

Pickleball Rules

Any rule and situation not specifically covered are subject to the current version of the United States of America Pickleball Association (USAPA) rules and the judgement and discretion of the TTU Intramural sports staff.

All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules. When there is a conflict between the TTU IM Pickleball Rules and USAPA Official Rules, the TTU Pickleball Rules shall take precedence.

Rule 1: Player Eligibility & Registration

Player Eligibility

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University may participate in intramural activities. Faculty and staff must have a valid membership to the Fitness Center in order to be eligible for participation.
- ✓ Players can compete for one team. Once he or she signs in for one team, that player cannot transfer to another team for the duration of the season.
- ✓ Current varsity athletes cannot participate in their sport or related sport. Former varsity athletes cannot participate in their sport or related sport **for one calendar year (365 days)** after their official affiliation with the University team has ended.
- ✓ Current and former professional athletes are prohibited from playing in their sport or related sport for a period of five years.
- ✓ The Intramural Coordinator or Assistant Coordinator shall make the final decision on eligibility issues.

Registration

- ✓ Individuals should register on the TTU FusionIM website (recreation.tntech.edu) by the posted deadline.

Rule 2: Tournament Format & Team Composition

Divisions

- Double's Open

Tournament Format

- ✓ All registered teams will be seeded randomly into a single elimination bracket. Teams may select a preferred day for matches, but preference cannot be guaranteed during later rounds.

Match Format

- ✓ Each match shall be best two-out-of-three games.
- ✓ Individuals and teams shall switch sides after each game.

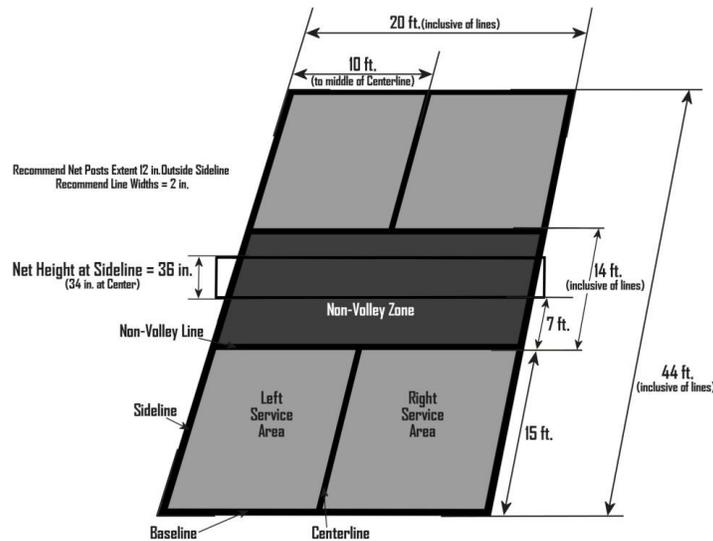
Team Composition

- ✓ Each doubles team will be composed of two players. Two players are required to start and finish the doubles match.

Rule 3: Playing Area & Equipment

Playing Area

- ✓ All matches will be played in the Marc L. Burnett Student Recreation and Fitness Center.
- ✓ The following diagram is the standard pickleball court. Actual dimensions may vary.



Paddles & Pickleballs

- ✓ The Intramural Sports Office will provide the paddles and pickleballs for competition.

Clothing & Equipment

- ✓ All attire and equipment is subject to the approval of the court supervisor. Any clothing or equipment that is deemed unsafe or illegal must be removed prior to competition.
- ✓ IM staff reserves the right to ask participants to remove or conceal clothing that, in the opinion of IM staff, displays offensive or demeaning language or imagery.
- ✓ Proper athletic attire is required. Non-athletic clothing including but not limited to jeans, dress pants, dresses, khakis, and blouses is prohibited.
- ✓ Footwear
 - Players are required to wear athletic shoes (e.g. basketball shoes, running shoes, tennis shoes).
 - Footwear including but not limited to boots, cleats, open-toed shoes, crocks, and sandals is strictly prohibited.
- ✓ Jewelry
 - Religious or medical jewelry is permitted and must be taped down against the body.
 - All other jewelry is prohibited and must be removed prior to the contest.
- ✓ Pads/Braces
 - Leg & knee braces covered with soft, pliable material and free of any sharp edges are allowed.
 - Compression sleeves and wrist sweatbands are permitted above the waist.
 - Casts and other equipment made of hard, unyielding materials may not be worn above the waist.
- ✓ Blood
 - Participants that are bleeding, have an open wound, and/or have an excessive amount of blood on the uniform will be directed to leave the game. The bleeding must be stopped, the open wound must be covered, and/or the bloody uniform must be changed before the player can return to the game.

Rule 4: Forfeits, Defaults, & Protests

Defaults

- ✓ No defaults will be allowed. Any unplayed game will result in a forfeit.

Forfeits

- ✓ A forfeit is failing to field a team for an intramural contest without contacting the IM Office.
- ✓ A forfeited contest will result in removal from the league.

Protests

- ✓ Protests will be considered by Intramural Sports Graduate Assistants and Professional Staff.
- ✓ During the contest, players or teams may protest (a) player eligibility, (b) the misinterpretation or the misapplication of a rule, or (c) a scoring error. Protests regarding items b & c must be submitted immediately before the beginning of the next serve.
- ✓ When protesting player eligibility:
 - *Postseason:* Player eligibility must be protested before the start of the match. Protests made after the start or end of the match will be not recognized.

Scoring

- ✓ Either team may score on any serve (i.e. rally scoring system).
- ✓ The first two games shall end when a team reaches fifteen (15) points with at least a two-point advantage. The first and second games shall continue past fifteen (15) points until a team has at least a two-point advantage, or a team reaches twenty (20) points.
- ✓ During a tie-breaker game, the first team to eleven (11) points shall be declared the winner of the set. The game shall continue past eleven (11) points until a team has at least a two-point advantage, or a team reaches fifteen (15) points.

Rule 5: Timing

Game Length

- ✓ The match shall be played until wins two games.

Timeouts

- ✓ There are no timeouts.

Game Intermissions

- ✓ The rest period between each game should not exceed one minute in length.

Rule 6: Playing Rules

TTU IM pickleball is self-officiated. Players should honor the legitimate calls of their opponents. The scorekeeper will settle disagreements that cannot be resolved in a reasonable time. The scorekeeper shall make a decision or seek the advice of IM Graduate Assistants or Professional Staff.

Please click the following link to review the [official USAPA rules](#).

Determining the First Serve

- ✓ A coin toss or other method will determine which captain may choose between the following options:
 - Serve
 - Side of Court
 - Receive

Service

- ✓ The server shall receive one attempt per serve.
 - Exception: A let serve is replayed.

- ✓ The server shall serve the ball in an underhand motion and contact the ball below his or her waist.
- ✓ When contacting the serve, the server shall have at least one foot behind the baseline. Neither foot may touch the baseline or court until the after the ball is struck.
- ✓ The server shall direct the ball diagonally, and the serve should land in the opposite diagonal court.
- ✓ The served ball shall completely clear the non-volley zone line and bounce once in the court before the receiver can contact the ball.
- ✓ Sequence
 - Every first serve is made from the right-hand court.
 - If the server wins the point, the serve shall switch to the other side. For each subsequent point, the serve shall alternate courts until the serve is lost.

The Return

- ✓ After a legal serve, the receiver must allow the ball to bounce once before attempting to return the ball.
- ✓ The returned ball can bounce anywhere in the serving team's court.
- ✓ The serving team or player must allow the ball to bounce once before making contact with the ball.

During the Rally

- ✓ Double Bounce Rule
 - On the serve, the receiving team must allow the ball to bounce once before making contact with the ball AND the serving team must also allow the ball to bounce once before making contact with the ball.
 - Once the ball has been legally served and returned, the ball may be hit in the air or after a single bounce.
- ✓ Non-Volley Zone
 - Volleys are not allowed in the non-volley zone.
 - A player may play shots after a bounce in the non-volley zone.
 - A player cannot take a defensive position in the non-volley zone.
- ✓ Boundary lines
 - During the serve, a ball that contacts the non-volley zone line is considered a fault.
 - During the serve, a ball that contacts the center line shall be considered a legitimate serve.
 - The sidelines and baselines are considered in-bounds.
 - The ball is out of bounds if it contacts the ceiling, the wall, or any object outside of the court.
- ✓ Faults
 - A fault is any action that violates the rules.
 - A fault by either team results in a point for the opposing team.
 - A fault occurs when:
 - A server commits a serving rule violation.
 - The ball is hit into the net.
 - The ball is volleyed before a bounce has occurred on each side (double bounce rule).
 - A ball is volleyed from the non-volley zone.