

St. Charles Park District

Pickleball Round Robin League Rules 2022

League Setup

- This league will be played as a round robin. In the time allocated to each round robin league (90 minutes) you will play six games, each with a different partner and against a different pair of opponents.
- It is important that players arrive AT LEAST 10 minutes before the round robin is scheduled to start. Late arrivals will be replaced and simply not allowed to play.
- There are two different leagues; Beginner and Competitive.
- A Beginner player is considered is a player that has just started to play pickleball. They have a limited experience and are continuing to learn the game as they play.
- A competitive player should display consistent and dependable strokes, including directional control and depth on both forehand and backhand shots. Reliable serves, lobs, overheads, approach shots and volleys and can use spin shots with some success. Players should demonstrate 3rd shot strategies and drop shots. Competitive players also have a full understanding of the rules. The competitive league is structured for players who know the game and possess a higher skill level.

Gameplay

- League will play in a random doubles format, which is assigned before the start of the season.
- You are assigned a number before the start of the season, and this number will remain the same throughout the league.
- Your number will dictate which court you play on, with whom you are playing as a partner and against which opponents.
- The winner of a volley for serve will determine the team who serves first.
- Games are played to 11 points. First team to 11 wins, you do not need to win by 2.
- Rules and games are played based on the USA Pickleball Association (USAPA rules can be found here; <https://usapickleball.org/wp-content/uploads/2021/01/2021-Rulebook-Indexed-FINAL-01-22-21.pdf>).
- At the end of each game, teams must record their scores with the league supervisor. Each team member will receive the same score for the round.
- There will be no more than 2 minute breaks between games.
- This is designed to be recreation, fun play.
- Scores will be totaled up at the end of each week and ranked from highest to lowest total points.

Substitutions and No Shows

- If a match is missed, it will not be made up.
- If you cannot make a scheduled date, please let the league director know as soon as possible. They will work on finding a sub for you. The league director can be reached at mhatheway@stcparks.org.
- If you are unable to play and a sub has been found for you, your score for the missed week will be an average of the previous 2 weeks of your own score, minus 6 points.
- If you have 2 no shows in a league, you will not be able to continue to play in the current league, and you will sit the next league out.
 - A no show is defined as the following;
 - you have not contacted your League Manager that you cannot play at least 2 hours before the start time of your league.
 - You arrive 10 minutes or more late to your league and game play has already started. Late arrivals will be replaced and simply not allowed to play.
- If you are a no show (you have not contacted your League Manager that you cannot play), you will forfeit your games that week and will receive 0 points.
- If your court has a no show, then the players will play as singles and rotate into the game every 3 points. A winner is determined when one player reaches 11 points and has won by 2 points. The singles play will be played on half the court.

Officiating

- The games will be self-officiated
- Each player will be asked to be honest in calling hits in or out
- If a player is found to be intentionally cheating consistently, their team will forfeit the game they are in and they player may be asked to leave the league.
- Each team calls their own balls in or out on their own side of the court. If your team is unsure or did not see the ball, then the opponent gets the benefit of the doubt on the line calls made.
- Line calls should be promptly signaled by hand or voice, regardless of how obvious they may be.
- No player should question an opponent's call unless. A player should ask the opponent's opinion if the opponent was in a better position to see the call. An opponent's opinion, if requested, should be accepted.
- If you feel like one team or another is not calling balls fairly please contact the league manager. The league manager will have Pickleball rules available if there are questions on calls.

Etiquette

- The League is here to provide fun, friendly competition for those who 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 players, offenders will forfeit games and will be subject of dismissal from the league.
- All discipline is at the discretion of the league director.
- Have fun, be courteous, & enjoy the friendly competition.

Insurance

- The St. Charles Park District does not provide insurance to cover injuries that occur during games or practice leagues. Players participate at their own risk.



USA PICKLEBALL OFFICIAL RULES

Basic Rules

- Pickleball is played either as doubles (two players per team) or singles; doubles is most common
- The same size playing area and rules are used for both singles and doubles

The Serve

- The server's arm must be moving in an upward arc when the ball is struck.
- Paddle contact with the ball must not be made above the waist level.
- The head of the paddle must not be above the highest part of the wrist at contact.
- A 'drop serve' is also permitted in which case none of the elements above apply.
- At the time the ball is struck, the server's feet may not touch the court or outside the imaginary extension of the sideline or centerline and at least one foot must be behind the baseline on the playing surface or the ground behind the baseline.
- The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- Only one serve attempt is allowed per server.

Serving Sequence

- Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault *(except for the first service sequence of each new game).
- The first serve of each side-out is made from the right/even court.
- If a point is scored, the server switches sides and the server initiates the next serve from the left/odd court.
- As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
- When the first server loses the serve the partner then serves from their correct side of the court (except for the first service sequence of the game*).
- The second server continues serving until his team commits a fault and loses the serve to the opposing team.
- Once the service goes to the opposition (at side out), the first serve is from the right/even court and both players on that team have the opportunity to serve and score points until their team commits two faults.
- In singles the server serves from the right/even court when his or her score is even and from the left/odd when the score is odd.
- *At the beginning of each new game only one partner on the serving team has the opportunity to serve before faulting, after which the service passes to the receiving team.

Scoring

- Games are played to 11 points, win by 2, and points are scored only by the serving team. Tournament games may be to 15 or 21, win by 2.
- When the serving team's score is even (0, 2, 4, 6, 8, 10) the player who was the first server in the game for that team will be in the right/even court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left/odd court when serving or receiving.

Two-Bounce Rule

- When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces.
- After the ball has bounced once in each team's court, both teams may either volley the ball (hit the ball before it bounces) or play it off a bounce (ground stroke).
- The two-bounce rule eliminates the serve and volley advantage and extends rallies.

Non-Volley Zone

- The non-volley zone is the court area within 7 feet on both sides of the net.
- Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.
- It is a fault if, when volleying a ball, the player steps on the non-volley zone, including the line and/or when the player's momentum causes them or anything they are wearing or carrying to touch the non-volley zone including the associated lines.
- It is a fault if, after volleying, a player is carried by momentum into or touches the nonvolley zone, even if the volleyed ball is declared dead before this happens.
- A player may legally be in the non-volley zone any time other than when volleying a ball. ☐ The non-volley zone is commonly referred to as "the kitchen."

Line Calls

- A ball contacting any part of any line, except the non-volley zone line on a serve, is considered “in.”
- A serve contacting the non-volley zone line is short and a fault.

Faults

- A fault is any action that stops play because of a rule violation.
- A fault by the receiving team results in a point for the serving team.
- A fault by the serving team results in the server’s loss of serve or side out.

Determining Serving Team

- Any fair method can be used to determine which player or team has first choice of side, service, or receive. (Example: Write a 1 or 2 on the back of the score sheet.)