

Mount Hebron Viking Backers Fall 2021 Pickleball Program Rules
Revised 08/31/2021

A. The USA Pickleball Association (USAPA) rulebook will be used to govern all pickleball play unless otherwise stated by the Mount Hebron Viking Backers Pickleball Program Team (VBPP). Please refer to both the rules summary and detailed rules provided on the Viking Backers website.

B. Pickleball is played on a court sized: 20' x 44.' Up to 8 courts will be lined and numbered within the space of the Mt. Hebron tennis courts. Lines will be evident and laid out as perfectly as possible. Court assignments for each match will be defined by the league schedule and cannot be changed.

C. Players can determine who will serve first by coin toss. The winner of the coin toss can pick:

1. Which side to serve from, **or**
2. To serve or receive (**not both**).

After the coin-toss winner makes their decision, the coin-toss loser can choose the option not selected by the coin-toss winner.

D. Players on each side must let the ball bounce once before volleys are allowed, and there is a seven-foot no-volley zone commonly referred to as "the kitchen" on each side of the net, to prevent "spiking." The server continues to serve, alternating service courts, until he or she faults *(except for the first service sequence of each new game).

E. The VBPP league will be played in a round robin format and will be split into two divisions: (1) Beginner and (2) Intermediate/Advanced. Teams from each division will not normally play each other but may be asked to do so to accommodate schedules, at the discretion of VBPP.

F. The whistle is used to indicate the START of play, and the END of play. Each game will be played to 15 points, or for a maximum of 15 minutes, whichever comes first. Time permitting, the game will be win-by-two, but at the 15 minute mark, game play will end regardless of score. Any point underway when the whistle blows counts towards the final score.

Any point about to begin when the whistle blows counts towards the final whistle if ALL THREE of the following criteria are true:

1. The server is in possession of the ball (not scrambling to retrieve it, or waiting for someone to give it to the server)
2. The server is in position to serve the ball (both feet behind the serving line, not walking or running)
3. The server is prepared to serve the ball (paddle in hand, partner in place)

If ALL THREE criteria have been met, the point may start, and be counted towards the final score.

NOTE: If neither team has reached 15 points when the 15 minutes has expired, teams will record the score as-is. A tie is an acceptable final score for a game.

G. Once a game on a court is completed, the next game on the court will start as soon as possible when both teams are available and the court is open. It is understood that at some point in the night an opponent may still be playing another match. A team awaiting their opponent may choose to practice on the court by themselves or invite another team to practice with them. As a courtesy, each team will be allowed no more than 5 minutes of rest time between matches to allow for hydration and rest ahead of the next match.

H. Teams are responsible for noting their own start and end times as well as court switch times; court volunteers will be available to assist.

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I. Teams may use an infinite number of substitutes across the season. Two players, however, must be defined and play an entire game. A team of 3 can rotate play during a single night of play but cannot rotate play within a single game. Subs cannot play for 2 teams in one night.

J. Each court will be self-regulated by the players. Please do your best to ensure that you are calling balls in and out of bounds fairly. Each team calls their own balls in or out on their own side of the court. If your team is unsure or did not see the ball, then the opponent gets the benefit of the doubt on the line calls made. All disputes must be settled within the two teams competing and if no agreement can be made, a redo is allowed. Keep in mind, time in dispute counts towards the time limit.

K. Teams are subject to disqualification for inappropriate behavior. The purpose of this league is to provide fun, friendly competition and to promote enjoyment of the sport! Please report any concerns to the VBPP Adult Supervisor immediately.

L. The VBPP takes the health and safety of its players very seriously. The VBPP Adult Supervisor has full authority to ask a player to remove themselves from competition if exhibiting symptoms of a concussion, heat related illness, or any other health risk to the player or those around them. As a player, and a teammate, and a member of our community, all players share responsibility to report any health concerns immediately and to act accordingly, as agreed to when signing the playing waiver, and to abstain from attendance if they are not able to participate as outlined in the various waivers including that related to COVID.

M. Forfeits. In the event a team does not provide at least 2 players, each game not attended will be counted as a forfeit; a win for the team present and a loss for the team absent. For the Advanced League only, this match will be counted in the win/loss record, but no points scored will be recorded.

N. Substitutes are allowed to substitute for more than one team, but only one team per week.

O. Intermediate/Advanced seeding for the tournament will be decided by win/loss percentage followed by total point percentage vs opponent, followed by a coin toss. Standings for regular season rankings in both divisions will follow the same tie breaker schedule. Ties will not hurt, nor help, the win/loss percentage.

P. Weather and Cancellations. The VBPP has sole discretion in the decisions to postpone or cancel play due to weather. The VBPP will communicate via email no later than 90 minutes ahead of the planned start time when a weather related cancellation is able to be reasonably predicted. Tuesday will be postponed to Wednesday. Wednesday will be canceled and not made up, unless a suitable make-up date can be planned. During play, the on-site Adult Supervisor will act on behalf of the VBPP to make any similar decision. Note:

- Play will not be allowed when the Accuweather "Real Feel" is 105 degrees or higher, in accordance with HCPSS rules governing High School sports
- Play will not be allowed when the courts are wet enough from a prior or currently occurring rain to affect the safety of play
- Play will not be allowed when there is thunder or lightning – any observance of this will result in game play stoppage of 30 minutes; participants must seek shelter indoors or in a car and a decision will be made by the VBPP whether and how to proceed

The VBPP will be acting in good faith and consistent with HCPSS policies that govern outdoor play for the other athletic programs taking place at the same time.