



Town of Webb Community Adult Tournament SINGLE ROUND ROBIN

All Levels Welcome To Join In The Fun!

Saturday, September 27th, 2025

Lakefront Courts

Sign-In at 9:30am with Tournament Start at 10am

Rain Date: Sunday, September 28th, 2025

Tournament Fee: \$25 Per Player

These funds will go towards the Town of Webb Recreation Pickleball Program for future equipment, indoor /outdoor balls, line tape and paint.

Registrations Are Due By: September 23rd, 2025

Tournament Structure - Single Round Robin

8 Player Minimum to Hold Tournament

Each player plays with a different partner and against a different pair of opponents for a total of 4 to 6 games. Games are played up to 11, win by 2 with a cap of 13pts. Games will be a max play of 13 minutes with games ending at set scores. The player(s) with the most game score points at the end of their 4 to 6 games will be declared the winner of the tournament. In the event of players having the same total points, the player with the most game wins will be used for the tie-breaker. If still a tie, we may declare multiple winners.

How a Pickleball Round Robin Works

- **Games:** Each player plays a set number of matches.
- **Rotations:** Players switch partners and opponents based on a predetermined schedule.
- **Scoring:** Games can be played to 11 (win by 2) Cap of 13pts
- **Game Play:** Games will be a max play of 13 minutes with games ending at set scores

Tournament Rotation

The only real cemented rule in this type of game play would be that you would only play with the same partner once, multiple games with a different set of competitors. Everyone is designated a number so you can keep track, but beyond that your group could tweak from there.

Example of Format:

Round Robin				8 Players			
COURT	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	
	1 - 7 vs 4 - 6	3 - 7 vs 5 - 1	7 - 2 vs 1 - 3	2 - 3 vs 7 - 8	7 - 6 vs 3 - 8	5 - 7 vs 6 - 2	
	2 - 8 vs 3 - 5	8 - 6 vs 4 - 2	6 - 5 vs 8 - 4	5 - 4 vs 1 - 6	5 - 2 vs 4 - 1	1 - 8 vs 4 - 3	
1				5			
2				6			
3				7			
4				8			

House Rules

WE ARE HERE FOR FUN AND EXERCISE

ONLY GOOD SPORTSMANSHIP IS WELCOME

LET THE FUN CONTINUE AND BE RESPECTFUL TO PLAYERS AND LEADER

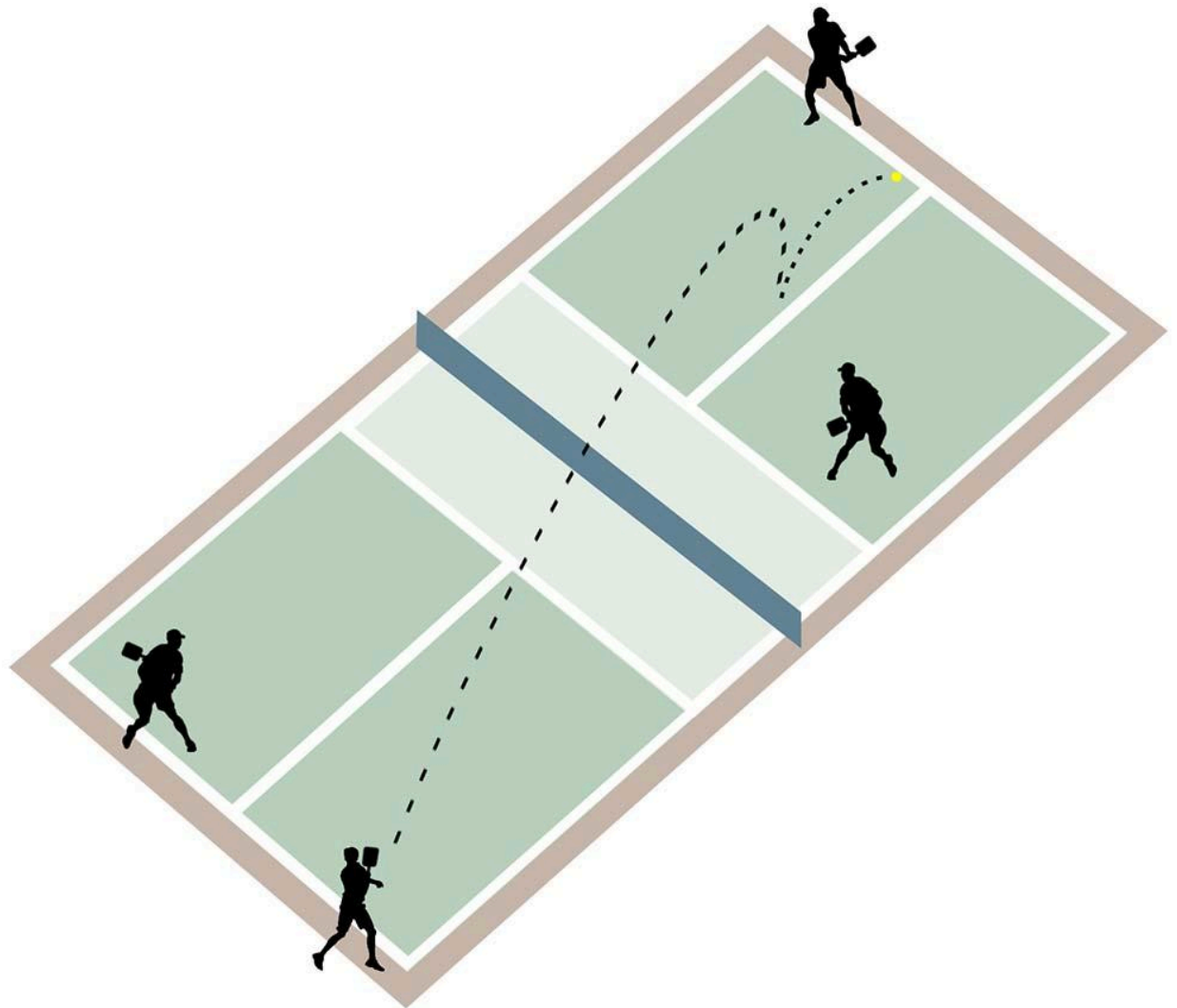
PLAY FAIR, ENCOURAGE YOUR TEAMMATE'S SUCCESS

Items To Bring:

- Paddle
- Water
- Lawn Chair to watch fellow teams during down time
- Snacks
- Family and Friends to cheer all on!

The Serve

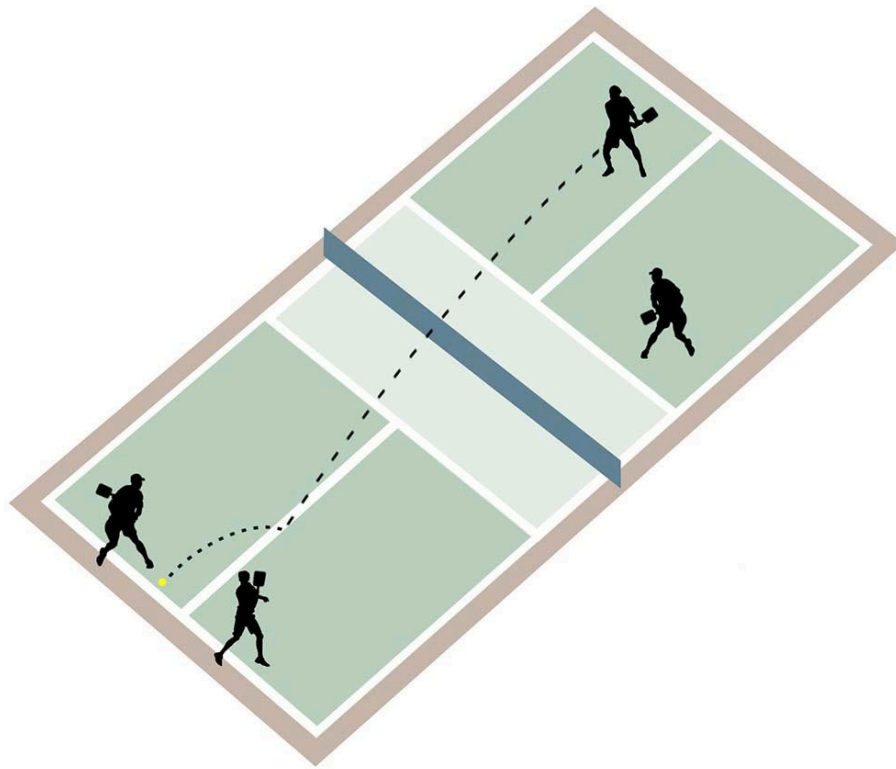
- The server's arm must be moving in an upward arc when the ball is struck.
- Paddle contact with the ball must not be made above the waist level.
- The head of the paddle must not be above the highest part of the wrist at contact.
- A 'drop serve' is also permitted in which case none of the elements above apply.
- At the time the ball is struck, the server's feet may not touch the court or outside the imaginary extension of the sideline or centerline 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.



Serving 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/even court.
- If a point is scored, the server switches sides and the server initiates the next serve from the left/odd 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 (except for the first service sequence of the game*).
- The second server continues serving until his team commits a fault and loses the serve to the opposing team.
- Once the service goes to the opposition (at side out), the first serve is from the right/even court and both players on that team have the opportunity to serve and score points until their team commits two faults.

***At the beginning of each new game only one partner on the serving team has the opportunity to serve before faulting, after which the service passes to the receiving team.**

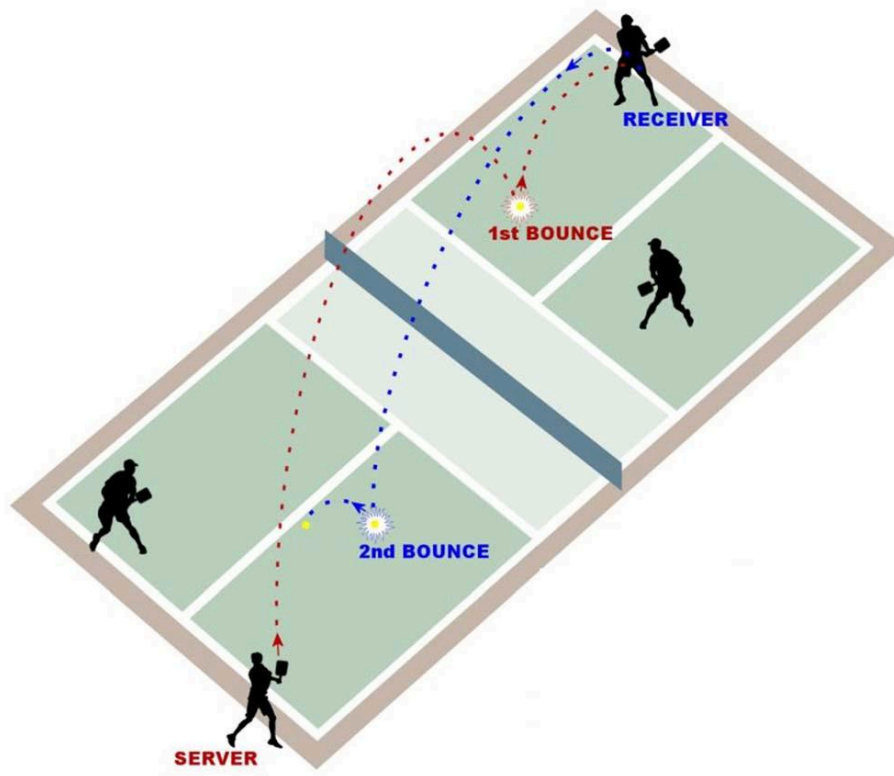


Scoring

- Points are scored only by the serving team.
- Games are normally played to 11 points, win by 2, Cap of 13pts
- When the serving team's score is even (0, 2, 4, 6, 8, 10) the player who was the first server in the game for that team will be in the right/even court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left/odd court when serving or receiving.

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 (hit the ball before it bounces) or play it off a bounce (ground stroke).
- The two-bounce rule eliminates the serve and volley advantage & extends rallies.



Line Calls

- A ball contacting any part of 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.

Non-Volley Zone

- 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. This rule prevents players from executing smashes from a position within the zone.
- It is a fault if, when volleying a ball, the player steps on the non-volley zone, including the line and/or when the player’s momentum causes them or anything they are wearing or carrying to touch the non-volley zone including the associated lines.
- It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before this happens.
- A player may legally be in the non-volley zone any time other than when volleying a ball.
- The non-volley zone is commonly referred to as “the kitchen.”

Faults

- A fault is any action that stops play because of a rule violation.
- A fault by the receiving team results in a point for the serving team.
- A fault by the serving team results in the server’s loss of serve or side out.

Determining Serving Team

- To determine which team has the first choice of side, serve or receive there will each team will select one player to compete in a single round of Rock, Paper, Scissor

Player Registration
Registrations Are Due By: September 23rd, 2025

Tournament Fee: \$25 Per Player

These funds will go towards the Town of Webb Recreation Pickleball Program for future equipment, indoor /outdoor balls, line tape and paint.

PLAYER NAME:		AGE:
ADDRESS:	EMAIL:	
CITY:	STATE:	ZIP:
PHONE: ()		
PLAYER SKILL LEVEL: <input type="radio"/> BEGINNER <input type="radio"/> INTERMEDIATE <input type="radio"/> ADVANCED		
EMERGENCY CONTACT:		
PHONE: ()		
<div style="background-color: yellow; padding: 5px;">REGISTRATION IN FULL ARE DUE THE RECREATION OFFICE BY 9/23/2025</div> <div>MAIL COMPLETED FORM, plus CHECK/MONEY ORDER TO: Town of Webb Attn: Recreation Department PO Box 157, Old Forge, NY 13420</div> <div>IN-PERSON COMPLETED FORM, plus CHECK/MONEY ORDER TO: Town of Webb Attn: Recreation Department 3140 NY-28, Old Forge, NY 13420</div>		

WAIVER –PLEASE READ CAREFULLY

Player Print Name: _____ (name of participant does hereby covenant and agree to release and hold harmless the Town of Webb from and against any and all liability, loss, damages, claims, or actions (including costs and attorney fees) for bodily injury and/or property damage, to the extent permissible by law, arising out participation in any/all Town of Webb activities.

I understand participation in any/all activities involves rigorous physical activity and risks of physical injury, and I assume these risks. I hereby consent to emergency transportation and treatment in the event of illness or injury. I hereby accept responsibility for the payment of any emergency transportation or treatment. I further certify that I am in good physical condition, and I have no medical or physical conditions that would restrict my participation in this event. I have checked with my physician before participating in any activity. I understand that these activities can result in serious injury, death, illness, and loss of any kind. I understand that such risk cannot be eliminated without jeopardizing the essential qualities of the Activity. I promise to accept and assume all of the risk and responsibilities for loss of any kind, injury, death, and illness to myself and the participant(s) undersigned on the Town of Webb premises, including those that may arise out of negligence of other participants. I also hereby agree to indemnify, hold harmless and defend Town of Webb their employees and agents from any and all claims resulting from injuries, including death, damages and loss sustained by anyone, which arise out of or are in any way associated with my conduct or the conduct of those individuals participating under my supervision and/or the activities of the facility, I acknowledge that myself and the participant(s) undersigned may require medical assistance, which I acknowledge will be at my own expense or the expense of my personal insurers. I represent and affirm that I have adequate and appropriate insurance to provide coverage for such medical expenses. I am aware that there are age and weight limits of certain activities for the safety of different age groups of participants at Town of Webb. In consideration of Town of Webb allowing my participation and the participation of the undersigned, I, for myself and the participant(s) undersigned and/or legal ward, heirs, administrators, personal representatives, or assigns hereby voluntarily release, waive, and forever discharge and covenant not to sue Town of Webb and its employees, officers, and all other persons or entities acting on its behalf. I understand the effect of this waiver and acceptance of risk on my legal rights. By signing this release of liability agreement and participating at Town of Webb property, it is my intention to assume all risk of injury and I for myself and the participant(s) undersigned. I hereby fully and forever release and discharge indemnify and hold harmless Town of Webb, its employees, the property and/or all other persons or entities acting on its behalf from any and all liabilities, claims, demands, damages, rights of action, suits or causes of action present or future, whether they be known or unknown, anticipated or unanticipated, resulting from or arising in any way out of my use or intended use of said premises, facilities or equipment to the fullest extent permitted by law. I fully and forever release and discharge the released parties and their employees and Town of Webb from any and all negligent acts and omissions in the same, and intend to be legally bound by this release to the fullest extent permitted by law.

I HAVE READ THE ABOVE MEDICAL PERMISSION AUTHORIZATION AND BY SIGNING IT AGREE THAT IT IS MY INTENTION TO EXEMPT (sic) AND RELIEVE Town of Webb FROM ALL LIABILITY ARISING AS THE RESULT OF THIS MEDICAL AUTHORIZATION YOU HAVE THE RIGHT TO REFUSE TO SIGN THIS FORM AND TOWN OF WEBB HAS THE RIGHT TO REFUSE TO LET YOU PARTICIPATE IF YOU DO NOT SIGN THIS FORM.

Please sign your first and last name below and make it legible.

Player Print Name: _____ **Date:** _____.

Player Signature: _____ **Date:** _____.

