear athletic apparel appropriate for Pickleball.
- All players must wear athletic shoes with closed toes. Hard sole shoes or sandals of any kind will not be permitted.

**Players**

- Both singles and doubles leagues will be offered. All leagues will be an Open format.
- Players may appeal to the supervisor only on interpretations of the rules. Games are self-officiated. Any discrepancies must be settled by the players within 1 minute or the match will be declared a forfeit for both teams by the Intramural Sports Head Supervisor. If a protest occurs, the game is to be stopped immediately and proper documentation must be filled out before play resumes.
- If any disagreement occurs, it shall be mutually agreed to replay the point or situation involved. The Recreational Sports Staff will accept no protests other than eligibility. Unsportsmanlike conduct should be reported to the Intramural Sports Staff.

## Gameplay

- **The Playing Court**



- **The Serve**

- 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 the 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 diagonally opposite service court (the area between the non-volley zone and the baseline).
- Only one serve attempt is allowed, except in the event of a let (the ball touches the net on the serve and lands in the proper service court; let serves are replayed).

- **Service Sequence**

- Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault (except for the first service sequence of each new game).
- The first serve of each service sequence is made from the right-hand court.
- If a point is scored, the server switches sides and initiates the next serve from the left-hand court.
- As subsequent points are scored, the server continues switching 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 the correct side of the court (except for the first service sequence of the game).
- The second server continues serving until his/her team commits a fault and loses the serve to the opposing team.
- Once the service goes to the opposing team (at side out), the first serve is from the right-hand court and both players on that team have the opportunity to serve and score points until their team commits two faults.
- \*At the beginning of each new game only one partner on the serving team has the opportunity to serve before faulting, after which the service passes to the receiving team.
- **Singles-** the server serves from the right-hand court when his/her score is even and from the left when the score is odd.

- **Scoring**

- Points are scored only by the serving team.
- Games are normally played to 11 points, win by 2.
- **Singles-** 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.

- **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 (hit the ball before it bounces) or play it off a bounce (groundstroke).
- The two-bounce rule eliminates the serve and volley advantage and extends rallies.



- **Non-Volley Zone**

- The non-volley zone is the court area within 7 feet on both sides of the net.
- 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 in the non-volley zone, including the line, and/or when the player's momentum causes him/her or anything the player is wearing or carrying to touch the non-volley zone, including the associated lines.
- 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.
- A player may legally be in the non-volley zone any time other than when volleying a ball.
- The non-volley zone is commonly referred to as "the kitchen."

- **Line Calls**

- 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.

- **Faults**

- A fault is any action that stops play because of a rule violation.
- A fault by the receiving team results in a point for the serving team.
- A fault by the serving team results in the server's loss of serve and side out if second server.
- A fault occurs when:
  - The ball is hit into the net or out of bounds
  - A serve does not land within the confines of the receiving court
  - The ball is volleyed before a bounce has occurred on each side after the serve
  - A ball is volleyed from within the non-volley zone
  - A ball bounces twice before being struck by the receiver
  - 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
  - There is a violation of a service rule
  - A ball in play strikes a player or anything the player is wearing or carrying
  - A ball in play strikes any permanent object before bouncing on the court
  - The server serves before the referee calls the score in an officiated match

- **Timing**

- There will be no timeouts allowed.
- **Grace Period**
  - If at game time a team is not ready for play, a grace period of up to 10 minutes will be automatically enacted. The game clock will run through the grace period. (Ready for play means dressed, on the court, & signed in).
    - Penalties:

<b>Minutes Late</b>	<b>Penalty</b>	<b>Sportsmanship</b>
0-9:59 minutes	Start the first match down 5-0	Max 3
10 minutes	Forfeit	Max 0

### **Playoffs**

- In order to be eligible for playoffs:
  - Teams must maintain at least a 3.0 team sportsmanship rating throughout the season.
  - Teams cannot forfeit any regular season games.
- Only participants listed on the roster during the regular season are eligible to participate during playoffs.
- No timing restrictions for playoffs. The first person/team to win 8 games wins the match.

### **Sportsmanship**

- Washburn University takes Sportsmanship very seriously. Teams will be ranked after each game and need a 3 or greater average to advance to playoffs. Any team receiving a 0 or 1 for non-forfeit related games will need to meet with the Assistant Director before their next game. Any person being ejected from a game will need to leave the SRWC immediately and also will need to meet with the AD before being eligible again. More information about Sportsmanship Rankings can be found online in Intramural Policies and Procedures.