



Southwest Florida – Paddle Battle Rules Detail

- Player registration:

All players need to be rostered to compete in the match. If online registration is not possible (leaguesforpickleball-paddlebattle.topdoglive), notification to the League coordinator **BEFORE** the match begins may be done by **EMAIL, TEXT or PHONE**.

Failure to register an individual or notify the League coordinator **PRIOR** to play will result in default of that court.

- Game Scoring:

- Games will use RALLY scoring, first team to 21 points. Every point counts in rally scoring, whether you are the serving team or not. You play until your team loses the point, then the opposing team gets the serve.
- When one team reaches 20 points, you can only score the final point when serving.
- IF the score is tied at 20-20, you must win by 2 points.
- Switch ends of the court when one team reaches 11 points; partners can switch sides at this point
- You play one game against each of the 3 teams.
- For more information on rally scoring, please go to the end of the document.

- Team Scoring:

Each team match consists of 9 lines (games). Each team receives one point for the game they win. The score at the end of the match would be a total of nine games. As an example, 7-2 or 4-5, etc.??

- Team Lineup:

- Captains will exchange their team scorecards simultaneously, **prior** to the beginning of EACH round. No substitutions may be made in an individual match after the lineup has been presented, except for injury, illness, no show, or disqualification of a player, prior to the start of the match (first point played). If the substitution is made during warm-up, the substitute player is entitled to a five-minute warm-up.
- Players may be substituted, partners can be changed, lines can be swapped, or the same line up can be presented after each round of play BUT not before. Once the lineups have been exchanged, there can be no further changes. There can be up to 5 minutes between rounds.

As an example, rounds of play would be as follows. Again, you can substitute players on each court, after each round.

Round 1:

A vs. X	Susan & Christy (Team A) vs. Donna & Denise (Team X)
B vs. Y	Laura & Julie (Team B) vs. Lisa & Jane (Team Y)
C vs. Z	Nancy & Robin (Team C) vs. Penny & Kathy (Team Z)

Round 2:

A vs. Y	Susan & Christy (Team A) vs. Lisa & Jane (Team Y)
B vs. Z	Laura & Julie (Team B) vs. Penny & Kathy (Team Z)
C vs. X	Nancy & Robin (Team C) vs. Donna & Denise (Team X)

Round 3:

A vs. Z	Susan & Christy (Team A) vs. Penny & Kathy (Team Z)
B vs. X	Laura & Julie (Team B) vs. Donna & Denise (Team X)
C vs. Y	Nancy & Robin (Team C) vs. Lisa & Jane (Team Y)

- Defaults:
 - Match default time is 15 minutes after scheduled time; provided court is available. Please use discretion when calling for a default. If the opponent is late for just cause, please try to understand and play the match.
 - Scoring in the event of a default is 21-0. (see Recording Scores section for detailed information).
 - In case of retirement (unable to finish match), the non-retiring team will be credited with 21 points, keeping the score as was for the retiring team.
 - All teams must play all scheduled matches. **The League Coordinator should be consulted before a team defaults their entire match (all positions).** Any team deliberately forfeiting an entire team match is subject to league disqualification. All matches should be played before the last match of the regular season.
- Geographic Groupings:

Every effort will be made to group teams, in the same geographic area, together, to minimize travel time.
- Warm Up:

The warm-up time prior to each round match starting is 5 minutes. Clubs may allow warm-up courts to visiting teams, but it is not required.
- Time of Play and Divisions:
 - Matches are to be scheduled no later than 3:00 PM.
 - The Paddle Battle will offer men's, women's and mixed play in 2.5 to 4.0 flights.
- Season Standings:

The goal of the league is to have participants play as many matches and teams as possible during the allotted season.

 - Byes – Some teams may have a bye while others do not, based on the number of teams in a division.
 - Sometimes the number of teams in a division and the number of weeks of play do not allow for a complete rotation through the flight. As such divisions will use % won if the teams in a division play uneven number of matches. $\text{Percentage} = \frac{\# \text{ of Overall Team Wins}}{\# \text{ of Matches Played}}$
- Stacking:

Each team must play the lineup that the captain determines is the strongest, making sure your BEST “individual teams” play on each court. If an opposing team files a stacking grievance, the Leagues for Pickleball Paddle Battle will review the play order and penalize appropriately.
- Time Outs:

Time Outs – Each team gets 1 time out per game (2 minutes in length)
- Inclement Weather:
 - Official rain out is one hour after the original match start time, unless BOTH captains agree to declare it sooner. Players/teams must be available to play in case of a rain delay. Players should go to the home club and be ready to play.

- Match started and resumed SAME DAY– if the match has started and rain occurs; the original lineup must be used. If play is resumed on the same day, at a rescheduled time, match play will resume with the same players in the same positions, when play stopped. The exact score, game and round will be recorded, and play will begin at that score. All completed games and rounds will count as played. Captains should meet, agree and write down the suspended match information, including serve, round number, rotation and side of all players. There are no player changes to the initial roster. Any court that can't be played with the same players will be recorded as a retirement.
 - Match started and resumed DIFFERENT DAY – if the team match has started and rain occurs, and the match is rescheduled for another day, a new lineup may be presented for any individual match that hasn't started; or, if the original lineup presented indicated a defaulted position. As mentioned above, for games that have started, the games, rounds, serve rotation and player sides should be recorded by the captains and players.
 - Team captains should mutually agree on time to reschedule a rain-delayed match. Every attempt should be made to complete the match within TWO weeks. In any event, all matches must be played before the last match of the season. Individual games and rounds may be scheduled at different times and at either club. If teams can't agree on time, the league coordinator may pick the date for the make-up match. The scheduled home team has the first option of playing the match at their facility. Please confirm match and court times with your professional/facility.
 - Partially completed matches can't be entered into the software. The home captain CAN change the date for the new match. When the home captain enters a new date, an email is automatically generated to the opposing captain. The opposing captain must confirm the change. The match will be read as "unconfirmed" until the opposing captain agrees to the new match. If the opposing captain has not confirmed the new day and time, the match is NOT confirmed. No default will be awarded. The original time is the match time. If matches are to be played on different dates, the dates can be listed in the "comment" section. Players and captains can review this section to see how the rescheduling of the match has progressed.
 - If some or all of the games are rained out during the last week of play, the matches for the last week may be deleted or cancelled.
- Facility Requirements:
 - All participating facilities must have courts available for home matches. League approval is required for exceptions to this rule. No facility may have more League teams than courts available per home match time slot. If they do, they must provide an alternate home match time.
 - The home team provides the balls (type of ball is subject to rules of facility and/or community). The home team must also provide water (near the courts) for match play. Many home clubs provide refreshments after playing, but this is not required.
 - Teams and Rosters:
 - The number of positions for a match varies depending on the league season and division. Team rosters should have enough players to play a match, with a minimum of 8 players. There is no limit to the number of players on a team roster.
 - The players must be members of the facility during the time they are playing on a team. Understanding the league rules, clubs, facilities and communities may have restrictions regarding play on non-members on their teams.
 - You may play on a team at your rating or .5 higher than your rating, but you may not play on a LOWER rated team. Minimum 21 years of age.
 - When playing mixed doubles, in all matches, the players' total level should not be higher than the level in which the team is playing.



- *Insufficient Players:*

If a team can't field the required number of players, default the bottom position. Contact the opposing team captain if you are unable to fill all positions. Having insufficient players is not a valid reason to reschedule.

- *Schedules and Schedule Conflicts:*

- Due to the tremendous growth of Pickleball in our area, facilities may experience some scheduling difficulties and conflicts. To avoid conflicting schedules, it is possible that a team may have more away than home matches. If the facility registers multiple teams playing on the same day and time, it will be necessary to provide different starting times to accommodate the match play. Captains will coordinate with the facility and/or professional and notify opponents at least one week before playing. The match may have to be moved to the away team's facility or rescheduled for a different day or time. Additionally, individual matches may be scheduled at different times and locations. Captains, please notify league coordinator of any schedule changes.
- Schedules will be available at [leaguesforpickleball.topdoglive](http://leaguesforpickleball.topdoglive.com) on the dates published www.LeaguesForPickleball-PaddleBattle.com. Please check your schedules and resolve conflicts as soon as possible. The match schedule is subject to change after publication if conflicts occur. All captains are required to check the online match schedule for any changes.

- *Coaching and Court Conduct:*

No coaching is allowed at any time during the match (even at time outs) by captains, spectators, teammates, or professionals. Profanity of any kind is against the rules and subject to penalties. All electronic devices capable of sending or receiving messages must be turned off; offense is match default. Penalties will be enforced by opponents on court. Line calls or disputes during a match can only be resolved by players participating in that match. General supervision of all aspects of play belongs to the facility and their professional staff.

- *Equipment:*

Any equipment, paddles, balls or otherwise that has been recalled may not be used in the league, NOT even in the warmup. Please remind your opponent. If play continues with the paddle, the opposing team must produce a video (with 2 points of play). This will be required to demonstrate that an illegal paddle, or other piece of equipment, was used.

The link to confirm paddle or ball eligibility is: [pickleball approved paddle list](#) (the link directs players to the USA Pickleball site)

- *Video Taping:*

If you choose to video tape your match, you must have permission from all players on the court to video the play.

- *Team Levels and Ratings Review:*

To keep the league competitive, an annual review of team and individual results is done at the end of each Spring season. The TopDog Pickleball software performs this analytical review. Teams and/or players may be asked to move up or down.

- Season Awards:

Awards will be given to the first-place team in each division. In divisions with several flights, awards are given to the first-place team in each flight.

- Privacy Notice:

The contact information for Southwest Florida Pickleball League participants included in the Topdog Pickleball website is considered confidential and is exclusively for use by the Southwest Florida Pickleball league coordinator and for contact between and among the league participants. The information in this site should not be used for business, commercial, political, or any other non-Southwest Florida Pickleball League purposes, and it should not be disclosed or published to anyone outside of the Southwest Florida Pickleball League.

- Participant's Waiver of Liability:

Acceptance of my entry in the Southwest Florida Pickleball Leagues is without assumption of responsibility of any kind by this organization, TopDog Pickleball, the host club, committees or the management and officers of the Southwest Florida Pickleball League, in which I may be entered or may participate. In consideration of the acceptance of my entry, I do hereby for and on behalf of myself and my heirs and legal representative release and forever discharge the organization, host club, their officers, umpires, committees and representatives and their successors and assigns, of and from any and all claims and demands of every kind, nature and character which I may have or may hereafter acquire for and all damages, losses or injuries which may be suffered or sustained by me in connection with my activities during the period for which such permission is waived and released and I covenant not to sue therefore. I understand that this tournament/league will be governed by applicable organization rules and regulations, the rules and regulations of this tournament/league, the rules and procedures governing discipline of players in TopDog Pickleball, and TopDog Sports sanctioned tournaments/leagues, the Tournaments For Fun, TopDog Pickleball Code of Ethics, tournament/league policy, and ranking regulations, and agree to conduct myself accordingly.

Paddle Battle Modified – Rally Scoring

Step 1: Each player on each team chooses a side of the court, either the right side or the left side. The players remain on these sides for the entire game (but they can switch on the 11-point changeover).

Step 2: The serving team begins serving with the player on the right-side serving first. The serving team continues serving as long as they win each rally (they earn a point with each rally won). The serve alternates between the right-side player and the left-side player.

Step 3: When the receiving team wins a rally, they win a point. It is then their turn to serve.

General Info: The players do not switch sides of the court when serving; each player stays on either the right or left side of the court, where they initially started.

If the serving team wins the 1st point of the match, the score is 1-0 and the serve then goes to the player on the left side of the court. Players do not switch sides of the court when serving; each player stays on either the left side or the right side of the court where they initially started.

For example, if the serving team wins the first point of the match, the score is 1-0 and the serve alternates to the player on the left (Ad) side of the court. There is no 3rd number in rally scoring (e.g., 1-0-1) like there is in pickleball side out scoring.

Sides of court: The server in rally scoring is dependent on the score of the serving team. Whenever the serving team's score is an even number like 2 or 12, the serving team will serve from the right side of the court. If a serving team's score is an odd number, the player on the left side of the court will serve.

For example, if the score is 4-0 and the receiving team wins a rally, the score is now 1-4 and the team that received and won the last rally will now serve from the left side of the court (since their score of 1 is an odd number).

The game continues with points being scored and the serve changing sides until 1 team reaches 11 points. At this point, the teams switch ends of the court AND players can switch sides (from the right side to the left side and vice versa) and a timeout is allowed if one of the teams requests the timeout.:

After a team reaches 20 points, that team can only score a point when serving (so if they win a rally as the returning team with a score of 20, they do not score a point but they do get to serve from the right side of the court with a chance to score a point and win the game). The other team can continue scoring points while serving or receiving.

If the score is tied at 20-20, a team must win by two points.



GAMES ARE PLAYED TO 21 POINTS



PLAYERS CHOOSE A SIDE RIGHT OR LEFT AND STAY ON THAT SIDE



THE SERVING TEAM STARTS THE GAME FROM THE RIGHT SIDE



THE SERVING TEAM ALTERNATES SERVES UNTIL A POINT IS LOST, THEN THE OTHER TEAM SERVES



IF THE SERVING TEAM SCORE IS EVEN, SERVE FROM THE RIGHT SIDE.
IF SERVING TEAM SCORE IS ODD SERVE FROM THE LEFT SIDE



CHANGE ENDS WHEN ONE TEAM GETS TO 11 (PARTNERS CAN SWITCH SIDES).



GAME IS PLAYED UNTIL ONE TEAM REACHES 21, WIN BY TWO



IF THE SCORE IS TIED AT 20-20 THE WINNING TEAM MUST WIN BY 2 POINTS