This information sheet is intended to provide basic information and rules for this activity. Please refer to the “Policies” link on the home page of the intramural web page for detailed information about policies and procedures of the Intramural Activities Program.

ENTRIES OPEN
Mar 27 – Apr 3, 2018 (Entries are limited to the first sixteen teams and are available on a first come, first served basis.)

CLASSIFICATION
Teams will be placed into a single elimination tournament based on a King’s Court classification format. Teams that withdraw or forfeit after 3:00 pm on Friday, April 6 will be charged a $10.00 forfeit fee.

ELIGIBILITY
Winter 2018 full-time BYU students (12 credits), and faculty/staff are eligible. Part-time students, deferred students, non-students, and spouses of students must pay an intramural activity fee for each semester in which they participate. Non-BYU students must be active members of a Provo young single adult (YSA) or married student ward. Their membership records must reside in the YSA or married student ward they attend.

The intramural activity fee is paid at the Information Center in 112 Richards Building. The cost is $25.00 per semester during fall & winter and $20.00 for spring/summer. A BYU ID or BYU Net ID with valid picture ID is required at time of payment. This fee will enable a participant to compete in any intramural activity during the appropriate semester/term.

RELEASE AGREEMENT
All intramural participants must complete an online release agreement before they can compete in any intramural event. Release agreements are valid for one academic school year – fall semester through summer term.

DAYS, TIMES, AND LOCATION
The tournament will be held in 146 & 156 Richards Building. All participants will need to arrive by 9:15 AM on Saturday, April 7th. Instruction and rules review will begin at 9:15 AM followed by a King’s Court classification process. Elimination tournament games will begin immediately following the classification round with the championship games ending by 2:15 PM. Since this is a one-day event, plan on staying for the entire time.

CHECK-IN
It is recommended that participants check-in with the activity supervisor at least ten minutes prior to match time. Forfeit time is match time. All participants must show a valid (government or school issued) picture ID before every match. Picture ID printouts are not acceptable. Part-time and non-students must also present their paid receipt for the intramural activity fee at their first match.

EQUIPMENT
Participants are encouraged to bring their own equipment. Rackets and balls are available for check out from the activity supervisor.
UNIFORMS
An appropriate, modest athletic uniform is permissible. Shirts and shoes must be worn. Sleeveless shirts are not allowed.

OFFICIALS
Participants will call their own violations and lines. Please be honest and sportsmanlike in calling your match. Supervisors assigned to your match have the power to make decisions on any point not specifically covered by rules of the game or by intramural policies.

LIABILITY
All participants play at their own risk and must acquire their own insurance.

SPORTSMANSHIP
Sportsmanship is everyone's responsibility. We hope everyone will conduct himself in a mature and friendly manner.

TOURNAMENT INFORMATION
1. Teams that withdraw or forfeit after 3:00 pm on Friday, April 6 will be charged a $10.00 forfeit fee.
2. Each team will participate in a King’s Court classification, followed by a single elimination tournament.
3. The tournament will be a 1-day event held on Saturday, April 7. Teams must be available for the duration of the tournament. Schedule requests will not be accepted.
4. Teams must play at the time their match is scheduled. Reschedules will not be allowed.

RULES
Intramural Pickleball abides by the USAPA & International Federation of Pickleball Rules with the following exceptions or points of emphasis:

1. Team Composition:
   A. A team will consist of two players.
   B. A team may have two males, two females or one male and one female.

2. The Serve:
   A. Players use a coin toss to determine who will serve first. The winner of the coin toss will have the option to choose side or to serve or receive.
   B. The serve must be made underhand.
   C. Paddle contact with the ball must be below the server’s waist (navel level).
   D. The server is initiated with at least one foot behind the baseline; neither foot may contact the baseline or court until after the ball is struck.
   E. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.

3. Service Sequence:
   A. Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault (*except for the first service sequence of each new game).
   B. The first serve of each side-out is made from the right-hand court.
   C. If a point is scored, the server switches sides and the server initiates the next serve from the left-hand court.
D. As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
E. When the first server loses the serve the partner then serves from their correct side of the court (*except for the first service sequence of the game).
F. The second server continues serving until his team commits a fault and loses the serve to the opposing team.
G. Once the service goes to the opposition (at side-out), the first serve is from the right-hand court and both players on that team have the opportunity to serve and score points until their team commits two fouls.

*At the beginning of each new game only one partner on the serving team has the opportunity to serve before faulting, after which the service passes to the receiving team.

4. Scoring:
   A. Points are scored only by the serving team.
   B. Classification games are played for a specified amount of time. The team ahead when time expires will advance toward a higher division court and the team behind will move toward a lower division court.
   C. Tournament games are played to 11 points win by 2, cap at 15. The best 2 out of 3 games will be played for tournament matches.
   D. When the serving team’s score is even (0, 2, 4, 6, 8, etc.) the player who was the first server in the game for that team will be in the right-side court when serving or receiving; when odd (1, 3, 5, 7, etc.) that player will be in the left-side court when serving or receiving.

5. Double-Bounce Rule:
   A. 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.
   B. 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).
   C. The double bounce rule eliminates the serve and volley advantage and extends rallies.

6. Non-Volley Zone:
   A. The non-volley zone is the court area within 7 feet on both sides of the net.
   B. Volleysing 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. If 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 it 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.”

7. Line Calls:
   A. A ball contacting any line, except the non-volley zone line on a serve, is considered “in.”
   B. A serve contacting the non-volley zone line is short and a fault.

8. Faults:
   A. A fault is any action that stops play because of a rule violation.
   B. A fault by the receiving team results in a point for the serving team.
   C. A fault by the serving team results in the server’s loss of serve or side-out.
D. A fault occurs when:
   i. A serve does not land within the confines of the receiving court.
   ii. The ball is hit into the net on the serve or any return.
   iii. The ball is volleyed before a bounce has occurred on each side.
   iv. The ball is hit out of bounds.
   v. A ball is volleyed from the non-volley zone.
   vi. A ball bounces twice before being struck by the receiver.
   vii. A player, player’s clothing, or any part of a player’s paddle touches the net or the net post when the ball is in play.
   viii. There is a violation of a service rule.
   ix. A ball in play strikes a player or anything the player is wearing or carrying.
   x. A ball in play strikes any permanent object before bouncing on the court.

If you have any questions, contact Emily in 145 RB (801-422-7597) or access our web page. http://intramurals.byu.edu/ Have a fun tournament!