

## Pickleball Rules

### Team Participants

- Teams will consist of 6 Pickleball players per Match (Match consists of 1 men's doubles, 1 ladies doubles, 1 mixed doubles)
- Unlimited substitutes between Matches
- 1 E-Sub allowed (Emergency non-employee Substitute)
- Participants must be employees of your company at the time of play (with exception of the E-Sub).

### Event Format / Rules

- Three doubles games per Match in the following categories: mens, ladies, mixed
- Each twosome will play one game of doubles, one after another on the same court for a total of three games per Match.
- Each person may participate in only one category per Match.
- The [USA Pickleball Official rulebook](#) will apply throughout the match except as noted below. The Sport Coordinator will resolve any dispute brought forward by a captain only. The Sport Coordinator's decision will be final.
- [Click here](#) for a Pickleball tip sheet.

### HOME TEAMS

- Before starting, Team Captains can determine Home Team for the entire match if desired. This will be done by chance (i.e.: flip a coin, spin a racquet). The home team has the choice of choosing the side (of the court) OR serving first for each set. Team Captains keep this home team setting for the entire match of all three sets (total 3 games).

### RALLY POINT RULE

- The team that serves first will start the game. The player on the right-hand side of the court will serve first (serving crosscourt).
- If the serving team wins the rally, they will win a point and their partner will serve. The players stay on the same side of the court.
- If the serving team loses the rally, the receiving team wins the point and will serve next.
- When a team has zero or an even number of points, the person on the right serves. If the score is odd, then the player on the left-hand side of the court will serve.
- When the leading team reaches 11 points, the trailing team will have the option of **switching which side of their court their players serve from.**

### TIME LIMITS

- Each match shall be started immediately following the completion of the previous one, as soon as teams are ready. Matches should take roughly 30 minutes. Please contact the on-site coordinator for any schedule concerns.

## OFFICIALS

- Players, not spectators, will call their own lines on their own side. Line judges will not be available.

## ALTERNATES

- Substitutions are only allowed at the start of matches.
- A player who has played previously in a match cannot play again in that same match.
- There are no injury substitutions during a match. If an injury occurs during a set, no substitution will be allowed during this set. The affected team will forfeit that game of the set and the score will stand at the point where the game ended.
- Scores will remain in effect for all games within that set with the default score being applied to all uncompleted games in the set.
- No substitutions are allowed if a team only has 3 members of either gender. For example if there are three women and 4 men on the team, no substitutions are allowed for the women.

## EQUIPMENT

- Balls will be provided.
- Players must bring their own racquets.
- Protective eyewear is strongly recommended.
- Players must wear clean, indoor shoes.

## Scoring

- Within the match, each game (men's, women's and mixed doubles) will play up to 21 points or 15 minutes (self-timed).
- The winning team must win by 2 (up to a maximum of 23 points).
- If the score is tied after the "final point" serve once more to break the tie.
- The tournament is in the form of "pool play" with the winning company advancing with the most points in their pool to the medal rounds
- The medal rounds will have no time limit and play every game to 21 points.

## Tournament Tie Breaker

- In the event that there is a tie after pool play, the team that advances to the medal round is the team with the best record against the other team(s) involved in the tie.
- Example: With four teams in a pool
  - A vs. C = A Wins the match

- A vs. D = D Wins the match
- C vs. D = C Wins the match
- B vs. D = B Wins the match
- B vs. C = C Wins the match
- In this case both teams A and C win two matches while B and D win one. In the game between team A and team C, team A won the best of 3 match over team C so team A advances out of the pool.
- If there is a three-way tie where the records of the teams do not determine an outcome, we will use a formula of Total Wins / Total Wins + Total Losses with best average (percentage) advancing to the medal round. If a tie still exists we will use a formula of Total Points For / Total Points For and Against with best average (percentage) advancing to the medal round. Only teams in the tie will be included in the calculations.

### Corporate Challenge Points

- Each team that participates will receive 10 PARTICIPATION points.
- Top teams in each division will be awarded CHALLENGE points as follows:
  - 1st place - 10 points
  - 2nd place - 8 points
  - 3rd place - 6 points
  - 4th place - 4 points
  - 5th - 8th place - 1 point
- A maximum of 6 gold, silver and bronze medals will be awarded per division.

### Team Cancellation/No Show Penalty

Cancellations must be in writing emailed to the Corporate Challenge office. If a team must cancel their participation in a sport, the Penalties are as follows:

LAST MINUTE CANCELLATIONS: (Within 48 hours of your event start time)

Teams that provide written notification by email that they are canceling out of an event within 48 hours of the start of the event will be penalized 5 points. A company with participants who register at the event but are unable to register an eligible team will be considered a cancellation and the penalty will apply.

NO SHOWS: (No notification of cancellation)

A No Show will result in a 10-point deduction and disqualification from that sport for the following year. A NO SHOW is a team that has not provided any notification that their team is not participating in an event prior to start time of the event.

MISSING A MATCH:

A company missing two (2) matches throughout the tournament will be considered a Cancellation or No Show and the penalty will apply. If you think your team will DEFINITELY miss ONE match, please call the Corporate Challenge office with at least 24 hours notice so that, out of courtesy, we can inform the challenging team.

Missing a match may also happen if a player is injured and it is determined you are not eligible to continue playing.