Intramural Pickleball Rules (Spring 2021)
(Updated 01/26/2021)

General Intramural Department Policies
1. All participants must register at https://recwellservices.uky.edu/
2. Click on IMLeagues, Login with your UK Link Blue account and Register
3. Electronically sign the online waiver and pass the participant quiz

Participation in ALL Intramural Events Require:
1. Valid UK or BCTC student, faculty or staff ID required for all contests to participate
2. Jewelry is NOT permitted
3. No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots
4. Review specific sport rules for additional attire restrictions

BCTC student/faculty/staff must pay the “Recreation Fee” before access to IMLeagues.com or participation
1. Information about “Recreation Fee” http://www.uky.edu/plusaccount/uk-estore-information
2. Pay “Recreation Fee” at https://iweb.uky.edu/ukestore/ and retain your electronical receipt
3. Email the Intramural Director, Natosha Harris at neharris1@uky.edu and provide an email address
4. Provide an email address you’d like to use to log into your IMLeagues.com account

These groups must send an email neharris1@uky.edu to have an account created for participation:
1. Religious Advisors
2. Spouses of current UK student/faculty/staff can only play on Co-Rec teams

10-minute Rule/Defaults/Forfeits/Inclement Weather:
1. 10-minute rule applies to various sports:
   a. At game time, if a team is not prepared to play that team will have 10 minutes to become ready as long
      as at least one player has checked in with the intramural staff
   b. To win by forfeit, minimum number to play must be present and signed in with Intramural staff
   c. If a double forfeit occurs, both teams will receive a forfeit and no team will advance
2. Defaults vary depending on tournament design
   a. Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating
   b. Two (2) defaults result in a forfeit and will be considered the same as a forfeit
   c. Submit a default for your game via IMLeagues.com by completing the “Default” link by 5pm the day of
      your scheduled game time: https://uky.az1.qualtrics.com/jfe/form/SV_8iyhCrSvwZadOZL
   d. Failure to submit your default before designated time will result in a forfeit and $20 forfeit fee will be
      assessed to your team captain, Greek Chair or Residential Chair.
3. Forfeits applies to various team sports and tournaments:
   a. Team captain, Greek chair or Residential chair assumes responsibility for that team
   b. Captain or Chair is suspended and responsible for paying the $20 forfeit fee
   c. Captain or Chair MUST pay forfeit fee PRIOR TO next scheduled game
   d. Review our Wildcard Player Participation Policy to assist team to avoid forfeits
   e. Forfeit Fees CAN BE PAID ONLINE at:
      https://recwellservices.uky.edu/Program/GetProducts?classification=00000000-0000-0000-0000-000000026001
4. Inclement weather decisions will be made no later than 3pm on game day
### Intramural Sport Program COVID-19 Guidelines for Individual(s)/Participant(s): Minimize Risks

#### Individual/Participants Do's Summary
- Complete UK’s daily 4.0 self-assessment if symptomatic/sick stay home
- Wear face coverings/masks always
- Follow and maintain 6 feet social/physical distancing
- Avoid touching your eyes, nose, mouth with unwashed hands
- Cover your nose & mouth by using a tissue or inside of your elbow; sanitize hands immediately
- Follow posted signs and sanitize hands
- Follow guidelines, policies and rules associated with the Intramural Sports Program and UK’s Code of Student Conduct

#### Individual/Participants Don’ts Summary
- If symptomatic/sick stay home
- Not wear a face covering/mask or wear a plastic face shield covering because it increases the risk of injury to participant
- Not follow or maintain 6 feet social/physical distancing
- Touch eyes, nose, and mouth with unwashed hands and give high fives, handshakes, fist bumps or hugs
- Touch or remove university property, sports equipment, disinfecting equipment or items necessary for intramural staff to perform work duties
- Not follow signs and not sanitize hands
- Not follow guidelines, policies and rules associated with the Intramural Sports Program and UK’s Code of Student Conduct

### Intramural Sport Program COVID-19 Guidelines for Spectator(s)/Participant(s): Minimize Risks

#### Intramural Spectator(s)/Non-Participant Summary
- Complete their UK daily 4.0 self-assessment before arriving to work and complete daily symptom checks before working
- All spectator(s)/non-participant(s) will wear masks
- Follow and maintain 6 feet of social/physical distancing
- Cover your nose & mouth by using a tissue or inside of your elbow; sanitize hands immediately
- Spectators/non-participants will not be in groups more than ten (10) people. Indoors spaces will not allow spectators if social/physical distancing cannot be accomplished

#### Intramural Staff Summary
- Wear face coverings/masks
- Sanitize hands before and after performing work duties
- Clean & Disinfectant frequently touched surfaces and equipment in between uses and activities
- Ensure guidelines are followed (masks & 6 feet), control the environment based on what is best for program operation and facility capacity

### Rosters
- **Open League**
- Max number of players 2 and minimum number of players 1

### Equipment
- Pickleball balls and paddles will be provided by UK Intramural Sports Program
- Participants may NOT use their own paddles or ball.

### Tournament
- All matches will be self-officiated
- Tournament bracket will be a Single elimination bracket
- Each team will be guaranteed 1 game
- Games are played first to 15, win by 2 points, and cap at 21

### The Game
- **Service Rule**: The ball is served diagonally to the opponent’s service court underhanded without bouncing it off the court.
- The server continues to serve, alternating service courts, until the serving side faults.
The Game (Continued)

- Ball is considered in if the ball lands in the correct service court or on any correct service court line. The ball is considered out if the ball contacted the playing surface completely outside of the court.
- Points are scored by the serving side only and occur when the opponent faults (look under Faults Section for example of faults.).
- **Double Bounce Rule:** The ball must bounce once on each side before either team may start volleying the ball in the air.
  - For example: when Team A serves to Team B, Team B must let the ball bounce once before returning it back to Team A. Team A will then allow the ball to bounce before returning it back to Team B. From that point on either team may volley the ball in the air or let the ball bounce once before striking it.
- **Non-Volley Zone (“Kitchen”):** Players may not hit the ball while standing in the “kitchen” unless the ball has already bounced on their side.
  - The non-volley zone is the area of the court bounded by the two sidelines, the non-volley line, and the net. The non-volley line and the sidelines are included in the non-volley zone.

Scoring

- Points are scored only by the serving team.
- **Where to stand at Serving:** 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-side court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left-side court when serving or receiving

Faults

- A fault will result in a dead ball
- The following are considered faults:
  - If the serve or service return does not bounce before the ball is struck
  - Violation of any service rule
  - Violation of the non-volley zone
  - Hits the ball into the net
  - Hits the ball out of bounds
  - Let the ball bounce on their side twice
  - Steps in the non-volley zone and volleys the ball before a bounce.

Unsportsmanlike Conduct

- Unsportsmanlike conduct and/or fighting will not be tolerated by any team representative.
- A team representative is a participant, player, non-player, captain, coach, manager, spectator, or anyone that is associated with a team.
- Unsportsmanlike conduct includes any behavior, language and actions that are a violation of the University of Kentucky Student Code of Conduct: [https://www.uky.edu/studentconduct/code-student-conduct](https://www.uky.edu/studentconduct/code-student-conduct)
- Unsportsmanlike conduct includes behavior, language, actions or contact against a team representative, Intramural official or campus recreation staff member.
- Unsportsmanlike conduct is, but no limited to,
  - Arguing a call,
  - Behavior, language or action that is abusive, demeaning, insulting, disruptive, or threatening.
  - Contact that is excessive, unnecessary, persistent, severe, extreme, vulgar, violent or flagrant.
- An ejected team representative will be disqualified from the game and required to leave the facility in a timely manner and may be subject to expulsion from further Campus Recreation and Wellness events and programs.
- Two unsportsmanlike conduct penalties against a player will result in an ejection.
- Four unsportsmanlike conduct penalties against a team will result in an ejection.
- Six unsportsmanlike conduct penalties against a team during a season will result in a forfeit of the remaining schedule.

Unsportsmanlike Conduct (Continued)
• Teams must achieve a 3.0 sportsmanship rating in playoff rounds and maintain a 3.0 sportsmanship rating average to advance to playoffs. In playoffs teams that receive a 2,1,0 sportsmanship rating will be unable to advance.
• Game(s) may be forfeited at any time at the discretion of the Intramural of Campus Recreation and Wellness staff.

Conduct (All team representatives are expected to display good sportsmanship)
• Any team representative ejected from a game for any reason shall be suspended from ALL Intramural play until they contact the Intramural Director.
• It is the responsibility of the team representative to setup an appointment with the Intramural Ejection Board by emailing the Intramural Director at neharris1@uky.edu
• If players are found to be participating before being reinstated, they will be suspended from all Intramural activity for the remainder of the semester. A team for which an ineligible player participated will forfeit all games.

Protests
• There will be no protest involving official’s judgment in games that are officiated by the Intramural Staff.
• Protests of rule interpretation must be made before the start of the next dead ball situation.
  o To protest, the protesting team must begin the process immediately following the event in question.
  o A failed protest will result in yellow card assessed to the team captain.
• In non-officiated games, all disagreements between teams must be settled by the players. Disagreements not resolved within reason or in a timely manner, Intramural Staff will intervene and decide to resolve the disagreement and their decision is final.
• Eligibility protests are permitted. They must be filed in writing by noon the following business day.
• All eligibility protest must be emailed to the Intramural Director, neharris1@uky.edu or turned into the IM Office, room 172-B of the Johnson Center.

The Intramural Department reserves the right to modify these rules at any point in the season in order to promote a fair, fun, and safe environment