

CU • STUDENT REC CENTER INTRAMURALS
PICKLEBALL • RULES
Office Line: 303-492-2893 • Email: imsports@colorado.edu
Website: www.colorado.edu/rec-center/intramurals

ROSTER SIZE IS LIMITED TO 4 PLAYERS
Teams winning a championship will receive a maximum of 4 t-shirts.

Games will be governed by the current rules of the National Intramural and Recreational Sports Association (NIRSA), with the following points of emphasis and modification:

GENERAL

- Participants should have adequate health insurance to cover any injury which may occur.
- Alcoholic beverages and drugs are prohibited in the Student Recreation Center, on any recreation center property and at all Intramural Sports sanctioned events. Participation while under the influence of these substances is also prohibited in these areas. Any violation of this policy will be grounds for immediate ejection, forfeiture and possible suspension.
- **No Buff OneCard or Government issued ID = No Play! All intramural participants are required to have either their Buff OneCard or Government issued ID with them at EVERY intramural event. Failure to do so will result in ineligibility. NO EXCEPTIONS!**

FORFEITS

GAME TIME IS FORFEIT TIME! All teams should arrive 15 minutes prior to the scheduled start of the game to check in and get the necessary equipment for the game. Any team failing to report ready to play at the scheduled starting time will forfeit to their opponent, be assessed a fee, and become ineligible for playoffs.

- **Teams who forfeit will have all of their members suspended until the forfeit fee has been paid. The forfeit fee will be \$10.**
- The captain of the team will be emailed a notification of the forfeit fee. Teams can pay the forfeit fee online ([Link](#)) or at the guest services desk at the Student Recreation Center.
- Once the fee has been paid teams will bring their receipt to the IM Sports office to be reinstated. Any team that forfeits a second time will be automatically removed from the league for the remainder of the season.
- 10-Minute Grace Period: If one team is present and ready to play, they can choose to grant their opponents a 10-minute grace period.
 - The game clock will start at the original start time.
 - If the required minimum number of players arrives within 10 minutes, the game will be played and recorded as an official game.
 - The waiting team will be given a point for every minute they wait.
- If neither team has the required number of players at the scheduled contest time, both teams will be given 10 minutes to complete their team.
 - No scoring advantage will be given to either team in this case.

- Teams that have a second forfeit will be assessed an additional forfeit fee and dropped from the league.

Defaults

If your team is unable to make a regular season game, your team captain must email the Intramural Office at imsports@colorado.edu by 2:00 pm the day of your scheduled game, and by no later than 2:00 pm on the Friday preceding a Sunday game time. This will result in a default and keep your team from being assessed a forfeit fee.

Teams that default a second game in a season will be treated as a forfeit and be given a forfeit fee.

ELIGIBILITY

The following people are eligible for participation in Intramural Sports:

- Students: All **full fee-paying** students are eligible to participate in the Intramural Sports Program. Graduate students who opt out of paying Recreation Center fees and who are not members of the Recreation Center are not eligible to participate in Intramurals.
- Faculty, Staff, and Alumni Members: All faculty, staff, and alumni members that have a Recreation Center Membership are eligible to participate in the Intramural Sports Program.
- Part-Time Students and Continuing ED: All **full-fee** paying part-time and continuing education students or part-time and continuing education students who are members of the Student Recreation Center are eligible to participate in the Intramural Sports Program. Part-time and continuing education students who opt out of paying Recreation Center fees and are not members of the Recreation Center are not eligible to participate in Intramurals.
- Student/Faculty/Staff Spouses: Spouses of eligible undergraduate students, graduate students, faculty and/or staff members who have a valid Recreation Center Membership are eligible to participate in Intramurals.
- The minimum age to participate is 15 years old.
- Miscellaneous: All other persons who have a valid Recreation Center Membership (minimum monthly membership that is active) are eligible to participate in the Intramural Sports Program.
- [Link to Rec Membership page](#)

*****All participants must present their Buff OneCard or any government-issued photo identification at every game to check-in. *****

TEAMS/ SUBSTITUTIONS

- Pickleball is played either as doubles (two players per team) or singles; doubles is most common
- The same size playing area and rules are used for both singles and doubles
- Intramural Doubles Pickleball is an Equal Opportunity (EO) Intramural Sport and therefore may be played with any combination of players, regardless of gender.

UNIFORM/EQUIPMENT

- Players must wear athletic-style clothing. Some examples of inappropriate clothing would be such items as jeans, button-down shirts, sandals, dress shoes, etc. The Intramural Staff has the final discretion on what is deemed appropriate and inappropriate.
- Players must wear athletic footwear (tennis shoes, cross trainers, etc.). No Crocs, flip-flops, toe shoes, sandals, boots, dress shoes or shoes of the like are allowed during play.
- Players may not wear hats, watches, headphones or any sort of jewelry.
- Braces or casts are only allowed if deemed safe by the Intramural Supervisor on site.
- Balls will be provided by the Intramural Sports Department, but players must supply their own racquets (available for rental at the Student Recreation Center Equipment Check-Out desk).

THE GAME

LENGTH

- Games consist of the best of 3 games played to 11 points win by 2 (max 15) or 30 minutes, whichever comes first.

TIMEOUTS

- There are no timeouts in intramural pickleball.

STARTING the GAME

- Captains should meet prior to starting time, shake hands and review captain's responsibilities.
- Captains must confirm that only players on the roster are participating.
- Games are **self-officiated**. All calls are honor calls and should be made by the person making the play on the ball, but can be called by any player participating in that game. Please be honest and consistent with your calls.
- The team serving first will be noted on the schedule.

SCORING

- Points are scored only by the serving team.
- Games are normally played to 11 points, win by 2 (max 15).

MERCY RULE

- There is no mercy rule for intramural pickleball

TWO-BOUNCE RULE

- 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.
- 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).
- The two-bounce rule eliminates the serve and volley advantage and extends rallies.

NON-VOLLEY ZONE

- The non-volley zone is the court area within 7 feet on both sides of the net.
- Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.
- 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.
- 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 this happens.
- A player may legally be in the non-volley zone any time other than when volleying a ball.
- The non-volley zone is commonly referred to as "the kitchen."

LINE CALLS

- A ball contacting any part of any line, except the non-volley zone line on a serve, is considered "in."
- A serve contacting the non-volley zone line is short and a fault.

FAULTS

- A fault is any action that stops play because of a rule violation.
- A fault by the receiving team results in a point for the serving team.
- A fault by the serving team results in the server's loss of serve or side out.

ENDING the GAME

- After the match has concluded, it is the responsibility of BOTH team captains to report the final score to the Intramural Supervisor.
- If captains fail to do so, the end result will be recorded as a Double Forfeit.

CONDUCT/SPORTING BEHAVIOR

We will be using a “2, 3, 4” method of determining eligibility for all leagues and major tournaments. The following will be in effect for the activity’s season:

- The accumulation of **TWO (2)** unsporting conduct fouls in a game will result in the ejection of the individual from the game, and procedures outlined in the “Ejections” section.
- The accumulation of **THREE (3)** total unsporting conduct fouls during an activity’s season will result in the dismissal of the individual from the activity for the remainder of its season.
- The accumulation of **FOUR (4)** unsporting conduct by a team will result in the forfeiture of the contest.
- The accumulation of **FIVE (5)** total unsporting conduct fouls by the team’s participants during an activity’s season will result in the dismissal of the team from the activity for the remainder of the season.

**Unsporting totals rollover to playoffs*