

**IMPORTANT DATES:**

Registration Dates: May 20, 2024 to May 22, 2024  
Pool Play Dates: May 28, 2024 to June 12, 2024  
Playoff Bracket Released: June 13, 2024  
Playoff Dates: June 17, 2024 to June 27, 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:** 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:** 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 team fails to have the minimum number of players at the scheduled game time, the opposing team 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 opponents arrive with whatever game time is remaining on the clock and the first set score at 5-0, in favor of the waiting team. If the opposing team is not ready to play 10 minutes after the scheduled game time, the Intramural Staff will declare a forfeit win for the waiting team.

**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 3<sup>rd</sup> 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
  - 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](mailto:competitivesports@uconn.edu)