



CM Team Pickleball Local Rules

January 9, 2025, Rev 2/10/2025, Rev 8/10/2025, Rev 1/21/2026

CM Team Pickleball is an innovative gameplay format that brings men and women together on a level playing court. In this format team matches are composed of four 21-point games. This unique dynamic means that teamwork as a skill is just as critical as speed or technique on the court and a big part of the community aspect of the sport.

All rules of CM Team Pickleball competition are governed by the most current edition of The Dink Minor League Pickleball Rules, USA Pickleball, as well as UPA standards, except as modified herein.

TEAM COMPETITION OVERVIEW

All teams are members of a League. The League is divided into Divisions. All teams in a division have the same maximum aggregate rating. Each division will have an assigned maximum aggregate rating. As an example, if a division has a maximum assigned rating of 13.8, the total of the individual ratings of all four players on the team cannot exceed 13.8. The maximum ratings for each division are assigned by the event organizers.

The League schedule, the number of divisions and the number of teams in each division are set by event organizers.

PLAYERS

All players must have a current DUPR rating with a reliability score of 60 or higher and be a member of the CantaMia Pickleball Club on DUPR.

Each team consists of four players. Teams can be mixed gender consisting of two (2) females and two (2) males or open gender with no designated gender mix.

The way teams are formed can be one of two ways. 1) Captains and players form their own teams, or 2) players are drafted by the team captains from the pool of eligible players. The method to be used for each event is determined by event organizers.

TEAM CAPTAINS

A team captain can be one of the team members or a can be a non-playing captain. Captains are responsible for selecting the team, communicating match schedules to team members, arranging for substitutes for the team when needed, and communicating rules and regulations for play to team members.

TEAM UNIFORMS

Team uniforms are optional but are encouraged to add to the fun part of team pickleball.

MATCHES

A match consists of four games and tiebreaker, if needed. For mixed gender teams, the first two games are a women's doubles game; a men's doubles game followed by two mixed doubles games. For open gender teams, each player must play two games and only partner with another player once. All four games must be played for a complete match. If the teams are tied after the first four games, a DreamBreaker tiebreaker is played, with a rotational system involving all the players on each team. The DreamBreaker play is explained below.

The time between games shall not exceed 3 minutes. Part of that time can be used for warm-up but the total time between games shall not exceed 3 minutes. If a team is not ready to start at 3 minutes, that team may be required to forfeit their timeout for that game, by the court monitor.

SCORING: RALLY SCORING

CM Team Pickleball uses rally scoring where a point is earned with every rally. Each game is 21 points and change ends at eleven. The team that wins the point wins the serve whether it was won by serving or receiving. A team needs to win by two points. The winning point must be won on the serve.

In rally scoring players remain in the same court position and do not change sides with each point. Player A is on the right side and serves when the score is even, and Player B is from the left side and serves when the score is odd. Player A and B also receive the serve on their respective side. A team may choose to switch player sides when changing ends or at a called time out. Teams must announce they are making the change before playing resumes.

STARTING THE MATCH

At the start of each match, there will be a coin toss (or similar random selection). The winner will make a choice on Options 1 and 3 and loser will make a choice on Option 2. The event organizers may choose to pre-designate the home and away teams for the match, in which case the away team will make the choice on Option 2 and home team on Option 3.

- Option 1 to be either the Home or the Away team
- Option 2 to start each game serving or receiving
- Option 3 which end of the court to start the first game.

HOME: For mixed teams, the home team will react to the away team's mixed doubles lineup. The home team must declare first during the singles Dreambreaker game. For open gender teams the home team matches up to the away team lineup for the match and must provide their lineup first for the Dreambreaker.

AWAY: For mixed teams, the away team must declare their mixed doubles teams first but get to react to the home team's singles Dreambreaker lineup. For open gender teams the

away team must provide the lineup for all four games for the match and match up to the home team lineup for the Dreambreaker.

When you choose the end to start, you will start the first game on that end and switch ends when a team reaches 11 points. Teams start the next game at the same end that the previous game was concluded.

PLAYER INITIATED TIME-OUTS

Each team will be allotted 1 time-out per game (1 minute per time-out). This is in addition to the allotted 1-minute time out during change of ends when the first team reaches 11 points.

DREAMBREAKER TO DETERMINE MATCH WINNER

If two teams playing a match are tied 2-2 after the first four games, a DreamBreaker will be played. DreamBreaker is a game to 21 (win by 2) with rally scoring, where each team must rotate their teams.

Immediately following the completion of the first four games, the home team will have 1 minute to designate their full lineup for the Dreambreaker. The away team will then have 1 minute to match up to the home team lineup. The maximum time between the last game and start of the DreamBreaker is 5 minutes. All teams will rotate in 4-rally rotations until the DreamBreaker is concluded. For mixed teams, the women's team starts and plays 4 rallies, then mixed team #1 plays 4 rallies, then mixed team #2 plays 4 rallies, then men's team plays 4 rallies and then the rotation starts again in the same order until one team wins the game. During the DreamBreaker, each team will be allotted one time-out. Teams will change ends when one team reaches the score of 11.

SUBSTITUTES/INJURY:

- * Substitutions are allowed, but substitutes must not be on the roster of another team in the league.
- * The team aggregate rating must not exceed the maximum with the substitute player included. Team member ratings are based on the rating used in the draft and remain the same for all matches. Substitute player ratings are based on their current rating at the date they are placed on the team as a substitute.
- * A particular substitute cannot be used more than three times during the season.
- * If a team member suffers a season-ending injury or other emergency, the team may permanently change players with notice to the league directors.
- * Men must substitute for men, and women for women in mixed gender teams.
- * If a player has an injury mid-match and cannot continue to play, a player can be subbed in to complete the match but must meet all the requirements listed above. If no sub is found, the team will forfeit the uncompleted games the injured player was scheduled to play.
- * If a team captain cannot be present for a match, a substitute captain can be chosen for that match. The captain need not be a player.

COACHING/LINE CALLS

Coaching by non-playing team members is allowed at any time when the ball is NOT IN PLAY if it does not interfere with continuous play or unfairly disrupts the opposing team. Non-playing team members are encouraged to sit/stand along the edge of the court or bench with their team. ONLY the four players playing the game can make line calls and fault calls without the influence of other players/spectators.

OTHER RULES

Scores from all games played during the CM Team Pickleball League will be posted to DUPR by a CantaMia DUPR organizer.

STANDINGS

A total of three standings points is earned in every match. Weekly standings will be published based on points earned as follows:

Standings points are earned in every match as follows:

3 Points: Regulation win (i.e.: 3-1 or 4-0 win; no DreamBreaker needed)

2 Points: DreamBreaker win (i.e.: 3-2 win)

1 Point: DreamBreaker loss (i.e.: 2-3 loss)

0 Points: Regulation loss (i.e.: 1-3 or 0-4 loss; no DreamBreaker needed)