

BRITISH COLUMBIA INSTITUTE OF TECHNOLOGY INTRAMURAL PICKLEBALL RULES

Section 1: Intramural Guidelines and Expectations

Eligibility, protests, forfeits and concedes, conduct, appeal, and attire are covered in details in the BCIT Intramural Guidelines and Expectations.

Section 2: Authority

The *Programs and Intramurals Coordinator and or Official* has the maximum authority to ensure that the given game or match runs in an appropriate and “proper” manner. This implies that they may deal with any form of unsportsmanlike conduct in any manner that they may deem necessary. This includes, but is not limited to: ejecting players, forfeiting a team, and forfeiting a contest.

Section 3: Number of Players

Each doubles team may register any number of players unless otherwise deemed by the *Sports Programs and Intramurals Coordinator*. A doubles team must play a game with 2 players without defaulting. **Players can not be added to the roster after the conclusion of the regular season.** Special consideration may be obtained from the *Sports Programs and Intramurals Coordinator*. Substitutions in matches may only take place after the conclusion of a game or in the case of injury.

If a team forfeits a match with less than 2 business days’ notice, they will automatically be removed from the league and replaced with a wait list team. If a wait list team does not exist, the team in question can pay a fine of \$15.00 to remain in the league. This fee must be paid at the Recreation Office two business days prior to their next scheduled game.

Section 4: Transfers and Additions

No player, having played for one team, shall play for any other team on the same night or other night during the league’s schedule. Special consideration, however, may be given to players on a forfeited team and players on overcrowded teams. All transfers have to be approved by the *Sports Programs and Intramurals Coordinator*. Players that have not played during the regular season are not allowed to play during playoffs. All playoff participants must have played at least two regular season games or matches.

Section 5: Equipment Regulations

1. It is permitted of players to bring their own racquets to the match, but if a player/team does not have racquets, Recreation Services will provide racquets at no charge.
2. Players must wear non-marking, athletic shoes while in the gymnasium.

Section 6: Field of Play

1. Doubles matches will be a two v. two format.
 - i. Doubles teams may have as many registered players as they wish.
 - ii. Substitutions can be made between games.

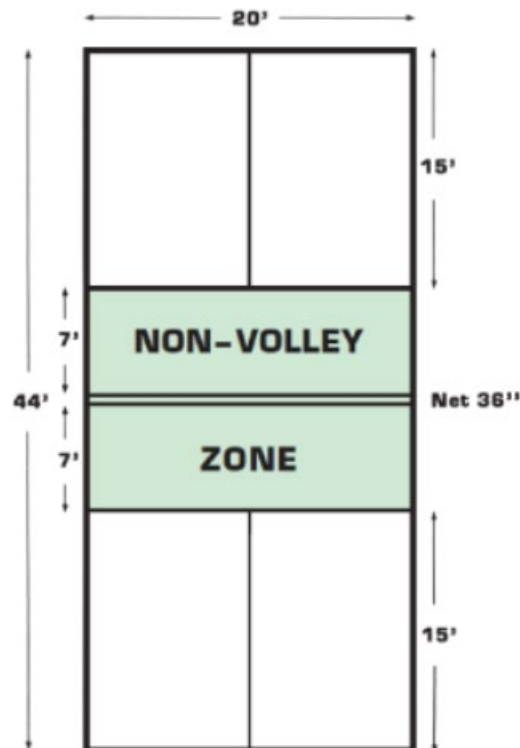
Section 7: Game Start

Although there will be Recreation Services staff on hand, BCIT Intramural Pickleball is a self-officiated league. A high degree of sportpersonship and honesty is expected. Players will be making their own calls regarding, but not limited to, balls landing in and out of bounds, net touches, faults, etc.

1. A match consists of a best-two-out-of-three games to 11 points (win by 2 points) or first to 15.
2. Before commencing play, opposing sides will play rock, paper, scissors and the winning side shall have the option of:
 - i. Serving first, or
 - ii. Choosing sides
3. Teams will switch sides after each game.
4. At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left court.
5. The server must hit the ball into the opposite service court. This extends to the far back and far outside rectangular space on the court. (Court lines in white)

Section 8: Game Play

Pickleball is played on a badminton-sized court: 20' x 44.' The ball is served diagonally starting with the right-hand service-square.



1. Scoring:
 - i. Points can only be scored by the side that serves.
 - i. If the receiving team wins the rally, they retain the serve and are then permitted to score on their following serve.
 - ii. The first side to score 11 points and lead by 2 points (or first to 15) is declared the winner of that game.
 - iii. Winner of the match is the winner of the best-two-out-of-three games to 11 points (win by 2 points) or first to 15.
2. Serving
 - i. Serves are to be made diagonally, starting with the right-hand service-square and alternating each serve. The serve must clear the seven-foot non-volley-zone in front of the net and land in the diagonal service court.
 - ii. Serves should always be done underhand with the paddle below the waist, and the server must keep both feet behind the back line when serving.
 - iii. The serving side will continue to serve until there is a fault on the service, at which point the service will be given to the opposing side. (However, if the ball touches the net but still lands within the appropriate service court, the serve may be taken over.)
3. “Two-Bounce Rule”: A receiving team must allow the ball to bounce before a serve can be returned. The serving team must then also let the return bounce before playing the ball. After the two bounces (once on each side of the net), volleys are permitted.

Section 9: The Non-Volley Zone

The Non-Volley Zone is a rectangle that is 7' X 20 feet on both sides of the net.

1. You can not step on the NV-line or into the NV-Zone when making a volley shot, a shot in the air.
2. Your forward momentum cannot take you into the NV-zone after you hit the ball even if it is missed on the other side.
3. No article of clothing, jewelry or paddle can fall into the zone on a volley or it is a fault. Your hat or paddle falling in is considered a fault.

The NV-Zone only applies when you are volleying or hitting the ball in the air. You can step in after making a ground stroke. You may go into the NV-zone to get a ball that bounces in there first. You can stand in the NV-zone all day if you want, you just can not play the ball in the air.

Section 10: Faults

A fault is committed when the ball:

1. Touches any part of the non-volley zone on the serve (including the line).
2. Is hit out of bounds
3. Does not clear the net
4. Is volleyed from the non-volley zone
5. Is volleyed before a bounce has occurred on each side.

Section 11: General Rules

1. You should not serve until the opponent is ready, but if he/she attempts to return the serve, he/she is considered ready and play continues.
2. If, in serving, the ball touches the net and goes over, it is a “let” provided the service is otherwise good and the ball is served again.
3. Balls that fall on the line are considered good.