



City of Plymouth Recreation Department Pickleball League Rules and Regulations

REGULATIONS

1. Eligible teams must register beforehand on the City of Plymouth Recreation Department Webpage.
2. All leagues are 2v2 and teams may register in any gender combination they would like (MM, FF, or MF).
3. Leagues games will be played in the Plymouth Cultural Center Ice Arena. Courts will be labeled 1-5.
4. Players are allowed to use their own paddles. City of Plymouth Recreation will provide paddles to rent if needed.
5. Teams must use City of Plymouth balls, UNLESS both teams agree to use a ball brought by one of the teams.
6. Teams are guaranteed five matches per night, excluding the final week tournament.
7. All games will be played to 11 points (NO win-by-2) or until the 25-minute time limit has been reached. If the score is tied after the 25-minute time limit has been reached, the next point wins.
8. Final scores must be written on the scoresheet at each court.
9. Teams are allowed to take a 5-minute break between games if needed for restroom use, drink purchases, etc.
10. Games will be attempted to rescheduled if weather, electrical outages, or any *act of god* causes the building to be closed.
11. City of Plymouth Recreation staff has the right to amend rules and/or regulations at any time.
12. Unsporting behavior will not be tolerated, and players may be removed from the league with no refund at the discretion of City of Plymouth Recreation staff.

RULES / GAMEPLAY

The USA Pickleball rulebook will be used to govern all pickleball play except when modified by City of Plymouth Recreation.

1. The Serve

- a. At the beginning of the serve, both feet must be behind the baseline and imaginary extensions of the baseline.
- b. At the time the ball is struck, at least one foot must be on the playing surface or ground behind the baseline, and the server's feet may not touch the playing surface in an area outside the confines of the serving area.
- c. The server has the option of dropping the ball and hitting it after the bounce. The ball can be dropped from any height, but it cannot be thrown, tossed, or otherwise released with any added force to bounce.
- d. The serve must be made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- e. The serve must be underhand, and the paddles contact with the ball must be below the waist.
- f. The server's arm must be moving in an upward arc at time the ball is struck and may be with either a forehand or backhand motion.
- g. There is no "let" in Pickleball.

2. The Serve and Side Selection

- a. The team on the left side of the schedule will pick which side they start on. The first serve will be decided by *rock, paper, scissors*.

3. Scoring

- a. Points can only be scored by the serving team.
- b. Each game is played to 11 points (**DO NOT HAVE TO WIN BY TWO POINTS**).
- c. The player serving must declare the score prior to serving.
- d. After each game, a representative from the winning team must write down the score on the scoresheet next to the court.

4. Double Bounce Rules

a. When the ball is served, the receiving team must let it bounce before returning and the serving team must let it bounce before returning it, thus the double bounce.

5. The “Kitchen”

a. Will adhere to USA Pickleball “Kitchen” rules, whereas the “kitchen” is a non-valley zone.

6. Line Calls

a. A ball contacting any line, except the Kitchen line on a serve, is considered in.

i. A serve contacting the Kitchen shall be considered short and called a fault.

b. All points are self-scored. If a point cannot be decided on whether the ball was in or out, the ball will be presumed in.

c. Any “Out” call should be signaled by voice and may include a hand signal.

7. Faults

a. A fault is any action that stops play because of a rule violation.

b. A fault occurs when:

i. A serve does not land within the confines of the receiving court.

ii. The ball is hit into the net on the serve or any return.

iii. The ball is volleyed before a bounce has occurred on each side.

iv. The ball is hit out of bounds.

v. A ball is volleyed from the Kitchen.

vi. A ball bounces twice before being struck by the receiver.

vii. 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.

viii. There is a violation of the service rule.

ix. A ball in play strikes a player or anything the player is wearing or carrying.

x. The player deliberately touches the ball with the paddle more than once.

xi. A ball in play strikes any permanent object (poles) before bouncing on the court.

c. A fault results by the serving results in the server’s loss of serve or side out.

8. Time Limit

- a. All matches will have a 20-minute time limit if the score of 11 cannot be achieved by either team.
- b. A time limit will not be used during tournament championship matches.

TEAMS & FORFEITS

1. Each team is allowed 2-5 players.
2. If you have more than 2 players present to play, you cannot sub players in the middle of the game. Once the game is started the same two players will play the entire game.
3. There will be 5 games played per night and you can split the games up for players however you wish, but the same 2 players must start and finish the game. Players may sub-in mid-game **ONLY** due to injury, illness, or an emergency that requires a teammate to leave the facility.
4. If a team is down to 1 player, they may either borrow a player from another registered team or forfeit the rest of their matches.
5. If you no-show with no advanced warning, you will forfeit all 5 games for that week and will be kept off the schedule until you contact City of Plymouth staff.
6. **If you know in advance that your team will be forfeiting that week, you are asked to email us at bszachta@plymouthmi.gov or call/text Brandon at 734-524-4637 so you can be taken out of the scheduled games that week. If after 3pm, please text to ensure I receive the notification.**

TOURNAMENT

1. The first 9 weeks are the regular season - round robin format, which teams will use to establish a regular season record. These records will be used to make tournament brackets for the final week, which will be a double elimination tournament.
2. All teams will play in the tournament!
3. T-Shirts will be awarded to the 1st place teams in each bracket.
4. **RINGER RULE** – Anybody who plays in the final week tournament must have played at least one game during the regular season. Bringing someone to play who did not play during the regular season will result in disqualification.