



## League Structure

### Teams

- 8 teams per league, 4 players per team.
- Each player registers individually and specifies their preferred teammates during registration. Players without a full team will be assigned based on skill level during Week 1. Level assignment will be at the Pro's discretion.

### Schedule

- Week 1: Quick Round Robin with a coach to establish levels and finalize teams.
- Weeks 2–6: Weekly matches against different teams. Teams will play as many games as possible within the hour.
- Week 7: Double Elimination Tournament to determine league champions.

Game Format: Matches will be played in doubles format. Teams rotate players to ensure everyone participates equally. Each team will play each team at least once

## General Rules

### Game Duration

- Each match is played to 11 points, win by 1, or until time is called (1 hour play per team pairing).
- Each session will be 2 hours long. Each team will compete against every other team at least once, with each round lasting one hour. Teams should aim to play as many matches as possible in an hour.

### Scoring

- League rankings are determined by overall wins and losses. A Pro or league organizer will keep track of scores and rankings.
- Double Elimination Tournament:
  - Teams are eliminated after two losses.
  - Matches during the tournament will be played to 15 points, win by 1.
- Tiebreakers: In the event of a tie in rankings after Week 5, the following tiebreakers will apply:
  - Head-to-head results.
  - Total points scored across all games.

### Player Responsibilities

- Players must arrive on time for their scheduled matches. A 10-minute grace period will be allowed before forfeiting the match.
- Teams must notify the league organizer of any substitutions or absences in advance. Substitutes should be of comparable skill level and will be up to the league organizers discretion.

## Additional Rules

**Coaching:** Coaches may provide level and pairing guidance during Week 1 and between matches but are not allowed to coach during active games.

**Equipment:** Balls will be provided by Bosse. Players are responsible for bringing their own paddles. Rental and demo paddles are available at the front desk for purchase.

**Weather/Delays:** In the event of unforeseen delays (e.g., facility issues), the league organizer will reschedule matches.

### Code of Conduct

- Standard pickleball rules apply (as per USA Pickleball guidelines).
- Players are expected to exhibit good sportsmanship at all times.
- Any disputes during matches will be resolved by the Pro or league organizer.
- Players must respect the Pro, league organizer, and other participants.
- Unsportsmanlike behavior (e.g., excessive arguing, profanity, or intentional fouls) may result in penalties or expulsion from the league.