UNLV INTRAMURAL SPORTS

PICKLEBALL — SINGLES (1V1)

Official Rules & Regulations | Open Division

A. PLAYERS & ELIGIBILITY

- Each match is played 1 vs. 1 (one player per side).
- All participants must be currently enrolled students, faculty, or staff with a valid UNLV ID and must be registered on IMLeagues prior to play.
- This is an Open Division event; all genders are eligible to participate.
- Players must check in with the Intramural Staff before their match begins. Players not checked in at game time are subject to the forfeit procedure.

B. EQUIPMENT

Court & Net

- All matches will be played on the SRWC 3rd Floor Courts.
- Net height shall be 34 inches at the center and 36 inches at the posts, per USA Pickleball standards.
- UNLV Intramural Sports will provide the ball to be used during play.

Player Equipment

- Players must wear proper athletic attire including non-marking athletic shoes.
- Jewelry of any type must be removed before play. Hard casts, metal braces, and equipment deemed dangerous by Intramural Staff are prohibited.
- Athletic shorts or pants are required. Denim is not permitted.

> *Equipment questions or disputes must be raised with the Intramural Staff before the match begins. Mid-match equipment protests will not be accepted.*

C. TIMING & FORFEITS

- Players must check in at the designated court at their scheduled match time.
- A 10-minute grace period (Delay Time) will be allowed if a player is not present at game time. The present player will be awarded 1 point for every minute (rounded up) of the delay, applied to the first game.
- If neither player is present at game time, a double forfeit will be recorded after the 10-minute Delay Time expires.
- A player who is more than 10 minutes late without prior notice will receive a forfeit loss.

> *Forfeits negatively affect Sportsmanship Ratings. More than one no-show forfeit will result in removal from the league.*

D. MATCH FORMAT & SCORING

Match Structure

- Matches are best-of-three (3) games.
- Games 1 and 2 are played to 11 points, win by 2.
- If a third game is required, it is played to 11 points, win by 2.
- Point cap: A team reaching 15 points wins the game regardless of the 2-point margin requirement (mercy cap).

Serving Rules

- Only the serving player can score a point (rally scoring is NOT used in this league unless otherwise announced).
- The serve must be made underhand with the paddle contacting the ball below the wrist.
- The serve must clear the Non-Volley Zone (Kitchen) and land in the diagonally opposite service court.
- Players get one serve attempt. A let serve (ball clips the net and lands in) is replayed.
- Service alternates after each side-out.
- At the start of the game, the serving player calls the score before each serve: serving score, then receiving score (e.g., "5–3").

Double-Bounce Rule

- On each serve, the ball must bounce once on the receiving side before being returned, and once on the serving side before either player may volley (hit the ball in the air).
- After the two required bounces, either player may volley or play the ball off the bounce.

Non-Volley Zone (Kitchen)

- Players may not volley the ball while standing in or touching the Non-Volley Zone (the 7-foot zone on either side of the net).
- A player may enter the Kitchen to play a ball that has bounced in it, but must exit before volleying again.
- If a player steps into the Kitchen as a result of momentum after a volley, the shot is a fault.

E. FAULTS & DEAD BALL

- A fault results in a side-out (if the serving player faults) or a point for the server (if the receiving player faults).

Faults include:

  - Hitting the ball out of bounds.
  - Failing to clear the net.
  - Volleying from the Kitchen or Kitchen line.
  - Violating the double-bounce rule.
  - A served ball that does not land in the correct service court.
  - Touching the net or post during play.
  - Ball contact with any part of the player's body other than the paddle hand below the wrist.

F. CONDUCT & SPORTSMANSHIP

- All players are expected to uphold the UNLV Intramural Sports Sportsmanship Standards throughout the match.
- Line calls: Players are responsible for calling faults on their own side of the court. Disputes should be resolved amongst participants within the match.
- A player may receive a Technical Warning for:
  - Vulgar, abusive, or disrespectful language directed at any participant or bystander.
  - Deliberate stalling or delay of game.
  - Unsportsmanlike behavior or gestures.
- Two Technical Warnings result in a game forfeit. A single severe incident may result in match forfeit and/or suspension from the league.
- Ejected players must leave the facility immediately.

G. CAPTAIN / PLAYER RESPONSIBILITIES

- Players are responsible for knowing the rules prior to play. A captains' meeting will be held on the Thursday before the season begins via Zoom, attendance is strongly encouraged.
- All score disputes must be raised immediately, scores cannot be contested after the match has concluded.
- Players are responsible for the conduct of any spectators associated with them. Spectators must remain in designated areas and may not interfere with play.
- Match results must be confirmed with Intramural Staff before players leave the facility.

UNLV INTRAMURAL SPORTS

PICKLEBALL — DOUBLES (2V2)

Official Rules & Regulations | Open Division

A. PLAYERS, SUBSTITUTIONS & ELIGIBILITY

- Each team consists of two (2) players.
- Teams must have at least two (2) players present and signed in to avoid a forfeit.
- All participants must be currently enrolled students, faculty, or staff with a valid UNLV ID and registered on IMLeagues prior to play.
- This is an Open Division event — all genders may participate.
- Substitutions: No substitutions are permitted mid-game. If a player is injured and cannot continue, the team may elect to play the remainder of that game with one player or accept a forfeit for that game.

B. EQUIPMENT

Court & Net

- All matches will be played on the SRWC 3rd Floor Courts.
- Net height shall be 34 inches at the center and 36 inches at the posts, per USA Pickleball standards.
- UNLV Intramural Sports will provide the ball to be used during play.

Player Equipment

- Players must wear proper athletic attire including non-marking athletic shoes.
- Jewelry of any type must be removed before play. Hard casts, metal braces, and equipment deemed dangerous by Intramural Staff are prohibited.
- Athletic shorts or pants are required. Denim is not permitted.
- Teams are not required to wear team colors or jerseys, but are permitted to do so.

> *Equipment questions or disputes must be raised with the Intramural Staff before the match begins. Mid-match equipment protests will not be accepted.*

C. TIMING & FORFEIT

- Both players must check in at the designated court at their scheduled match time.
- A 10-minute grace period (Delay Time) will be allowed if a team has fewer than two players present at game time. The opposing team will be awarded 1 point for every minute (rounded up) of the delay, applied to the first game.
- If neither team has any players present, a double forfeit will be recorded after the 10-minute Delay Time expires.
- A team that is more than 10 minutes late without prior notice will receive a forfeit loss.

> *Forfeits negatively affect Sportsmanship Ratings. More than one no-show forfeit will result in removal from the league.*

D. MATCH FORMAT & SCORING

Match Structure

- Matches are best-of-three (3) games.
- Games 1 and 2 are played to 11 points, win by 2.
- If a third game is required, it is played to 11 points, win by 2.

- Point cap: A team reaching 15 points wins the game regardless of the 2-point margin requirement (mercy cap).

Serving Rules

- Only the serving team can score a point (rally scoring is NOT used in this league unless otherwise announced).
- The serve must be made underhand with the paddle contacting the ball below the wrist.
- The serve must clear the Non-Volley Zone (Kitchen) and land in the diagonally opposite service court.
- Players get one serve attempt. A let serve (ball clips the net and lands in) is replayed.
- Score is called before each serve: serving team score, receiving team score, then server number (e.g., "5–3–1"). The "server number" indicates whether it is the first or second server for that team's service possession.
- At the start of each game, the team that serves first gets only one server ("server 2" per USA Pickleball convention) to limit the first-serve advantage.

Service Rotation

- Both players on a team serve before a side-out occurs (except at game start, see above).
- Players alternate serving after each rally the server wins. When a fault occurs on the serving side, the serve passes to the partner. When the partner faults, the serve passes to the opposing team (side-out).
- Serving position: the player in the right court serves when the score is even; the player in the left court serves when the score is odd.

Positioning

- Partners may position themselves anywhere on their side of the court, but standard play positions them in the left and right service courts.
- After the ball is in play, partners may move freely on their side of the court.

Double-Bounce Rule

- On each serve, the ball must bounce once on the receiving side before being returned, and once on the serving side before either team may volley.
- After the two required bounces, either team may volley or play the ball off the bounce.

Non-Volley Zone (Kitchen)

- No player may volley the ball while standing in or touching the Non-Volley Zone (the 7-foot zone on either side of the net).
- A player may enter the Kitchen to play a ball that has bounced in it but must exit before volleying again.
- If a player steps into the Kitchen as a result of momentum after a volley, the shot is a fault.

E. FAULTS & DEAD BALL

- A fault results in a side-out (if the serving team faults) or a point for the serving team (if the receiving team faults).

Faults include:

  - Hitting the ball out of bounds.
  - Failing to clear the net.
  - Volleying from the Kitchen or Kitchen line.
  - Violating the double-bounce rule.
  - A served ball that does not land in the correct service court.
  - Touching the net or post during play.

- Ball contact with any part of a player's body other than the paddle hand below the wrist.

F. CONDUCT & SPORTSMANSHIP

- All players are expected to uphold the UNLV Intramural Sports Sportsmanship Standards throughout the match.
- Line calls: Players are responsible for calling faults on their own side of the court. Disputes should be resolved amongst participants within the match.
- A team member may receive a Technical Warning for:
  - Vulgar, abusive, or disrespectful language directed at any participant, official, or bystander.
  - Deliberate stalling or delay of game.
  - Unsportsmanlike behavior or gestures.
- Two Technical Warnings to a single player result in that player's ejection. An ejected player may not be replaced — the team must continue with one player or forfeit.
- Any game forfeited will result in a score of 11 points for the winning team, or the current point total if higher.
- A team receiving three (3) total Technical Warnings will forfeit the match.
- Ejected players must leave the facility immediately.

G. CAPTAIN RESPONSIBILITIES

- Players are responsible for knowing the rules prior to play. A captains' meeting will be held on the Thursday before the season begins via Zoom, attendance is strongly encouraged.
- Captains are required to participate in each pre-game captain's meeting. Expectations for rules and conduct will be reviewed. It is the captain's duty to relay this information to their partner.
- Captains are held accountable for their team's conduct on and off the court. Captains are also responsible for the actions of their spectators.
- Spectators must remain in designated areas and may not interfere with play. Technical Warnings may be assessed to a team based on spectator conduct.
- All score disputes must be raised immediately, scores cannot be contested after the match has concluded.
- Match results must be confirmed with Intramural Staff before teams leave the facility.