**PVTC Pickleball League Rules – Updated 2024**

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**Team Rosters**

* The league fee is due at time of registration.
* Players must be at least 18 years of age. A copy of a valid photo ID and a signed waiver form (if you don’t have one on file) is required for all players on your roster.
* The team captain is responsible for collecting and turning in waivers and IDs and will be the primary point of contact for all communications throughout the season.
* Each team must have a minimum of 4 players (and a max of 6 players) for each weekly match. A maximum of 10 rostered players is allowed per team for the season.
* **Only 6 people may play on any given day due to limited space and parking.**
* Players may not play in a lower skill level than they’re rated.
* Teams may not add or delete players to the roster after Week 1 of league.
* Due to illness, injury and personal schedules we highly recommend you carry the maximum number of players.

**League Format**

* The league will play in a doubles, round robin format.
* Standings will be updated and sent out weekly.

**Divisions**

* 3.0 Skill Level = Intermediate
* 3.5 Skill Level = Advanced Intermediate
* 4.0 Skill Level = Advanced
* A more detailed definition of skill levels can be found on [www.usapickleball.org](http://www.usapickleball.org/).

**Rules & Regulations**

* **Teams can enter the courts 30 minutes prior to league, but one member from your team must check in with the front desk to see what courts are available and which court they can be assigned to. You may have to share the open courts with other teams, so we appreciate your cooperation.**
* Member reservations have priority and must be able to finish games/playing up until the start of league. **PLEASE DO NOT** enter or linger on their courts during their reservation.
* NOTE: Captains should arrive 10 minutes early and MUST have a hardcopy of their lineup prior to coming to the front desk. At the front desk, captains will copy that exact lineup onto the official scoresheet, then leave their hardcopy with the staff.
* If you finish league games early, you are welcome to stay and play until the end of your league slot.
* When completing the score sheet, please ensure you legibly fill out your team info in your respective area, ie … if you are Home Team, you should be completing the Home Team section for both Rounds 1 & 2 (even though the Home Team does not serve first in 2nd Round). Both Captains should record their scores on the Court Copy after each game. Once all games are completed, Captains should sign to validate the final results, tally their total games won at the bottom, and turn the scorecards in to the front desk.
* Games are played to 11 points, win by 1.

- Teams will switch sides when one team reaches 6 points.

- There will be NO official time outs except medical related.

- If a player is injured during a game, that player can be issued a medical timeout. If that

player is unable to continue, a player not currently in the game can be substituted in. It

is the decision of the injured players team to decide which player will play. If the injured

player decides they can continue after being subbed out, they must wait until the

conclusion of round one to be eligible to play in round two. If the injured player cannot

continue into the second round, that team may not shuffle their lineup. Eligible

substitutes for the injured player must come from players who are not in the lineup at

the time of the current game. If a team does not have subs and the injured player

cannot continue, any game that the injured player was scheduled to play will be

forfeited.

- There will be a 5-minute grace period for the first game only.

- If the team does not have the minimum number of players at the 5-minute mark, they

must forfeit any game that player was scheduled to play. This will continue until the

4th player arrives.

- Players in all leagues must rotate partners each game and only play with

the same partner once each round.

- Mixed doubles play format is 1 WD game, 1 MD game and 4 MXD games per round.

- The maximum number of games played per person, per round is 3.

- Only rostered players may play.If a non-rostered player is used in a game, that game

will be considered a forfeit and will not count towards a win.

- Captains have the option of playing or not playing anyone on their roster.

**Point System & Playoffs**

- Points are given separately for Round 1 and Round 2. Teams will get 2 points for a win, 1 for a tie, and 0 for a loss.

- A player must play in at least 1 week of regular league games in order to participate in

playoffs.

- Teams may advance to the playoffs based on points accumulated during the regular season.

- If there is a tie going into playoffs, the tiebreaker will be determined by head-to-head, then games won overall, and then total points scored.

- If there is a tie during the playoffs, it will come down to total points scored. If this is also a tie, you may flip a coin or play rock, paper, scissors to determine who advances.

- The league will follow the USA Pickleball/International Federation of Pickleball (IFP)

rules found on [www.usapickleball.org](http://www.usapickleball.org/).

**Division Movement**

- Any player observed to be playing in the wrong skill level division will be notified and

moved to ahigher skill level division.

-Any team who wins consecutive league championships will be moved to a higher division.

* In order to move down a division, a team must lose consecutive seasons.

**Officiating**

- The games will be self-regulated -- call balls in/out of bounds fairly.

- Any players sitting on the sidelines may NOT make calls, coach during play, or make any gestures to their teammates that insinuate something towards coaching.

- If a ball is questionable, it should be called “in”.

- ***Each team calls their own balls in/out on their side of the court only*.** If your team is unsure or did not see the ball, then the opponent gets the benefit of the doubt on line

calls.

- A player may appeal a call to the opponent’s partner and respectfully accept the

decision.

* If a team is unsure of a line call they may ask the opponent if the opponent was in a better position to see the ball. An opponent’s opinion, if requested, should be accepted.
* Kitchen Line foot faults are made by the opposing team. The first call is a warning but if the infraction is made again, play stops and the team that made the fault loses that point.
* If an incorrect score is called while serving, play can be stopped for correction BEFORE the return of serve is hit. The serve will be replayed. IF play is stopped AFTER the return of serve is hit, then it is considered a fault.
* The score must be called prior to contact with the ball on the serve. The point must be played once the server has contact with the ball and play must continue.

**Equipment & Clothing**

- All players must provide their own paddles.

- Game balls will be provided, however warmup balls are not.

- Clothing – players are to avoid wearing clothing that closely matches the color of the

ball

**Court Rules**

- Players are expected to leave the court promptly upon the conclusion of the blocked

time for the league.

* Courts will be reserved for each league game.
* Any player or spectator NOT on the roster for the day, must sit in the Patio Area.
* Rostered players may NOT use cell phones while on the court as it is distracting to other players.
* Water only on the courts. Please try and abide by this rule. Sugary drinks have left stains on our courts.

**Etiquette**

**-** The league is here to provide fun, friendly competition for those that love the game.

**-** Recreation is the focus of this league.

**-** Swearing, negative taunting or poor sportsmanship at any time is not tolerated. If

disrespect is found between teams, the offenders will forfeit games and/or will be

subject to removal from the league.

- Discipline is at the discretion of Taylor Gorretta/PVTC.

- If a team continues to violate the rules and regulations, Taylor/PVTC have the right to suspend and/or remove the team from the league.