

IMPORTANT DATES:

Registration Dates: March 5, 2024 to March 7, 2024
Bracket Released: March 12, 2024
Tournament Dates: March 18, 2024 to March 21, 2024

GAME DAY & TIMES: Monday-Thursday between 6:00-10:00pm

GAME LOCATIONS: Student Recreation Center – MAC

DIVISIONS OF COMPETITION: Open

MINIMUM NUMBER OF PLAYERS: 2

REGISTRATION/ROSTERS: All teams initially will be pending until their roster has met the minimum number of players requirement. There are a limited number of spots available in each league/division and these spots will be filled based the order that teams meet the minimum player requirement. If the team does not have the minimum players required by the registration deadline, they will not be included in the Intramural season/tournament.

FORMAT: Single-Elimination Tournament

FORFEIT PROCEDURE: If a team fails to show up at the scheduled game time, the opposing team who is present will automatically win the game by forfeit. The team who forfeits will be removed from the tournament.

GAME RULES: Games are governed by USA Pickleball rules

- The winner of the opening rally (three times over) has the option of selecting one of the following: serving, receiving, or choosing the side of the court. The loser will have the remaining options.
- Teams will switch sides after each set.
- Matches will be best 2 out of 3 sets.
 - Sets 1 and 2 are played to 11, win by 2, with a cap of 13.
 - Set 3 is played to 7, win by 2, with a cap of 9.
 - There is a 45-minute time limit for matches, excluding the championship match.
 - In the event the time limit is reached, the total number of points won in sets 1 and 2 will determine the winner. If the teams are in the 3rd set, the leader at the time will be the winner. In the event of a tie, one point will be played to determine the winner.
- A team may only score a point when they are serving.
- Serving Rules
 - The service shall be delivered so it touches the first server's right half court or the center line on his/her side of the net, and then passing directly over the net, touching the receivers right half court or center line on his/her side of the net.
 - 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/even court when serving or receiving; when odd (1,3,5,7,9) that player will be in the left/odd court when serving or receiving.
 - The serve must be made underhand.
 - Paddle contact with the ball must be below the server's waist (navel level)
 - The serve is initiated with at both feet behind the baseline.
 - The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
 - Each player will receive one serve attempt.

- **Serving Sequence**
 - Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault, except for the first service sequence of a game.
 - At the beginning of each new game only one partner on the serving team will serve before faulting, after which the service passes to the receiving team.
 - The first serve of each side-out is made from the right/even court.
 - If a point is scored, the server switches sides and the server initiates the next serve from the left/odd court.
 - As subsequent points are scored, the server continues to switch back and forth until a fault is committed and the first server loses the serve.
- **Two-Bounce Rule**
 - When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces.
 - After the ball has bounced once in each team's court, both teams may either volley the ball or play it off a bounce.
 - The two-bounce rule eliminates the serve and volley advantage and extends rallies.
- **Non-Volley Zone**
 - The non-volley zone is the court area within 7 feet on both sides of the net.
 - Volleying is prohibited within the non-volley zone.
 - It is a fault if, when volleying a ball, the player steps on the non-volley zone, including the line and/or when the player's momentum causes them or anything they are wearing or carrying to touch the non-volley zone including associated lines.
 - It is a fault if a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before it happens.
 - A player may enter the non-volley zone to play a ball that has bounced within the non-volley zone.

INTRAMURAL POLICIES:

1. All players are bound by the policies set forth in [Intramural Sports Participant Guide](#).
2. **WEARING JEWELRY IS NOT PERMITTED.** Players cannot tape jewelry and will not be able to participate until all jewelry has been removed.

SPORTSMANSHIP: Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. UConn Recreation reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated.

If you have any questions, please email the
Competitive Sports Office at competitivesports@uconn.edu