

Jefferson City Pickleball Club Team League

Overview Format

League start times are either 6:00 or 8:00

Standings are tracked by wins. No Playoffs.

Matches are composed of six 21-point games, with the first being women's doubles, then the men's doubles, and the final four games consisting of mixed doubles.

PLAYERS

Each team will consist of four players, two (2) females and two (2) males.

FORMAT

POOL PLAY

The format of play: Teams compete against each other in Matches. A Match consists of six Games. The first two games are one women's doubles game and one men's doubles game, and then four mixed doubles games. If two teams are tied after these six games, the tie breaker is played, with a rotational system involving all four players. Teams can opt out of playing the 5th and 6th games if one team has won the match with 4 consecutive game wins.

SCORING: RALLY SCORING

A point is earned after every rally, whether it was won by the serving or receiving team. However, a team needs to win by two, on their serve, hence a temporary "freeze" can happen if the rally is won by the non-serving team (their winning point would not count as they must serve to win). Trailing teams never freeze and continue rally scoring. If the score is tied, rally scoring is in effect. To win, a team must win by two and must have served to win.

COIN TOSS

Each week a text will be sent to the two teams playing each other, with the following:

There will be a coin toss (or similar random selection). The winner will make a choice between these three options:

- Choose to be either the Home or the Away team
- Choose to start each game serving or receiving
- Choose which end of the court to start on.

After the winner makes a choice, the loser will make a choice between the two remaining options. After the loser makes their choice, the winner will make a decision on the last option available.

Example: Team A wins the coin toss. Team A chooses to be the Home team. Team B chooses to start each game receiving. Team A chooses an end of the court to start.

HOME: The Home team will react to the AWAY team's mixed doubles lineup. The Home team must declare first during the singles Tie Breaker game.

AWAY: The Away team must declare their mixed doubles teams first. The AWAY team will react to the HOME team's singles lineup, in full.

REVIEW:

COIN TOSS: Who WON the coin toss? Who is the HOME team and who is the AWAY team?

WHO SERVES?

SEE OPPONENT'S MIXED TEAM FIRST? The AWAY team will declare their mixed doubles lineup first. The HOME team will react to the AWAY team's mixed lineup.

SEE OPPONENT'S SINGLES LINE UP FIRST? The HOME team will declare their singles lineup first, in full. The HOME team will react to the AWAY team's mixed lineup, in full.

CHANGE OF END TO START EACH GAME

If you choose the serve during the coin toss, your team will start every game serving. Vice versa if you choose to receive. If you choose the end, you will start doubles on that end. Your team will only switch ends once 11 points is reached by a team in a game.

PLAYER CHANGE OF SIDE/SERVE

During rally scoring players do not switch sides after winning points. Player A starts on the right side and serves when the score is even and Player B serves from the left side when the score is odd.

Player A and B must also receive serves on their respective side. A team may choose to switch player sides during end change when the first team reaches 11 points. Teams must announce they are making the change before play resumes.

TIE BREAKER (SINGLES TIEBREAKER) TO DETERMINE MATCH WINNER

If two teams playing a Match are tied 3–3 after the doubles and mixed doubles Games, a singles tie breaker will be played. Tie breaker is a Game to 21 (win by 2) with rally scoring, where each team must rotate their players. Each player plays 4 rallies (4 points) in a set order until the tie breaker is completed. Immediately following the completion of the fourth and final mixed doubles Game, the Home Team will have 1 minute to designate their FULL LINEUP. The Away Team will then have 1 minute to designate its opposing FULL LINEUP. The tie breaker will use the same rally scoring used in Games as described above. All team members will rotate in 4-rally rotations until the Tie Breaker is concluded (Player 1 plays 4 rallies, then Player 2 plays 4 rallies, then Player 3 plays 4 rallies, then Player 4 plays 4 rallies, and then the rotation repeats in the same order). In terms of sides, singles players will serve from the side (left/right) of the court based on their team score, as is typical in singles. The player will serve on the right side when that player's team score is even, and when the team score is odd, the player on that team will serve from the left side of the court. Teams will change ends when one team reaches the score of 11.

CAPTAINS

All teams must designate a Team Captain, who will be responsible for various captain duties including communicating with the league director, the coin toss, mixed doubles team designations, and singles tiebreaker rotations. The Team Captain may be a non-player and must be present for all matches. If a Team Captain is unable to fulfill his/her duties, the Team must designate a substitute captain. Team captains are also responsible for all team player communication.

Scoresheets must be checked and initialed by team captains at the end of every league night, indicating that they agree that the scores have been recorded accurately. If there is an error, it must

be caught before the score sheet is initialed and the players must agree in order for the score to be changed.

The scoresheets should be turned into the league director by the team captain at the conclusion of that group's play. Once the scoresheets have been turned into the league director, no changes will be made.

SUBSTITUTES/INJURY

Teams will be responsible for getting their own subs. There will be a list of subs and their respective skill levels. The sub does not have to be on the sub list but they must be a club member. The league director has the option of reassigning subs, if necessary

The League events: teams will be able to substitute a player after initial registration as long as the player has a DUPR rating and their rating does not move the team to a higher DUPR aggregate. If a substitution is made for an injured player during the event, the sub must remain in for the duration of the event. A player that is subbed out cannot be subbed back into play later that day. If a team is unable to field all required players for any reason during the league day, that game is a forfeit of 21-0. If a player has an injury mid-game and cannot finish the game, the team then retires from that game. The retiring team will keep their score, and the winning team will automatically be given a score of 21, or greater to ensure the game is won by two. Forfeited/Withdrawn/Retired games count for wins and point percentage.

DUPR DIVISIONS:

DUPR 16 (max aggregate 16.50)

DUPR 15 (max aggregate 15.25)

DUPR 14 (max aggregate 14.25)

DUPR 13 (max aggregate 13.25)

Once a team registers for League, their ratings are "locked" and their DUPR increasing or decreasing will not impact the team's aggregate or division placement for the event they registered.

NR — NOT RATED PLAYERS

If you are an NR player, the league director will give you a provisional rating.

The assigned NR ratings can only be altered with proper information submitted to the league director. The league director reserves the right to make the final decision on an NR's assigned rating.

PLAYER MISCONDUCT

Players who mistreat a fellow player will receive one official verbal warning from the League Director. After they receive one verbal warning, players are subject to ejection from the league.