



# North County Pickleball Women's League

## Guidelines

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### Mission Statement

The North County Pickleball League is dedicated to fostering a supportive and inclusive environment where women of all skill levels can come together to play, learn, and grow. Our mission is to create a vibrant sense of community through friendly competition, empowering players to build confidence, improve their game, and forge lasting connections. Whether you're a beginner or an experienced player, we encourage all to join, compete, and thrive in a positive atmosphere that celebrates teamwork, respect, and the joy of the game.

### Definitions

- Team: 8 players (4 lines) for Masters and Night, 4 players (2 lines) for Premier, and 6 players (3 lines) for Rookies.
- Line: two players form a line
- Masters and Night League lines are broken down as Line 1 - 4.5/5.0, Line 2 - 4.0, Line 3 - 3.5+, Line 4 - 3.5
- Premier League lines are 3.0+ to 3.5
- Rookies League lines are 2.5+ to 3.0

### Competition Format

#### Masters and Night League

- First round: Each line plays the opposing team's corresponding line (i.e. line 1 vs line 1, line 2 vs line 2, etc.) Best out of 3 games played to 11, win by 2 points. If a third game needs to be played, switch sides at 6 points. **Note: this round must be completed before moving to the second round.**
- Second round: Line 1 plays the opposing line 2, and line 3 plays the opposing line 4. Best out of 3 games played to 11, win by 2 points. If a third game needs to be

played, switch sides at 6 points. **Note: if a third game is necessary in this round it may be delayed due to time constraints or other players waiting. It will be played after the third round if necessary to determine the winner of the match**

- Third round: The team's players from their own lines 1 and 2, and lines 3 and 4, switch partners to create new doubles teams (1 and 2, 1 and 2, 3 and 4, 3 and 4). Team captains will assign players to the courts. The home team will fill in score sheets with new doubles teams. One game played to 15, win by 2 points, switch sides at 8 points.
- After the final match concludes for the day, the home captain will complete all score sheets and both captains will go over the final scores and initial results. The home captain will place the score sheets in the blue box.

## Premier League

- First round: Each line plays the opposing team's corresponding line (i.e. line 1 vs line 1, line 2 vs line 2) Best out of 3 games played to 11, win by 2 points. If a third game needs to be played, switch sides at 6 points. **Note: this round must be completed before moving to the second round.**
- Second round: Line 1 plays the opposing line 2. Best out of 3 games played to 11, win by 2 points. If a third game needs to be played, switch sides at 6 points. **Note: if a third game is necessary in this round it may be delayed due to time constraints or other players waiting. It will be played after the third round if necessary to determine the winner of the match**
- Third round: The team's players from their own lines 1 and 2 switch partners to create new doubles teams (1 and 2, 1 and 2,). Team captains will assign players to the courts. The home team will fill in score sheets with new doubles teams. One game played to 15, win by 2 points, switch sides at 8 points.
- After the final match concludes for the day, the home captain will complete all score sheets and both captains will go over the final scores and initial results. The home captain will place the score sheets in the blue box.

## Rookies League

- First round: 2 games played to 11, win by 2 points.
- Second round: 2 games played to 11, win by 2 points.
- Third round: 2 games played to 11, win by 2 points.
- For each round, a line must play against a different line on the opposing team
- After the final match concludes for the day, the home captain will complete all score sheets and both captains will go over the final scores and initial results. The home captain will place the score sheets in the blue box.

## Competition Rules

Though this is not a USA Pickleball league, in general, we will use established Pickleball rules as referenced on [usapickleball.org](http://usapickleball.org) (players are responsible to know and understand the most up-to-date rules.)

Visiting captains must send their line-up roster to the Home captain by the evening before matches are to be played. We strongly suggest you provide the roster sooner if you are using a substitute to provide time if any issues of eligibility arise.

*Note: The third-round teams' match ups are not to be provided until the first two rounds have been completed.*

Any player who is over 10 minutes late once play has begun forfeits one game; over 20 minutes late forfeits the current round. The line is eligible to go on to the next rounds.

Each line is allowed one 1-minute time out per game.

Recommended time between games is 1 minute. Time between rounds, once court is available, is no more than 2 minutes without approval by the opposing team and should be due to extenuating circumstances.

Players are allowed one 15-minute injury time-out (must be assessed) before a forfeit is called. The captain may decide if the player's injury is enough to affect other players on the courts to use a replacement sub if one is available. Both captains must approve the substitute if she is not listed on the approved sub list. If the substitute is not approved, play may continue, but none of that team's scores will count – it will be listed as a forfeit due to injury. The score of the winning team in a forfeited game will be 11; any points by the team forfeiting will be added to their team's tally.

## Substitute Rules

All teams may use substitutes from the approved sub list. Subs may not be a regular rostered player on another team in the same league. If necessary, to avoid a forfeit, approved subs and rostered players from a lower league are eligible to play "up" (i.e. Rookies to Premier, Premier to Masters)

If a substitute is not on the approved sub list (with the exception of line 1 players) the president must approve the sub prior to playing. Non-approved subs may result in a forfeit.