

IMPORTANT DATES:

Registration Dates: June 24, 2024 to June 26, 2024
Pool Play Dates: July 8, 2024 to July 24, 2024
Playoff Bracket Released: July 25, 2024
Playoff Dates: July 29, 2024 to August 6, 2024

GAME DAYS & TIME: Monday/Wednesday or Tuesday/Thursday – Games start at 12:05pm

GAME LOCATION: Student Recreation Center – MAC

DIVISION OF COMPETITION: Open

MINIMUM NUMBER OF PLAYERS: 1

FORMAT: Round robin pool play followed by a single-elimination playoff. Ties will be broken based on the Tie-Breaking Procedures found in the Intramural Sports Participants Guide.

Group Structure and Playoff Qualification:

- **MW/TT:** Groups of 6 Top 4 in Each Group Make Playoffs

FORFEIT PROCEDURE: If a player fails to arrive at the scheduled game time, the opposing player who is present will have the following options:

1. Take the win by forfeit at that time. No contest will be played.
2. Choose to wait until the opponent arrives to compete. However, the official game clock will start running as scheduled. The game will commence once the opponent arrives with whatever game time is remaining on the clock and the first set score at 5-0, in favor of the waiting player. If the opposing player is not ready to play 10 minutes after the scheduled game time, the Intramural Staff will declare a forfeit win for the waiting player.

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 are played to 11, win by 2, with a cap of 13.
 - There is a 50-minute time limit for matches.
 - 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
 - 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. If the serve contacts any part of the non-volley line, it is considered "short" and is a fault.
 - Each player will receive one serve attempt.
- Serving Sequence
 - The server begins the game from his/her right side of the court.
 - If the server scores a point, they switch sides and serve from the left side of the court.
 - When server's score is even, the server will serve from the right side of the court.
 - When the server's score is odd, the server will serve from the left side of the court.

- 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