



CLEMSON[®] INTRAMURAL
SPORTS

Pickleball Rules

Revised November 2022



Department of

CAMPUS RECREATION

Division of Student Affairs

1. Players and Equipment

- 1.1. Each team will consist of two players. Teams must have both players present at game time to begin. Teams can be comprised of any ratio of males/females.
- 1.2. Players may not wear baseball-style caps or other rigid headwear. Knit and stocking caps are permitted. Players may wear a headband no wider than two inches and made of non-abrasive cloth, elastic, fiber, soft leather or rubber. Bandanas and other headgear with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
- 1.3. No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (e.g., body piercings) will not be permitted to play.

2. Game Factors and Timing

- 2.1. Each match will consist of a single game that will be played to 11 points. The winner will win the match by 2 points or more.
- 2.2. Each match will consist of four players (2 per side; also known as doubles).
- 2.3. Each match will have a time limit of 30 minutes. If the time limit expires before the match is completed, the team that is ahead will be declared the winner.
- 2.4. Teams will conduct their own coin toss, rock/scissors/paper, etc. prior to the matchup beginning, to determine which team will serve first.

3. Serving and Scoring

- 3.1. When serving, the server must stand completely behind the end line of the pickleball court. The serve must be underhand and the paddle should not be above the server's waist.
- 3.2. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court. Only one serve attempt is permitted per server. The first serve of a game shall be from the right/even court.
- 3.3. Only the team that has the serve may score a point when a fault is committed. If the team that is serving commits a fault, the serve will switch to the server's partner. If the second team member commits a fault, then the serve will switch to the opposing team. If the team receiving the serve commits a fault, the serving team will be awarded one point.
- 3.4. Two-Bounce Rule:
 - a. The team receiving the serve must let the serve bounce on their side of the court before returning.
 - b. After the serve is returned, the serving team must also let the ball bounce on their side of the court before returning to begin a "volley."

- 3.5. Service will automatically switch to the opposing team after **five** consecutive points are scored by the serving team.

- 3.6. Non-Volley Zone (Kitchen)
 - 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. 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.
 - 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.
 - f. The non-volley zone is commonly referred to as "the kitchen."

- 3.7. A fault is any situation that stops play due to a rule violation. The following situations are faults and will result in either a point or a change in service:
 - a. Hitting the ball out of bounds (either over the sideline or endline)
 - b. Not letting the ball bounce before returning a serve (or the serving team not allowing it to bounce after the first return serve)
 - c. The ball hitting the net and not crossing
 - d. Contacting the ball in the Non-Volley Zone

- 3.8. Any ball that touches a sideline or endline is considered "in."