



PICKLEBALL DOUBLES RULES

Updated 7/30/2025

Recent changes will appear in italicized and highlighted text

Rule 1: Facility

1. All games will be played in the Campus Recreation Center on Court C.

Rule 2: Eligibility

1. The Intramural Sports Program is open to all University of Colorado Colorado Springs undergraduate and graduate students currently enrolled, as well as faculty, staff, and affiliate members, provided they have a valid membership with Campus Recreation and a valid Sport Pass. The Semester Sport Pass can be purchased for \$20 per semester or \$15 Sport League Pass per activity (league/event).
2. Prior to participating, all players must check-in with the Sport Programs Supervisor. To check-in, each participant must present their University issued virtual ID, or must provide a University or must provide a government-issued photo ID.
 - a. No participant may participate in Intramural Sport under any identification other than their own. Any player using an assumed name, false gender identity, or an illegal I.D card will cause their team to forfeit the contest they participated in. The individual will also be suspended from intramural competition and their case will be forwarded to the UCCS Dean Students Office.
3. Varsity athletes may participate in other intramural activities outside of their varsity sport. However, they may not participate in their varsity sport or its related activities at the intramural

Rule 3: Team Composition

1. The game shall be played between 2 teams of 2 players each.

Rule 4: Equipment

1. Participants can bring their own equipment, or use the equipment provided by the Sport Programs staff

Rule 5: Ground Rules

1. Points are scored only by the serving team.
2. Games are played to 11 points, win by 2.
3. 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.
4. An automatic re-serve will result if a loose ball from another court interferes with play.
5. The boundary line is considered inbounds

Rule 6: Coin Toss

1. Before commencing play, the opposing sides shall toss a coin and the side winning the toss shall have the option of:



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- a. serving first
 - b. not serving first, or
 - c. choosing ends
2. The side losing the toss shall then have the choice of any alternative remaining.
 - a. Ends may be changed between each game.
 - i. The loser of game 1 will determine sides for game 2.
 - ii. The loser of game 2 will determine sides for the first part of game 3 (if necessary), before six points have been scored by one team.
 - iii. The winner of game 2 will determine sides for the second part of game 3 (if necessary), after six points have been scored by one team.

Rule 7: Serving Sequence

1. Each partner on a team determines which side of their court (left or right) to be on. Each partner will remain on their respective sides throughout the entire game unless there is an end change during a possible third game.
2. The first serve occurs with the person on the right side of the court.
3. If the serving team successfully wins the rally, they will continue to serve with the other partner on the left side of the court. Until losing the rally, serves will continue to alternate between the players on the right and left side of the court (without the players changing positions).
4. If the serving team loses the rally, then the other team will win a point and the serve.
5. Which player will serve on a team is determined by the score of the serving team. If the score is
6. even, then the player on the right side of the court will serve. If the score is odd, then the player on the left side of the court will serve.

Rule 8: Non-Volley Zone or "Kitchen"

1. The ball must bounce once on each side before either participant may start volleying the ball in the air.
 - a. For example, when Participant A serves to Participant B, Participant B must let that ball bounce once before returning it back to Participant A. Participant A will then allow the ball to bounce before returning it back to Participant B. From that point on, either participant may volley the ball in the air or let the ball bounce once before striking it.

Rule 4: Faults

1. The rally will continue until one of the participants either:
 - a. Hits the ball into the net;
 - b. Hits the ball out-of-bounds;
 - c. Lets the ball bounce on their side twice;
 - d. Steps in the non-volley zone and volleys the ball before a bounce.
2. A game can never end on a fault.

Rule 7: Forfeit Scoring

1. Should a team win by forfeit, the reported score for the game will be in the following list below. The winning team will receive a "5" for their Sportsmanship Rating while the losing team will receive a "2" for their Sportsmanship Rating.
 - d. Pickleball 5-0.



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Rule 8: Sportsmanship

1. Intramural Sports expects all participants and spectators to conduct themselves in a sportsmanlike manner. We have criteria on sportsmanship that are meant to keep teams accountable for their behavior during play. The criteria for sporting-like restrictions are the following:
 - a. 2 UCs on a player in a game = Ejection
 - b. 3 UCs on a team in a game = Forfeit
 - c. 3 UCs on a player in a season = Removal (even in playoffs)
 - d. 4 UCs on a team in a season = Removal (even in playoffs)
2. Sports Programs Staff will be keeping the amount of UC a person/team receives in our records. Additionally, you will be able to see how many UCs your team has via FusionPlay on your team name.
 - i.