
PICKLEBALL IS A SPORT AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

THE GAMES WILL BE PLAYED ACCORDING TO THE [USA PICKLEBALL RULES BOOK](#) WITH THE FOLLOWING CLARIFICATIONS AND EXCEPTIONS:

OPEN, IFC FRATERNITY, DOUBLES and WOMEN'S TEAMS

STARTING THE GAME

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If a team is not at the court and ready to play at the scheduled game time, that game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring their current valid Photo I.D. to the court area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Supervisor before entering the game.
3. **PLAY PASS:** All participants must have purchased a valid Intramural Sports Pass in order to be eligible to participate.
4. **SCORING:** Self officiating and scoring. There will be a best two (2) out of three (3) series played. The FIRST side to 11 points is declared the winner, however a game must be won by 2 points. Points are only scored by the serving team. Rally scoring will apply meaning there will be a point awarded every play.
5. **TEAMS:** One (1) person makes up a team in singles. Two (2) people make up a team in doubles.
6. **GAME EQUIPMENT:** Towson University Intramural Sports will provide all equipment, participants may use their own paddle.

PLAYING THE GAME

7. **GAME LENGTH:** The game will consist of three (3) games to 11, win by two (2). Winner of two (2) games first is declared the winner.
8. **SCORING:** Points are scored only by the serving team. When the serving team's score is even (0, 2, 4, 6, 10) the player who was the first to server in the game for that team will be in

the right/even court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left/odd court when serving or receiving.

9. **FAULTS:** A fault is any action that stops play because of a rule violation. A fault by the receiving team results in a point for the serving team. A fault by the serving team results in the server's loss of serve or side out.
10. **SERVING:** The server's arm must be moving in an upward arc when the ball is struck. Paddle contact with the ball must not be made above the waist level. The head of the paddle must not be above the highest part of wrist at contact. At the time the ball is struck, the servers feet may not touch the court or outside the imaginary extensions of the sideline or centerline and at least one foot must be behind the baseline on the playing surface or the ground behind the baseline. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court. Only one serve attempt is allowed per server.
11. **SERVING SEQUENCE:** 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*). The first serve of each side-out is made from the right/even court. If a point is scored, the server switches sides and the server will initiate the next serve from the left/odd court. As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve. 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 each new game*). The second server continues serving until his team commits a fault and loses the serve to the opposing team. Once the service goes to the opposition (at side-out), the first serve is from the right/even court and both players on that team have the opportunity to serve and score points until their team commits two faults. 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.
 - a. *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.
12. **TWO-BOUNCE RULE:** 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. After the ball has bounced once in each team's court, both teams may either volley the ball or play it off a bounce. The two-bounce rule eliminates the serve and volley advantage and extends rallies.
13. **NON-VOLLEY ZONE:** The non-volley zone is the court area within 7 feet on both sides of the net. Volley is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone. A player may legally be in the non-volley zone any time other than when volleying the ball.
 - a. 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.
 - b. 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.

14. **LINE CALLS:** A ball contacting any part of the line, except the non-volley zone line on a serve, is considered “in.” A serve contacting the non-volley zone line is short and a fault.

SPORTSMANSHIP

15. **UNSPORTSMANLIKE CONDUCT:** Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
16. **BENCH CONDUCT:** All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Hall rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
17. **DRUG, ALCOHOL & TOBACCO POLICY:** Teams and fans are not permitted to bring alcohol, and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products in Burdick Hall. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.
18. **INTRAMURAL SPORTS POLICIES:** Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Captains are responsible for their teams’ sportsmanship and may be held accountable for the actions of individuals on their team.

CO-ED TEAMS

19. **TEAMS:** Teams are made up of one male and one female.
20. **RULES DIFFERENCES:** There are no other differences. The game will be played as described above.