



CAMPUS RECREATION

Illinois State University

Pickleball

RULES OF PLAY

Please consult the Intramural Sports Participant Handbook for the complete list of Intramural Sports rules and procedures.

United States of America Pickleball Association (USAPA) rules will be in effect except for the following modifications:

Location

- Games will be played at the Student Fitness Center (SFC) on Court C.
- Please give yourself plenty of time to get to your games ahead of schedule. Remember that all team members must be signed in and ready to play at game time to avoid a forfeit.

Equipment

- Intramural Sports will have paddles available. Players may bring their own paddle if they choose. Balls will be provided by Intramural Sports
- No jewelry is permitted during play.
- You must schedule an appointment with a Competitive Sports Administrator prior to playing if you have a special equipment need (i.e. religious or medical).

Game Regulations

- All serves must be made underhand.
 - When the serving player's score is even they will serve from the right side of the court. If their score is odd, they will serve from the left side.
 - Neither foot may contact the baseline nor court until the ball is struck.
 - The serve must land within the opposite diagonal section of the court.
 - Only one serve is allowed
- Points can only be scored by the serving player.
- Games will be played to 15 points, players must win by 2 points.
- When the ball is served, the receiving player must let it bounce before returning, then the serving player must let it bounce before returning.
 - After the ball has bounced once in each player's court, both players may either volley the ball or play it off a bounce
- Volleying is prohibited in the non-volley zone (the rectangular section 7 feet on either side of the net).
- It is a fault if, after volleying a ball, a player steps in 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.
 - This is true even if the volleyed ball is declared dead before the fault.
- A ball contacting any line is considered in (except the non-volley zone line on a serve).
 - A serve contacting the non-volley line is a fault.
- A fault occurs when:

- A serve does not land within the confines of the receiving court.
- The ball is hit into the net.
- The ball is volleyed before a bounce has occurred on each side.
- The ball is hit out of bounds.
- A ball is volleyed from the non-volley zone.
- A ball bounces twice before being struck by the receiver.
- 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.
- A ball in play strikes a player or anything the player is wearing.
- A ball strikes any permanent object before bouncing on the court.
- A fault by the serving player results in the server's loss of serve.
- A fault by the receiving player results in a point for the serving player.

Sportsmanship

Intramural Sports has developed a sportsmanship rating system that is intended to be an objective scale utilized by the Intramural Sports team members to evaluate attitude and behavior throughout each Intramural Sports contest. After each game, the Officials will rate each team on their sportsmanship before, during, and after each Intramural Sports game. To be eligible for the playoffs each team must average a "3.5" or better throughout the regular season.

A sportsmanship rating below "3" is considered 'unacceptable'. Any team receiving an unacceptable rating will be notified via email. Any team receiving a sportsmanship rating of "1" will be required to set up a meeting with the Intramural Sports Office prior to their next scheduled contest. Failure to do so will result in the forfeiture of any subsequent games. The Individual(s) who are removed from play for poor sportsmanship will receive at least a one game suspension be suspended from all Intramural Sports activity until meeting with Intramural Sports Pro Staff where further consequences may be determined.

Teams receiving an unacceptable sportsmanship rating in the playoffs will be eliminated regardless of the outcome of the game. An unacceptable rating in the playoffs will result in that team's removal from the tournament.

<u>Scale</u>	<u>Description</u>
5	Excellent Conduct and Sportsmanship - The team shows good sportsmanship and cooperates with the opposing team or Competitive Sports Team Members. There are no major complaints or conduct-related penalties. The team is under control without any need for captain intervention.
4	Good Conduct and Sportsmanship - The team still shows cooperation with officials and opponents but may have some complaints and grumbling. There are no blatant displays of bad attitude. The captain is in control of the team and there are no warnings, yellow cards, or conduct-related penalties.
3	Average Conduct and Sportsmanship - The team shows momentary lack of cooperation with officials, opponents, or supervisor. There may be consistent complaining but no excessive display of bad sportsmanship. Captain mostly has control of the team.
2	This is an unacceptable rating. Below Average Conduct and Sportsmanship - Team constantly comments to the Competitive Sports Team Members and/or opposing team from the field and/or sidelines. Poor sportsmanship may include non-verbal and verbal dissent towards Competitive Sports Team Members and/or the opposing team, which may or may not merit sport specific, conduct-related penalties.
1	This is an unacceptable rating. Poor Conduct and Sportsmanship - Captain has no control over teammates and/or themselves. Team is completely uncooperative and poorly represents themselves and the Illinois State Intramural Sports Program. Teams, including fans, receiving multiple yellow cards, a red card, unsportsmanlike penalties, technical fouls, or an ejection will receive no higher than a "1"

rating.

If a team feels that they have been rated unfairly during the game, they may file a protest by emailing the Intramural Sports office at intramuralsports@ilstu.edu.