

1. LEVEL OF COMPETITION: Every effort has been made to place teams in a division commensurate with their skill level.

2. ELIGIBILITY: All players must be a resident of the team's community and must be 55 by the first day of the regular season. Certified pickleball teachers are allowed, but players who have played professionally (tennis or pickleball) and derive a significant portion of their income in tournaments are not allowed. Each player can fill only one line position on a team. Players must be assigned to lines by skill level with better players at the top and less skilled players at the bottom and THIS IS A RULE, NOT A REQUEST. Failure to adhere to this rule will be dealt with harshly! No player can move more than 1 line (up or down) from the line they previously played or they will forfeit their line. **SPECIAL PLAYOFF STACKING RULES...** If a player plays 50% or more of their games on line one during the regular season, they are ineligible to play line three or lower in the playoffs. Likewise, if a player plays 50% or more on lines one or two (combined) during the regular season, they are ineligible to play line four or lower in the playoffs. And, if a player plays 50% or more on lines 1, 2 or 3 (combined) they are ineligible to play line 5 in the playoffs.

3. Each home team provides 1 new or gently used ball to each line at the beginning of the match. The official ball is the **Diadem Premium Power ball**. The captain of the home team must arrange with the gate to have the opposing teams called into the community.

4. Games are at 12:30, 2:00 pm and 3:30 pm on Thursdays. Home team captains decide which courts are to be assigned to the players, but a **MAXIMUM of 4 courts and a MINIMUM of 3 courts (unless a facility has less than 3 courts) can be used at one time**. Home team serves first in the first game. The home team decides which side to serve from first. Second game, the teams switch sides and visiting team serves first. The third game, if necessary, flip a coin and winner chooses side or serve. Third game changes sides at 6.

5. Score Sheet: A blank score sheet is on the website at www.boomerpickleballleague.com under **DOCUMENTS**. Print it out and write in your players FIRST AND LAST names. Exchange it with the opposing captain prior to the match. Once exchanged it cannot be altered.

6. Each match will consist of five (5) lines with ten (10) players representing each team (spring season consists of 4 lines and 8 players) game is 11 points, win by 2. There is no limit to the amount of players who can be on a team. Play continues until there is a 2 point advantage in the score.

7. ENTERING SCORES: Each line is equal to 1 point for scoring purposes. **Home team captain must enter the scores and statistics into the website by 8 pm on gameday. INSTRUCTIONS ARE ON THE WEBSITE.** Visiting captain verifies accuracy within 72 hours.

8. Number of overall lines won determines standings. In case of a tie, head to head, then total points won head to head. Trophies for first place in each division. Playoffs will be between the top 3 teams (top 4 teams in a division of 8 teams) in each division with the top team receiving a bye (2 plays 3, winner plays 1). A player must play at least one game during the regular season to be eligible to play in the playoffs. In case of a playoff tie, tiebreaker is total points won. If still tied, captains select 2 players to play a 1 game "winner take all" to 7 points, win by 2.

9. Line judges (one from each community) will not be used unless requested by the players during the match.

10. Captains should be consulted if there is a disagreement on the court over the rules. Both captains should assist in resolving any concerns and must control the behavior of their players

11. All serving violations: The server must announce the correct score before serving so all the players can hear. If the receiving team believes a serving violation has occurred (score not called, wrong score called, incomplete score, baseline foot fault, wrong side serving) they shall stop play by either catching the ball or discontinuing play and announce the violation. At that point the ball is considered dead and a do-over must ensue. If the receiving team fails to stop play and fails to call out the violation and play continues, they cannot call it later. Side arm serves can no longer be considered a fault or replay by the receiving team. Serves must be made below the waist.

12. Kitchen faults can be called, however, if a player disagrees and no agreement can be met, replay the point.

13. FORFEITS: If a player (or players) is late arriving to a match by more than 15 minutes (Captains can agree to wait longer) that player will forfeit **and all players on forfeiting team move up to fill the vacant line. Forfeiting team does not get to choose which line forfeits. In other words, LINE 5 SHOULD ALWAYS BE THE FIRST LINE TO FORFEIT, then line 4, etc. No match should start until ALL players are present.** Players can move up more than 1 line if a team is unable to field a

higher line due to unavailability. The player can then move back to their original line the following week (or 1 line up or down from their original line

14. Time outs are two per game per team. Each should last for about 1 minute. Captains or their designated representative, as well as the players playing in the match, can call timeouts. Injury time out is 5 minutes. Rest time between games is 10 minutes (or less if all players agree), but in no event should be longer than 15 minutes.

15. No substitutions are allowed. If a person cannot continue, that line forfeits.

16. No coaching except during timeouts.

17. Fighting is automatic suspension from league.

18. Although it is well known that the receiving team calls balls "in or out" on their side of the net, in order to reduce arguments and maintain a convivial and friendly atmosphere players should always give the benefit of the doubt on close line calls to the opposing team, and therefore, call a questionable ball "in" (where you cannot see a gap between the ball and line). If the partners on the receiving team disagree on whether a ball is in or out, it shall be considered in. Players are allowed to yell "out" before a ball lands as it is considered partner communication.

19. Rain outs must be made up the next day (Friday) at the same time, same place, (unless the courts are unavailable, in which case the game should be played at the visitor's courts, if available) and in the event of bad weather on the rain out date, the next day thereafter (except Saturday and Sunday due to other leagues). The captains can agree to other arrangements. If captains cannot agree on another time, then the stated default rule applies. If started, the match continues from where it left off at the time it was stopped. Matches must be made up before the following Thursday. The team that cannot play at the default or agreed upon times will forfeit the match. All rainout lines must be played at the same time (unless captains agree to play lines at different days and times, but only as a last resort). If a game was started and stops due to rain the same players must continue the match on the makeup day.

20. If a team defaults 8 or more lines during the season they may not be invited to play in the league the following season.

21. Player Refunds 1. If player, who has paid their fee, withdraws prior to the season start date, we will refund the player's registration fee paid, minus administrative charges of \$2. The player, or player's captain, must notify the League of the withdrawal for the player to receive the refund. 2. If a Player withdraws any time after the season start date the registration fee paid will not be refunded.

22. If a team Forfeits an entire Match (without an EXCEPTIONAL excuse approved by the league), they will not be eligible to be in the Playoffs, and may be dropped from the League at the discretion of the League