

# Princeton University Intramural Sports Pickleball Rules



## **I. SERVE**

- a. Player must keep one foot behind the back line when serving. The serve is made underhand. The paddle must pass below the waist.
- b. The server must hit the ball in the air on the serves. He/She is not allowed to bounce it, and then hit it.
- c. 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.
- d. At the start of each new game, the 1<sup>st</sup> 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.
- e. When receiving team wins the serve, the player in the right hand court will always start play.

## **II. VOLLEY**

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

## **III. FAULT**

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

## **IV. SCORING**

- a. A team shall score a point only when serving.
- b. A player who is serving shall continue to do so until a fault is made by his team.
- c. The game is played to 11 points; however, a team must win by 2 points.

## **V. DETERMING THE SERVING TEAM**

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

## **VI. DOUBLES PLAY**

- a. Player in RIGHT HAND court serves diagonally across court to receiver in opposite RIGHT HAND court. The ball must clear the non-volley zone and land in the RIGHT HAND serving court. The receiver must let the ball bounce before returning the serve. Serving team must also let the return bounce before playing it. After the two bounces have occurred, the ball may then be either volleyed or played off the bounce until a fault is made.
- b. 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.
- c. A ball landing on any line is considered good.

## **VII. SINGLES PLAY**

- a. All rules apply with the following exception: When serving in singles, each player serves from the RIGHT HAND court when his/her score is 0 or an even number, and then from the LEFT HAND court when his/her score is odd numbered.

*Revised: 01/09*