



Intramural Sports Doubles Pickleball Rules

Facility

Games will be played on the Evansdale Tennis Courts.

Eligibility

Please reference the Intramural Sports Participant Handbook for player eligibility guidelines. The Competitive Sports staff assumes responsibility for the investigation of eligibility for all participants upon request. University ID or SRC membership cards will be required during all intramural activities. Any individual the Competitive Sports staff deems to be ineligible will not be allowed to participate. Information on applying for an SRC membership card can be found on WVU's website, found here: <https://campusrecreation.wvu.edu/membership> or at the SRC Front Desk. Information on purchasing IM All Access Passes can be found on WVU's website, found here: www.wvugo.wvu.edu or at the SRC Front Desk.

Students:

All graduate and undergraduate students enrolled in academic courses are eligible to participate in Intramural Sports activities.

Spouses/Affiliates:

Spouses of full-time and part-time students, faculty and staff members are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card.

Employees who are classified as "Affiliates" with West Virginia University are eligible to participate in Intramural Sports activities given that they have obtained a WVU membership card.

Equipment

- All jewelry of any type must be removed.
- Head decorations, headwear, billed hats and bandannas are illegal. Only elastic headbands and hair control devices are permitted.
- Hard and unyielding items (guards, casts, braces, etc.) on the hand, wrist, forearm, elbow, upper arm or shoulder must be padded with a closed-cell, slow-recovery foam padding no less than ½-inch thick.
- You must schedule an appointment with a Competitive Sports Coordinator prior to playing if you have a special equipment need (i.e., medical). All equipment decisions made on site by the Intramural Sports Staff on duty shall be final.

The Team

- Each team will consist of 2 players.

- A minimum of 1 player is necessary to start the game.
- Team is given a 5-minute grace period at game time, if all players are not present.
 - If the team shows up within the 5-minute period, the game will start with the score being 5-0, advantage to the team full on time.

Game Time & Timing Regulations

- Games will consist of a best of 3 series.
 - 1st to sets are to 21 points win by 2, with a cap of 25
 - 3rd and final set is to 15 points, no cap

Gameplay Rules

- A player must wait until his opponent is ready before serving. If the opponent attempts a return, then he is ruled having been ready.
- The feet of both players must remain in a stationary position until the serve is made. Your feet can not be touching the line at this time.
- It is not a fault if you miss the ball while serving.
- A player cannot hold his racket near the net to ward off a downward stroke by his opponent or to interfere with his racket.
- The boundary line is considered inbounds

The Serve:

- The serve must be hit underhand from behind the base line across the court into the opposing team's service court.
- The server must hit the ball in the air on the serve. He/she is not allowed to bounce it, and then hit it.
- The service is made diagonally cross court and must clear the non-volley zone.
- Each player is allowed only one serving attempt unless it is a "let" serve. A let serve occurs when the serve hits the net and still lands in the correct service court. If this occurs, the serve is played over

Two-Bounce Rule:

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

Non-Volley Zone:

- The non-volley zone is the court area within 7 feet on both sides of the net.
- Volleying is prohibited within the non-volley zone.
 - This rule prevents players from executing smashes from a position within the zone.
- 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.

- 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.
- A player may legally be in the non-volley zone any time other than when volleying a ball.

Faults

Faults are classified by any of the following:

- Ball hit into net
- Ball hit out of bounds
- Let the ball bounce on their side twice
- Volleying a ball while in the non-volley zone (NVF)

Doubles

- Player in the right-hand court must serve diagonally to the opposing teams right hand court. The ball must clear the NVF and land in the right-hand serving court.
- When the receiving team wins the point, the serve will always start in the right-hand court.'
- When the serving team wins a point, its players will switch courts on their side and the same player will continue to serve.
- When the serving team makes its first "serving fault," the other player will attempt the serve. If that results in a "serving fault," the receiving team gets a point and serving privileges.

Definitions

- **VOLLEY**: Hitting the ball in the air before the ball has a chance to bounce onto the pickleball court.

Sportsmanship

Teams will receive a rating each week, by the officials' discretion, on a scale of 1.0-5.0, that will create an average at the end of the season. They must have an average of a 3.0 or above to be eligible for playoff participation. Sportsmanship ratings are outlined as follows:

- 5.0 = Superior → Outwardly enthusiastic and courteous to other teams and their players
- 4.0 = Good → Respectful, pleasant behavior, no warnings
- 3.0 = Average → Overall acceptable behavior, some issues with individual participants, receive and adhere to verbal warnings, no unsportsmanlike conduct fouls.
- 2.0 = Poor → Little control over unsportsmanlike behavior, multiple unsportsmanlike conduct fouls, no ejections
- 1.0 = Unacceptable → No control over unsportsmanlike behavior, one ejection

*If you have any further questions, please contact us via email:
intramural.sports@mail.wvu.edu.*