



PICKLEBALL HOUSE RULES

Updated 25/8/2017

(1) Teams/Players

- All players must be 16 years or older to play in the senior competitions.
- Consists of 2 Players per team. (Male or female)
- Teams can borrow players from other teams throughout the season however teams may not borrow players in finals. Players must only play finals for the team they originally registered with (as per the registration form).
- A minimum of 2 players are needed for a team to start a game.
- A player must play at least 5 times for their registered team to qualify to play in finals (names must be written on the scoresheet throughout the season to prove the player has played the required number of games).
- Teams must pay allocated game fee before they are allowed to partake in play. They must also write down names in full on the scoresheet provided.
- Games will commence at their designated start time, regardless of a team being ready or not.

(2) Late Arrivals

If teams are late they must add their names to the scoresheet prior to playing. If teams don't arrive within 10 minutes of the designated start time the game will be forfeited.

(3) Team Registration and Team Fees:

All teams wishing to participate in the competition must complete a Team Nomination form and submit it to the centre before the specified date. This form must include all players' names along with relevant contact information and the signature of the team captain.

Each week, players are required to pay a \$7.00 match fee. This payment must be made **prior to the commencement of the game**, failure to pay match fee will result in a forfeit.

(4) Forfeits:

To protect the integrity of the competition, the following information applies:

- If a team cannot field enough players for a fixtured game it becomes a forfeit.
- A forfeit may be called after 10 minutes of elapsed game time. A score line of 42-0 will be recorded against the forfeiting team.
- Withdrawal from the competition will incur a \$20.00 withdrawal fee.

The forfeit fee structure is as follows:

- If teams give more than one week's notice they will not be required to pay a forfeit fee.
- If teams notify The RISE between 3 and 6 days prior to the game and the staff can organise the bye team to play, the team will not have to pay a forfeit fee. If an alternative team cannot be organised, the team will have to pay the forfeit fee of \$14.00 prior to the following week's game.
- 48 hours or less notice will result in the payment of a forfeit fee of \$14.00 prior to the following week's game.

(5) Competition Points:

All players must write their name on score sheet before the game commences.

The ladder for the competition will be worked out as follows:

- If teams have the same points, the position on the ladder is decided by percentage.
- A win by forfeit is recorded as a win with a 42-0 score line.
- Bye: counted as a game played resulted as (0-0).
- Your team forfeits with less than 48 hours' notice or we cannot find another team to play: Loss recorded and a 42-0 score line
- Should both teams forfeit the score line will be 0-0.

(6) Game Length:

- Games consists of best of 3 sets to be completed within a 40 minute time frame. (Three 12 minute sets)
- Games are centrally timed and will start as per the fixtured time.
- If the game time elapses prior to finishing the final set the score will stand as of this time.

(7) Rule modifications/clarifications

All rules per official "USAPA" official rules with The RISE amendments as detailed in this document.

- Court markings are those of the badminton court (approximately 13m x 5m). White court markings.

(8) Misconduct:

Misconduct of players and spectators will not be tolerated. If any player or spectator is believed to be displaying this type of behavior the staff will bring it to the attention of the captain to address the issue and management is to be notified.

(9) Incomplete Games:

If a game is unable to be completed due to unforeseeable circumstances the following will apply:

- If the game is ended after the first set the result on the score sheet will be the final result.
- If the game ends before the first set is completed a draw will be awarded (0-0)

(10) Uniform and Dress Regulations:**Uniforms**

All players must wear fitness clothing deemed appropriate for pickleball. Same colour t-shirt/singlet is preferred.

(11) Game Control:

The game is conducted on an honesty system with players umpiring the game themselves; if a call is disputed the point is to be replayed.

(12) Injuries:

All injuries that occur during a game must be reported to The RISE staff. The staff will then fill out a first aid report form, stating all relevant information. A copy of this form may be obtained by the injured player, and all records will be kept within the centre.

(13) One team only ruling:

A player is unable to play week in week out for two teams.

(14) Blood Rule:

The game is required to stop play if a player is seen to be bleeding, or there is blood on the court or ball. For the Health and Safety of all participants, all open wounds must be adequately covered to a satisfactory standard before the player can resume playing. Teams are allowed to substitute for a bleeding player (if available), however time will not be stopped.

A first aid kit is located in the first aid room. See Reception for assistance.

(15) The Serve:

- The serve must be made underhand.
- Paddle contact with the ball must be below the server's waist (navel level).
- 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.
- The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- 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).

(16) Service Sequence

- Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault.
- When the serving team's score is even (0, 2, 4, 6, 8, 10) the serve is to be taken in the right-side court; when odd (1, 3, 5, 7, 9) the serve is to be taken in the left-side court.
- If a point is scored, the server continues switching back and forth until a fault is committed and the server loses the serve.
- Once the service goes to the opposition (at side out), the serve is from the right-hand court on even score and left hand side for odd score by the player who is on that side of the court.

(17) Scoring

- Points are scored by the serving and receiving team.
- Competition games may be timed and best of 3 sets. (12 minute sets)
- When the serving team's score is even (0, 2, 4, 6, 8, 10) the serve is to be taken in the right-side court; when odd (1, 3, 5, 7, 9) the serve is to be taken in the left-side court.

(18) Double-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 double bounce rule eliminates the serve and volley advantage and extends rallies.

(19) Non-Volley Zone

- The non-volley zone is the court area within 1.98m 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 prior to the volleyed ball being declared dead.
- A player may legally be in the non-volley zone any time other than when volleying a ball.
- The non-volley zone is commonly referred to as "the kitchen."

(20) 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.

(21) 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 a point for the receiving team and the server's loss of serve or side out.
- 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

(22) Determining Serving Team

Players use a coin toss or rally the ball until a fault is made to determine who will serve first. The winner of the coin toss or rally will have the option to serve or receive.

(23) Finals:

All players participating in a finals match must have played at least 5 season fixtured games for their respective team to be eligible. A weekly record of players eligible and ineligible leading up to the finals series is kept.

Teams cannot under any circumstance borrow players from other teams for any finals matches.

(24) The Scorecard:

The scorecard will be placed next to the court prior to the first game of the evening. Players must fill out the scores after each set and sign off at the end of the match.

(25) Suspensions and Ejections

- Incidents of a dangerous or unsportsmanlike nature that are reported by staff or an opposing team will be taken seriously.
- All information regarding the incident will be taken into account and a decision on an appropriate resulting action will be made by the Centre Manager in consultation with senior members of staff.
- Actions may include being removed from the game or venue when the incident occurs, an official warning or a suspension of at least 1 game.

(24) Player Complaints:

In the circumstances by which a player wishes to make a complaint against a team or individual this is strictly to be done by way of completing a feedback form which can be accessed from The RISE front reception and then returned to the reception desk. This form will be read and if deemed necessary by management, action will be carried out.

In no instance is a player to approach an opposing player in regards to an issue outside of the direct playing perimeter.

We wish you and your team good luck. We hope you have an enjoyable season 😊