



Pickleball League Rules

USA Pickleball rules will be in effect unless local rules are listed in this document.

- **League Format**
 - **Regular Season**
 - Each team will play 3 matches per gameday.
 - Each match will consist of 3 games. Each match has a 45-minute time limit. Each game will be to 11 points with no “win by 2” rule with the exception of third game which will end after 45 minutes if neither team has reached 11 points. Teams can only tie in the third game.
 - Matches will be considered official after 11 total points are scored in the second game. Games will be considered official after 11 points are scored in a game. If a match is rained out before it is official, the match will be rescheduled and restarted. If a game is rained out, it will not be scored.
 - **Playoffs**
 - Each match will consist of 3 games. Matches are best 2 out of 3 games. There will be no time limit. Each game will be to 11 points with the “win by 2” rule in effect.
 - A single elimination bracket will be utilized for the playoffs.
 - Teams will be seeded for the playoff based on their regular season record.
 - **League Standings**
 - League standings will be determined by games won. Each team has a possibility of winning 9 games per gameday.
 - Example: Team 1 vs Team 2
 - 11-9, 9-11, 11-7
 - Team 1 would have a record of 2 wins and 1 loss for that match.
 - Team 2 would have a record of 1 win and 2 losses for that match.
 - Tiebreakers
 1. Lowest Number of Forfeits
 2. Winning Percentage
 3. Head-to-Head Record
 4. Head-to-Head Point Differential

5. Total Point Differential
6. Total Points Scored
7. Total Points Conceded
8. Coin Toss

- **Gameplay**

- Games are played with a partner. Two players must be present for each team for a match to begin.
- All games are self-officiated.
- Teams will play Rock, Paper, Scissors to determine choice of first serve or court side. Teams will switch side for each game and alternate the first serve.
- Matches will start at the scheduled time. For each minute the match is delayed, the team that is ready to play is awarded a point.

- **Scoring**

- Teams are responsible for keeping score for their match.
- Matches will end when the first team gets to 11 points. No win by 2 rule.
- Points are scored only by the serving team.
- 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 goes to the right-side court when serving or receiving; when odd (1,3,5,7,9) that player is in the left-side court when serving or receiving.
- All scores must be confirmed with the Site Supervisor before the end of the play.

- **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.

- **Serving**

- 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 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.

- **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.
 - **Non-Volley Zone (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 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.
 - **Two-Bounce Rules**
 - 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.
- **Roster**
 - There is a 5-person roster limit. Players are only allowed to be rostered on 1 team per league. Players from the sub listed are excluded from this rule.
 - All rosters are due at the team’s first match of the season. All players need to be listed on the roster and sign the waiver before their first time playing. If a player is on the roster and does not play until the third week, they need to sign the waiver before playing that night.
 - A player must play at least two nights to be eligible for the playoffs.
 - There is a sub list. If 2 players from your roster are not available for the match, players from the sub list can fill in. The sub list will be provided by the MMAC Manager via email.
- **Forfeits**
 - Forfeited games will count as 11-0. A match forfeit will be scored 3 games to 0,
 - There is a 5-minute grace period. The match will be considered a forfeit if a team does not have 2 players present 5 minutes after the scheduled match start time.

- **Sportsmanship**
 - **Player Conduct**
 - Players must respect Lombard Park District staff, other players, spectators, and park users.
 - The player's behavior is the responsibility of the player and captain of the team.
 - **Unsportsmanlike Conduct**
 - Any team or individual exhibiting unsportsmanlike acts towards members of another team, spectators or any Park District representative before, during, or after the game, risks disciplinary action. The Park District reserves the right to administer disciplinary action including suspension, forfeit or expulsion if in our opinion any team or individual displays inappropriate behavior.
 - **Behavior Management**
 - All participants and spectators are expected to adhere to the Lombard Park District rules and philosophies as well as local, state and federal statutes at all times. Any individual who violates these rules will be subject to disciplinary action up to and including removal from the program. Team captains/manager will be notified by email, phone, or written correspondence when a player is in violation.
- **Schedules**
 - Team information will be entered by the park district. Teams will be listed as the last name of the two players assigned to that squad. i.e. Team Huff/Doback
 - Tuesday, Wednesday, and Thursday Leagues will play matches at 5:30 p.m., 6:20 p.m. and 7:10 p.m. Sunday league matches will be played at 10:30 a.m., 11:20 a.m., and 12:10 p.m.
 - Rainouts for Sunday Leagues will be made up on a future Sunday. Rainouts for the Tuesday league will be made up on a future Monday evening; Wednesday league will be made up on a future Tuesday evening; Thursday league will be made up on a future Wednesday evening.
 - Game Schedules will be posted on Quickscores:
 - <https://www.quickscores.com/lombardparks>
 - Weather updates will be provided on Rainout Line. Subscribe to Outdoor Pickleball Leagues/Clinics to receive notifications.
 - <https://rainoutline.com/home/extension/6309959491/54>

