INTRAMURAL

Pickle Ball Singles Tournament

**FORMAT:** The exact tournament format will depend on the number of individuals that register. All games will be played in Guyer Gymnasium located inside the Student Recreation Facility.

**FORFEIT PROCEDURE:** If a player fails to show up at the scheduled game time, the opposing player who is present will automatically win the game by forfeit. The individual who forfeits may remain eligible for the remainder of the tournament depending on the format of the tournament. The player who forfeited will be charged a $25 fee on their University fee bill.

**GAME RULES**

1. Scoring: All games will use rally scoring up to 15 points, win by two, no cap. A match consists of a best 2 out of 3 sets. The first few rounds of games may be shortened to one game up to 21 points depending on the number of participants registered for the tournament.
2. When serving, each player serves from the right hand court when their score is 0 or an even number, and from the left hand court when their score is odd.
3. Serve is underhand and contact must be below the server’s waist while one foot remains behind the back line.
4. The ball must be hit in the air on the serve without bouncing. The serve is made diagonally and must clear the non-volley zone.
5. Only one serve attempt is allowed. The exception to this rule is if the ball hits the net on the serve and lands in the proper service court, then the serve can be retaken.
6. The player receiving the serve must let the ball bounce before playing it. The server must also let the initial return bounce before playing it. After this, the ball may be played on the volley (hit before bouncing).
7. All volleys must be done with the player’s feet behind the non-volley zone line. The non-volley zone is the court area within 7 feet on both sides of the net.

**FAULTS**

1. Serve does not land within the confines of the receiving court.
2. Hitting the ball out of bounds.
3. Hitting the ball into the net on the serve or any return.
4. Stepping into the non-volley zone, including the line, and volleying the ball. 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.
5. The receiver volleys the ball before it has bounced once during a serve.
6. The server volleying the initial return before it has bounced once.
7. Allowing the ball to bounce twice before returning it.

If you have any questions, please contact Nick D’Amato (Coordinator of Intramurals and Tournaments) at 486-8126 or by email: nicholas.damato@uconn.edu

Schedules and results will be available on the IMLeagues webpage.

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