

## Department of Recreational Sports | Intramural Sports

### 2v2 Pickleball Information Sheet

#### *Rules of the Game*

1. The Game and Teams
  - a. A pickleball team consists of 2 players, but a team may have more players on the roster.
  - b. A team must have at least 2 players to begin a contest and avoid a forfeit.
  - c. To win a match, a team must win 2 out of 3 games.
  - d. Before starting play, teams should toss a coin or spin the racket. The winner has the option to serve, receive, or choose a side of the court. The opposing team then exercises the remaining choice.
  - e. Teams change sides of the court after the first game, second game, and in the third game when a side first scores 11 points.
  - f. Only one Sport Club or Registered Student Organization team member may be on a team roster in their sport or allied sport.
2. Scoring
  - a. The first team to score 21 points wins a game. A team must win by 2 points, but games are capped at 30 points.
  - b. Rally scoring is used. The winner of a rally or the opposition of a server who commits a fault is awarded a point.
3. Serving and Receiving Courts
  - a. At the beginning of the game and when the score is even, the server serves from the right service court. When the score is odd, the player serves from the left court.
  - b. If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
  - c. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
  - d. Players do not change their respective service courts until they win a point while their side is serving.
  - e. Service courts are changed by the servicing side only when a point is scored. In all other cases, the players continue to stay in their respective service court from where they played the previous rally. This guarantees an alternate server.
4. 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. If violated, the two-bounce rule results in a point for the non-offending team.
5. 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. When volleying the ball, no player may enter the non-volley zone, including touching the lines that designate the zone.
  - 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.
6. Lines
  - a. A ball contacting any line, except the non-volley zone line on a serve, is considered "in."
  - b. A serve that contacts the non-volley zone line is short and a fault.
7. 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 a point for the receiving team.
  - d. A fault occurs when:

- i. The ball is hit into the net or out of bounds.
- ii. A serve does not land within the confines of the receiving court.
- iii. The ball is volleyed before a bounce has occurred on each side after the serve.
- iv. A ball is volleyed from within the non-volley zone.
- v. A ball bounces twice before being struck by the receiver.
- vi. 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.
- vii. There is a violation of a service rule.
- viii. A ball in play strikes a player or anything the player is wearing or carrying.
- ix. A ball in play strikes any permanent object before bouncing on the court.
- x. The server serves before the referee calls the score in an officiated match.

*\*\*\*Any rules not outlined in this sheet follow USA Pickleball Association rules.\*\*\**