



PICKLEBALL TOURNAMENT RULES

All players must show their UGA ID Card or Government Issued ID before every game in order to participate. NO EXCEPTIONS!

A. PLAYER SAFETY

- a. The following items are not permitted to be worn at any time while participating in IM sports:
 - i. Jewelry – Including but not limited to earrings, rings, bracelets (any material), necklaces, rubber-bands, watches, etc.
 - ii. Players may NOT tape over jewelry.
 - iii. Hats and objects with knots may not be worn.

B. COURT

- a. The doubles badminton court will be used for both singles and doubles play.
- b. The non-volley zone extends 7ft from the net on either side of the court.
- c. Lines are considered part of the area for which they enclose. During service, the baseline of the non-volley zone is considered part of the non-volley zone and will result in a fault if contacted.

C. START OF PLAY

- a. Before starting the game, the participants toss a coin with the winner choosing:(a) to serve first/to receive first, or (b) the side.
- b. In subsequent games, the winning side serves first.

D. SCORING

- a. Points are scored only by the serving team.
- b. The first team to reach 11 points wins the game. There is no win by 2 rule in effect.

E. SERVES

- a. The serve must be made underhand.
- b. Paddle contact with the ball must be below the server's waist (navel level).
- c. 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.
- d. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- e. 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; let serves are replayed).
- f. Double-Bounce Rule
 - i. 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.
 - ii. 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).

F. SERVICE SEQUENCE

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

- g. 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.
- h. 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.

G. Faults

- a. A fault is any action that stops play because of a rule violation.
- b. A fault by the receiving team results in a point for the serving team.
- c. A fault by the serving team results in the server's loss of serve or side out.
- d. A fault occurs when:
 - i. A serve does not land within the confines of the receiving court
 - ii. The ball is hit into the net on the serve or any return
 - iii. The ball is volleyed before a bounce has occurred on each side
 - iv. The ball is hit out of bounds
 - v. A ball is volleyed from the non-volley zone
 - vi. A ball bounces twice before being struck by the receiver
 - vii. 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
 - viii. There is a violation of a service rule
 - ix. A ball in play strikes a player or anything the player is wearing or carrying
 - x. A ball in play strikes any permanent object before bouncing on the court

****USAPA/IFP Official Rules will govern all play for any rule not covered in the above intramural rules****

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