

Pickleball Rules

Eligibility and Participation:

1. Any at least part-time student is eligible to participate
2. AU faculty, staff and their spouses/children are eligible to play
3. Players may be added to rosters during the first week of the season, but not after that.
4. All players must be recorded on the game sheet before they are allowed to participate.

Teams:

1. Teams consist 2-4 players but only 2 players on court per team at a time playing
2. Can be a co-ed team

Equipment:

1. The IM department will provide the ball, paddles, and net
2. Teams may choose to wear the same color but it is not required

The Serve:

3. The serve must be made underhand
4. Paddle contact with the ball must be below the server's waist (navel level)
5. 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
6. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court
7. Only one serve attempt is allowed, except in the event of a let (the ball touches the net on the serve and lands on the proper service court(opposite side); let serves are replayed)

Service Sequence:

1. 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)
2. The first serve of each side-out is made from the right-hand court.
3. If a point is scored, the server switches sides and the server initiates the
 - a. next serve from the left-hand court
4. As subsequent points are scored, the server continues switching back and
 - a. forth until a fault is committed and the first server loses the serve
5. When the first server loses the serve the partner then serves from their
 - a. correct side of the court (except for the first service sequence of the game*)
6. The second server continues serving until his team commits a fault and.
 - a. loses the serve to the opposing team

7. Once the service goes to the opposition (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
8. In singles the server serves from the right-hand court when his or her score is even and from the left when the score is odd

*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.

Scoring and Time of Play:

1. 10 minutes after game time is forfeit time
2. Points are scored only by the serving team
3. Games are normally played to 11 points, win by 2
4. Tournament games may be to 15 or 21, win by 2
5. 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

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 two bounces.
2. 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 (ground stroke)
3. The double bounce rule eliminates the serve and volley advantage and extends rallies

Non-Volley Zone:

1. The non-volley zone is the court area within 7 feet on both sides of the net
2. Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone
3. 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 the associated lines
4. 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.
5. A player may legally be in the non-volley zone any time other than when volleying a ball.
6. The non-volley zone is commonly referred to as "the kitchen."

Line Calls:

1. A ball contacting any line, except the non-volley zone line on a serve, is considered "in."
2. A serve contacting the non-volley zone line is short and a fault.

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) A fault occurs when:
 - A serve does not land within the confines of the receiving court
 - The ball is hit into the net on the serve or any return
 - The ball is volleyed before a bounce has occurred on each side
 - The ball is hit out of bounds
 - A ball is volleyed from 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

Determining Serving Team:

- Players use a coin toss or rock, paper, scissors to determine who will serve first. The winner of the coin toss or rock, paper, scissors will have the option to choose side or to serve or receive.

The Court:

- Dimensions are identical to a doubles badminton court. Dimensions are 20' x 44'. The net is hung 36" on each end of the net and 34" in the middle. A non-volley zone extends 7' on each side of the net. There remains 15' on each side of the court. On each side, these 20' x 15' rectangles are further divided onto two equal rectangles measuring 10' x 15'.

PLAYER MISCONDUCT:

1. Misconduct penalties will result in a player ejection.
2. Misconduct penalties include:
 - a. Any use of profanity
 - b. Extensive abuse of the facility and/or equipment
 - c. Slashing
 - d. Unnecessary rough play
 - e. Fighting
 - f. Deliberate roughing/checking
 - g. Verbal or physical abuse towards an official, opponent, or supervisor
 - h. Any unsportsmanlike conduct that, in the opinion of the official, warrants ejection

****Any player ejected from a game must make an appointment to discuss the situation with the Director of Student Engagement before they will be allowed to participate in any Intramural activity.****