



PICKLEBALL TOURNAMENT RULES

Participants must present a physical copy of their UGA ID card, a picture of their UGA ID card (front and back), or their Digital Student Profile from Athena before every game... NO EXCEPTIONS!

A. COURT

- a. If played indoors, 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.

B. 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.

C. 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.

D. 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).

E. SERVICE SEQUENCE

- a. Both players on the serving doubles team can 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 can 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 can serve before faulting, after which the service passes to the receiving team.

F. 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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