

MEN'S & MIXED DOUBLES PICKLEBALL

Information Sheet Winter 2020

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

March 16 – 23, 2020 (Entries are limited and are available on a first come, first served basis.)

CLASSIFICATION

Teams will be placed into an elimination tournament based on the information provided in the completed questionnaire. Any team that does not complete a questionnaire will be eliminated from the tournament, unless they specify that they want to participate in Division I. Tentative brackets can be viewed online at intramurals.byu.edu on Tuesday, March 24 by 4:00 PM. Teams will have until 1:00 PM on Wednesday, March 25 to challenge their division classification. *Teams that withdraw or forfeit after 1:00 PM on Wednesday, March 25 will be charged a \$10.00 forfeit fee.*

ELIGIBILITY

All current full-time BYU students are eligible. All current faculty, administrative staff, $\frac{3}{4}$ and full-time staff employees and their spouses are eligible.

The following are eligible with an Intramural Activity Fee: Part-time students, students on leave of absence, non-degree seeking students (Post-Baccalaureate, Evening School, Salt Lake Center, English Language Center), student employees, and spouses of students. All students are also eligible to participate for two semesters beyond the last semester in which they were enrolled in classes.

The Intramural Activity Fee is paid online @ intramuralfees.byu.edu. **Payment must be made before a participant may register for the event.** The cost is \$25 per semester (fall/winter) or \$15 per term (spring/summer). This fee enables a participant to compete in any intramural activity during the current semester or term.

RELEASE AGREEMENT

All intramural participants must complete an online [release agreement](#) before they can register for any intramural event. Release agreements are valid for one academic school year – fall semester through summer term.

DAYS, TIMES, AND LOCATION

Tournament games will be played Friday, March 27 from 6:15 PM to 10:15 PM and Saturday, March 28 from 9:15 AM to 1:15 PM in 146 & 156 Richards Building.

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.

EQUIPMENT

Participants are encouraged to bring their own equipment. Paddles and balls are available for check out from the activity supervisor but the supply is limited.

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. Each team will participate in an elimination tournament.
2. Tentative brackets can be viewed online at intramurals.byu.edu on Tuesday, March 24 by 4:00 PM. Classification/division challenges are due by 1:00 PM on Wednesday, March 25.
3. Teams have until 1:00 PM on Wednesday, March 25 to withdraw from the tournament. ***Teams that withdraw or forfeit after this deadline will be charged a \$10.00 forfeit fee.***
4. The tournament schedule will be posted by 4:00 PM on Wednesday, March 25.
5. The tournament will be a **2-day event held March 27-28**. Teams must be available for the duration of the tournament. Schedule requests will not be accepted.
6. 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. 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.
- C. 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. 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 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 the secretary in 145 RB (801-422-7597)
or access our web page. intramurals.byu.edu Have a fun tournament!**