
INTRAMURAL SPORTS



Pickleball Rules 2009

ELIGIBILITY

- In order to be eligible to participate in intramural activities, players must be current OSU students enrolled in one or more credit hours, or faculty/staff members who have purchased a Colvin Center Activity Card. All players must present a valid OSU I.D. at each game.
- Names cannot be added by phone. Teams are able to add at the game site on the score sheet. These players will be added onto the permanent team roster and will need their OSU CWID.
- Team Captains and players are responsible for checking their eligibility status. A complete list of intramural eligibility regulations is available in the Intramural Sports Policies and Procedures, which can be obtained in the Intramural Office.

For any additional information on eligibility please see the Intramural Sports 2008-2009 Policies and Procedures Handbook which can be viewed online at <http://campusrec.okstate.edu/> or visit the Intramural Sports Office in Rm 104 Colvin Recreation Center

EQUIPMENT

- The Intramural office will provide the "game" ball and paddles for each scheduled contest. It may not be used for warm-ups.
- Athletic attire is required. (No jeans, or jean shorts, etc)
- Participants must remove all jewelry prior to competing.
- No Hats!

PLAYERS

- A player may play on one (1) pickleball team. Players must have a valid OSU I.D. to be listed on the roster.
- A team consists of two (2) players and must have two (2) players present to participate

FORFEITS

- Forfeit time is the scheduled starting time of the contest. A team must be present and ready to play at the scheduled starting time to avoid a Forfeit.
- In order to claim a forfeit, a team must have the correct number of players present and ready to play.
- If neither team is able to field a team, a double forfeit will be declared.
- A \$10.00 Forfeit Fee will be assessed should a team forfeit a contest. This Fee can be paid in the intramural office the following business day or it will be charged to the Captain's Bursar Account.

DETERMINING SERVING TEAM

Players may toss a coin or rally the ball until a fault is made. Winner of the toss or rally has the option of serving first or not serving first.

SCORING

A team shall score a point only when serving. A player who is serving shall continue to do so until a fault is made by his team. The game is played to 11 points: however, a team must win by two (2) points. The match will consist of best 2 out of 3.

SERVE

- Player must keep one foot behind the back line when serving. The serve is made underhand and the paddle must pass below the waist. The server must hit the ball in the air on the serves. The server is not allowed to bounce it, and then hit it. The service is made diagonally cross court and must clear the non-volley zone. Only one serve attempt is allowed except if the ball touches the net on the serve and lands in the proper service court. Then the serve may be taken over.
- At the start of each new game, the first serving team is allowed only one fault before giving up the ball to the opponents. Thereafter both members of each team will serve and fault before the ball is turned over to the opposing team. When the receiving team wins the serve, the player in the right hand court will always start play.
- If the fault is made by the receiving team, a point is scored by the serving team. 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 fault, players will stay in the same court and the second partner will then serve. When they make their second fault they will stay in the same courts and turn the ball over to the other team. Players switch courts only after scoring. A ball landing on any line is considered to be good.

VOLLEY

To volley a ball means to hit it in the air without first letting it bounce. All volleying must be done with player's feet behind the non-volley zone line. NOTE: It is a fault if the player steps over the line on his volley follow through.

DOUBLE BOUNCE RULE

Each team must play their first shot off the bounce. That is, the receiving team must let the serve bounce, and the serving team must let the return of the serve bounce before playing it. After the two bounces have occurred, the ball can be either volleyed or played off the bounce.

FAULT

- Hitting the ball out of bounds
- Not clearing the net
- Stepping into the non-volley zone and volleying the ball
- Volleying the ball before it has bounced once on each side of the net

MISCELLANEOUS

- Acts of unsportsmanlike conduct include arguing with supervisors, fighting, abusive language directed towards supervisors/opponents. Any of these actions will result in the player(s) involved being ejected from the game.
- Any player ejected from a game must leave the playing area, and will be ineligible to participate in any intramural sport until he/she meets with the Intramural Sports GA.
- Penalties for ejected players may include, but are not limited to the following: probation, suspension from one or more contests, disqualification for upcoming sports, being barred from Intramural competition for the remainder of that school year, or future years.
- The team captain must enter the names of all players on the score sheet prior to the start of each contest. Players must be present at the beginning of the game to play. No players may enter the game if they have not shown their ID to the Supervisor when he/she checks the ID's prior to the beginning of each game.
- The Intramural Office does not provide insurance and assumes no responsibility for accidents or injuries incurred.

INTRAMURAL SPORTS OFFICE (744-7407)