



SWOSU Intramural

Pickleball Rules - Doubles

***See the 'SWOSU Intramural – General Rules' document before proceeding.**

Section 1: Roster

1. Teams will consist of a minimum of 2, but no more than 4 players on the roster.
2. Team members may substitute before a game begins, but not during the game.

Section 2: The Game (Doubles)

General:

1. A match will consist of the best 2 out of 3 games to 11, winning by a minimum of 2 points, or first to 15.
2. Players switch sides after the first team gets to 6 points and then the game will continue to its conclusion, regardless of points.

Serving:

1. **A player or team can only score points when serving.**
2. Both feet must remain behind the baseline until after the ball is struck.
3. The serve must be underhand with the ball **contacted below the waist**.
4. Serves must travel diagonally and land between the non-volley zone and the baseline of the service court opposite of the serving player.
5. Each player is allowed only one serving attempt unless it is a "LET" serve. A LET serve occurs when the serve hits the net and still lands in the correct service court. If this occurs, the serve is played over. Each player will continue to serve until they do not win a point.
6. **Players must announce the score prior to serving.** Always call the servers score first!
7. Serving in the Doubles: At the start of each new game, only one player on the first serving team is allowed to take a service turn before giving up the ball to the opponents. Thereafter, both members of each team will have a service turn before the ball is turned over to the opposing team.

8. In doubles, the player on the right at the start of a service turn will be the first person to serve for their team and will continue to serve until he or she does not win a point. Then his or her partner will serve until he or she does not win a point. Then it is the other team's turn to serve.
9. When the serving team scores a point, the server moves to the other side of the serving team's court. The receiving team should never switch sides.
(If the doubles serve rotation is done properly, the serving team's score will always be even when the player that started the game on the right side is on the right side and odd when that player is on the left side.)

Non-Volley Zone:

- To volley a ball means to hit it in the air without letting it bounce. All volleying must be done with the player's feet behind the non-volley zone.

Double Bounce Rule:

- Each team must play their first shot off the bounce. That is, the receiving team must let the serve bounce, and the serving team must let the return of the serve bounce before playing it. After the two bounces have occurred, the ball can either be volley or played off the bounce.

Faults:

1. The ball may only bounce once per side. After a player hits the ball, it must travel to the other side of the net.
2. If the ball hits one of the sidelines, or the baseline, it is a playable ball. When a player or team fails to win the rally, they are said to have made a **fault**. Some, but not all the things that cause a fault are listed below:
 - Serving the ball into an incorrect area
 - Hitting the ball out of bounds
 - Volleying the ball before it has bounced once on each side
 - Hitting the ball into the net or hitting the net with your paddle or body
 - Hitting the ball while in the non-volley zone before it is allowed to bounce
 - Touching the non-volley zone with your paddle or clothes while attempting to hit a volley
 - Stepping on or over the non-volley zone line on a follow through
 - Missing the ball when you try to hit it
 - Server swings the paddle with the intent of hitting the ball but misses

A complete set of rules may be obtained from the United States of America Pickleball Association on their website (www.usaoa.org).

Section 3: Tie breaker for Play-offs

1. Head-to-head
2. Total Points Scored
3. Total Points Against (Allowed)

*If a team wins a game by 'Forfeit', they will be given the average score from all their other games for the purpose of determining 'Total Points Scored'. The team that forfeits will receive 0 points.

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