



LEAGUE REGULATIONS

Adopted December 1, 2024

LEAGUE SUMMARY

What is Play TEAM Pickleball?

A fun way to experience pickleball competition with your friends! Represent your club or join a public team to get weekly, skill-based competition. Matches will be held at local facilities & clubs who have agreed to host PlayTeamPickleball matches. A season-long team championship will be held in each division.

League Format

- Each local league will consist of multiple divisions of organized pickleball play.
- All play will adhere to the Official Rulebook for USA Pickleball & International Federation of Pickleball where not modified in the attached league regulations.
- A team registration deadline and player registration deadline will be provided for each local league.
- A typical league season will consist of at least 6 to 8 team matches followed by a Championship match.
- A final regular season match day will be set by league coordinator and all matches, including make-up matches and games, must be made up by this date. Unresolved matches will result in default or double-default.

League Championship Determination

- Two or four teams will be identified for the Championship match(es) depending on the size of the league and will be announced with the official schedule prior to the start of the league matches.
- The top teams will be determined by the number of team matches won. If team matches total is tied, the head-to-head winner (Team Match Record first, then number of courts won in head-to-head matchups 2nd) of these two teams will determine the advancing team. If still tied, the team with the highest percentage of games won during the season will advance. If still tied, a coin flip will occur to determine the advancing team.
- A player must play at least 3 games (each team match is 3 games) to be eligible to participate in the Championship Match

Team Format

- Each team is made up of a minimum of 6 and a maximum of 14 players.
- Each team match consists of 3 doubles pairs.
- Players must be registered on playteampickleball.com prior to the start of the league match to participate. Any player whose registration is not timestamped prior to the scheduled match time will be defaulted for all games this player participated in.

Fees & Refunds

- A predetermined league fee will be set to participate, including a \$3 non-refundable processing fee for all registrations.
- Additional fees for court access or guest fees will be charged by the host facilities for each match.
- Refund requests are accepted for any player prior to their team's first scheduled team match. Once a team has played a match, all players are considered rostered and ineligible for a refund. This includes disqualified players.

DIVISIONS OF PLAY

The current divisions of play are based on the self-rated players in three categories of skill. As the league develops and more facility access becomes available, new divisions or sub-divisions will be developed to ensure fun, fair, and competitive Pickleball league play.

- Championship Divisions for a league consist of the following:

DIVISIONS *	SKILL LEVEL	AGE DIVISIONS	GENDER
Advanced	4.0+	18+ & 50+	Open
Advanced	3.8+	18+ & 50+	Women's or Mixed (18+)
High Intermediate	3.6 – 3.9	18+ & 50+	Open
Intermediate	3.25 – 3.75	18+ & 50+	Women's or Men's
Intermediate	3.1 – 3.75	18+	Mixed
Low Intermediate	3.1 – 3.5	18+ & 50+	Open
Novice	3.0 & Under	18+ & 50+	Open

- Players may play in multiple age or gender divisions in the same season. A player's self-rating must conform to the skill level minimum and maximum for the division.
- A player must be 18 years of age at the time of registration to register. For the 50+ league, age eligibility is based on the players age as of December 31st of the competition year.
- Open divisions may be comprised of any combination of men and women for team make-up and match lineup.
- Mixed divisions require that each individual game played feature one man and one woman pair.

** Local league divisions may be combined or altered at the discretion of the league coordinators with the approval of PTPB. Any teams advancing from modified divisions must compete at the highest division applicable based on the maximum rating set for the modified division.*

RATINGS

In the absence of a comprehensive, unified pickleball rating system for players, the following guidelines will be used to assign and evaluate player ratings for official PlayTeamPickleball leagues. PlayTeamPickleball will evaluate player performance at the end of each calendar year to promote a fun, fair, and competitive Pickleball league play. A further explanation is available on the [PlayTeamPickleball website here](#).

- A players rating is based off the official "[Definitions of Player Skill Ratings](#)" as set forth by USA Pickleball. All players must self-rate based on the [USAPA Player Skill Rating Definitions](#).
- Players who have a playing history with PlayTeamPickleball will be assigned a "Minimum Player Rating" at the end of each calendar year which represents the lowest self-rating they may assign themselves for league play in the next year.
- For new players with an "official" rating with DUPR, that shall be the players rating for this player for PlayTeamPickleball to assist in self-rating. Due to the instability of the DUPR rating, a DUPR rating will be considered "official" if the player has at minimum 25 DUPR rated matches recorded in the DUPR system.
- Players who under-rate and outperform their level may be disqualified and moved to the next level within the season (See Disqualification Section).
- A player or competitor may appeal or file a grievance on a players self-rating by using the [PlayTeamPickleball Appeal Form](#) found on the league website. Grievances for new players' self-rating must be received in the first two weeks of the competition season (or within two weeks of the players registration for the league).

MATCH FORMAT

Match Games & Round Structure

- Each team match consists of 9 individual un-ranked doubles games, with each round being a game of doubles with rotating opponents.
- Players play with the same partner for each round.
- Matches may be played on 2 or 3 courts.
- For matches played on 3 courts ([View Sample Scoresheet](#)), the home team will remain on the same court for each round. The rotation is as follows:
 - Round 1 – Game #1 is Home 1 vs Visiting 1, Game #2 is Home 2 vs Visiting 2, Game #3 is Home 3 vs Visiting 3
 - Round 2 – Game #1 is Home 1 vs Visiting 2, Game #2 is Home 2 vs Visiting 3, Game #3 is Home 3 vs Visiting 1
 - Round 3 – Game #1 is Home 1 vs Visiting 3, Game #2 is Home 2 vs Visiting 1, Game #3 is Home 3 vs Visiting 2
- For matches played on 2 courts ([View Sample Scoresheet](#)), the 5 round rotation is as follows (a match from the next round should start immediately as a court opens. Both matches from the previous round DO NOT have to be finished to start the next round. Either match in a round can be the first to go on.):
 - Round 1 – Home 1 vs Visiting 1 (Game #1), Home 2 vs Visiting 2 (Game #2)
 - Round 2 – Home 3 vs Visiting 3 (Game #3), Home 1 vs Visiting 2 (Game #4)
 - Round 3 – Home 2 vs Visiting 3 (Game #5), Home 3 vs Visiting 1 (Game #6)
 - Round 4 – Home 1 vs Visiting 3 (Game #7), Home 2 vs Visiting 1 (Game #8)
 - Round 5 – Home 3 vs Visiting 2 (Game #9)
- Each game is one game to 15, win by 2, side-out scoring. Game length may be modified with approval.
- The team that wins the most games is the winner of the team match

Match Play Rules

- All play will adhere to the [Official Rulebook for USA Pickleball & International Federation of Pickleball](#) unless modified in this document
- Visiting team will have **choice** of side to start the match
- Teams will switch sides when the first team reaches 8 points
- Each team will get up to a 5-minute warm-up at the start of the match & a 3-minute break between each round
- No warm-up between rounds is allowed on the competition courts that delays the start of play

Serving

- Home Team **serves first** in each game
- Serve must meet 2023 USAPA/IFP rules including: 1. Service lets are played provided the ball clears the no-volley zone; 2. Drop serve is a legal service option; 3. Applying spin or manipulation of the ball with your hand is illegal.

Balls

- Home Team provides balls for the match. The same type of ball should be used during each game and match when available. If a ball breaks, it is to be replaced by the same type of ball, if available. Any change in ball must be approved by both teams in the game.
- The Selkirk Pro S1 ball is the official ball of Championship play & the preferred ball for league play. The DuraFast 40 or Franklin X-40 are also options. If an alternate ball is used, it must be approved by the opposing captain.

Coaching & Rules Disputes

- Coaching is not allowed. Spectators or other team members may not assist in line calls or on court disputes.
- Team captains may be consulted for rules questions. If a captain is summoned to a court, a member of each team must be present to discuss the issue for resolution per [USAPA/IFP rules](#). If a resolution cannot be reached, the point should be replayed.

Time-Outs / Leaving the Court

- Each team may take **1** time-out per game.
- Players should not leave the court unless to use the restroom or a medical timeout
- Players are allowed 5 minutes for a medical timeout and must return to play. If the player is unable to return to play at this time, the game is considered a default.

SCORECARD & DEFAULTS

Scorecard Exchange

- Each captain (or acting captain) will print out the [official league scorecard](#) prior to the match
- The captain will list the three teams playing by game and submit to the opposing captain when all players are present and ready to play, no later than the scheduled match start time.

Results Submission

- The HOME team's captain will be responsible for submitting the match results via the PlayTeamPickleball website. All captains will be provided with a login to enter results. If a captain has issues with the web portal, they should submit a photocopy of the match scorecard to the league coordinator.
- Scores must be posted within 48 hours of a match, or the league coordinator has the right to default both teams.
- The VISITING team captain can enter the score and may also dispute the match results entered to the league coordinator through the PlayTeamPickleball website.

Court Defaults

- If a team does not have six rostered players available for a match, they will "default" all games that the 3rd doubles team were scheduled for and begin the match down 0-3. Being a round robin format, all 6 players from the opposing team must come to the match to play. Each of the two remaining teams will play each of the 3 opponent teams to determine the winner of the 6 games and the team match.
- If both teams only have 4 players available for a match, each team will default game 3, 5, 6, 7 & 9. Games 1, 2, 4 and 8 will be contested to determine the match winner. If the game score is 2-2 after playing these four games, the match will be decided by the team with the most points won in the four games. If the total points won is tied, each team will select 2 of the 4 players at the match to play a best of 7, win by 2, game to determine the match winner. The winning team will list a game win of 1-0 in the Game 9 score line to denote the match win.

Injuries, Substitutions & Lateness

- If a player is injured prior to the start of the team match, the team may substitute a player who is immediately ready to play and not listed on the scorecard and may adjust their lineup at the affected position only. The substituted player is entitled to a 5-minute warm up. If no substitution is made within the 15-minute default period, the default will be awarded for these games.
- A player who is injured once the match has started is not eligible to be replaced and all games left to play by this player will be listed as defaulted if they cannot continue.
- A player who is late may participate in the first game if they arrive prior to the default interval listed below or prior to the first court in the match being assigned to a court to start the match.

Match Default

- A team must be able to field a team of 4 players to contest a match. If a team fails to do so, the entire team match and nine games are defaulted.
- Any team defaulting 2 full team matches are subject to removal from the league and all matches past and present may be removed from the league record by the league coordinator.

Default Interval

- Players have a 15-minute grace period after the scheduled start of the team match.
- The start time of the match is defined by the scheduled start of the match provided that a court is available for game 1 of that match. The 15-minute default interval begins when the first game is called to their court.
- If a match has not been called to the court by 15 minutes past the scheduled start time and a player arrives, they are permitted to play in that round.
- Should a player miss the default interval, their initial game is defaulted (Game 1, 2 or 3). The late player may still participate in subsequent games (Game 4 – 9) if they arrive prior to the start of each round. No additional default interval will be provided for rounds 2 or 3 in the team match.

INCLEMENT WEATHER

Weather In Question Prior To Match

- If it is raining or the weather is questionable, do not assume the match is cancelled. Your team must show up ready to play unless play has been cancelled in advance by the facility. It is the captain's responsibility to check with facility and the other captain to determine court conditions.
- When teams have assembled to play, and weather and/or courts are questionable, or the match is interrupted by inclement weather, teams are required to wait 30 minutes past the originally scheduled match time, unless both teams agree to wait longer, or the site staff declares the courts unplayable. Do not assume the match is cancelled.

MATCH SUSPENSIONS

Match Suspended by Weather Prior or During First Round

- If inclement weather forces a match to be suspended prior to the completion of games 1, 2 and 3, the match is nullified. Captains should proceed under the "Rescheduling" guidance.

Match Suspended by Weather During Second Round

- If inclement weather forces a match to be suspended prior to the completion of games 4, 5 & 6, then:
 - If the match result is determined (a team has reached 5 court wins) through completed matches, including any defaulted games (including those in Round 3), then the match is to be suspended. Teams should complete all remaining games from Round 2. All Round 3 matches are cancelled.
 - If the match result is not determined, the entire match is nullified. Captains should proceed under the "Rescheduling" guidance.

Match Suspended by Weather in 3rd Round (Games 1 thru 6 are completed)

- If inclement weather forces a match to be suspended following the completion of Round 2, the match is considered suspended.
- Incomplete games that were in progress (first point played and beyond) must be resumed by the same players in the same positions, same side of net, same set, game score, and at the same site, (unless players have mutually agreed to play elsewhere).

** If one pair does not want to make up the suspended game, they may retire from the game and the other pair is declared the winner of that game. On the scorecard, the score as of that moment should be noted with the match status listed as "Retired". A team with lesser points won could win a game by retirement.

RESCHEDULING

Match Rescheduling

- The only matches that may be rescheduled **after** the scheduled date are those cancelled or suspended due to inclement weather.
- If both captains agree **in advance** to reschedule a match they may do so if and only if the match is completed and results submitted **prior to the originally scheduled match date**. Captains are responsible for cancelling scheduled courts and are responsible for any requisite fees if they fail to cancel properly.
- Players must contact each other to schedule their individual games and confirm make-up match date, time and location when courts are being scheduled individually.
- If a date, time, and location have been determined for a team match (or individual game), any team that cannot make the agreed rescheduled match time will default any affected games.
- Captains may change the participating players and doubles pairs for any rescheduled team match (this does not apply to resumption of suspended matches). Captains should submit a new scorecard at the start of the match.
- If captains cannot agree on a make-up day, the 14th day will be the default mandatory match date. If there is inclement weather on the 14th day, the match will be played on the 15th day or the next subsequent day as weather and court conditions permit. No matches may be played after the final league match day as set forth by the local league coordinator.

PLAYER DISQUALIFICATION

In-Season Player Disqualification Due to Illegal Self-Rating

- Any player may be disqualified from the level of play that was selected upon registration if the player outperforms the league standard performance quotient by an established margin. It is the player's responsibility to accurately self-rate for the league upon registration, even if the minimum self-rating provided by PlayTeamPickleball is lower than that which the player knows to reflect their current level more accurately.
- Periodically throughout the season, the PTPB algorithm will evaluate all players within the league to look for players whose dynamic rating exceeds the acceptable standard for that division. Any player who exceeds the acceptable standard multiple times will be deemed to be out of level and will be disqualified. All games involving this player will be disqualified, with the result being changed to a default.
- A disqualified player can move up to a higher division to participate within the season.
- There are no disqualifications at the Advanced Level.

Disqualification Due to Breach of the Code of Conduct

- At the discretion of the league, any player who violates the Play Team Pickleball Code of Conduct may be disqualified from the league. The player forfeits their entry fee and will not be allowed to continue play in the league for the term determined by the league coordinator.

WAIVER OF CLAIMS

Players participating in the Play TEAM Pickleball leagues acknowledge the risks associated with playing competitive Pickleball, accept those risks voluntarily, and in consideration of their acceptance in the Program, assume all risk for bodily injury and illness, waive all claims for illness, injury and property damage, and release and hold harmless the Play Team Pickleball organization, Local League Coordinators and the host facility, their officials, employees, and agents with respect to any injury, illness or loss caused by negligence or otherwise to the fullest extent permitted by law.

EAST COAST CHAMPIONSHIP REGULATIONS

All regulations listed in the official league regulations will apply to the East Coast Championship except for the following adjustments:

- **Player Eligibility:** End of season championship tournament eligibility **for all Novice divisions and all Intermediate Gender-specific divisions** will be determined by your PTPB Minimum Player Rating at the time of the championship event. For example, if you play down in the Fall season and your MPR is moved above that level in the Spring, you would not be able to play at the lower level in any Championship in the Spring/Summer of the following year.
- **Check-In for Each Match:** Once all 6 players are ready to play and prior to the start time of your match, an official line-up card (provided at check-in) must be turned in to the tournament desk. This must be done at least 15 minutes prior to the scheduled start of the match. At the time both teams' line-ups have been submitted, the match may be called and assigned to open courts for the match to begin.
- **Round Robin Format:** Each division will consist of a round robin preliminary round followed by a Championship match(es). Each team is guaranteed 3 team matches during the competition. Many divisions will be using the 11-point format for Round Robin matches before changing to the 15-point format for the Championship match(es).
- **Divisions with 3 Teams:** Each team will play the other 2 teams in round robin play. At the conclusion of the round robin, the top team will receive a bye to the Championship match. The remaining two teams will play a semi-final match, with games to 15, with the winner competing in the Final. The home team will be the team with the best record in Pool Play.
- **Divisions with 4 Teams:** Each team will play the other 3 teams in round robin play. At the conclusion of the round robin, the top two teams will be selected for the Championship match. The home team will be the team with the best record in Pool Play.
- **Tiebreakers (**Different for ECC):** After round robin play, the top teams will be determined by the number of team matches won. If the team's matches won total is tied, the team with the highest percentage of games won will advance. If still tied, the head-to-head winner of these two teams will determine the advancing team. If still tied, the team with the highest percentage of points won will advance. If still tied, a coin flip will occur to determine the advancing team.

REGISTRATION

Player Registration

- Sign-up at <https://www.playteampickleball.com>
- Players may sign up for an already created team or request to be placed on a team
- Captains will register their team online to get a unique team number for team members to register. It is the captain's responsibility to have a home court to host their teams' matches. PlayTeamPickleball will coordinate with the host professional/coordinator of the facility to schedule the teams home matches.
- Players must self-rate and adhere to the regulations presented in the "Divisions & Ratings" section above.

Questions? Contact service@playteampickleball.com