



Lunchtime Social Sport Competition

Pickleball Rules

Laws of the Game: Pickleball

The Global Pickleball Federation rules are followed for Sydney Uni Sport's Lunchtime Social Pickleball Competitions. These rules can be found on our website.

Sydney Uni Sport Lunchtime Social Sport Modifications

Team

- Teams must consist of 2 players on the court at any one time.
- All players must be registered, and ONLY registered players may play for the team.
- Registered players must play 3 rounds in order to be eligible to compete in the finals.
- All team members MUST sign in before playing.

Player Ratio's

- A maximum of 2 players may take the court per team, but substitutions are permitted, as long as everyone has signed in.
- There are no gender requirements.

Match Duration

- Matches consist of 2 x 12-minute halves, with a 2-minute half-time break.
- A running clock will start at the scheduled time of the game.
- The winner is the team that has scored the most points overall when the score clock time finishes.
- The first team to 11 points wins the game. If scores are tied 10-10, the team that makes it to 11 wins, irrespective of the usual 2-point margin (this is due to time management).

Modified Rules

- Teams can only score a point from serving. If the returning team wins the point the only action is a change of server. The person on the right side is known as server one and always starts.
- When a serving player wins a point, they must switch sides with their partner and serve again. When the serving team loses the point, the servers change. When both teammates have had their turn serving, the ball turns over to the opposing team.
- At the start of the game, the first team only gets one server before the ball turns over.
- Serving is done underhand diagonally to the opposing side - past the kitchen line. Players can drop the ball and hit it after it touches the ground if they wish. The serving team must both start behind the baseline.
- Players cannot volley in the kitchen, or the point goes to the opposing team. They can however enter the kitchen and hit the ball back if it has bounced.



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Stoppages

- In the event a player is ill or injured, a time stoppage of 2 minutes is permitted. The injured player or a player from their team must inform the court supervisor.
 - Any player with visible blood or bleeding on their clothing or person must be removed from the game and may not return until all bleeding has stopped.
- At the conclusion of the time stoppage, the point is to be replayed.

Referees & Misconduct

- A court supervisor will be present; however, all games will be self-scored.
- Both teams must report to the court supervisor after the match to confirm the results and sign the score sheet.
- The score sheet result is final, and any disputes must be made to the court supervisor at the time.
- Any misconduct on decisions can result in offending players being asked to leave the court.

Forfeits

- All forfeits must be confirmed by 4pm the business day prior to your game by emailing lunchtime@sport.usyd.edu.au.
- Any forfeit outside of the timeframe above (minus extenuating circumstances as determined by Sydney Uni Sport) will incur a \$10 fine to be paid prior to the next game.

Finals

- After all round games have been played, the top 4 ranking teams according to overall ladder will proceed through to play a single elimination tournament to decide which team is the overall winner of the Pickleball competition.
- During finals matches; in the event that scores are level:
 - Extra time will include 3 minutes.
 - In the event scores are still tied, the winner will be decided on 'for and against'.

Any abuse or gross misconduct directed at game officials or other players will result in exclusion from the game and a possible suspension for the individual and/or their team.