

University of Virginia Intramural Sports Pickleball

Each player must present a valid UVA student ID or current Recreation Membership Card and photo ID before each contest to be eligible to participate - No Exceptions. Each Participant must have checked in with an Intramural Supervisor and be recorded on the game sheet before they are allowed to participate.

All Intramural participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their family physician or the Elson Student Health Center before participating in an Intramural Sports contest.

Game time is forfeit time.

Pickleball is self-officiated. Players are responsible for keeping their spectators under control. Misconduct of participants, coaches, or spectators can result in forfeiture of the game. The Intramural Supervisors shall have the power to make decisions on any matters or questions not specifically covered in the rules.

1. Equipment

- 1.1 All players must wear court shoes. All jewelry is prohibited.
- 1.2 Casts and/or any other item deemed to be dangerous by the Intramural Supervisor may not be worn.
- 1.3 Players must use an approved paddle (they are available for checkout at the desk).

2. Scoring

- 2.1 All matches will consist of the best 2-out-of-3 games. A game shall be won by the player who has earned 11 points with a two-point advantage. If the score is tied 10-10, then the first player to gain a two-point advantage is the winner. Only the server can score points.
- 2.2 Results should be reported to the Intramural Supervisor immediately upon completion of the match.

3. Serving

- 3.1 A coin toss will determine which player serves first. The player who wins Game 1 will serve first in Game 2. If a third game is necessary, the winner of Game 2 will serve first.
- 3.2 Only an underhand swing of the paddle is permitted in serving. The service is considered overhand and illegal if the ball, at the instant of being struck, is higher than the server's waist.
- 3.3 The ball must be hit in the air on the serve. It is not allowed to bounce and then be hit.
- 3.4 The server stands in his/her right-hand half of the court and serves to the opponent's right-hand half of the court. If the server wins the point, he/she serves the next time from his/her left-hand half of the court, and will continue to alternate until there is an ace scored against him/her.
- 3.5 A legal serve must land beyond the non-volley zone (see *Section 4*) and within the designated service area.
- 3.6 A "let" occurs if:
 - a) A served ball touches the net, but otherwise would have been a good serve
 - b) The ball splits or becomes fractured during a rally

4. Game Rules

- 4.1 There is a "non-volley" zone that extends 7 feet on either side of the net. All volleying (hitting the ball in the air without letting it bounce) must be done with the player's feet behind the non-volley zone line.
 - a) If a player steps over the line on his/her follow through, it is a fault.
- 4.2 Each player must play his/her first shot off the bounce. That is, the receiving player must let the serve bounce before playing it, and then the serving player must let the return of the serve bounce before playing it. After the two bounces have occurred, the ball can be either volleyed or played off the bounce.

5. Faults

5.1 A fault made by the server puts the server out and his/her opponent is awarded the serve. A fault made by the player receiving the serve will result in a point for the server.

5.2 Faults occur under the following conditions:

- a) If the ball is served overhand
- b) If the ball is served and it falls into the wrong half of the court, before the non-volley zone, beyond the long-service line, or outside the sideline
- c) If the ball falls outside the boundary lines, or fails to cross the net
- d) If a player is inside the non-volley zone and volleys the ball
- e) If a player volleys the ball before it has bounced once on each side of the net