



# NU Intramural Sports

## Pickleball

### GENERAL RULES:

1. **All players must present their valid Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.
4. **3 Unsportsmanlike Penalties** will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.
6. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.

### THE GAME AND THE COURT

1. The game is played according to the rules of pickleball as per the USAPA, as described and modified below.
2. Matches are played best-of-three-sets, first to eleven (win by two).
3. Matches will be played at the Carter tennis courts. The intramural program will provide racquets & balls.
4. Matches are self-umpired. Players are expected to adhere to the honor system and the highest standards of sportsmanship when making calls.

### 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. 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. (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.)
2. The first serve of each side-out is made from the right/even court.
3. If a point is scored, the server switches sides and the server initiates the next serve from the left/odd court.
4. As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
5. When the first server loses the serve the partner then serves from their correct side of the court.
6. The second server continues serving until his team commits a fault and loses the serve to the opposing team.
7. 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.
8. 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.

## **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).

## **NON-VOLLEY ZONE**

1. The non-volley zone is the court area within 7 feet on both sides of the net.
2. Volleying (contacting a ball before allowing it to bounce) is prohibited within the non-volley 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.

## **LEAGUE/TEAM MAKEUP**

1. Open Leagues (singles/doubles) have no restrictions on the composition of teams or competition.
2. Womens Leagues (singles) are open to players who identify as female.
3. CoRec Leagues (doubles) are open to teams comprised of one male and one female player.