

Campus Recreation

University of South Carolina Student Life

Intramural 2v2 Pickleball League

Please refer to the Participant's Manual for a complete list of all Intramural Sport guidelines & procedures

Rule changes from previous seasons have been highlighted in yellow

Section 1: General Information

A. General IM Procedures

1. Teams should arrive 15 minutes before the game to check-in with the supervisor.
2. All participants must display a valid Carolina Card before each game to play.
 - i. You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!
3. Teams are expected to begin the game at the scheduled time.

B. Defaults

1. A default will result in the team automatically losing and receiving a 3-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport.
2. The deadline to notify the Sport Programs Office that their team is unable to play their scheduled game and receive a default is 3pm the day of their game (M-F) or 12pm if their game is on Sunday.
3. If a team defaults twice during the regular season, this is referred to as a “double default” which is equivalent to a forfeit and results in a forfeit fee of \$25 being assessed to the captain. The captain will be suspended from Intramurals until this fee has been paid on DSE. The team will receive a 3-sportsmanship rating for each default.
4. The USC Sport Programs Office can be reached:
 - i. By email at sportprograms@mailbox.sc.edu
 - ii. By phone at 803.576.9387
 - iii. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

C. Forfeits

1. A forfeit will result in the team automatically losing and receiving a 1 sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport. A forfeit fee of \$25 will be assessed to the captain, and the captain will be suspended from Intramurals until this fee has been paid on DSE.
2. If a team forfeits twice during the regular season, this is referred to as “forfeiting out” and they will be removed from the league. A second forfeit fee of \$25 will be assessed to the captain, and the captain will be suspended from Intramurals until both fees have been paid on DSE.

D. Team Choice (5 minutes: 5 minutes)

1. The captain of the team present who has the minimum required number of players to play, can choose to accept the default/forfeit or enact team choice at the game start time. If the team enacts the team choice rule, they cannot change their mind and accept a default/forfeit later.
 - i. If both teams are present but neither team has the minimum number of required players at game time, the Sport Programs Leader will start the game clock but neither team will receive points during the first 5 minutes.
 - ii. During the first 5 minutes, if only one team meets the minimum number of required players, no points will be awarded but they will have the opportunity to enact “team choice” for the second 5 minutes. If they accept the default, the game will be called, otherwise points will be awarded during the second 5 minutes according to the team choice point guidelines.
2. 2v2 Pickleball (5 points: 1 set)

E. Sportsmanship

1. Each team will be given a sportsmanship rating 1-5, in accordance with the Participants' Manual, from the officiating crew/on-site supervisor following the game.

F. Playoffs

1. All teams are eligible for post season play provided that they do not forfeit more than once or default more than twice and they complete the season with the required sportsmanship rating (3.0).
2. If a team receives more than one game with a sportsmanship of 2, they will forfeit the remainder of the playoffs. A team that receives below a 2 in any playoff game will automatically be forfeited.

G. Miscellaneous

1. To receive the latest UofSC Intramural Sports schedules, scores, and updates be sure to log onto sc.dserec.com/online/dashboard
2. No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court.
3. Protest: The only 2 things that can be protested are rule interpretation & player eligibility.
 - i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next play.
 - ii. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.

Section 2: Rules & Sport Specific Information

A. Court & Location

- a. STWFC Court 4 or Blatt Outdoor Pickleball Courts
- b. The court will measure 44 feet long and 20 feet wide. (Inside – Outer Badminton Lines)
- c. Playable areas include all areas with the court area.
 - i. Playing the ball off the walls, curtains, track, etc. Is not permitted.

B. Players

- a. A team will consist of two (2) players.
 - i. A minimum of two (2) is required to play.

C. Equipment

- a. The game ball will be provided by the Sports Programs Staff
 - i. Teams may use their own paddles.

D. The Game

- a. The ball is served diagonally to the opponent's service court underhanded without bouncing it off the court.
- b. Points are scored by the **servicing side only** and occur when the opponent faults (fails to return the ball, hits ball out of bounds, etc.). The server continues to serve, alternating service courts, until the servicing side faults. The first side scoring 11 points and leading by at least a 2-point margin wins. If both sides are tied, then play continues until one side wins by 2 points.

E. Special Rules

- a. Double Bounce Rule: Following the serve, each side must make at least one ground-stroke, prior to volleying the ball (hitting it before it has bounced).
- b. Non-Volley Zone (The Kitchen): A player cannot volley a ball while standing within the non-volley zone also called "The Kitchen".
 - i. The non-volley zone, or "The Kitchen," is the area of the court bounded by the two sidelines, the non-volley line, and the net. The non-volley line and the sidelines are included in the non-volley zone.

F. Scoring

- a. Points are scored only by the serving team.
- b. Games are normally played to 11 points, win by 2, best 2 out of 3.
- c. When the serving team's score is even (0, 2, 4, 6, 8, 10) the player who was the first server in the game for that team will be in the right-side court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left-side court when serving or receiving.