Administrative Rules and Information

I. Prior to the game, players must check-in at the information table with the supervisor or RecSports Assistant on duty. All RecSports participants MUST have a Comet Card.

   NO COMET CARD = No Participation. NO EXCEPTIONS!

II. All games will be played at the UTD Soccer Complex. Teams are expected to report to their field 15 minutes before game time.

III. RecSports will provide game balls only. By mutual consent, teams may use their own ball.

IV. NO TOBACCO, FOOD OR BEVERAGES allowed in gym. Water bottles are allowed with a secure top.

V. Ejections: Any form of physical combat (punching, kicking, etc.) at any time during one’s use of the facility while at a RecSports event is taking place will result in an immediate ejection with further action taken on an individual basis. The officials of each game or other intramural staff employee may eject any player or bystander for inappropriate behavior at any time. It is the responsibility of the team captain to make sure ejected players leave the area. Ejected players must be out of sight and sound within one minute or a forfeit may be declared.

   An ejected player must schedule a meeting with the Assistant Director of Competitive Sports before he/she can play again in ANY intramural event.

VI. Sportsmanship: All team members, coaches, and spectators are subject to sportsmanship rules as stated in the Recreational Sports Guidelines. Each team’s sportsmanship will be evaluated by Intramural officials and scorekeepers assigned to the game. Captains will have the opportunity to see their team’s sportsmanship total at the end of each game. Teams may have a total of 4 sportsmanship points for each game. A team must average a 3 to be eligible for playoffs.

VII. Forfeits: After one forfeit, teams become ineligible for playoffs. Teams are dropped from competition after two forfeits. If a team knows that they are unable to make the contest, they must notify the RecSports office 24 hours in advance of their game (972.883.4087). Defaulting teams will not receive a sportsmanship rating for the respective defaulted game; however, the team defaulted against will receive a “4” sportsmanship rating.

VIII. Rosters: Players can join teams until their first scheduled game. After this time, rosters are frozen and team captains must submit a completed protest form to the Intramural Sports office to add any other player(s). However, players can be dropped at any time.
PICKLEBALL – 2015 EDITION

Game Rules – Governed by the International Federation of Pickleball (IFP)

I. Game time is forfeit time.
II. Pickleball is self-officiated. The Intramural Supervisors shall have the power to make decisions on any matters or questions not specifically covered in the rules.

III. Equipment
   a. All players must wear court shoes.
   b. All jewelry is prohibited.
   c. Casts and/or any other item deemed to be dangerous by the Intramural Supervisor may not be worn.

IV. Scoring
   a. All matches will consist of the best 2-out-of-3 games. A game shall be won by the team who has earned 11 points with a two-point advantage. (i.e. If the score is tied 10-10, the first team to gain a two-point advantage is the winner).
   b. Only the server can score points.
   c. Results should be reported to the Intramural Supervisor immediately upon completion of the match.

V. Serving
   a. A coin flip or any other fair method will determine first choice of service or side. If the winner chooses to serve or receive, the loser picks starting side. If the winner chooses starting side, the loser chooses to serve or receive.
   b. Sides and initial service will be switched upon completion of each game.
   c. Sides will be switched in a third game after the first team reaches a score of 6 points. Serve remains with the team holding serve.
   d. Only an underhand swing of the paddle is permitted in serving. The service is considered overhand and illegal if the ball, at the time of contact, is higher than the server's waist.
   e. The ball must be hit in the air on the serve. It is not allowed to bounce and then be hit.
   f. The server stands in his/her right-hand half of the court and serves to the opponent's right-hand half of the court. If the server wins the point, he/she serves the next time from his/her left-hand half of the court, and will continue to alternate as long as the server holds serve.
   g. The server's score will always be even (0, 2, 4, 6, 8, 10...) when serving from the right side and odd (1, 3, 5, 7, 9...) when serving from the left side (only in singles play).
   h. A legal serve must land beyond the non-volley zone (see Section 4) and within the designated service area.
      i. A "let" occurs if:
         i. A served ball touches the net, but otherwise would have been a good serve.
         ii. The ball splits or becomes fractured during a rally.

VI. Non-volley rules
   a. There is a "non-volley" zone that extends 7 feet on either side of the net. All volleying (hitting the ball in the air without letting it bounce) must be done with the player's feet behind the non-volley zone line.
      i. If a player steps over the line on his/her follow through, it is a fault.
   b. Each player must play his/her first shot off the bounce. That is, the receiving player must let the serve bounce before playing it, and then the serving player must let the return of the serve bounce before playing it. After the two bounces have occurred, the ball can be either volleyed or played off the bounce.
VII. Faults
   a. A fault made by the server puts the server out and his/her opponent is awarded the serve. A fault made by the player receiving the serve will result in a point for the server.
   b. Faults occur under the following conditions:
      i. If the ball is served overhand (above the waist).
      ii. If the ball is served and it falls into the wrong half of the court, before the non-volley zone, beyond the long-service line, or outside the sideline.
      iii. If the ball falls outside the boundary lines, or fails to cross the net.
      iv. If a player is inside the non-volley zone and volleys the ball.
      v. If a player volleys the ball before it has bounced once on each side of the net.
      vi. Failure to hit the ball before it bounces twice on the player’s court.

VIII. Doubles Play
   a. The player in the RIGHT HAND court serves diagonally across court to the receiver in the 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. The 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.
   c. Players switch courts only after scoring. A ball landing on any line is considered good.

**Intramural Sports reserves the right to put into effect any new ruling or policy without prior notice**