



Truman State University  
Intramural Recreational Sports  
**Pickleball Rules**

*Truman State University Intramural Volleyball will follow USA Pickleball Rules. The following is a listing of the more common rules applying to Intramural play along with Intramural Recreational Sports Modifications. The complete USA Pickleball rulebook is available for viewing online at [USAPA.org](http://USAPA.org). All Participants must follow guidelines stated in the Intramural Recreational Sport Handbook.*

## **RULES**

1. **Game Format:** The match will consist of a best of three series.
2. **Serving:** The server must hit the ball underhanded while keeping one or both feet behind the end line. The server must also serve the ball diagonally across the court. The player in the right hand court ALWAYS begins serving. This rule holds true throughout the game. Only one serve attempt is allowed unless the ball touches the net and lands in the proper service court (let). **After that, each player will serve before giving the ball to their opponents.**
3. **Non-volley zone:** The area between the net and the short service line is called the non-volley zone. If one is standing in this area the player must let the ball bounce before hitting it. All volleying must be done with a player's feet behind the non-volley zone. It is considered a fault if a player's follow through carries his/her body into the non-volley zone.
4. **Double Bounce Rule:** Each team must hit their first shot of the game off of the bounce. In other words, the receiving player must let the serve bounce, and the serving team must let the return bounce.
5. **Scoring:** You may only score while serving. A player serving shall continue until a fault is committed. A game is played to (11) points; however, one must win by (2) points.
6. **Faults:** Faults are the same as in tennis with the exception of the following:
  1. Volleying the ball while in the non-volley zone
  2. Volleying the ball before the Double Bounce Rule has been satisfied
7. **Determining Who Serves First:** Rock, Paper, Scissors
8. **Doubles Play:** The only variation pertains to serving. If a 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 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 good.