



**City of Arlington Parks and Recreation
Adult Sport Rules: Pickleball**

General Information

- **Game Schedules** are available at www.teamsideline/arlington.com
- **Contact:** 817-459-5463
- Adult Sports Rainout Line 817-462-3471; updated by 3:30pm each day.
 - If games have been canceled due to weather problems, it is your responsibility to contact the Sports Office for your newly rescheduled game time and date. All efforts will be made to reschedule games for the same day of the week as your regular games. No refunds will be made except when leagues are filled or are cancelled by the Parks & Recreation Department, nor will refunds be given once schedules are posted or after registration day. Be prepared to play rain-out games whenever or wherever scheduled.
- The City of Arlington Parks and Recreation Department reserves the right to add, delete or amend the rules and regulations at any time for the betterment of the program and reserves the right to approve/disapprove any team name, logo, language or uniform deemed lewd, vulgar, obscene or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities and reserves the right to remove teams from play for failure to complete financial obligations, failure to notify League administrators of intent to forfeit games, un-sportsmanship actions displayed during play, roster violations, and/or any other actions deemed detrimental to the league and reserves the right to combine or open leagues to allow more teams to register and to avoid canceling leagues.
- The Parks and Recreation Department routinely takes photos and/or video of participants and visitors in our programs and facilities for promotional purposes. Please be aware that by participating or utilizing our facility, you are granting the City of Arlington and its agents the right to use and publish your image or your minor children's image, and that no monetary remuneration will be given.

Eligibility & Registration

- This league is run as an individual registration league, not a fixed team league.
- All players must be 18 years of age or older prior to the start of league play and must carry a valid photo ID.
- Players may only be registered once per league season.
- Registration must be completed through ActiveNet prior to participation.
- There are no permanent teams; partners will change each game.
- Players will be grouped into courts each week based on league standings.
- Players must participate in at least three league nights to be eligible for end-of-season standings or awards.

Equipment & Uniforms

- Referees may ban any equipment that they deem as unsafe or illegal and jewelry may not be worn at any time during the game.
- Players must wear shoes that are designed for their sports and playing surface. For indoor courts, no turf shoes or other black-soled shoes will be allowed. Players may not play in slides, metal cleats, barefooted or in socks.
- If two teams playing each other have the same jersey color game, the Home Team will be responsible for changing colors.
- The City of Arlington Parks & Recreation will provide the official game ball unless both captains and officials agree on a game ball.
- No electronic devices are allowed on the field/court of play (headphones, tablets, go pro, etc.)

Awards

- End-of-season recognition may be awarded based on final league standings.

Conduct & Discipline

- **Removal:** At the discretion of the officials or staff, a player or coach may be removed from the game for minor infractions. Note: Removals will require the player/coach to leave the facility/park, but no additional team penalties, or suspensions will be issued.
- **Ejections:** At the discretion of the referee or staff, a player, coach, or spectator may be ejected from the game for any unsportsmanlike conduct (to include the consumption of alcohol). Note: Players, coaches or spectators who have been ejected or suspended must leave the facility and grounds immediately and not return to any Arlington Adult League until the completion of the suspension.



- **Protests** based upon player eligibility will be allowed before the game and rules interpretations will be allowed during the game.
 - **Player Eligibility Protests** must be executed in the following manner: Notify the official verbally before the game begins that the match/game is under protest. The match will not be played, player eligibility will be verified at that time for all players on both teams and a result will be determined. If all players are eligible, the team that protested will receive a loss. If any player is found to be an illegal/ineligible player, that team will receive a loss. If both teams have ineligible players, it will be ruled a double forfeit.
 - **Rule Interpretations Protest** must be executed in the following manner: Notify the sports assistant immediately after the play/call to make a note on the score sheet as to what rule interpretation is being protested. Notify the officials that the game is being played under protest and the game will continue. The League Administrator or his/her designee will rule on all protests after the game.

Game Structure

All games will be played in accordance with current USA Pickleball rules, with the following league-specific modifications:

- Each match consists of **one game to 11 points, win by 2**.
- Players will be grouped into courts each week based on current standings.
- Players will rotate each game.
- Start times will be enforced to keep rotations on schedule.
- **Four-Player Court Format**
 - If a court has **four players**, three games will be played with players rotating partners each game.
- **Five-Player Court Format**
 - If a court has **five players**, four games will be played with one player sitting out each game. Players will rotate partners throughout the games.
- **Tiebreakers:** All tie breaker situations will be resolved in the following manner:
 - Winning percentage
 - Head-to-head
 - Head-to-head Differential
 - Total Points/Runs For
 - Total Points/Runs Against
 - Total Points/Runs Differential
- **Forfeits & Absences:** This league uses a rotating, individual-based format. Players are scheduled into games each night based on availability and court rotations.
 - If a player knows they will miss a league night, they must notify the Sports Coordinator at least 48 hours prior to league play.
 - Players are permitted to find a substitute player if they are unable to attend.
 - If a substitute is used, the registered player will receive half of the points earned during those games. Point differential will also be adjusted accordingly.
 - If a player does not notify the Sports Coordinator and does not show up for their scheduled games, it will be recorded as a forfeit, and a 5-point differential deduction will be applied to their standings for that week.
 - If a court cannot be fully filled due to absences, players may choose to play alternative formats such as 2 vs. 1 in order to keep games moving.
 - Missed games and forfeits may impact individual standings, as rankings are based on games played, wins, points scored, and point differential.
 - No refunds or credits will be issued for missed games or absences.
- **Blood Rule:** A player, coach or official who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time (official's judgment), the individual will not have to leave the game. Uniform rule violations will not be enforced if a uniform change is required. The official shall stop the game and allow treatment if injured person would affect the



continuation of play. The official will immediately call a coach or other authorized person to assist the injured player. The rules of the game regarding substitutions, re-entry, and short-handed player will apply, if necessary.

Playing Rules

- **Start Time:** All games will start at scheduled game time and if team(s) are not ready to play at the scheduled game time the clock will be started.
- **Warm Up:** Three minutes, starting from the end of the previous game.
- **The Serve**
 - The server's arm must be moving in an upward arc when the ball is struck.
 - Paddle contact with the ball must not be made above the waist level.
 - A 'drop serve' is also permitted.
 - At the time the ball is struck, the server's feet may not touch the court and at least one foot must be behind the baseline on the playing surface or the ground behind the baseline.
 - The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
 - Only one serve attempt is allowed per server.
- **Service Sequence**
 - Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault *(except for the first service sequence of each new game).
 - The first serve of each side-out is made from the right-hand court.
 - If a point is scored, the server switches sides and the server initiates the next serve from the left-hand court.
 - As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
 - When the first server loses the serve the partner then serves from their correct side of the court
 - The second server continues serving until his team commits a fault and loses the serve to the opposing team.
- **Scoring**
 - Points are scored only by the serving team.
 - Games are normally played to 11 points, win by 2.
 - Standard 2v2 rules apply.
- **Ranking Points:**
 - Each match contributes to player rankings.
 - Standings will be determined using:
 - Games Played
 - Points For
 - Points Against
 - Point Differential
 - Players may move up or down courts each week based on their performance.
- **Two-Bounce Rule:** When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces. After the ball has bounced once in each team's court, both teams may either volley the ball.
- **Non-Volley Zone: "The Kitchen"**
 - The non-volley zone is the court area within 7 feet on both sides of the net.
 - Volleying is prohibited within the non-volley zone.
- **Line Calls**
 - A ball contacting any line, except the non-volley zone line on a serve, is considered "in."
 - A serve contacting the non-volley zone line is short and a fault.
 - A serve that lands on the centerline is considered a fault.
 - Players are responsible for making line calls on their side of the court. If players cannot agree on a call, the point will be replayed.
- **Faults:** A fault is any action that stops play because of a rule violation. 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.
- A ball in play strikes any permanent object before bouncing on the court Determining Serving Team