Table of Contents

Pickleball .................................................................................................................................................. 3
Indoor Volleyball ................................................................................................................................... 4
Doubles Tennis ......................................................................................................................................... 5
Soccer ....................................................................................................................................................... 6
Table Tennis ............................................................................................................................................... 7
3v3 Basketball ......................................................................................................................................... 8
Cornhole ..................................................................................................................................................... 10
Anomaly Clause ....................................................................................................................................... 10
**Pickleball**

*The Following are general rules. Pickleball games will follow the rules outlined by USAPA*

**Team:**
- A team is comprised of 2 participants (2 men or 2 women)
- Each organization can enter up to 12 teams

**Uniform/Equipment:**
- Intramural Sports will provide paddles and balls

**Timing:**
- Game start time is forfeit time
- Grace can be awarded to an opponent if and only if a representative of that team is signed in
  - Grace is 10 minutes
  - Four points are instantly given to the team who grants grace

**Scoring:**
- A team can only score a point when serving.
- Points are scored by the serving side only and occurs when the opponent faults
- A player who is serving will continue to do so until a fault is made by the serving team.
- Each game is played to 11 points, must win by 2 points.
- In order to win the match, your team must win 2/3 games

**During Play:**
- Player must keep one foot behind the back line when serving. The serve is made underhand. The paddle must pass below the waist.
- The serve must be made while the ball is in the air, it cannot bounce beforehand.
- One serve attempt is allowed, unless the ball lands in the volley zone and touches the top of the net beforehand. In that case, the server is given another attempt.
- At the start of each new game, the 1st serving team is allowed only one fault before giving up the ball to the opponents. Thereafter, both members of each team will serve and fault before the ball is turned over to the opposing team.
- Players may toss a coin or rally the ball until a fault is made. Winner of the toss or rally has the option of serving first or not serving first.
- Player in RIGHT HAND court serves diagonally across court to receiver in opposite RIGHT HAND court when their score is an even number (0, 2, 4…). The ball must clear the non-volley zone and land in the RIGHT HAND serving court.
- Player in LEFT HAND court serves diagonally across court to receiver in opposite LEFT HAND court when their score is an odd number (1, 3, 5…). The ball must clear the non-volley zone and land in the LEFT HAND serving court.
- Server 1 will serve, alternating service sides after each point is won, until a rally is lost or fault is called on the server’s team. After Server 1’s team loses a rally or faults, Server 2 will serve from the correct position and will alternate serving positions as long as the serving team continues to win points.
- The receiver must let the ball bounce before returning the serve.
- Serving team must also let the return bounce before playing it.
- After the two bounces have occurred, the ball may then be either volleyed or played off the bounce until a fault is made.
- If the fault is made by the receiving team, a point is scored by the serving team. When the serving team wins a point, its players will switch courts on their side and the same player will continue to serve. When the serving team makes its first fault, players will stay in the same court and the second partner will then serve. When they make their second fault they will stay in the same courts and turn the ball over to the other team.
- Players switch courts only after scoring.
- A ball landing on any line is considered good.

**Fault:**
- Stepping into the non-volley zone and volleying the ball.
- Volleys the ball before it has bounced once on each side of the net while receiving the serve or the ball hit immediately after.

**All-University Tournament Eligibility:**
- In order to be eligible to compete in the All-University Tournament, teams must:
  - Be the top team of their division
  - Obtain a cumulative sportsmanship rating of 3.0 during the regular season.
Indoor Volleyball

The following are general rules. Volleyball matches will follow the rules outlined in the NIRSA Volleyball Rules Book.

Team:

- A team consists of six (6) players. Four (4) players are required to start a game.

Uniform/Equipment:

- The following items are required uniform pieces:
  - Jerseys must have a number on one side; pennies will be available for those who do not have a number.
- The following items are prohibited:
  - Hats with an exposed hard bill.
  - Cowboy boots, sandals or playing without shoes
  - Jewelry, including watches, rings, earrings, etc. Medical information tags are allowed as long as it is taped to the skin.
- Players will be asked by the referee to remove any illegal equipment. Failure to do so in a timely manner will result in player disqualification.
- The following items are allowed:
  - Gloves.
  - Knit or stocking cap, headband, rubber or cloth bands to control hair.

Timing:

- Game start time is forfeit time.
- Games are best two-out-of-three
- Grace can be awarded to an opponent if and only if a representative of that team is signed in.
  - Grace is 10 minutes
  - 5 points are instantly given to the team who grants Grace
- Each team awarded 1 timeout per set. Timeouts will last 30 seconds.

Scoring:

- Rally scoring: A team will score a point every serve, with the exception of a violation that leads to a re-serve
- Sets are best two-out-of-three
  - The first two games are played to 25 and the third is played to 15
  - Games do NOT have to be won by two

During Play:

- Must get the ball over the net and land on opponents’ side within three hits
- Must wait for the official’s signal to serve
- If it hits a goal or anything on your side, it is playable, but it still must be returned in 3 hits or less.
  - Exception: Side walls on Courts 1 and 4.
- If it hits the ceiling and lands on your side, it is playable, but if it lands on the other side it is out
- If another ball enters the court during play, the volley is blown dead by the official and the point is replayed
- A block is not included in one of your 3 hits
- If the ball hits the antenna, it is out
- In order for a player from the back court to attack, they must leave the ground behind the 10 ft. line
- A player can only sub for the same player the entire game
- Each team gets one 30 second timeout per game
  - The clock does not stop on a time out
  - The winning team may not call a timeout

Common Foul:

- Double Hit, a single player cannot hit the ball twice in succession
  - A block does not count as a hit, so the same player who blocked can then make another hit
- Net Violation, at no time during a live ball may a player on either team, whether playing the ball or not, touch the net
- Foot Fault, during the serve, the server must stay behind the serving line
  - If the server jumps to serve, they must leave the floor before crossing the serving line
- Center Line Violation, no part of a players body may cross the center line (net line) under the net during play

All-University Tournament Eligibility:

- In order to be eligible to compete in the All-University Tournament, teams must:
  - Be the top team of their division
  - Obtain a cumulative sportsmanship rating of 3.0 during the regular season.
- In addition, at-large bids may be awarded at the discretion of the Championship Selection Committee.
Doubles Tennis

*All games will follow USTA rules excluding those modified by Baylor Intramural Sports.

Team:
- A team is comprised of 2 participants (2 Male, or 2 Females)

Uniform/Equipment:
- Equipment:
  - Players must bring their own rackets.
  - Intramural Sports will provide the game balls.

Timing:
- Game start time is forfeit time.
- Grace can be awarded to an opponent if and only if a representative of that team is signed in.
  - Grace is 10 minutes
  - 1 game is instantly given to the team who grants grace

Scoring:
- Participants will play one set.
  - A set is won by the first team to win six games.
  - No tiebreakers.
  - Standard tennis scoring will be applied
- Teams must report their scores to the Intramural Staff following each match.

All-University Tournament Eligibility:
- In order to be eligible to compete in the All-University Tournament, teams must:
  - Be the top team of their division
  - Obtain a cumulative sportsmanship rating of 3.0 during the regular season.
- In addition, at-large bids will be awarded at the discretion of the Championship Selection Committee.
Soccer

*The following are general rules. Detailed rules are outlined in the National Federation (High School) Rules Book.

**Team:**
- A team is comprised of 8 participants (7 on the field, 1 in the goal). 6 participants are required to avoid a forfeit.

**Uniform/Equipment:**
- Each team must wear uniformly colored numbered shirts that contrast with the opponent's shirts.
  - Numbered pennies will be available for checkout on-site.
- Shoes with metal cleats, metal tipped cleats, plastic cleats with sharp edges (i.e. baseball cleats), or any other shoes deemed unsafe by a Graduate Assistant or Supervisor may NOT be used.
- Shoes with rubber, nylon, or blunt plastic cleats may be worn.
- Jewelry must be removed before a player can participate.

**Timing:**
- Game start time is forfeit time
- Games will consist of two 20-minute halves with a 5-minute halftime.
- There will be no overtime during pool play.
- Grace can be awarded to an opponent if and only if a representative of that team is signed in.
  - Grace is 10 minutes
  - 1 goal is instantly given to the team who grants Grace
- During the playoffs, games tied at the end of regulation will continue with one 5-minute overtime
  - If the score is still tied, the game will be decided by penalty kicks.

**During Play:**
- A regulation ball will be provided for all matches. However, if both team captains agree, a substitute ball (provided by either team) may be used instead.
  - Individual teams must provide practice balls.
- All substitutions must take place at the mid-field area.
  - The exiting player must be off the field prior to the substitute entering the field.
  - Both teams may substitute an unlimited number of players on throw-ins, goal kicks, after a goal is scored, at halftime, when a player is cautioned (yellow card), and during an injury.
- Goalkeeper Restrictions:
  - On any occasion when a player deliberately kicks the ball to his/her own goalkeeper below the knees, the goalkeeper is not permitted to touch it with his/her hands.
  - This rule also applies to the throw-in.
  - During penalty kicks, the goalkeeper may move laterally along the goal line.
  - Goal kicks can be taken from anywhere inside the goal area.

**Common Foul:**
- Any player receiving a yellow card must be substituted for and may not return until the next legal substitution opportunity. If the referee stops the game for an injury, the injured player may be substituted for.
- Slide tackles are permitted. Any player using an illegal slide tackle (from the side or from behind) will receive a yellow card.
- Offside:
  - A player is in an offside position if that player is nearer to the opponents' goal line than the ball unless:
    - The player is in his/her own half of the field of play
    - The player is not nearer to the opponents' goal line than at least two of the opponents. A player shall only be penalized for offside position if, at the moment the ball touches/is played by a teammate, that player is, in the opinion of the officials
      - Interfering with play or an opponent
      - Seeking to gain an advantage by being in that position.
  - A player shall not be penalized for offside position if he/she receives the ball directly from a goal kick, corner kick, throw-in, or drop by an official.

**All-University Tournament Eligibility:**
- In order to be eligible to compete in the All-University Tournament, teams must:
  - Be one of the top two teams of their division
  - Obtain a cumulative sportsmanship rating of 3.0 during the regular season.
- In addition, at-large bids will be awarded at the discretion of the Championship Selection Committee.
Table Tennis

*The following are general rules. Table Tennis games will follow the rules outlined by USA Table Tennis.

Team:
- A team is comprised of 1 participant
- Four entries per organization will receive intramural points
  - Organizations are limited to no more the twelve (12) entries

Uniform/Equipment:
- Paddles may be checked out from the SLC Front Desk with a valid Baylor ID or players may choose to bring their own.
- Table tennis balls will be provided.

Timing:
- Game start time is forfeit time.
- A 45-minute time limit has been established for each contest.

During Play:
- The match is played 2 out of 3 games to 21.
  - Must win by two.
- Players will alternate service after every 5 points
  - Players must decide on their own who serves first.
  - If a player is at Game Point (20), the other player will serve, regardless of whose turn it is to serve
    - Cannot lose on the serve
- Each participant will play a maximum of two games
- Matches will be assigned a specific time and game table
  - Players must complete their match during this time
- Intramural Sports will provide a scorekeeper
  - Teams will report their scores after each match.

All-University Tournament Eligibility:
- In order to be eligible to compete in the All-University Tournament, teams must:
  - Be the top team of their division
  - Obtain a cumulative sportsmanship rating of 3.0 during the regular season.
- In addition, at-large bids will be awarded at the discretion of the Championship Selection Committee.
3v3 Basketball

*The following are general rules. Detailed rules can be found in the NIRSA Basketball Rules Book.

Team:

- Games are 3-on-3. Only 5 players may sign in per team for a single game.
- Two players are required to avoid a forfeit.
- Substitutions may be made after a basket, a foul or stoppage of play.

Uniform/Equipment:

- The following items are required uniform pieces:
  - Opposing teams must wear contrasting colored jerseys with a visible number on at least one side. These jerseys must be always tucked in.
  - The following items are prohibited:
    - Hats with an exposed hard bill.
    - Jewelry, including watches, rings, earrings, etc.
    - Medical information tags are allowed as long as it is taped to the skin.
  - Players will be asked by the referee to remove any illegal equipment. Failure to do so in a timely manner will result in player disqualification.
  - The following items are allowed:
    - Knit or stocking cap, headband, rubber or cloth bands to control hair.
  - Intramural Sports will provide the game ball.
    - No other ball can be used for safety of Participants and Staff.

Timing:

- Game start time is forfeit time.
- Grace can be awarded to an opponent if and only if a representative of that team is signed in.
  - Grace is 5 minutes
  - 6 points are instantly given to the team who grants grace
- Games will consist of two 10-minute halves running continuously.
  - The clock will NOT stop.
  - There will be a two-minute halftime.
  - There are no timeouts. In case of injury, the court supervisor for the affected game will keep time.
- Overtime (only in All-University Tournament)
  - Winners need only win by one point. If a game is tied at the end of regulation, the winner will be determined by a shootout. A coin flip will decide the order that the teams shoot. Each player will shoot one free throw. The team with the highest total made will be the winner. If there remains a tie, a sudden-victory shootout will occur (equal opportunities, until one team makes and other misses). The clock will NOT stop.
- All converted foul shots will count as one point. All baskets beyond the 3-point line will count for two points.
  - Each team will be required to take a shot at the basket within 15 seconds after taking possession. The rule has been implemented to eliminate a team from stalling to retain possession near the end of the game. Violations of this rule, including non-legitimate shots, will result in an offensive turnover and possession for the defending team.
  - If a team has a 30-point lead at any time, the game will be ended.

Scoring:

- Captains are the only players permitted to talk to any referee.
- The referee's decisions are final in matters pertaining to the game.
- To enter the game, subs must check in at the score table and wait for the referee to wave you in.
- The “check-line” shall be the three-point line.
- Dead Ball: During any dead ball, the ball must be checked beyond the three-point line above the free-throw line.
- Live Ball: During live ball play, the player with possession of the ball must have both feet touch beyond the three-point line.
- Fouls:
  - If an individual receives 5 fouls, they foul out of the game.
  - If a team commits 7 fouls in a half, the opposing team will receive the bonus and shoot a 1 and 1 for each subsequent foul the rest of the half.
- Technical Fouls
  - Any person charged for profanity, intentional flagrant fouls, and any other unsportsmanlike behavior will be given a technical foul.
  - Any person using profanity will then be automatically ejected from the game, and the team will receive a 2.0 sportsmanship rating.
  - The opposing team will shoot 2 free throws and get the ball back. If a team receives 3 technical fouls in 1 game, they will automatically forfeit.

All-University Tournament Eligibility:

- In order to be eligible to compete in the All-University Tournament, teams must:
  - Be one of the top two teams of their division
  - Obtain a cumulative sportsmanship rating of 3.0 during the regular season.
- In addition, at-large bids may be awarded at the discretion of the Championship Selection Committee.
Spikeball – Co-Rec

Team:
- A team is comprised of 2 participants (1 male, 1 female)

Timing:
- Game start time is forfeit time.
- A 15-minute time limit has been established for each contest.
- Grace can be awarded to an opponent if and only if a representative of that team is signed in.
  - Grace is 5 minutes
  - 5 points are instantly given to the team who grants Grace

Scoring:
- 1st team to 21 wins (win by two, cap of 25).
- Score is rally (you can score whether serving or not)
- If the opposing team cannot return your shot, you have scored

During Play:
- Team One serves by hitting the ball off the net towards Team Two.
- Team Two has up to use a minimum of 2 hits, and no more than 3 hits between them before returning the ball to the net. (It is NOT required that you use all 3 hits before returning it back into the net.)
- After the serve, each team has up to 3 hits to get the ball back into the net.
- This continues as a volley until one team cannot return the ball.
- Rally scoring is used.
- If a team wins a point, they will then serve the next point.
- To determine who serves first, the teams should volley.
- Serving:
  - The “get in play” method will be used, with the serve being a playable ball where the opposing team can return it with little effort
  - Once the game has begun, each team alternates the service between players.
- Once the ball is in play, there are no longer “sides”. Each team member can run anywhere at any time. Teams switch serving sides once the first team reaches 11 points.
- Teams must always put forth an honest effort to get out of the way of the “hitting” team. If a solution is unclear, the point becomes a do-over.
- If your shot hits the rim, then the other team scores
- If your shot hits a “pocket” (kind of net and kind of rim) you do the point over.
- If your shot does not bounce off the net, the other team scores
- In order for the ball to be in play, after hitting the net, it must clear the rim. If it doesn’t, it is the other teams point. (Ball cannot bounce twice on net after a shot)
- You cannot use your legs, but chest and arm shots are legal.
Cornhole

Team:
- A team is comprised of two players
- A team must have both players to start a game. If fewer than two players are ready to play at game time, a forfeit will be declared.

Timing:
- A 20-minute time limit has been established for each contest.
- Game time is forfeit time

Scoring:
- A game is played to 21 points EXACTLY.
- A bag that goes in the hole is awarded 3 points.
- A bag that lands on the board is awarded 1 point.
- The difference between the opponents is taken for the score
  - Ex: I score 6 points, YOU score 4 points, so I get 2 points for that round.

During Play:
- If a team “busts,” or exceeds 21 points, they will return to 15 points.
- Delivery of the bags will alternate between teams.
- Delivery of the bags will occur from either the right or the left of the board. The player’s foot may not cross the front of the board.
- The score is taken after ALL bags have been thrown
  - In the event a player hits the opponent’s bag in of the hole or off the board, that is a part of the game
- Bags that hit the ground and bounce up on the board are not to be scored, and should be removed immediately.

Anomaly Clause

All games will follow the specific sport organizations rules. All rules are not permanent and can be modified by Baylor Intramural Sports Assistant Director or Coordinator for safety, competition, and effectiveness of the Intramural Sports Program.