

UW – Milwaukee Intramural Sports
Department of University Recreation
2018
Intramural Sports

Pickleball Singles Rules
Updated: Spring

Players

1. Each player's UWM Panther card must be presented to a supervisor or scorekeeper prior to the beginning of the game.
2. Players must also be registered on the online roster on Fusion IM before participation will be allowed.
3. One player per roster.

Playing Court

1. Taped playing area
2. The non-volley zone is the court area within 7 feet on both sides of the net also known as "the kitchen."

Game Format

1. Teams play each game to 11 points and must win by 2.
2. Teams will play a best of 3 series. If one team wins the first 2 games, the 3rd game is not necessary.

Equipment

1. Paddles and game balls will be provided.
2. Players may bring their own paddles.

Playing the Game

The Serve:

1. The serve must be made underhand.
2. Paddle contact with the ball must be below the server's waist (navel level).
3. 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.
4. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
5. 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).

Service Sequence

1. The first serve of each side-out is made from the right/even court.
2. If a point is scored, the server switches sides and the server initiates the next serve from the left/odd court.
3. As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
4. In singles the server serves from the right/even court when his or her score is even and from the left/odd when the score is odd.

Scoring:

1. Points are scored only by the serving team.

2. Games are normally played to 11 points, win by 2.

Rules and Regulations

Two-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 two-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.

Protests

1. If neither player can come to an agreement on the play, it is to be re-played.

Sportsmanship

1. Sportsmanship is an important part of any intramural contest. Teams, players and spectators who engage in negative sportsmanship may be disqualified from current and future contests and playoffs, as well as other UREC and Intramural activities. Please see the Sportsmanship Policies for more in depth coverage on expectations and repercussions.

Forfeits

1. **Game time is forfeit time**, however, the team or individual(s) who are ready to play may choose to give the opponent 5 minutes to have the minimum number of players properly signed in to begin a game.
2. A forfeit fee will be administered to the teams/individuals that forfeit their game/match. It is a \$15 fee for individual sports. Failure to pay this within 2 weeks after championship night will result in a hold on the team captain's PAWS account.
3. More information on forfeits can be found in the Defaults, Forfeits and Drops Policy document.

For rule clarification and other questions, please review all policies on the Intramural Sports webpage and/or contact:

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