

PICKLEBALL

League Rules



EDMONTON SPORT & SOCIAL CLUB

CONTENTS

| | |
|--|-------------------------------------|
| 1. Facilities | 3 |
| 2. Event Coordinators | 3 |
| Roles of the EC..... | 3 |
| Roles of Players in an EC'd League | 3 |
| 3. Sportsmanship | 4 |
| 4. Rosters | 4 |
| 5. Subs | 5 |
| Who Can Sub? | 5 |
| Requesting a Sub | 5 |
| Sub Policies For Regular Season | 5 |
| Sub Policies for Playoffs..... | 5 |
| 6. Defaults | 6 |
| What is a Default? | 6 |
| What Happens When a Team Defaults? | 6 |
| 7. League Specific Rules | 7 |
| Game Format..... | Error! Bookmark not defined. |
| Scoring | 7 |
| Equipment | Error! Bookmark not defined. |
| 8. General Playing Guidelines | 7 |
| Serving and Returning | 7 |
| Violations and Faults | 9 |

1. FACILITIES

The ESSC rents all indoor facilities and gymnasiums from private facilities or the City of Edmonton Recreation Department. As tenants, players must respect the standards and rules of each facility:

- Alcohol and drugs are strictly prohibited inside any facility and in the parking lots
- Facility Operators and Caretakers should be treated with respect
- Hallways are off limits at schools; Players should never wander around the facility
- Players are expected to clean up after themselves
- Players must wear clean, non-marking shoes
- Players are responsible for any deliberate property damage within a facility
- The doors to a public school are unlocked 10 minutes prior to the permit start time. If players arrive early, they should wait outside
 - Some facilities will keep the doors locked throughout the night as a safety precaution for the Caretakers
 - **Doors should never be propped open**
- When the permit time is up, players must leave the building promptly

Any player who causes the ESSC to receive a complaint regarding a gymnasium or indoor facility rented by the ESSC will receive a \$100 fine and may be ejected from the League.

2. EVENT COORDINATORS

An Event Coordinator (EC) is a player in the league who is already registered on a team for that specific season, who has agreed to help coordinate games and manage the facility.

ROLES OF THE EC

- Arrive early, and act as the onsite contact for the facility
- Bring all required equipment and permits to the facility
- Update players with pre-game announcements
- Ensure that games start and end on time
- Record the scores and submit to the ESSC office

ROLES OF PLAYERS IN AN EC'D LEAGUE

- Record the game results on the score sheet after each game/match
- Help the EC set-up and take-down the equipment before and after the games are played

3. SPORTSMANSHIP

The ESSC encourages a fun-first, winning-second attitude in all leagues. All players are expected to abide by the ESSC sportsmanship policies, including:

- Controlling emotions and actions at all times
- Treating the facility, equipment, staff, other players, and coordinators with courtesy and respect
- Avoiding retaliation under any circumstance
- Providing feedback in a constructive manner to the EC and being open to feedback from the EC

ZERO TOLERANCE POLICY

The ESSC requires Event Coordinators to remove players from a game if they are involved with any of the following acts:

- Swearing directly at another player or the Event Coordinator
- Displaying disrespectful or threatening behavior
- Intentionally pushing, shoving or making physical contact with another player
- Making comments to instigate an altercation with another player

If a player is ejected from a game they must vacate the facility immediately. The offending player will be subject to further follow-up from the ESSC, including possible suspension/expulsion from the League

4. ROSTERS

| Format | Ideal Roster Size (F) = Female | Total # of Players Required on the Court | Total # of Females Required on the Court |
|--------|-----------------------------------|---|---|
| Co-Ed | 2 (1 F) | 2 | 1 |
| Open | 2 | 2 | 0 |

5. SUBS

For all ESSC Leagues, players are responsible for finding their own subs, it is not the ESSC's responsibility to find and/or provide subs for teams.

WHO CAN SUB?

- Anyone 18 years of age or older

REQUESTING A SUB

Recruiting a sub can be done in one of two ways:

1. ESSC Subs Lists: You can 'Request a Sub' online through your MyESSC account
2. Team Invites: Teams can bring out players that are not on the ESSC sub list (e.g. friends, family, co-workers, etc.) by inviting them to the online team roster (MyESSC)

SUB POLICIES FOR REGULAR SEASON

- Subs should be of a similar skill level to the player that they are replacing. Bringing out ringers could result in follow-up action from the ESSC
- All subs must know the rules, understand the level of play, and abide by all ESSC policies
- In cases where there are multiple ESSC games occurring in a row at a facility, a team can borrow players from the previous game only to increase their roster to the required number of players on the court/field

SUB POLICIES FOR PLAYOFFS

- Teams that have qualified for a shot at the championship can only bring in subs who have played at least one regular season game with the team
- All teams who are not playing for the championship can bring in subs regardless of how many games they have played with the team
- Prior to the first playoff game, teams must have all players who are playing in the playoff game(s) displayed as part of the confirmed roster in MYESSC, otherwise they could receive an automatic loss and will not be eligible for the championship

6. DEFAULTS

WHAT IS A DEFAULT?

A default occurs when, at the scheduled game start time, or at any time during the game, a team has fewer than the minimum number of required players. If a team chooses to leave early and quit the game for any reason, including a lack of players, the team will also be subject to the default rules.

The chart below outlines the minimum players required for each specific league in order to not default:

| Format | Minimum # of Players to Avoid Default | Default Score |
|--------------|---------------------------------------|----------------|
| Co-ed / Open | 1 (No gender restrictions) | 0 - 15; 0 - 15 |

WHAT HAPPENS WHEN A TEAM DEFAULTS?

- If a team is not at the facility at the start of the match, the team automatically defaults the first game of the match
 - If a team arrives after the scheduled start of the match, but before 15 minutes have elapsed, the team avoids defaulting the second and third games of the match
 - If a team still has not arrived 15 minutes after the scheduled match start time, the team will automatically default the second game, and therefore, the entire match
- The same rules apply to the second match in double-opponent sports
- When a default occurs, the opposing captain must choose one of the following options:
 - Enforce the default fee and mercy score
 - Waive the default fee and enforce the mercy score
 - Waive the default fee and play a regular game, not enforcing the mercy score
- In all above scenarios, the team being defaulted against is responsible for stating to the EC and any members of the defaulting team, which option they have chosen prior to the playing of any game
- In the case of a default, teams are encouraged to use the time slot to play a fun game. However, the playing of a fun game does not alter the results of scenario a) or scenario b) above

7. LEAGUE SPECIFIC RULES

GAME FORMAT

- Players should arrive 15 minutes prior to the scheduled game time
- Teams will play two matches per night against different opponents
- Each match will consist of a best-of-three games format
 - The third game is only played if necessary

SCORING

- Pickleball scoring is not rally-point; teams can only score points when they have the serve
- **Game 1** – first team to 15 points (must win by two, to a max of 21)
- **Game 2** – first team to 15 points (must win by two, to a max of 21)
- **Game 3** (if necessary) – first team to 11 points (must win by two, to a max of 15)
- A total of 5 combined points must be played in a game for the result to count
 - If the EC is required to call 'time' on a match, finish the current point
 - The score will stand as-is, unless the combined score in the current game has not reached a total of 5 points, in which case the game will not count
 - **Regular Season:** ties are allowed
 - **Playoffs:** ties are not allowed, one additional point must be played to determine a winner
- The serving player should announce the score before each serve
- Announce the serving team's score first, followed by the opponents score, and then the server number
 - Example: 13-10-2 (indicates that the score is 13-10 for the serving team, and they are on their second serve)

EQUIPMENT

- Players must wear clean, non-marking, indoor shoes
 - No outdoor shoes are allowed
- Players are encouraged to bring their own paddle, but a limited quantity will be provided the Event Coordinator
- Balls will be supplied by the Event Coordinator

8. GENERAL PLAYING GUIDELINES

SERVING AND RETURNING

SERVICE ROTATION

- Teams can use any suitable means to determine who gets to serve first in Game 1
 - Service and sides will alternate between teams for Game 2
 - If a 3rd game is required, teams must re-determine who gets serve or side
 - Teams will switch sides in Game 3 once one team has reached 5 points
- The team that starts the game with the serve, will start on their 2nd serve; they only get one service game to start
 - After this initial service game is played out, each team will always have both players serve during each remaining service game

- The serving team always starts the game with the player in the right-hand-service-court
 - If a point is scored, the server moves to the left side (odd court) and serves to the diagonally opposite court
 - Players on the serving side continue to move from the right to left or left to right each time a point is scored
- For the serving rotations that follow, serves will always start in the right-hand court, but the player serving first will vary
 - 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
 - When the first server of that game is on the right side of the court, that team's score should be even
 - If this is not the case, then either the players are positioned on the wrong side of the court or the called score is inaccurate.
- Players on the serving team alternate between the service-courts after each point
- **A maximum of 5 consecutive points are allowed per server**

RECEIVING THE SERVE

- To start the game, the receiving team must decide which court / side each of them will receive serve in
- After the initial service game, players receive serve from the court / side they last served from
- The receiving team does not alternate positions when a point is scored by the serving team

SERVICE

- Both players on the serving team must be behind the baseline at the time of the serve
- All serves must be underhand, and contacted below the waist (not on a bounce)
- The ball must land in the diagonal court, between the non-volley zone and the boundary lines
- The serve is a let if:
 - The served ball touches the net, and lands in the correct service-court area
 - When it is a let serve, that particular serve does not count and the server shall re-serve
- The receiving team makes the line calls. If there is a dispute, re-serve with no point awarded

RETURNING THE BALL

- **Double Bounce Rule:** Each team must play their first shot off of the bounce, or as a ground-stroke
 - This means that the receiving team must let the serve bounce, and that the serving team must let the return bounce before playing it
 - Once these two bounces have occurred, the ball can either be volleyed or played off a single bounce
- **Non-Volley Zone:** Also known as the "kitchen," extends out approximately 7 feet from each side of the net
 - A player cannot step on the non-volley zone line or into the zone itself when making a volley (hitting the ball in the air)
 - A player cannot enter the non-volley zone due to forward momentum after hitting a volley shot, even if contact with the ball was made outside of the zone
 - Players can enter the non-volley zone any other time, as long as they do not make contact with a ball in the air
 - Players can enter the non-volley zone to make a ground-stroke, or play a ball that bounces in the zone

VIOLATIONS AND FAULTS

Players are expected to know the Pickleball rules and call their own faults. If an obvious fault is missed, a player on the opposing team may politely point this out, assuming that their opponent either does not know the rule or missed their own fault. Generally, teams should NOT call faults against their opponents.

SERVICE FAULTS

- The server foot faults; touching the back line or court during the serve
- The server misses the ball when trying to hit it
- The ball touches a permanent fixture or post before hitting the ground
- The ball does not land in the diagonal service-court area
- The ball touches the net and lands in the non-volley zone

GAMEPLAY FAULTS

- Ball lands outside the boundaries of the court
- Ball fails to pass over the net
- Ball touches the side walls
- Ball touches a player or their clothing
- Ball is caught and held on the paddle and then slung during the execution of a stroke
- Ball is hit more than once by the same team (double hit)

PLAYER FAULTS

- **Double bounce rule** violation
- **Non-volley zone violation** “Stay out of the kitchen!”
- Failure to return the ball before it bounces twice on their side of the court
- Touching the net or its supports with a body part, paddle or clothing
- Crossing the plane of the net with their body, paddle or clothing
 - Exception: Players can cross the plane (without touching the net) if they have contacted the ball on their side of the net first

Note: Hard smashing is discouraged in ESSC Pickleball leagues, please respect the level of your opponents.