



GUELPH GRYPHONS

INTRAMURALS

Pickleball Doubles Rules

The following general protocols will apply to all Intramural leagues played in-person at the Athletics Centre for Fall 2020 season:

- MANDATORY daily attestation through our University of Guelph self-assessment tool.
- Maintain physical distancing of two meters (six feet) at all time when using Athletics facilities and when on the field of play.
- Face coverings need to be worn at all times when using Athletics facilities.
- Face coverings may only be removed during physical activity but must be worn by players on the bench.
- All league officials will wear face coverings at all time.
- Greet people with a wave instead of handshake or fist bump.
- There will be no handshakes at the conclusion of games.
- No spectating of leagues is permitted.
- Teams are encouraged to show up on time for their games as hanging out before and after games will not be permitted.

REFEREES

For the Fall 2020 season, we are commitment to a return to train environment that focuses on personal fitness/wellness as well as socialization. This current phase does not currently include any return to competition elements. Therefore, all live Intramural leagues will be offered at an Open Fun league level with no playoff component. All games will be monitored by a league official, which means teams are self-officiating games.

League monitors will sanitize any shared equipment during the set-up and tear down process. We have built in a 30-minute buffer between games this season to allow for current teams to exist the field of play safety before the next cohort of teams arrives to play. Monitors will also sanitize any equipment that was used in the previous match before the next game begins.

At least one monitor will be provided for all matches. Officials are responsible for checking eligibility, attendance, and monitoring the game. Officials must be treated with respect and have full authority to enforce the Laws of the Game in connection with the match to which they have been appointed to. The decisions of the officials concerning the play are final there will be NO NEGOTIATIONS made between teams.

EQUIPMENT/ATTIRE

Appropriate gym shoes and apparel must be worn at all times. Players are encouraged to bring their own racquets. A limited number of racquets will be available for those that don't have their own. All intramural equipment will be sanitized between games. All other equipment for play will be provided. **NO JEWELRY IS PERMITTED FOR ANY INTRAMURAL SPORT.**

TEAM REQUIREMENTS

Each doubles team must have two players present for the match to be official. If less than two players are present, the match will be defaulted. The two participants may be of any sex, as it is an open league this year. It is the responsibility of all intramural participants to ascertain whether their own health conditions make it advisable to participate in a particular sport. Each player must also complete the daily attestation through the University of Guelph self-assessment tool prior to arriving on campus. This can be done on the Safe Gryphon App or: https://uoguelph.eu.qualtrics.com/jfe/form/SV_6lh1bNRMHDEU1OR.

If the daily attestation through the self-assessment tool tells you to stay home or if you have a presumptive case of COVID-19 we ask that you follow these steps:

- Self-isolate at home and avoid coming to the Athletics Centre.
- If presumptive case, get tested (there will be a testing centre at Student Wellness).
- If confirmed case, please contact Program Supervisor Justin Toth at tothj@uoguelph.ca

As part of our continued contact tracing efforts, the following new protocols will be enforced for the Fall 2020 season:

- All players must swipe their student ID at Client Services when they arrive in our facility.
- No "Grace Passes" will be sold.
- Players may use valid government issued ID to sign into games if a student ID is forgotten.
- No "OK to Play" passes will be issued.
- You must join your team's roster in IMLeagues 48 hours before your game otherwise you will not be permitted to play.
- If a player's name is not printed on a scorecard, that player may not play (no exceptions).
- While maintaining physical distancing, players will show their photo ID or student ID to the league monitor who will check you into the game.
- Captains/players will not be required to physically sign scorecards.

DEFAULTS/FORFEITS

A 10 minute default rule will apply. If the player(s) is not present 5 minutes after the beginning of the first game the team will forfeit their game 11-0. If the team is still not present at the 10 minute mark the game will be officially a default and the official score will be 22-0, with the game being won at 2 sets to 0.

No Added Time Will Be Given

THE GAME

General Play & Scoring

Matches consist of 2 games to 11 points in a 30 minute time slot. Matches are win by two, with a cap at 13 points. If the team split sets, then the winner will be determined by score differential.

Start of play - Team to serve first is determined by spinning a racquet, rock paper scissors, coin toss, rally for serve, or any other fair method. Losing team then selects which side to start on.

Boundaries

A ball served or hit which lands outside the play area is considered out. Should the ball land on one of the bounding lines, the other team is awarded that rally.

Serving

The ball is served with an underhand stroke so that contact with the ball is made below waist level (waist is defined as the navel level) in an upward arc. The server hits from behind the baseline on one side of the center line and aims diagonally to the opponent's service zone.

Only the serving side may score a point. Play ends for a point when one side commits a *fault*. Faults include:

- not hitting the serve into the opponent's diagonal service zone
- not hitting the ball beyond the net
- hitting the ball or not hitting after the 2nd bounce on one side of the net
- hitting the ball out of bounds
- volleying the ball on the service return
- volleying the ball on the first return by the serving side
- stepping into the non-volley zone (the first seven feet from the net, also known as the 'kitchen') in the act of volleying the ball.

Volleys

A player may enter the non-volley zone to play a ball that bounces and may stay there to play balls that bounce. The player must exit the non-volley zone before playing a volley. When the ball is outside the non-volley zone, the player must let the ball bounce before hitting the ball.

The server or server and partner usually stay at the baseline until the first return has been hit back and bounced once.

At the beginning of a doubles game before any serving, the score is 0-0. Then the side serving first gets only one fault before their side is *out*, meaning that their opponents serve next. After the first fault each side gets 2 faults (one for each team member serving) before their side is "out". Being out does not award a point.

Playoffs

There will be no playoff games. Each team will play 8 round robin games throughout the semester.