

UNION PARKS & RECREATION DEPARTMENT (UPRD) PICKLEBALL LADDER LEAGUE RULES

7/2020

I. Philosophy

- A. This tournament is hosted by the Union Parks and Recreation Department (UPRD) as a recreational and competitive activity. We hope that all teams will follow our philosophy of friendly competition in a recreational setting. You can be competitive and courteous at the same time. Respect your opponents. With this philosophy in mind, the following rules will apply.

II. League Guidelines

- A. The format of play is designed so that players play mostly with others of similar skill levels.
- B. Your ranking on a ladder is based upon your winning percentage (the ratio of points won to total points possible).
- C. Players will move up or down the ladder based upon their winning percentage. The results of the previous weeks of play will be used for this calculation. Each week, players will be placed in groups of 4 or 5 in the order of their ranking on the ladder for match play.
- D. For the first week, groupings will be done trying to put people with similar skill level to the best of UPRD's ability. If enough participants, then UPRD may divide participants into two leagues (recreational and competitive).
- E. Groupings and schedules will be created the Sunday before the games are played. If you are unable to play during a given week, please notify UPRD by Friday morning to ensure the game schedule can be adjusted accordingly. If you realize after schedules are out that you will not be able to play, please find a sub to take your place.
- F. **Please text Mandy at 636.234.4482 by Friday if you cannot make the game on Monday.**
- G. **The only time subs will be allowed is if at last minute the player can't make the game. They will have to sign participant release prior to playing.**
- H. The number of games played and the number of points per game will be determined by the number of players assigned to each court. If 4 players are assigned to a court, players will play three 15-point games in a round robin fashion with the other three players in the foursome. If 5 players are assigned to a court, all will play four 11-point games with the other 4 players.
- I. It is required that the players change ends of the court when one side has 8 points or 6 points depending on if it is an 15-point or 11-point game.
- J. The percentages are based only on the games that are actually played. **You will not be penalized if you are not able to participate in a given week if you notify UPRD by Friday.**
- K. After your games have been played, players record their scores on the score sheet that is available in the area.
- L. **Determining Serving Team**
Serve will be determined choosing 1 or 2. Each scoresheet will have a 1 or 2 on the back. One team looks at the number and the other team chooses a number. If you choose correctly, you can choose to serve or not serve. The other team will choose which side to start on. If you choose incorrectly, the other team will determine who serves first and you will choose which side to start on.

III. CDC Guidelines

- A. Only two courts operating at this time to keep in respect to social distance guidelines.
- B. Re-use new sanitized ball when switching games with new players. Use your own paddles.
- C. It is up to the player if they want to wear a mask.
- D. 20 people allowed in the gym at one time. Must sit six feet from each other while waiting for game to start.
- E. It is recommended that spectators don't come watch.
- F. Open play to league members from 4:30-5:30 and after games until 9:15pm.

- G. Open play during daytime at Union Auditorium are not included in the Ladder League fee. Open play Monday-Friday from 12- 3 to public every day is \$3.00.

III. Rules

The Serve

- A. The serve must be made underhand.
- B. Paddle contact with the ball must be below the server's waist (navel level).
- C. The serve is initiated with at least one foot behind the baseline; neither foot may contact the baseline or court until after the ball is struck
- D. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- E. Only one serve attempt is allowed, except in the event of a let (the ball touches the net on the serve and lands on the proper service court; let serves are replayed).

Service Sequence

- A. 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).
- B. The first serve of each side-out is made from the right-hand court.
- C. If a point is scored, the server switches sides and the server initiates the next serve from the left-hand court.
- D. As the following points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
- E. 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).
- F. The second server continues serving until his team commits a fault and loses the serve to the opposing team.
- G. Once the service goes to the opposition (at side out), the first serve is from the right-hand court and both players on that team have the opportunity to serve and score points until their team commits two faults.
- H. At the beginning of each new game, only one partner on the serving team has the opportunity to serve before faulting, then the service passes to the receiving team.

Scoring

- A. Points are scored only by the serving team.
- B. 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-side court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left-side court when serving or receiving.
- C. **Calling out scores**-The score should be called as three numbers. Proper sequence for calling the score is: server score, receiver score, then the server number: 1 or 2.
 - 1. To start a match, the score will be called as: zero – zero – two
 - 2. The server number (1 or 2) applies for that service turn only. Whoever is on the right side (depending on the score) when the team gets the serve back is the first server for that service turn only. The next time that the team gets the serve back, it might be the other player that is on the right and is therefore the first server for that service turn only. Beginning players often mistakenly assume that the player keeps the same server number throughout the game.
 - 3. First Server Exception: To minimize the advantage of being the first team to serve in the game, only one player, the one on the right side, gets to serve on the first service turn of the game. Since the serve goes to the other side when that player loses the serve, that player is designated as the second server. Therefore, at the start of the game, the score should be called, "0-0-2." The "2" indicates the second server and means that the serve goes to the other side when the serve is lost.

Double Bounce Rule

- A. 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.

B. 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).

C. The double bounce rule eliminates the serve and volley advantage and extends rallies.

Non - Volley Zone

A. The non-volley zone is the court area within 7 feet on both sides of the net.

B. Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.

C. 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.

D. It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone even if the volleyed ball is declared dead before this happens.

E. A player may legally be in the non-volley zone any time other than when volleying a ball.

F. The non-volley zone is commonly referred to as "the kitchen."

Line calls

A. A ball contacting any line, except the non-volley zone line on a serve, is considered "in."

B. A serve contacting the non-volley zone line is short and a fault.

Faults

A. A fault is any action that stops play because of a rule violation.

B. A fault by the receiving team results in a point for the serving team.

C. A fault by the serving team results in the server's loss of serve or side out.

D. **A fault occurs when:**

1. A serve does not land within the confines of the receiving court

2. The ball is hit into the net on the serve or any return

3. The ball is volleyed before a bounce has occurred on each side

4. The ball is hit out of bounds

5. A ball is volleyed from the non-volley zone

6. A ball bounces twice before being struck by the receiver

7. A player, player's clothing, or any part of a player's paddle touches the net or the net post when the ball is in play

8. There is a violation of a service rule

9. A ball in play strikes a player or anything the player is wearing or carrying

10. A ball in play strikes any permanent object before bouncing on the court

The Union Parks & Recreation Department (UPRD) and its staff will not be responsible for any injuries or accidents incurred by the players or spectators due to participation in this tournament. The department also reserves the right to change rules and/or schedules at any time.

If need any more information please contact Mandy Corum at 636-583-8471