

Pickleball Rules

Villanova Intramurals

Sport Type: Tournament
Cost: \$10 singles, \$20 doubles
Location(s): St. Mary's

GAME TIME IS FORFEIT TIME!

All decisions on forfeit times are at the sole discretion of the on-site Intramural supervisor.

Rules

Eligibility/Registration

- All players must present wildcards when registering to participate.
- Each participant must have registered and submitted a waiver and entry fee (\$10 per person) by the deadline.
- Undergraduate and graduate students, faculty and staff are eligible to participate.
- Current Villanova competitive club players are ineligible to play in the same academic year.

General Information

- 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.
- All participants must bring their current valid Wildcard 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 before entering the game.
- Villanova University Intramural Sports will provide all equipment, participants may use their own paddle.
- All-Gender teams are made up of one male and one female. There are no other rule differences, the game will be played as described below.

Length of Game

- There will be a best two (2) out of three (3) series played. The FIRST side to **9** points is declared the winner, however a game must be won by 2 points. In the event of time constraints, the Intramural Supervisor can declare a game to be won by one point. Points are only scored by the serving team. Rally scoring will apply meaning there will be a point awarded every play.

Rules

- The serve must be hit underhand, and each team must play their first shot off the bounce. After the ball has bounced once on each side, then both teams can either volley the ball in the air or play it off the bounce.
 - This is called the “double bounce rule” because the ball must hit twice (once on each side) before it can be volleyed. This eliminates the serve and volley advantage and prolongs the rallies. To volley a ball means to hit it in the air without first letting it bounce.
- The non-volley zone is the 7-foot zone on both sides of the net. No volleying is permitted within the non-volley zone.
 - This rule prevents players from executing smashes from a position within the zone. When volleying the ball, the player may not step on or over the line. It is a fault if the player's momentum causes the player or anything the player is wearing or carrying to touch the non-volley zone.
 - It is a fault even if the ball is declared dead before the player touches the zone. A player may be in the non-volley zone at any other time. The non-volley zone is sometimes referred to as the kitchen.
- Both players on the serving team are allowed to serve, and a team shall score points only when serving. A game is played to **????** points, and a team must win by two points.
 - Rallies are lost by failing to return the ball inbounds to the opponent's court before the second bounce, stepping into the non-volley zone and volleying the ball, or by violating the double-bounce rule. The hand is considered an extension of the paddle. The player loses the rally if the ball hits any other part of his body or clothing.

- At the beginning of the serve, both feet must be behind the baseline. At the time the ball is struck, at least one foot must be on the playing surface behind the baseline and the server's feet may not touch the playing surface in an area outside the confines of the serving area.
- The serve is made underhand. The paddle must contact the ball below the waist. The serve is made diagonally cross court and must clear the non-volley zone. The non-volley line is a short line for the serve (the serve is a fault if it hits the line). All other lines are good at all times. 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.
- At the start of each new game, only one player on the first serving team is permitted to serve and fault before giving up the ball to the opponents. Thereafter both members of each team will serve and fault before the ball is turned over to the opposing team. When the receiving team wins the serve, the player in the right hand court will always serve first.
- When the serving team wins a point, the server moves to the other side of the serving team's court. Note that if the serve rotation is done properly, the serving team's score will always be even when the player that started the game on the right side is on the right side and odd when that player is on the left side.

Sportsmanship

- 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.
- All substitutes, coaches, and spectators must adhere to the rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and 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 team's sportsmanship and may be held accountable for the actions of individuals on their team.

Injury

- If an in-game injury causes a team to terminate play, then that player/team receives a loss by forfeit
- **IF AN INJURY REQUIRES MEDICAL ATTENTION CALL PUBLIC SAFETY IMMEDIATELY. USE THE EMERGENCY CALL BOX or DIAL (610) 519-4444.**