1) **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC.** ID checks may be made to verify eligibility of players. Players without proper ID may not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.

2) Players must use approved paddle. All equipment is available for checkout at the SRWC front desk.

3) All matches will consist of the best two out of three games.

4) A game shall be won by the player who has earned 11 points with a two point advantage. If the score is tied 10-10, then the first player to gain a two point advantage is the winner.

5) Only the server may score points.

6) A coin toss will determine which player serves first. If a third game is necessary, a second coin toss will determine who serves first for the final game.

7) Game play:
   a) Only an underhand swing of the paddle is permitted in serving. The service is considered overhand and illegal if the ball, at the instant of being struck, is higher than the server's waist.
   
   b) The ball must be hit in the air on the serve. It is not allowed to bounce and then be hit.
   
   c) The server stands in his/her right-hand half of the court and serves to the opponent's right-hand half of the court. If the server wins the point, he/she serves the next time from his/her left-hand half of the court, and will continue to alternate until they lose their serve.
   
   d) A legal serve must land beyond the non-volley zone (see below) and within the designated service area.
      i) There is a "non-volley" zone that extends 7 feet on either side of the net. All volleying (hitting the ball in the air without letting it bounce) must be done with the player's feet behind the non-volley zone line.
      ii) If a player steps over the line on his/her serve follow through, it is a fault.
   
   e) A "let" occurs if:
      i) A served ball touches the net, but otherwise would have been a good serve.
      ii) The ball splits or becomes fractured during a rally.
   
   f) Each player must play his/her first shot off the bounce. That is, the receiving player must let the serve bounce before playing it, and then the serving player must let the return of the serve bounce before playing it. After the two bounces have occurred, the ball can be either volleyed or played off the bounce.
   
   g) A fault made by the server puts the server out and his/her opponent is awarded the serve. A fault made by the player receiving the serve will result in a point for the server.
   
   h) Faults occur under the following conditions:
      i) If the ball is served overhand
      ii) If the ball is served and it falls into the wrong half of the court, before the non-volley zone, beyond the long-service line, or outside the sideline
      iii) If the ball falls outside the boundary lines, or fails to cross the net
      iv) If a player is inside the non-volley zone and volleys the ball
      v) If a player volleys the ball before it has bounced once on each side of the net

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**Revised 08/2012**

For complete information on general intramural information and sportsmanship policies visit www.washburn.edu/getfit