



Pickleball Doubles League Rules

*Schedules & Rules are located on Team Sideline website.
Rules are located on Team Sideline website under Downloads tab
Team Sideline Link is on NLCPD website newlenoxparks.org*

GENERAL

1. These rules/policies are designed to make the league run as smoothly and safely as possible and provide continuity for its participants. Each player in the league is responsible for this information: please advise your team of these rules and thanks for playing. Besides the rules listed below we will follow USA Pickleball Rules.
2. Schedules are posted online. Go to www.newlenoxparks.org and then click the Team Sideline Link on the middle tab of the home page.
3. Players are responsible for bringing their own paddles and each team must provide one ball for game play. Nets will be set up by the Park District
4. Games are self-officiated. Players must be honest and play with integrity. If a discrepancy occurs, ask all players in the game, and check the league rules. If the discrepancy remains unresolved, and staff are unable to provide clarification a replay will be called. You must initial the score sheet and turn them into staff after your match.
5. Every team will have a designated captain; they will be the liaison between the players on the roster and the Park District. Only the captain should communicate concerns and requests to the Park District.
 - Confirm all contact information with the Park District
 - Complete the roster form properly
 - Inform players of league rules and schedule
 - Sign score sheet (after each match) to assure accuracy of score
 - Responsible for the conduct of team's spectators and participants

ROSTER & ELIGIBILITY

6. All players must be at least 18 years of age. Rosters are due at the first match, but changes can be made to the roster up until week 3. After week 3 no changes are allowed to any rosters. All rosters will be kept on file and can be referenced before each match. The roster needs to be filled out completely and signed by each participant before participating. Players are not legal until they have signed the roster. Illegal players will result in a match forfeit for each match played.



7. All players must have signed the roster by the third week of the season in order to be eligible for the playoffs. All eligible teams will make the playoffs. Teams that have violated the forfeit policy during regular season will not be eligible for playoffs.
8. Rosters may consist of a maximum of 4 players or a minimum of 2 players. No changes to the roster will be allowed after the third week of matches, except in the case of an injury. Any change(s) will require approval by the Recreation Supervisor in advance to play.
9. Any combination of male and female players is acceptable for this league. Only 2 players per team are allowed to be playing on the court during the game.
10. A formal protest may be filed before a game if an opposing player's eligibility is in question. The player in question will be required to provide their Picture ID to our staff member prior to the start of the game. Any protest made during or after a game will NOT be considered.
11. All players must have a valid I.D at all times to verify their identity.
12. Any team found using an ineligible player will forfeit the match in league standings.

MATCH

13. The beginning of the match will start with the "Home" team listed on the schedule having one of two options: choose to serve first or choose which side they prefer to play on, (not both).
 - Serving will rotate each match, so if the home team elects to serve the first set, then the away team will serve the second set and back to the home team for the third set. If the home team elects the side of the court, then the away team would serve first set. The following sets would then rotate to the home team for the second set and the away team for the third set.
14. Each match will consist of three games played to 11, win by two, with a cap at 13. Each game will count in the overall standings for regular season standings. Each game will use the Side-Out Scoring System. That means that in all games, you must be serving to score a point.
15. Teams will switch court sides for the second game opposite what they played in the first game. For the third game, teams may switch court sides when they reach 6 points to make it fair in case one side of the court is favored over the other side.
16. Teams are allowed a three-minute warm-up prior to start of the match. Captains may opt to decline warm-up, and instead begin the match immediately; both captains must agree.



17. Teams will forfeit 1 game for every 10 minutes past the designated start time that they do not have the legal amount of players. If no players are present for a match by 25 minutes after the designated start time the entire match will be forfeited and the team/player that is present will receive all three wins of the match.

- Exception: Teams with less than 2 players may still play a “legal” game but only with the opposing team’s consent. All teams consenting to play a legal game with less than the allowed minimum waive their right to a forfeit win. If this happens the match will be played 2 vs 1.

18. If your team forfeits a match during the season, the following rules apply:

- 1st Offense - Loss of Match
- 2nd Offense - Loss of Match
- 3rd Offense - Removal from the league

SCORING

19. A team shall score a point only when serving. A player who is serving shall continue to do so until a fault is made by their team. If playing doubles, each player on a team shall keep serving until their team makes a fault, then the serve moves to the opposing team – this is called a Side Out. The game is played to 11 points; however a team must win by 2 points. There will be a cap at 13 points.

SERVING

20. The ball is served diagonally (starting with the right-hand service-square), and points can only be scored by the side that serves.

21. Serves should always be done underhand with the paddle below the waist, and the server must keep both feet behind the back line when serving. The ball should be hit into the air without being bounced. The serving side will continue to serve until there is a fault on the service, at which point the service will be given to the opposing side. A serve in which the ball touches the net but still lands within the appropriate service court, is a good serve and should be played. The Server must hit the ball in the air on the serve. The Server is NOT allowed to bounce the ball and hit it off the bounce. The service must clear the non-volley zone, including the line. A serve that hits the non-volley zone line is out. Only one serve attempt is allowed. At the start of each new game, the 1st serving team is allowed only one fault before giving up the ball to the opponents. Thereafter both members of each team will serve and fault before the ball is turned over to the opposing team. When the receiving team wins the serve, the player in the right hand court will always start play.

22. VOLLEYS To volley means to hit a ball in the air without first letting it bounce. In Pickleball®, this can only be done when the player’s feet are behind the non-volley zone line (seven feet behind the net). Note: It is a fault if the player steps over the line on his volley follow-through.



DOUBLE BOUNCE RULE

23. After the ball is served to the opponent, it must bounce once on their side and then bounce once on the server's side before the ball can be taken out of the air. Then rally can begin, and the ball can be hit without a bounce.

NO VOLLEY RULE IN THE KITCHEN

24. There is a 7 ft. area on each side of the net. No volleying may happen in this zone. No stepping in the kitchen unless a dink bounce once in the kitchen. The player then may step in the kitchen after the ball bounces, hit the ball, and immediately get out of the kitchen after hitting it.

FAULTS

25. 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. 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

CALLING OUT SCORE

26. There are three numbers to call out. **The call out must be heard by all players.**
- First number indicates the serving team's score
 - Second number is the opposing team's score
 - Third number is who is serving

PLAYOFFS/AWARDS

27. Prize money will be awarded to 1st and 2nd place teams from the regular season.
28. Medals will be awarded to the team that places 1st in the tournament.



29. Playoffs are single-match elimination. All teams will qualify for playoffs pending any penalties/forfeits enforced on a team determined by the Recreation Supervisor.

30. All teams will be eligible to participate in the single elimination tournament.

31. The 1st place team from the regular league standings will have a first round bye in the tournament.

STANDINGS

32. Total points will determine league standings. In the case of ties (two or more teams), the following will be used to determine league standings:

- Head-to-Head
- Total Points Differential
- Head-to-Head Differential
- Lowest Number of Forfeits
- Coin Toss

PLAYER & TEAM CONDUCT

33. Misconduct, profanity and verbal abuse will not be tolerated and may lead to forfeit or suspension.

34. Any player ejected from a game, subjects themselves to further suspension based on severity of the infraction and the decision of the Recreation Supervisor.

35. All decisions of the Recreation Supervisor will be final.

CANCELLATIONS

36. In the event we have a skip day or must cancel games for any reason, cancellations will be posted on the Team Sideline website. An email or phone call to the captain will also take place.

37. In case of multiple cancellations, rescheduled games can be made up on an alternative day.