



CAMPUS RECREATION

Illinois State University

Pickleball RULES OF PLAY

Please consult the [Intramural Sports Participant Handbook](#) for the complete list of Intramural Sports rules.

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

General Information

- Prior to Game Time:
 - Players must check in at the court they are scheduled to play. Valid IDs must be presented at check-in. Acceptable forms of IDs are:
 - Current Illinois State University student ID.
 - Current faculty/staff ID with photo ID.
- The carrying, smoking, burning, inhaling, or exhaling of any kind of lighted pipe, cigar, cigarette, hookah, weed, herbs, or other lighted smoking equipment is prohibited. This also includes products containing or delivering nicotine intended or expected for human consumption. Smokeless tobacco and electronic cigarettes are prohibited. Anyone found consuming alcohol or using tobacco products will be asked to leave the facility and may face additional disciplinary action. Participants who appear to be under the influence will also be asked to leave.
- Location for all intramural sport activities can be found on IM Leagues.
- 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.

Players

- Singles teams shall consist of one individual.
- Doubles teams shall consist of two players.
- A speaking captain must be designated for each team. They alone may appeal to the supervisor, and then only on interpretations of the rules. Games are self-officiated. Any discrepancies must be settled by team captains immediately. If they cannot decide, the Competitive Sports Supervisor will make a ruling and play will continue. If a protest occurs, the game is to be stopped immediately and proper documentation must be filled out before play resumes.
- Please reference the [Intramural Sports Participant Handbook](#) for any eligibility or sportsmanship clarification.

Equipment

- Intramural Sports will have paddles available for checkout at the SFC Welcome Desk. 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. Games will be capped at 21 points even if there is only a one-point lead.
- 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.