



Florida Southern College Intramural Pickleball Rules

General Information

- 1) All participants must have their current valid FSC ID card with them
- 2) All participants must arrive to the playing surface 15 minutes before game time.

Rosters

Adding players to rosters is allowed in all team competition. The player must bring his/her FSC ID card to the team's game to be added to the roster. The player must check in with the IM Staff and then they will be added to the roster. Players can be up to when playoffs start. Rosters are frozen after the teams last regular season game. After a player is added at the game-the following day the office will check to make sure the player is legal, if the player is found to be illegal the team will forfeit any games that the illegal player participated.

Eligibility Requirements

Intramurals are open to current FSC students, faculty, and staff with FSC ID. All current full-time students, faculty and staff regularly enrolled in any department of Florida Southern College are eligible to enjoy all Intramural activities. Participants shall remain eligible until they graduate, withdraw or fail to comply with the rules of eligibility. This privilege may also be revoked/suspended by the Intramural Advisory Council or the Assistant Director for just cause at their discretion. Participation in the Intramural program is entirely voluntary and is a privilege, not a right. All full-time students (twelve or more hours per semester constitute a full-load) are eligible to enter into any intramural activities provided they do not break any other eligibility policies listed in this Article. Any part-time student is eligible to participate in Intramural activities provided he or she meets all of the following criteria:

- Is pursuing a degree during the year in which he/she is classified as a part-time student.
- Is enrolled in a departmental day course offered by the college to earn credit for graduation.
- Has paid the college activity fee.
- Received approval from the Assistant Director of Intramural Sports

For any questions regarding a varsity athlete, club athlete or professional athlete, etc. and their eligibility within the Intramural Sports program, please refer to the Intramural Sports Participant Manual. This manual can be found on the Wellness Website or on IMLeagues.

If an Intramural employee determines that an individual is attempting to check in with false identification in order to participate in an Intramural activity, the ID will be **confiscated** and that individual will not be allowed to play. If it is determined the participant used improper identification, the team will forfeit any contest the person participated in. In addition, any individual caught trying to check in with an ID card that is not his/her own has jeopardized themselves and the owner of the ID to disciplinary action by the college. Non-FSC students are not eligible to participate in the Intramural program. Any non-student found to be participating will cause the team he participated with to forfeit any contests he participated in. Additionally, the forfeited games will result in a Sportsmanship Score of zero being averaged into the team's overall Sportsmanship Rating.

Weather Cancellation

In the event of inclement weather, decisions regarding playing conditions will not be made before one hour prior to the day's first game. Teams should not **assume** that games are cancelled. The Office will try to contact captains if games have been cancelled. We will also post information on our Facebook page "FSC Intramural Sports" or intramural website. The office will also try to send emails out to all captains before the game is supposed to start. Games will be postponed for the following weather related reasons:

- Lightning. All outside activities will be cancelled when lightning is seen or thunder is heard. We will wait a minimum of 30 minutes from the last observed lightning or thunder before resuming activities.
- Tornado/hurricane watch or warning is issued for the Lakeland area.
- When rain or hail makes an outside field unsafe.

If a contest is postponed due to weather, the Assistant Director will attempt to reschedule the game.

Tournament Play

Tournament format will be determined by the number of teams that register.

Example: single vs. double elimination; one match or 2-out of-3, etc.



The USAPA rules (<https://www.usapa.org/docs/ifp/USAPA-Rulebook.pdf>) are followed, with the following key points:

Starting the Game

A team shall consist of 2 players for doubles matches. CoRec teams consist of 1M/1W.

Timing and Scoring

Each match will consist of the best 2 out of 3 games. Each game will go to 11 points.

Teams do not need to gain a two-point advantage to win a game.

Points may only be scored when the team serving scores the point.

Results should be reported to the Intramural Sports Supervisor immediately upon completion of the match.

There will be no timeouts other than for player injury.

Before the start of each game the Intramural Sports Supervisor will conduct a Captains' Meeting in which they will designate who will serve first.

Serving

Serving must be done underhand and contact must be below the waist. The server must be standing with both feet behind the baseline of the court.

The ball must be struck without the server bouncing the ball on the ground.

Serves may be made with a forehand or a backhand motion.

The server's feet may not touch the baseline, the area outside the extension of the sideline, or the area outside the extension of the centerline.

The server must call out the score before beginning their serving motion to constitute a legal serve.

Serves must travel diagonally and land between the non-volley zone and the baseline of the court opposite the serving player.

Each player is only allowed one 1 serving attempt unless the ball hits the net and lands in the correct service court, then the serve will be replayed.

At the start of Doubles game, only one player on the first serving team is allowed a service turn before service moves to the opponents. Thereafter, both members of the team will have a service turn before the ball is turned over to the opposing team.

When the serving team scores a point, the server moves to the other side of the court. The receiving team never switches sides.

The serving team's score will always be even when the player serves on the right side and odd when serving on the left side. If the serve clears the net or hits the net and then touches the receiver or the receiver's partner without bouncing first, it is a point for the serving team.

Service faults result in the loss of serve and include the following outcomes:

- The server serves from the incorrect serving area.
- The incorrect player on the team serves the ball.
- The server misses the ball when trying to hit it. If the ball lands on the ground without the server swinging at the ball, it is not a fault.
- The served ball touches any permanent object other than the net, the receiver, or the receiver's partner before it hits the ground.
- The served ball touches the server or server's partner, or anything the server or server's partner is wearing or holding.
- The served ball lands in the non-volley zone.
- The served ball lands outside the service court.
- The served ball hits the net and lands inside the non-volley zone.
- The served ball hits the net and lands outside the service court.



- The server begins the service motion before the entire score is called.
- The server uses an illegal service motion.
- The server or his/her partner calls a time-out after the score has been called and the server has started the service motion.
- The serving team asks the referee to confirm the correct server and/or the team's score after the score has been called and the server has started the service motion.

Receiver faults result in a point to the serving team and include the following situations:

- The incorrect player returns the serve in Doubles matches.
- The receiver or the receiver's partner is touched by or interferes with the flight of the ball before it bounces.
- The receiver or the receiver's partner calls a time-out after the score has been called and the server has started the service motion.
- The receiver signals "not ready" after the score has been called.

Playing the Ball

Each team must play their first shot of the rally off the bounce.

The receiving team must let the serve bounce and then the serving team must let the return of the serve bounce before playing it. After those first two bounces, the ball can be played off the bounce or directly out of the air.

A player may not step on or over the no volley line after hitting a volley. Doing this causes their team to lose the point.

A player may jump across the no volley line after hitting a volley if they don't touch any part of the no volley zone line while hitting the ball.

The ball may only bounce once on a team's side. Multiple bounces results in the loss of the point.

Except the serve, any ball in play that lands in the court or touches any court line is in.

A served ball that clears the non-volley zone and lands in the correct service court or on any correct service court line is in.

A ball contacting the playing surface outside of the baseline or sideline, even though the edge of the ball overlaps the line, is considered out of bounds.

Balls can be hit twice, but this must occur during an unintentional, continuous, single-direction stroke.

A paddle may be switched from hand to hand at any time. Two-handed shots are allowed.

After striking the ball, a player or anything the player is/was wearing or carrying may cross the plane of the net or the imaginary extension line of the net beyond the posts but may not touch any part of the net system or the opponent's court.

If the ball bounces into a player's non-volley zone with enough backspin as to cause it to return over the net, the player may reach over or around the net to hit the ball but may not touch the net system or the opponent's court. If the player does not touch the ball, the team that last struck the ball wins the rally.

A fault is any action that stops play because of a rule violation. A fault will be declared for the following:

- If the serve or service return does not bounce before striking the ball (Two-Bounce Rule).
- Hitting the ball into the net on the serve or any return.
- Hitting the ball under the net or between the net and the net post.
- Hitting the ball out of bounds.
- Failure to hit the ball before it bounces twice on the receiving player's court.
- Violation of any service rule.
- A player, a player's apparel, or a player's paddle touches the net system or the net posts when the ball is in play.
- The ball in play strikes a player or anything the player is wearing or carrying, except the paddle or the player's paddle hand below the wrist. If the player is in the process of changing hands with both hands on the paddle, or is attempting a two-handed stroke and either hand is hit below the wrist, then the ball is still in play.



- A live ball that is stopped by a player before it becomes dead.
- A ball in play strikes any permanent object before bouncing on the court.
- If the ball in play hits a permanent object after it has bounced on the court, the player who hit the ball wins the rally.
- Violation of the non-volley-zone rules.
- Violation of the other rules.
- The serve is made by bouncing the ball before hitting it.
- Once the ball is in play, a player hits the ball before it passes the plane of the net.
- The player deliberately carries or catches the ball in play on the paddle.
- The player deliberately touches the ball with the paddle more than once (double hit).

A dead ball is declared after any action that stops play.

A ball is declared dead once it has bounced twice before being returned or has violated one of the fault rules.

All volleys must be initiated outside of the non-volley zone.

A fault will be declared if, in the act of volleying the ball, a player or anything contacting the player touches the non-volley zone.

The act of volleying the ball includes the swing, the follow-through, and the momentum from the action.

If the paddle touches the non-volley zone during the volley motion, before or after contacting the ball, it is a fault.

It is a fault if the player's momentum causes the player to contact anything that is touching the non-volley zone, including the player's partner.

It is a fault even if the ball is declared dead before the player contacts the non-volley zone.

A player may enter the non-volley zone at any time except when that player is volleying the ball.

If a player has touched the non-volley zone for any reason, that player cannot volley a return until both feet have made contact with the playing surface completely outside the non-volley zone. Exception: A player may stay inside the non-volley zone to return a ball that has bounced.

A player may enter the non-volley zone before or after returning any ball that bounces.

Unsportsmanlike Conduct

Unsportsmanlike conduct includes but is not limited to: foul language and arguing with officials or other staff.

Unsportsmanlike conduct faults will result in a yellow card and loss of sportsmanship rating.

Any player receiving two unsportsmanlike conduct faults will be ejected from the contest and must meet with the Assistant Director of Intramural Sports before participating in any future Intramural Sports activities.

Any team receiving three unsportsmanlike conduct faults will forfeit the game and must meet with the Assistant Director of Intramural Sports before they will be allowed to continue playing Pickleball.



Court Diagram

