

ERIE PARKS & RECREATION



ADULT PICKLEBALL LEAGUE RULES & INFORMATION 2024

www.quickscores.com/erie

450 Powers Street
Erie, Colorado
Phone: 303.926.2550

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I. LEAGUE INFORMATION

A. MISSION STATEMENT

The Parks and Recreation Department builds community through the delivery of exceptional parks, open spaces, trails, facilities, programs and services.

B. PLAY HARD – HAVE FUN – RESPECT ONE ANOTHER

C. FACILITIES

League games will be played at the Erie Community Center, located at 450 Powers Street.

D. LEAGUE CONTACT INFORMATION

Erie Parks & Recreation Adult Sports leagues are managed by:

Mollie Gunter, Recreation Coordinator-Sports
303.926.2794
MGunter@erieco.gov

David Disabella, Recreation Assistant – Sports
720-830-0322
ddisabella@erieco.gov

Sports Information Websites
www.erieco.gov/parksandrec
www.quickscores.com/erie

E. WEATHER HOTLINE

- 1) The weather hotline is a recorded message, which will inform teams of the status of that day's games. **A message will be recorded at 4pm Monday – Friday and 8am on Saturdays and Sundays.** Updates are made as necessary. It is every team captain's and player's responsibility to call the weather hotline. In case of inclement weather or poor field conditions after a game has begun, the field supervisor and/or umpire will decide if the field is playable. Every attempt will be made to play; however, safety is the #1 concern of Erie Parks & Recreation.
- 2) **WEATHER HOTLINE NUMBER IS – 303.926.2550 option 4.** This is a voicemail recording. Please listen to the full message as there can be many different fields listed on this recording.
- 3) You may also access game status information at www.quickscores.com/erie at 4pm Monday – Friday and at 8am on Saturday and Sunday.

F. LEAGUE CLASSIFICATIONS

We do our best to appropriately place players into leagues; however, we reserve the right to place players as we see fit and do not guarantee perfectly matched leagues. The league supervisor and Sports Administration team will monitor players and if it is deemed a player(s) are incorrectly classified, may move players up or down accordingly in future leagues. **To help determine the proper classification of your team, please use the following guidelines:**

- 1) **Beginner** – Players have some playing experience.
- 2) **Intermediate** – Advanced players

G. PLAYER'S RESPONSIBILITIES

The player is the primary link between themselves and Erie Parks & Recreation. It is each player's responsibility to obtain all information regarding league play. Responsibilities include:

- 1) Registration.
- 2) Read, understand, and explain league rules and facility regulations prior to participation.
- 3) Sign the waiver prior to their first match played.
- 4) Maintain control over themselves, including disputes on the court.
- 5) Regularly check www.quickscores.com/erie for correct scores and schedule updates.
- 6) Communicate with Sports Administration as needed.
- 7) Ensure they're ready to play at the scheduled match time.

H. EMERGENCY PROCEDURES AND FIRST AID

A Guest Service member will respond to on-site emergencies. Participants and spectators must follow staff directions during any emergency. In the event of a medical emergency, participants are asked to report them immediately to a Guest Service Member. Guest Service will have first aid supplies as well as an AED.

I. BLOOD RULE

Any player who is bleeding or who has blood on his/her uniform shall be prohibited from further participation until appropriate treatment can be administered. Players should stop the game and allow treatment.

J. SCHEDULES

- 1) All schedules, standings, and scores can be found at www.quickscores.com/erie.
- 2) League schedules will be ready approximately one week prior to the first match of the season and players will be emailed when they are ready.
- 3) Scheduling requests will not be accepted.
- 4) Games will be played if at all possible and may be played in weather conditions that are not ideal.
- 5) Games are not rescheduled except for inclement weather and/or poor field conditions.

K. CANCELLATIONS AND RESCHEDULING

- 1) If matches are cancelled, makeup game schedules will be within 48 hours after the cancellation. Once rescheduled, the makeup match time will not change.
- 2) Makeup matches will be scheduled as long as the length of the season allows. Should any player not receive the guaranteed number of games due to weather cancellations or other unforeseen events, pro-rated refunds will be given.

L. STANDINGS/TIEBREAKERS

Winning percentage will determine league standings and playoff rankings. If 2 or more players have the same winning percentage at the end of league play, the following tiebreaker methods will be used:

- 1) Forfeits
- 2) Head-To-Head
- 3) Head-To-Head Point Differential
- 4) Average Point Differential
- 5) Average Points Against
- 6) Coin Toss

For more information, visit: http://www.quickscores.com/Orgs/Help_TieBreakers.php#winning-percentage

M. TEAM AWARDS/PLAYOFFS

- 1) All players in each league will play a single-elimination tournament at the end of the season. Any team utilizing a sub in the tournament may play, but may not advance. We encourage players to find a sub even in this circumstance so there is no lost play on tournament day.
- 2) Tournament champions will receive awards at the conclusion of the season.

N. PLAYER ELIGIBILITY

- 1) All participants must be 18 years of age.
- 2) All players must sign the waiver prior to participating. Any player who hasn't is subject to a forfeit.
- 3) Each player must carry a photo ID with them to all games in the event of a roster check.
- 4) Any player playing under an assumed name shall result in ejection of that

O. GENDER EQUITY POLICY

Erie Parks and Recreation prohibits discrimination based on a protected class or characteristic, including gender identity and gender expression. Individuals participating in Town of Erie recreational sports can participate in the gender in which they identify and are not subject to disclosure of personal information beyond that required of cisgender athletes.

REMEMBER – IT'S JUST A GAME – HAVE FUN!

Contact David Disabella, Recreation Assistant-Sports, with league compliments, questions, or concerns – ddisabella@erieco.gov

BE COURTEOUS! Please notify your partner and David at least 24 hours in advance if you cannot make your scheduled match.
Please utilize the Sub-List to find a sub for your team in the event you are unable to play.

The Game:

Match Rules

- **Court:** Matches will be played on standard pickleball courts.
- **Equipment:** Players are responsible for bringing their own paddles. Balls will be provided by the league.
- **Scoring:** Matches will be played to 11 points, win by 2. Each match consists of the best 2 out of 3 games.
- **Serve:**
 - The serve must be made underhand and diagonally cross-court. Each team must serve from the right-hand court at the start of each game.
 - 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.
 - Only one serve attempt is allowed per server
- **Faults:** A fault occurs when:
 - A serve does not land within the confines of the receiving court.
 - The ball is hit into the net on the serve or any return.
 - The ball is volleyed before a bounce has occurred on each side.
 - The ball is hit out of bounds.
 - A ball is volleyed from the non-volley zone.
 - A ball bounces twice before being struck by the receiver.
 - 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.
 - There is a violation of a service rule.
 - A ball in play strikes a player or anything the player is wearing or carrying.
 - A ball in play strikes any permanent object before bouncing on the court.
 - 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.
- **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-hand court.
 - If a point is scored, the server switches sides and the server initiates the next serve from the left-hand 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 their 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-hand court and both players on that team have the opportunity to serve and score points until their team commits two faults.
- **Non-Volley Zone:** Players cannot volley the ball while standing in the non-volley zone, also known as the kitchen.
 - 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 non-volley 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.
- **Scoring:**
 - Points are scored only by the serving team.
 - Games are normally played to 11 points, 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-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.
 - The ball bounces twice before being hit.
- **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.
- **Line Calls:**
 - A ball contacting 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.
- **Determining Serving Team:**
 - Any fair method can be used to determine which player or team has first choice of side, service, or receive. (Example: Coin Flip)

-Playoffs: The season will conclude with a single elimination playoff bracket.

-Forfeits: Forfeited matches will be scored 11-0, 11-0. If a player or both players are not ready to start at their scheduled match time, that player (or both) players will be granted a 10-minute grace period. At the end of the 10-minute grace period a forfeit will be declared.

Equipment & Safety:

-Balls: Are provided by the Erie Community Center and available at Guest Service (please return them when you're done).

-Broken Ball: If a ball breaks during play the point is replayed.

-Safety: Pickleball is friendlier on the body than most other sports. However, like any other sport, there is a risk of injury that comes along with playing the game. To help reduce the risk of injury on the Pickleball Court and play Pickleball safely, consider the following Pickleball safety tips.

- Be aware of your playing area and obstacles.
- Avoid backpaddling on the Pickleball court.
- Stretch and warm up your body before play.
- Wear proper court shoes and eye protection and use appropriate equipment.
- Communicate with your partner and avoid confusion.
- Avoid wet pickleball courts. If the court is not playable, please contact David Disabella (ddisabella@erieco.gov)
- Have a plan in case of an emergency on court.

-Injuries: Play may be suspended for up to 15 minutes for an injury. If the injured player is unable to continue the match is forfeited. If the match is resumed and must then be stopped again for the same player the game is forfeited.

The league is self-officiated by players and unnecessary roughness and disrespectful behavior is strictly prohibited. The winner of each game should report the scores to ddisabella@erieco.gov immediately following the game.