



**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



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



- 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.

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- 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

