

RULE ONE: THE PLAYERS, THE COURT, THE GAME

Section One: General Provisions

- A. Eligibility
1. This activity will be conducted according to standard eligibility rules as set forth in the current LSU University Recreation's Intramural Sports Participant Handbook.
 2. Participants must be listed on their respective team rosters prior to participating and an LSU Tiger Card must be shown prior to entering a contest.
 3. The participation by an ineligible player will subject the offending team to forfeiture of the contest in which the ineligible player participated, and possible removal from the league.
- B. Players
1. The game shall be played between two to four players.
 2. Team representatives (players, substitutes, coaches, trainers, and other persons affiliated with the team) are subject to the rules of the game and shall be governed by decisions of officials assigned to the game. All patrons are under the jurisdiction of the Intramural Sports staff from their moment of arrival to their time of departure.
- C. Sportsmanship Rating
- The Intramural Sports Program expects all participants to conduct themselves in a sportsmanlike manner. **In order to be eligible for the playoffs, a team must have a sportsmanship rating of at least 2.5 throughout the Tournament.** During playoffs, a sportsmanship score of at least (3) each game will guarantee advancement for the winning team. A winning team with sportsmanship of 0-2 will be reviewed by the staff to determine if they advance. Following the game, officials evaluate and issue sportsmanship points to all teams. The breakdown of points is as follows:

4 (Exceptional)

A sportsmanship of 4 will be given for an Exceptional contest. Teams, spectators, and affiliates were all overly respectful and courteous towards the opposition and/or all UREC staff.

3 (Normal)

A sportsmanship of 3 will be given for a contest that runs normally. In this instance, players and spectators were respectful and courteous towards the opposition and/or all UREC staff.

2 (Some Static)

A sportsmanship of 2 reflects a situation where a team explicitly displays actions that are deemed to be unsportsmanlike or unfitting of the game. The team and spectators have many moments of questionable activity and show little respect and courtesy towards the opposition and/or all UREC staff. This is the lowest rating a team may receive if there were no unsportsmanlike penalties/fouls called. **Defaulted games will result in the Defaulting team gaining a 2 in sportsmanship for that contest.**

1 (Difficult/Harassment)

A sportsmanship of 1 reflects a team who had little to no control over team members and spectators. The team constantly showcased questionable activity and showed no respect for the opposition and/or all UREC staff. **The ejection of a player will result in that player's team gaining a maximum of 1 in sportsmanship for that contest. Teams with multiple unsportsmanlike penalties will receive a maximum of 1 in sportsmanship for that contest.**

0 (Unacceptable)

A sportsmanship of 0 reflects activity that is completely unacceptable for any UREC participant(s). Teams exhibit blatant actions of disrespect towards the opposition and/or all UREC staff. **Teams that permit the participation of an ineligible player (for any reason) will receive a 0 in sportsmanship for that contest. Teams with three unsportsmanlike**

penalties/actions will receive a 0 in sportsmanship for that contest. Forfeited (non- appearance) games will result in the offending team gaining a 0 in sportsmanship for that contest.

D. Inclement Weather

1. The decision to play scheduled games threatened by bad weather or wet playing areas will be made at 3:00pm on that day, if applicable.
2. Players and officials should call the Intramural Rain Hotline (225)578-7246 to obtain information regarding the status of the games for that day.
3. If games are canceled due to inclement weather or poor court conditions, then the game will be attempted to be rescheduled at the earliest possible date. Rescheduled games will be based upon field, not on team preferences.

Section Two: The Court

A. The Playing Area

1. The playing area will be a regulation-sized pickleball court located at the UREC tennis courts outside near the Leisure River.
2. Players should stand on opposite sides of the net.
3. Spectators should stand on the sidelines of the courts and shall not interfere with the game/match.

Section Three: The Game

A. The Ball and Paddle

1. The ball shall be provided by the Sports Program staff on site. No other balls will be allowed during the game.
2. Players are to bring their own paddle(s), check one out at the front desk, or use a paddle provided by Sports Program staff on a first come first served basis.

B. Players

1. **All players must wear athletic shoes at all times!**

C. Illegal Equipment

1. Types of equipment considered illegal include: jewelry, headgear (hats, ski caps, bandannas), any slipper or sticky foreign substance on any equipment or exposed part of the body, and any equipment which includes computers or any electronic or mechanical devices (i.e. bullhorns) for communication purposes.
2. Players may not wear any jewelry! If a player must wear a piece of jewelry for medical or religious purposes, it must be cleared prior to the season.
3. Shirts must be worn at all times. Cut-off shirts and sleeveless shirts may be allowed but must be cutoff directly at the shoulder.
4. All equipment deemed unsafe by the game officials may not be worn. Failure to remove equipment deemed unsafe will prevent the individual from participation.

RULE TWO: START OF PLAY AND GENERAL RULES

Section One: Beginning the Game

- A. Choice of ends and firsts service is decided by a coin toss. The winning side can decide to serve first or receive first. The losing side has choice of ends and vice-versa.
- B. Pickleball is either played as doubles (two players per team) or singles.

Section Two: Scoring Rules for the Match

- A. Games are played to 11 points, win by 2.
- B. A point can only be scored by the serving team.
- C. When the serving team's score is even (0, 2, 4, 6, 8, 10) the player who was the first 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.

RULE THREE: SERVING

- A. First Serve
 1. The server's arm must be moving in an upward arc motion when the ball is struck.
 2. Paddle contact with the ball cannot be made above the waist line.
 3. The head of the paddle cannot be above the highest part of the wrist at contact.
 4. 'Drop serves' are permitted, in which case none of the above apply.
 5. When serving, at least one foot must be behind the baseline on the playing surface.
 6. The serve is to be made diagonally crosscourt and must land within the confines of the opposite diagonal court.
 7. Only one serve attempt is allowed per server.
- B. Serving 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).
 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 (except for the first service sequence of the game*).
 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.

RULE FOUR: THE TWO BOUNCE RULE

- A. 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.
- B. 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).
- C. The two-bounce rule eliminates the serve and volley advantage and extends rallies.

RULE FIVE: NON-VOLLEY ZONE

- A. The non-volley zone is the court area within 7 feet on both sides of the net.
- B. Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.
- C. 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.
- D. 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.
- E. A player may legally be in the non-volley zone any time other than when volleying a ball.
- F. A ball contacting any part of any line, except the non-volley zone line on a serve, is considered "in."

RULE SIX: FAULTS

- A. A fault is any action that stops play because of a rule violation.
- B. A fault by the receiving team results in a point for the serving team.
- C. A fault by the serving team results in the server's loss of serve or side out.
- D. A fault occurs when:
 1. A serve does not land within the confines of the receiving court
 2. The ball is hit into the net on the serve or any return
 3. The ball is volleyed before a bounce has occurred on each side
 4. The ball is hit out of bounds
 5. A ball is volleyed from the non-volley zone

6. A ball bounces twice before being struck by the receiver
7. A player, player's clothing, or any part of a player's paddle touches the net or the net post when the ball is in play
8. There is a violation of a service rule
9. A ball in play strikes a player or anything the player is wearing or carrying
10. A ball in play strikes any permanent object before bouncing on the court
11. A serve contacting the non-volley zone line is short and a fault.