



## Pickleball Rules

### 1. Eligibility

- a. **ID's:** All students, faculty, and staff must purchase a PEIF membership to be eligible to participate. You must show the Intramural Staff your NMU/Membership ID in order to participate. Community members are eligible to participate but must be 16 years of age, and must purchase a PEIF membership.
  - i. *Note:* Participants who are found to be playing without a current membership will have three business days to purchase their membership. Community members/students with less than 6 credits may purchase their membership through the Recreational Sports office in the PEIF. For students that are taking 6 or more credits, they may add the student recreation fee to their account by emailing the Student Services Center (ssc@nmu.edu). If students do not opt-in for the fee, a \$25 fee will be charged to their student account for participating illegally.
- b. **League Rules:** Pickleball is an "open" league. Any number of two players may play.
- c. **Signing In:**
  - i. Players must have their name on the scoresheet in order to play. Players must sign in and provide their NMU ID.
  - ii. NO ID, NO PLAY.
- d. **Playoff Eligibility:** Teams must average a 3.0 sportsmanship rating in order to qualify for the playoffs.
- e. **Concussion:** Any player who exhibits signs, symptoms, or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.

- f. **Blood Rule:** Any player who starts to bleed will not be able to re-enter the game until the bleeding has stopped. If the player's clothes have blood on them, the player must change clothing in order to re-enter the game.

## 2. Equipment

- a. Shirts and close-toed shoes are required.
- b. No black soled shoes or street shoes are allowed.
- c. Any player who must wear a necessary metal brace must cover all metal parts of the brace before playing.
  - i. *Note:* The head referee reserves the right to allow/disallow any piece of equipment in which they deem unsafe towards the participants.
- d. All equipment will be provided by the IM Department. Teams are more than welcome to bring their own paddles.

## 3. Playing Area

- a. Games will be played in PEIF 150.

## 4. General Guidelines

- a. Please arrive 5-10 minutes before your scheduled game to sign in.
- b. Each player must provide their valid NMU ID to the scorekeeper/supervisor and sign in next to their name.
- c. All players must be on the roster. No write in names are allowed.
- d. If a team is unable to provide the minimum amount of players allowed (1 for singles, 2 for doubles) at their scheduled game time, they will be given 10 minutes to arrive after the clock begins. A forfeit will be declared if the team is more than 10 minutes late.

## 5. Captains Responsibilities

- a. The captain is responsible for passing rule information on to their team.
- b. All players must be on the official roster on IMLeagues.com.
- c. Late arrivals must sign in before they can play.
- d. Players must play in at least one regular season game to be eligible for tournament play.
- e. Captains are responsible of informing their teammates of the time and location of all scheduled contests.
- f. Captains are held responsible for their team and fan control.
- g. Discussion with officials may only take place between the designated team captain and the officials. These discussions must be made in an appropriate manner.

## 6. Forfeits

- a. Games are expected to begin on time. A team has 10 minutes to arrive after the clock begins. If a team is more than 10 minutes late, a forfeit will be declared and a \$25.00 fee will be charged to the captain's student account. Certain circumstances may apply.
- b. Teams who forfeit twice during the regular season will be dropped from further competition and will be charged a total of \$50.00.
- c. Teams that are unable to attend their scheduled game time must contact the Intramural Sports Manager by emailing Chrsmith@nmu.edu or calling 906-227-1561 at least 48 hours prior to your game time in order to avoid the forfeit fee. Make sure to leave your team name, game time, and league.

## 7. Tobacco/Alcohol Policy

- a. Alcoholic beverages, tobacco, and/or drugs are not permitted on or around the playing area. Contests will not be played and will be forfeited if alcohol, tobacco, and/or drugs are present. Any NMU Rec Sports employee reserves the right to remove participants and/or forfeit games if substance abuse occurs.
- b. A player that is removed for substance abuse will be indefinitely suspended, pending a meeting with the Intramural Sports Manager.

## 8. Protests

- a. All protests must be filed by the team manager at the time the question occurs.
- b. Protests concerning rule interpretations will be settled at the game site by the officials or sport supervisor.
- c. If a team manager believes the decisions rendered to be in error, they must notify the officials and supervisors that the contest will continue under protest.
- d. A written protest and a \$10.00 protest fee must be submitted to the Rec Sports office (PEIF 126) by noon the following day. The fee will be returned if the protest is upheld.
- e. Matters involving the official's judgment will not be subject to protest.
- f. A protest concerning eligibility can be made before, during, or after a contest.
  - i. Eligibility protest:
    1. If an eligibility question is before or during a contest, the player and team manager will be notified and given the choice of whether or not the player will play.

2. If the player chooses to play and is found ineligible, the contest will be forfeited and that player will be suspended from Intramural Sports participation.
3. If the player leaves the contest and is found to be ineligible, the contest may be subject to review by the Intramural Sports Manager.
4. A protest regarding the eligibility of players must be made before either team plays its next scheduled game.
5. All eligibility questions will be investigated by the Intramural Sports Manager. Participants found ineligible will be penalized accordingly.

## 9. Game Play

- a. Teams shall consist of one (1) player for singles, or two (2) players for doubles.
- b. Length of game:
  - i. All matches will consist of the 3 total games. A game shall be won by the team who has scored 11 points, with a two-point advantage. If a two-point advantage isn't reached, then it will be win by two, or first to 15.
  - ii. Only the serving team can score points.
  - iii. Points are scored by legally serving an ace or by winning a rally.
- c. Serving:
  - i. Rock, paper, scissors shall be conducted prior to the start of the game to determine which team serves first. The losing team will start serving for the second game. If a third game is necessary, rock, paper, scissors will be conducted again to determine serve.
  - ii. The score of the game shall be announced before each serve by the server.
  - iii. Only an underhand swing of the paddle is permitted.
  - iv. Players must have both feet behind the serving line.
  - v. The server will always start in the right side of the court and will serve cross court to the opponent's right side of their court. The server will then alternate from right to left, as long as they hold the serve.
    1. **Doubles Serving:** At the start of the game, only one player on the first service team is allowed a service turn before giving the ball up to the opponent. Thereafter, both members

of each team will have a service turn before the ball is turned over to the opposing team.

2. When the serving team scores a point, the server moves to the other side of the serving team's court. The receiving team does not switch sides.
  3. If done properly, the serving team's score will always be even when the player that started the game on the right side is on the right side and odd when that player is on the left side.
- vi. The serve must land beyond the non-volley zone and within the designated service area.
  - vii. If the serve hits the net, strap, or band, it will be called as a "let" and will be replayed. There is no max on number of lets a server may have.

#### 10. The Game:

- 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.
  1. If a player steps over the line on their follow through, it is a fault.
  2. A player cannot volley a ball while standing within the non-volley zone.
- b. Each player must play their 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 their serve bounce before playing it. After the two bounces have occurred, the ball can either be volleyed or played off the bounce.
- c. The receiver is the only player who may return the ball. If the wrong player returns the ball, it is a point for the serving team.
- d. Balls in play that land on any court line are good.
- e. Double hits are not allowed.

#### 11. 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.
  - 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. If a ball bounces more than once, on one side, before it is returned.
- vii. If one side hits the ball twice before it is returned over the net.

*The NMU Recreational Sports Office reserves the right to modify and/or remove any of these guidelines or rules for the improvement of the sport. All participants are expected to comply with these rules and policies that are stated within this publication.*