

TEXAS TEAM PICKLEBALL LEAGUE

SPRING II – Summer
2025 Session



- Men's Team 18+ Saturday 9:00 AM–4:00 PM
- MiX Combo Team 18+ Sunday 1:00 PM-5:00 PM
- Ladies' Team 50+ Monday evenings 6:30 PM - 8:00 PM
- FLeX Singles - 18+ Men's and Ladies
- FLeX Doubles – 18+ Men's, Ladies' and Mixed

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WHAT IS YOUR TRIPLE PLAY???

Ours is the Ultimate Sweep

#1: Doubles Partners Wins 3
Lines

#2: Doubles Partners Wins all
3 Rounds

#3: Team Wins the Entire
Match



TEXAS TEAM PICKLEBALL LEAGUE

Official Triple Team Pickleball League National Championship Affiliate

Team Up 2 Compete
DUPR



INTRODUCTION



TRIPLE TEAM PICKLEBALL is bringing a recreational competitive team pickleball experience to your backyard.

EMPHASIZING TEAM LEAGUE PLAY

- Triple Team offers recreational team league play modeled after USTA tennis's proven success, now serving over 1 million registered players.
- Create lasting memories competing alongside loved ones
- Build your dream team with players of all skill levels
- Revel in the thrill of team-based scoring
- Play locally and compete nationally with your DUPR and jump on the path to advance to National Championships
- Track your progress with official DUPR ratings and Team Clubs
- Connect with passionate pickleball players nationwide
- Inclusive Format: Leagues for all ages (18+ and 50+) and DUPR skill levels 3.0 to 4.99
- National Pathway: Clear route from local leagues to National Championship tournaments
- Develop skills, Develop Friendship, Develop your TRIPLE Play in a supportive, collaborative environment

HOW WE TRIPLE

- **THREE WAYS TO PLAY:** Gender Doubles Ladies, Gender Doubles Men's and Mixed Combo
- **THREE COURTS** -- 6 Players on Gender Doubles Teams
 - Mixed Combo Doubles: 2 Courts, 4 Players
- **THREE DOUBLES PARTNERS**
- **THREE LINES OF PLAY**
- **THREE ROUND ROBINS**
- **THREE WAYS TO SCORE:** Win your games, Achieve 6 points in a losing game, and Total Match Points

LEAGUE FORMATS

- Men's Doubles
- Women's Doubles
- Combo Doubles (Mixed)
- Age Divisions: 18+ and 50+
- DUPR Skill Levels: 3.0, 3.5, 4.0, 4.5
- DUPR rating integration



ARE YOU READY TO TRIPLE???





Looking ahead to 2025 we are so excited about announcing key partnerships nationwide that will facilitate expansion into all 50 states within two more years.

We invite you to join Triple Team and play a pivotal role in this remarkable growth!!!

- **State Director:** Lead pickleball development in your state
- **Host Facility Partner:** Provide playing venues for your community, members and home teams
- **Team Captain:** Build and manage your dream team
- **Player Opportunities:** Team members compete in weekly DUPR-rated matches
- **Volunteer Support:** Help grow the sport in your area or assist at 2025 National Championships

**WHAT IS YOUR TRIPLE
PLAY???**

Ours is the Third Shot Drop:

- #1: Serve deep to baseline
- #2: Follow with precise third shot drop
- #3: Create pop-up opportunity for partner to attack



VIEW ACTIVE TRIPLE TEAM STATES



CALENDAR

- November 9th: Request for teams opens
- December 28th: New Team Registration closes DUPR ID is Mandatory www.DUPR.com & Join Texas Team Pickleball League
🔗 [DUPR Virtual Club: #6027849183](#)
- January 11th: Division Draws Available 🔗 www.MatchTime.com
- January 22nd: Captains enter all match times
- January 31st: Season begins 8-9 weeks of scheduled play
- April 5th or April 12th: Playoffs begin for division winners with home court advantage for 1st place seed
- Dallas Cities Weekend of July 11th with winning team earning the bid to Nationals 2025.
- **2025 TRIPLE TEAM NATIONALS TO BE FINALIZED BY DIVISION IN MAY 2025**



- Mixed Combo: 9/25-9/28 in Richmond, Virginia @ [Pouncey Tract Pickleball Courts](#)
- Gender Doubles: 10/23-10/26 in Dallas, Texas @ [Oasis Pickleball Club](#).



POST SEASON PLAY SCHEDULE



FALL

Starts 9/8/2024

Fall I Division Play Offs 11/2-11/9

SPRING

Starts 2/1/2025

Spring I Division Playoffs: 4/5-4/12

SUMMER

Starts 4/26/2025

Spring II Division Play Offs 6/28

CITIES PLAY OFFS : Weekend of 7/11 (7/11-7/14)
Winning teams from Fall I, Spring I, and Spring II battle it out.
City winners advance directly to Nationals.

HOW ARE WINNERS DETERMINED

1. Total Team Match Points
2. Total Team Match Wins (if tied)
3. Head-to-Head Results (for two-way ties; for three-way ties, proceed to total team points)
4. Total Team Game Points
5. Overall Games Won Percentage

DIVISION PLAYOFFS

- Schedule: Listed in the league management platform
- Seeding: Based on match points
- Divisions: Organized by DUPR ratings (3.5-3.99, 4.0-4.49, and 4.5-4.99)
- Advancement:
 - Flights with 8+ teams: Top 4 teams' advance
 - Flights with 7 or fewer teams: Top 2 teams' advance
- Winners: Advance to cities

2025 CITIES

- Date: July 12th, 2025
- Competition: Division winners from Fall, Spring, and Summer compete on July - 7/11-7/14.
- Wild Cards: May be offered to teams with highest win percentages if needed
- Advancement: Winners advance to sectionals

NO 2025 TEXAS STATE CHAMPIONSHIPS OR SECTIONALS

- **Mixed Combo:** 9/25-9/28 in Richmond, Virginia Pouncey Tract Pickleball Courts.
- **Gender Doubles:** 10/23-10/26 in Dallas, Texas Oasis Pickleball Club.





TEXAS TEAM PICKLEBALL LEAGUE MEMBER BENEFITS





TTPL OFFICIAL MEMBER BENEFITS



DUPR



AIM7 Pickleball Fitness APP and Trainer. Your ultra-personalized guide to improve your pickleball performance and reduce pain and injuries. [Pickleball Trainer | AIM7](#) Free Trial for all TTPL members—code AIM725 for 25% off.



Best Kinesiology Tape for athletes Infused with magnesium, menthol and a dose of style, HEALi is a therapeutic kinesiology tape created and trusted by health care Practitioners for pain relief and Recovery | Heali Medical [Shop now.](#)



TruLabs Hydrate provides great tasting supplement, enabling you to power your best life. Supports electrolyte replacement before, during, and after physical activities such as pickleball, workouts, sun exposure, travel, alcohol consumption, or in your day-to-day life with 1,082 electrolytes. [Shop Now.](#)



Premium Carbon Fiber Pickleball Paddles for competitive players. The Electrum Pro Pickleball Paddle is great for spin shots, third shot drops, and dinking in the kitchen. 40% discount for all TTPL Members [Shop Now](#) - code "ElectrumSupremeCourt"



The [Dinkable Collection](#) is a curated selection of high-quality pickleball gear and accessories designed for players of all levels. Offering a range of products, it aims to enhance the pickleball experience through stylish and functional items. Take an extra 10% off orders of \$50 or more with code SUPREMECOURT2024.



PB1965 is a premier pickleball apparel and accessories founded by avid players. dedicated to the sport, its player's, and their lifestyle ensuring every piece created performs even better than it looks both on and off the courts. [Shop Now](#) 55% off with code "SUPREME".



Find the best **pickleball** gear for your game at **Pickleball Central**, the nation's largest **pickleball** retailer. Browse paddles by material, size, weight and type, and get expert advice and free shipping on orders over \$49 and 10% with code Beth-110029.



Your Trusted Pickleball Gear Experts. All club members get a 5% discount on purchases from [Pickleball Central](#). Discount code: CRSupremeCP.

TEXAS TEAM PICKLEBALL LEAGUE OFFICIAL MEMBER BENEFITS



Scan QR code to Join Texas Team Pickleball DUPR Club and enjoy additional benefits.

Click to accept invite or click to Join.

Or click on hyperlink.

[Join Texas Team Pickleball League DUPR Club](#)



Franklin Sports is a leading brand in pickleball equipment, known for its high-quality paddles and X-40 outdoor balls suitable for all skill levels. Endorsed by top players like Ben Johns and Christine McGrath, Franklin's products are designed for both beginners and advanced players, making them a popular choice in the sport. Official Partner: Contact League Director to order 100 pickleballs at league pricing.

TEXAS TEAM PICKLEBALL LEAGUE (TTPL) OFFICIAL PARTNERSHIPS



Triple Team Pickleball League National Championships serves as the national organization in the pickleball community, focusing on expanding team-based league play across the United States, promoting sportsmanship, healthy competition, culminating in National Championship Play Offs.

Official Texas Affiliate: <http://www.TripleTeam>



The most accurate global pickleball rating system. Dynamically tracks player skill levels from 2.000 to 8.000, ensuring fair and competitive matches across all ages and abilities. Official Partner. www.DUPR.com.



Franklin Pickleballs: Trusted by Pros, Loved by Players Franklin Sports is a leader in pickleball gear, known for its **X-40 pickleball**, the official ball of the **US Open Pickleball Championships**. Designed for durability and precision, Franklin pickleballs offer a seamless design for consistent bounce and play. Whether you're competing or practicing, Franklin provides reliable performance for every level of the game. www.FranklinSports.com



MatchTime is a premier software solution that simplifies the management of tennis and pickleball leagues and tournaments. The service focuses on enhancing the experience for captains and players, allowing them to enjoy the game without the burden of administrative tasks. Official Partner: www.MatchTime.com.



Stripe powers payment processing and financial solutions for businesses of all sizes. Used by millions of businesses worldwide, from startups to tech giants like Amazon and Google. Founded in 2010, Stripe processes over \$1 trillion in annual payments. Official Partner. www.Stripe.com.



TEXAS TEAM PICKLEBALL LEAGUE AVAILABLE LEAGUES



- **THREE DIVISIONS** Men's, Women's, and Combo divisions, providing inclusive competition for all players.
- **THREE AGE BRACKETS** 18+ and 50+ divisions currently with 60+ division in the future.
- **THREE LINES OF PLAY** Gender Doubles include three lines of play; Combo doubles feature two lines promoting strategic gameplay and team rivalries.
- **THREE ROUNDS PER MATCH** Each match consists of three head-to-head rounds.
- **DUPR SKILL LEVELS** Players compete at skill levels of 3.0, 3.5, 4.0, and 4.5, ensuring fair and competitive matches.



HOW TEAMS QUALIFY FOR NATIONALS

Teams can qualify for the National Championships through local DUPR leagues overseen by state directors. Start your journey to Nationals Today!!!

[VIEW ACTIVE TRIPLE TEAM STATES](#)

Mixed Combo: 9/25-9/28 in Richmond, Virginia @ Pouncey Tract Pickleball Courts).

Gender Doubles: 10/23-10/26 in Dallas, Texas @ Oasis Pickleball Club.

[2025 NATIONAL CHAMPIONSHIPS](#)

MEN'S AND WOMEN'S GENDER DOUBLES AGE 18+



DUPR DIVISIONS

3.0-3.49 DUPR
3.5-3.99 DUPR
4.0-4.49 DUPR
4.5-4.99 DUPR

LEAGUE INFO:

Saturdays

Match Start Range Between 9:00 AM and 12:00 PM

Round Robin – 3 Rounds

3 Courts

3 Doubles Teams - 6 Players

2 Games to 11 by 2 per round.

Round #1:

All 3 Lines Play 2 games.

Visiting Team Moves Counterclockwise.

Round #2:

All 3 Lines Play 2 games

Visiting Team Moves Counterclockwise.

Round #3:

All 3 Lines Play 2 games again.

Team with the Most Match points wins.
+2 match points for each game won

+1 match awarded to losing team if they reached a minimum of 6 points in the game score.



MEN'S AND WOMEN'S GENDER DOUBLES AGE 50+

DUPR DIVISIONS

3.0-3.49 DUPR
3.5-3.99 DUPR
4.0-4.49 DUPR
4.5-4.99 DUPR

LEAGUE INFO:

Ladies 50+ Monday Evenings

Men's 50+ Thursday Evenings

Match Start Range: 6:30 PM- 8:00 PM

Round Robin – 3 Rounds

3 Courts

3 Doubles Teams - 6 Players

2 Games to 11 by 2 each round.

Round #1:

All 3 Lines Play 2 games.

Visiting Team Moves Counterclockwise.

Round #2:

All 3 Lines Play 2 games

Visiting Team Moves Counterclockwise.

Round #3:

All 3 Lines Play 2 games

Team with the Most Match points wins.

+2 match points for each game won

+1 match awarded to losing team if they reached a minimum of 6 points in the game score.



MIXED COMBO: AGE 18+ AND 50+*

DUPR DIVISIONS

3.0-3.49 DUPR 18+ Only

3.5-3.99 DUPR

4.0-4.49 DUPR

4.5-4.99 DUPR

LEAGUE INFO

Sundays

Match Start Range Between 1:00 PM & 5:00 PM

2 Courts: 4 Players - 2 Men, 2 Women

1 Gender Doubles Men's Team

1 Gender Doubles Women's Team

Mix It Up to 2 Mixed Combo Team

Round Robin 3 rounds

2 Games to 11 by 2 each round.

Round #1 Gender Doubles

Men vs. Men

Ladies vs. Ladies

Both Lines Play 2 Games

Round #2 Mixed Combo Fixed Partners

Both Lines Play 2 Games

Visiting team rotates after Round #2

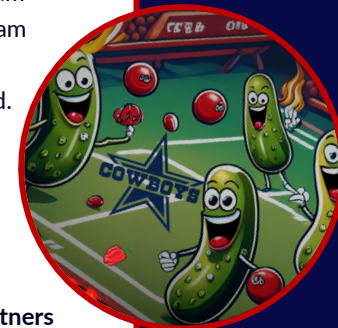
Round #3 Mixed Combo Fixed Partners

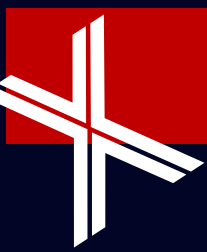
Both Lines Play 2 Games

Team with the Most Match points wins.

+2 match points for each game won

+1 match awarded to losing team if they reached a minimum of 6 points in the game score.





DUPR TeX FLeX LEAGUES FOR INDIVIDUALS

TeX FleX Leagues for Singles Players and Fixed Doubles Partners

• Season Details

- Session Length: 8-10 weeks
- Registration: Closes one week prior to league play
- Schedules: Shared within 2 days of registration closing

• Divisions

- DUPR Ratings: 3.0-3.49, 3.5-3.99, 4.0-4.49, and 4.5+
 - (adjustable based on registration)
- Age Groups: 18+, and 50+ (based on interest)
- Categories: Men's Singles, Gender Doubles, Mixed Doubles

• Format

- Flexible scheduling: Play where, when, and with whom you want
- BYOC (Bring Your Own Court): Play half Games at your facility, half at opponent's
- Area-specific: Meet in the middle, keeping drive time to 20-30 minutes per player
- Home player(s) cover all costs and fees

• Match Structure

- Best 2 out of 3 games
- Singles: Games to 15 points (win by 2)
- Doubles: Games to 21 points (win by 2)

• Scoring

- +1 match point for each game won
- +1 bonus point if match is won in two sets
- No rally scoring
- If a team plays an ineligible player (sub or DUPR), the entire match is forfeited.

• League Requirements

- Minimum five teams or singles players per DUPR or age range
- All Games integrated with DUPR

• FleX Substitutes

- Free with one day notice (to verify DUPR eligibility)
- Players with NR (Not Rated) DUPR rating are ineligible

• Fees and Registration

- League Fee Per Player : \$42.50 + \$4.82 processing and registration fee.
- Online registration with waiver acceptance

• Prizes

- Free registration for next FleX league

• Advancement

- Division winners advance to city play offs in July 2025.




WHAT ARE THE COURT BASICS

- Texas Team Pickleball League is a DUPR Team League
- **Team Division Play-Off Winners** are eligible for sectionals. Sectional winners advance to Triple Team Pickleball National Championships annually.
- **8* weeks of regular season play plus division playoffs.**
 - Approximately ½ at home facility, ½ away.
 - *Total weeks may vary based on # of teams.
- **DUPR Integration**
 - DUPR ID is Mandatory. Create for free.
 - Division caps based on DUPR ID skill level.
 - Five team minimum to field division or divisions can be combined. *(teams could be moved up)*

- **Facility Coordination**
 - Teams are responsible to secure home court facilities and all associated costs (All facility court/guest/pickleball fees). Captain pays facility directly.
 - Home match times provided by facility director to captain.

- **Team League Fee: \$30.00. Flex League Fee \$42.50**
- All post season play requires entry fee by each team.

Balance and Flexibility

- Add any number of players at any time - no player maximum - no need to default.
- Flexibility for captains to agree to change match date or time.
- Players can play in multiple divisions, and on multiple rosters per division - League fee is per roster.
- Age: Criteria by league (exceptions available upon request for 18+).
- Indoor or Outdoor hard courts only, temporary nets acceptable.
- Playoff eligibility requires player to play in 2+ regular season Games.
- League follows  2025 USAPA official rules and equipment standards.
- Home team to provide one new “outdoor” pickleball per line, please have spare on hand case ball cracks or is lost.

WHAT IS YOUR TRIPLE PLAY???

Ours is the Triple Exploitation

#1: Target Weak Backhand:

#2: Feet Targeting

#3: Aim down the middle to disrupt communication and positioning



DUPR



TEXAS TEAM PICKLEBALL LEAGUE

Official Triple Team Pickleball League National Championship Affiliate

Team Up 2 Compete
DUPR



DUPR

DUPR DIVISIONS AND ELIGIBILITY

SIX DUPR DIVISIONS

Note: CAPS signify the highest rating a player may have to participate on the team.

1. Open Division: Any team with players rated 5.0 or higher
2. Division 1: 4.5 team with 4.99 DUPR cap
3. Club Division 2: 4.0 team with 4.49 DUPR cap
4. Select Division 3: 3.5 team with 3.99 DUPR cap
5. League Division 4: 3.0 team with 3.49 DUPR cap
6. Rec Division 5: 2.5 team with 2.99 DUPR cap

PLAYER ELIGIBILITY

- Players may play up at their division level or higher
- Players may not play below their skill level or DUPR rating
- If an athlete's rating exceeds the division cap, the opponent's captain must contact the league
- Ratings are locked at registration, though DUPR is dynamic
- Playing an athlete beyond the division cap results in forfeiture of all match points
- Player must be a member for the Texas Team Pickleball League DUPR Club for automated verification of DUPR: [Click Here to Join.](#)

DUPR RATING LOCK

- DUPR ratings are locked at the time of registration for league play and nationals
- Ratings may change during the season but won't affect eligibility

Scan QR Code to Join
TTPL DUPR Club



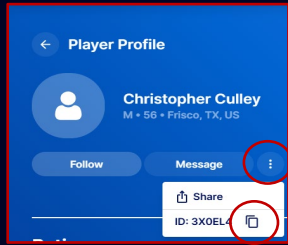
Important Notes:

- Four team minimum to field a division; divisions may be combined (teams could be moved up)
- DUPR ID is mandatory: Create one for free at www.DUPR.com
- New DUPR users will be "NR" (Not Rated); honor code applies for self-rating at registration
- Join Texas Team Pickleball League DUPR Virtual Club (#6027849183) is required for eligibility. [Click Here to accept invite or join.](#)

[Click to View DUPR Community Guidelines](#)

INSTRUCTIONS TO JOIN DUPR

Create your DUPR ID on www.DUPR.com



Copy and paste DUPR ID clicking on the three under your name and click on "copy" icon. This is easier than typing in as often numbers and letters such as "1", "l", "i", "I", "0", and "o" are easily transposed or mistyped.

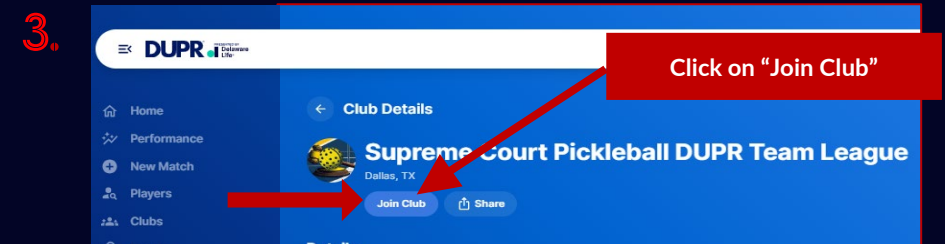
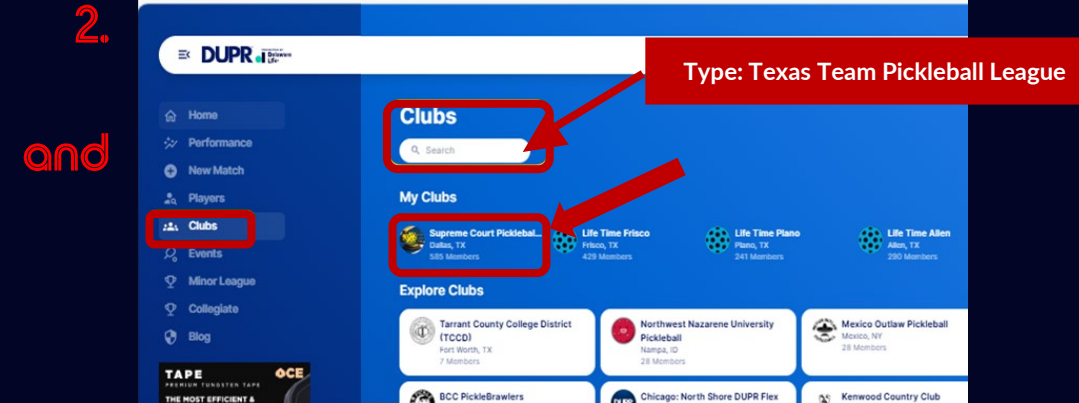
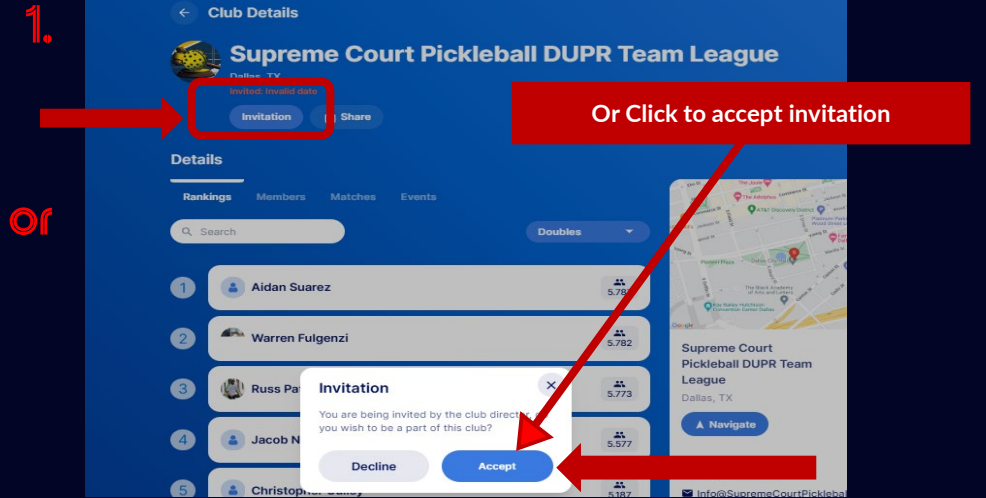
1. Click on the following link: [Join Texas Team Pickleball League DUPR Club.](#)

- Accept the Invitation: Click on "Invitation" and then click "Accept" to join.
- If the invite does not work: Click "Decline."
- If the invite has expired or is not showing, proceed to steps 2 and 3.

2. Alternative Method to Join:

- Click on "Clubs" in the menu.
- Type "Texas Team Pickleball League" in the search bar.
- Click on the club's name (with the icon).
- Click on "Join Club."

CREATE OR CAPTURE DUPR





REGISTRATION

 [Click to View Open Registrations](#)



PLAYER REGISTRATION



For New Players:

Looking for a Team? Want to Create a Team? Scan QR code and click on “save contact”

For Active Players:

- Check with your captains for invites.
 - Check your league management dashboard for the “Join” button next to the league you are interested in.
 - Update your player profile with any changes to your information.
-
1. Email Settings: Add BethMahler@TexasTeamPickleballLeague.com
 2. When registration opens: Click here to Register: [Open Registrations](#)
 - Your captain or league administrator will send you an email to join from one of the above email addresses.
 - Check your inbox (and spam/junk folders).
 - Ask your captain for the link to join the league.
 3. Complete Registration: Accept the waiver and register online to join your team.
 4. Process your payment for the league fee. Facility fees will be collected directly by your captain.



WHAT DOES MY LEAGUE FEE COVER

LEAGUE REGISTRATION FEE

- League fees cover to play 1 league session on 1 roster
- Team League Fee per Player, per roster: \$30.00 + processing and registration fee.
- Flex Fees: \$42.50 per player, per team.

FREE MEMBERSHIP

- Automatic access to all member benefits

LEAGUE MANAGEMENT

- Operations, scheduling, scorekeeping

DUPR MANAGEMENT

- Score entry into Dynamic Universal Pickleball Rating system

FACILITY COORDINATION

- Blackout dates, home/away match scheduling

TEAM MANAGEMENT PLATFORM

- Rosters, lineups, scores, rankings, communication

RESOURCES AND TOOLS

- Training materials, updates, social media

GRIEVANCE PROCESS

- Clear procedure for dispute resolution

WHAT IS NOT COVERED

FACILITY RELATED COSTS

- Court fees, facility fees, visitor fees, pickleball costs
- Set by home facilities, paid by captains, shared by teammates

PLAYOFF FEES

- Additional entry fee per team for playoff participation
- Division, Cities, and State Championships
- Entry fee covers scheduling, management, court fees, facility fees, visitor fees, pickleball costs, banners, and awards.
- Paid by captain to league, shared by teammates advancing

TRAVEL COSTS

- Player responsibility for away Games, playoffs, nationals



WHAT IS YOUR
TRIPLE PLAY???
Send our Way!!!

MATCH FORMATS



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Team Up 2 Compete
DUPR



GENDER DOUBLES MATCH STRUCTURE



TEAM COMPOSITION

- Each team brings 3 fixed doubles partnerships
- 3 courts, 3 lines, 6 players per team
- Players follow round robin for team based on game numbers #1-#18.
- Home team stays on assigned courts.

MATCH FORMAT

- 3 Round Robins: Round #1, Round #2, Round #3
- 3 Doubles Lines per Match: HL1, HL2, HL3 (Home) and VL1, VL2, VL3 (Visitor)
- Visiting teams rotate counterclockwise to play all 3 opposing lines.

GAME PLAY

- Each round consists of two games to 11 points, win by 2
- 18 games total per play (6 per doubles team)
- No coin toss or racquet spin. Visiting team chooses serve, receive, side, or defer in first game of each round
- Opponents switch sides after the first game in a round
- Team serving first in game 1 receives in game 2
- Team with most match points wins; in case of equal points, it's a tie.
- [View Round Robin in Detail](#) with pictures.

REMINDER LINE PARTICIPATION

ALL LINES MUST SHOW UP TO PLAY THEIR ROUNDS. If your opponent defaults one or two lines, your lines are still required to compete in each of the matches in the round-robin format.

[View Default Policy.](#)

COURT ROTATION

- Home team remains on assigned courts
- Visiting team rotates courts counterclockwise

DUPR SYNCING

- Each set of opponents syncs to DUPR per round (9 games total)
- 1 Line / 1 round = 6 games in DUPR

WARM UP

- 5-15-minute warm-ups are supported

HOME TEAMS

- Supplies pickleballs
- Home Teams pays all court fees and visitor fees for visiting team.
- Please advise opposing captains if players need an account on-line or to sign waivers.
- Both Captains need to enter line ups in www.MatchTime.com before the match.
- Line ups can be modified until they are exchanged.
- Home team captain enters scores.
- Visiting team captain has 2 days to validate or ask for a change.



GENDER DOUBLES ROUND ROBIN

HOME MATCH PROTOCOL

- Games are in consecutive order
- Each line plays 2 Games to 11 by 2:
 - Home Line 1: Games #1- #4 - #7
 - Home Line 2: Games #2 - #5 - #8
 - Home Line 3: Games #3 - #6 - #9

AWAY MATCH PROTOCOL

- Visiting team rotates, match numbers are not repetitive
- Each line plays 2 Games to 11 by 2:
 - Visiting Line 1: Games #1 - #6 - #8
 - Visiting Line 2: Games #2 - #4 - #9
 - Visiting Line 3: Games #3 - #5 - #7

GENERAL RULES

- Players follow round robin for three rounds
- Players follow game numbers #1-#18
- Each round is synchronized with DUPR, by line.

GENDER DOUBLES ROUND ROBIN				
Round	Win at 11 by 2	DUPR Match Sync	Home (HL) Players	Visitor (VL) Players
R1 - Round One	2 games	DUPR Sync #1	(HL1) Home Line One	Vistor Line One
R1 - Round One	2 games	DUPR Sync #2	(HL2) Home Line Two	Vistor Line Two
R1 - Round One	2 games	DUPR Sync #3	(HL3) Home Line Three	Vistor Line Three
R2 - Round Two	2 games	DUPR Sync #4	(HL1) Home Line One	Vistor Line Two
R2 - Round Two	2 games	DUPR Sync #5	(HL2) Home Line Two	Vistor Line Three
R2 - Round Two	2 games	DUPR Sync #6	(HL3) Home Line Three	Vistor Line One
R3 - Round Three	2 games	DUPR Sync #7	(HL1) Home Line One	Vistor Line Three
R3 - Round Three	2 games	DUPR Sync #8	(HL2) Home Line Two	Vistor Line One
R3 - Round Three	2 games	DUPR Sync #9	(HL3) Home Line Three	Vistor Line Two
SCORING +2 Team Match Points for Each Game Won +1 Team Match Point for Losing Team Scoring at least 6 points in a Game DUPR SYNC One Sync per Round and Line (two games), unless games are split. Split games are recorded as two separate entries.				

Round 1:

DUPR Game Numbers #1-#3

Line One: #1 HL1 - VL1
 Line Two: #2 HL2 - VL2
 Line Three: #3 HL3 - VL3

VISITING TEAMS ROTATE COUNTER-CLOCKWISE

Round 2:

DUPR Game Numbers #4-#6

Line One: #4 HL1 - VL2
 Line Two: #5 HL2 - VL3
 Line Three: #6 HL3 - VL1

VISITING TEAMS ROTATE COUNTER-CLOCKWISE

Round 3:

DUPR Game Numbers #7-#9

Line One: #7 HL1 - VL3
 Line Two: #8 HL2 - VL1
 Line Three: #9 HL3 - VL2

MIXED COMBO ROUND ROBIN FORMAT

Round 1: can use different men and women for Round 1 than Round 2/3.

#1 Home Team Men vs Visiting Team Men

#2 Home Team Women vs Visiting Team Women

Round 2: (flexibility to have 2 new men and women play mixed doubles)

#3 HT Fixed Mixed Pair #1 vs VT Fixed Mixed Pair 1

#4 HT Fixed Mixed Pair #2 vs VT Fixed Mixed Pair 2

Round 3: (fixed mixed partners play both round 2 and 3 mixed doubles)

#5 HT Fixed Mixed Pair #1 vs VT Fixed Mixed Pair 2

#6 HT Fixed Mixed Pair #2 vs VT Fixed Mixed Pair 1

Round 4: (consistent fixed pairs must be rotated every 4 points for tiebreak)

Tie Break Round 4 is played only in the event of a tie – Supreme Mix Up of 4 consecutive serves, rotating players and switching net sides accordingly.

The first team to reach 11 points by 2 wins.

****Combo Doubles Only – Player Selection Flexibility – Up to 8 players**

• Captains may use different players for:

- Gender Doubles rounds – 2 men and 2 women
- Mixed Combo rounds. 2 men and 2 women fixed pairs for both rounds
- Tie Breaker Round (same pairs for full tie break, must be from players that have played in the match)

• **Rules for Player Usage:**

- All players or substitutes must be an active player on your roster.
- Both games in Gender Doubles must feature the same players throughout the round.
- All 4 games in Mixed rounds must feature consistent fixed mixed pairs throughout the two rounds.
- Using different players in Mixed Combo rounds and Gender Doubles rounds is **not considered a substitution**.
- Capitalize on each players strengths.

****Combo Doubles Only – Player Selection Flexibility – Up to 8 player**

Round One: Gender Doubles

- **Game #1: HL1M & HL2M vs. VL1M & VL2M (Men's Doubles)
- **Game #2: HL1W & HL2W vs. VL1W & VL2W (Women's Doubles)

Round Two: Mixed Doubles flexibility to have 2 new men and women play both rounds of mixed doubles

Game #3: HL1M & HL1W vs VL1M & VL1W (Line One)

- Game #4: HL2M & HL2W vs VL2M & VL2W (Line Two)

Round Three: Mixed Doubles (Visiting team rotates)

- Game #5: HL1M & HL1W vs VL2M & VL2W (Line One)
- Game #6: HL2M & HL2W vs VL1M & VL1W (Line Two)

Round Four: Supreme Tie Breaker Only if total match points are tied

- 1 match point at stake
- All players participate, rotating every 4 points
- Not reported to DUPR

MIXED COMBO ROUND ROBIN

Round		Home (HL) Players	Game #	Visitor (VL) Players
R1 - Round One	Men's Doubles #1 & #2	(HL1M & HL2M) Gender Doubles Men #1 and #2	#1	(VL1M & VL2M) Gender Doubles Men #1 and #2
R1 - Round One	Ladies' Doubles #1 & #2	(HL1W & HL2W) Gender Doubles Ladies' #1 and #2	#2	(VL1W & VL2W) Gender Doubles Ladies' #1 and #2
MIXED COMBO FIXED PARTNERS PAIR: #1M WITH #1W AND #2M WITH #2W				
R2 - Round Two	Mixed Doubles #1	(HL1M & HL1W) Line One Mixed Doubles	#3	(VL1M & VL1W) Line One Mixed Doubles
R2 - Round Two	Mixed Doubles #2	(HL2M & HL2W) Line Two Mixed Doubles	#4	(VL2M & VL2W) Line Two Mixed Doubles
VISITING MIXED COMBO FIXED PARTNERS ROTATES OPPONENTS				
R3 - Round Three	Mixed Doubles #1	(HL1M & HL1W) Line One Mixed Doubles	#4	(VL2M & VL2W) Line Two Mixed Doubles
R3 - Round Three	Mixed Doubles #2	(HL2M & HL2W) Line Two Mixed Doubles	#6	(VL1M & VL1W) Line One Mixed Doubles

SCORING +2 Team Match Points for Each Game Won

+1 Team Match Point for Losing Team Scoring at least 6 points in a Game

+1 Team Match Point for Winning Supreme Tie Break

DUPR SYNC One Sync per Round and Line (two games), unless games are split. Split games are recorded as two separate entries.

Tie Break Round is NOT submitted to DUPR

In the event of a tie in combo mixed Games only, Mix It Up!! Play Round 4.

Supreme Tie Breaker

MIXED COMBO

- Mixed partners can mix it up and choose different pairings for the tiebreak and remain fixed for the duration of the tie break.
- A coin toss determines which team serves, receives, or chooses net sides.
- Rally scoring, win by two, meaning a point is awarded on every serve regardless of which team served.
- Play to a total of 11 win by 12.
- One (1) point will be scored for the winning team of the tie break.
- Players of mixed pairs do not switch left/right sides during their 4-serve rotation.
- Opposing teams switch sides of the net after the initial 4 serves, then every 8 serves.
- Serving Rotation in the Game
 1. Serving order follows standard serving rules - 1 serve, then 2 serves, alternating opponents.
 2. First Mixed Partner Pair: They will play 4 consecutive rallies and rotate out.
 3. Second Mixed Doubles Pair: These mixed doubles team will also serve 4 times and rotate out.
 4. The serving side is determined by the team's score (even score serves from the right, odd from the left)
- The tie break is worth one match. The tie break only is not reported to DUPR

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PLAY???

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our Way!!!



TEXAS TEAM PICKLEBALL LEAGUE

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Team Up 2 Compete
DUPR



SCORING

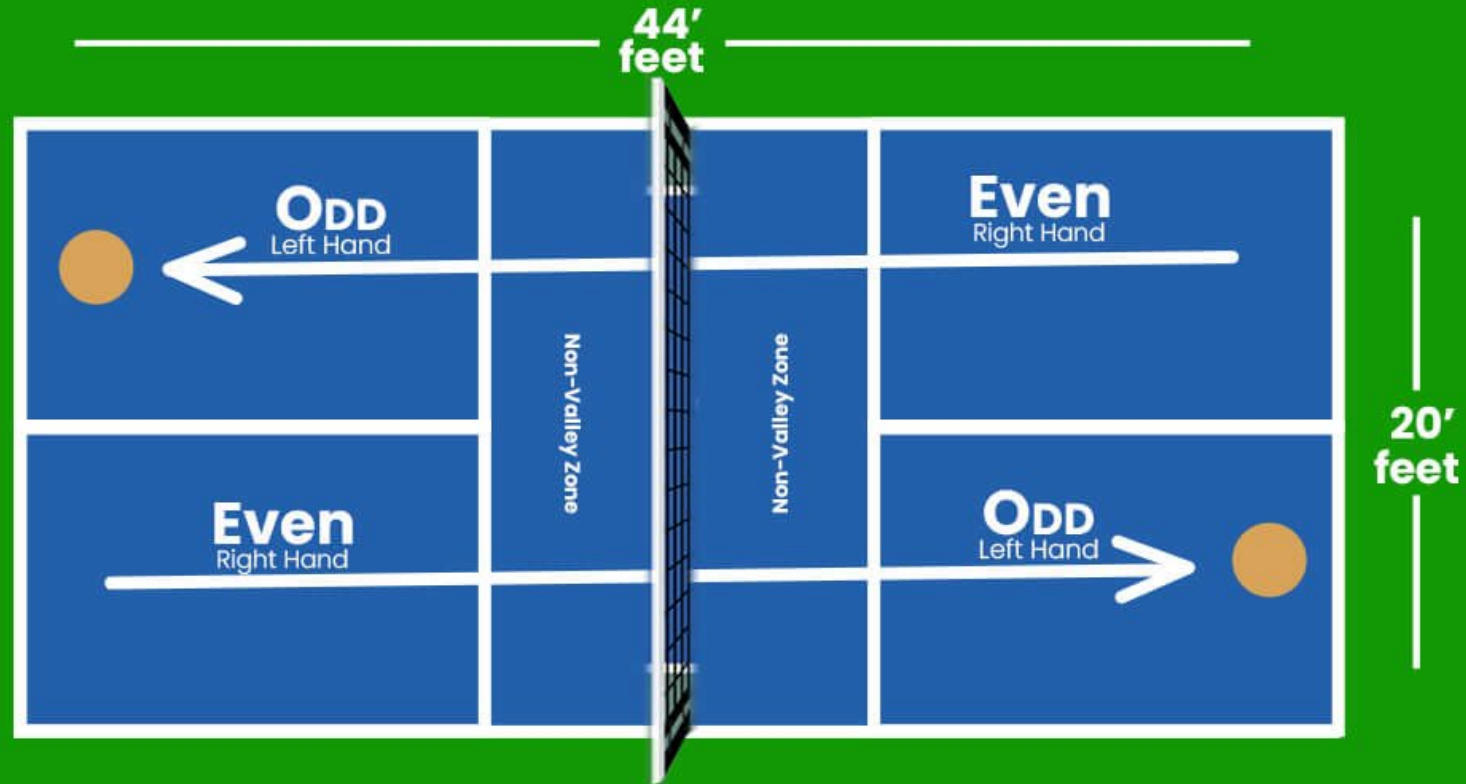




WHEN ARE POINTS SCORED

Points Are Scored Only On The Serve
The Receiving Side Cannot Score A Point

At The Start Of The Game, The Player On The Right Side (Even Court) Serves To The Diagonally Opposite Court.
If A Point Is Scored, The Server Moves To The Left Side (Odd Court) And Serves To The Diagonally Opposite Court



MATCH STRUCTURE

- 3 doubles lines per match
- 3 Round Robins
- Each line/round: 2 games to 11 (win by 2)
- 18 games total per play
- DUPR syncs: 1 Line / 1 round = 9 games

TEAM COMPOSITION

- Each team provides 3 fixed doubles partnerships
- 3 courts, 3 lines, 6 players

GAME PLAY

- Round Robin rotation
- 2 games to 11 points (win by 2) per round
- No coin toss or racquet spin
- Visiting team chooses serve, receive, side, or defer in first game of each round
- Opponents switch sides after the first game in a round
- Team that served first in the round for game 1 receives in game 2

COURT ROTATION

- Home team remains on assigned courts
- Visiting team rotates courts counterclockwise.

WARM UP

- 5-15-minute warm-ups are supported

SCORE CARD GENDER DOUBLES

Create Lineup DTP Vintage Courtiers Mahler 50+ - Texas Team Pickleball DUPR League Dallas Spring 2025

Match 2 on Feb 10, 25 - Away against Brookhaven CC Hot Shots Hilton

Line	Be There Time	Player	What to Bring
Round 1			
1 (Women Doubles)	7:00 PM	Denise Petek (Either Side) Caron Cohen (side: not set)	
2 (Women Doubles)	7:00 PM	Lynn Fleck (Prefer Deuce Side) Erin Nicklin (Either Side)	
3 (Women Doubles)	7:00 PM	Amy Ryan (Either Side) ✓ Beth Mahler (Either Side)	
Round 2 - players will be auto-populated from above			
4 (Women Doubles)	After Round 1	Lynn Fleck (Prefer Deuce Side) Erin Nicklin (Either Side)	
5 (Women Doubles)	After Round 1	Amy Ryan (Either Side) ✓ Beth Mahler (Either Side)	
6 (Women Doubles)	After Round 1	Denise Petek (Either Side) Caron Cohen (side: not set)	
Round 3 - players will be auto-populated from above			
7 (Women Doubles)	After Round 2	Amy Ryan (Either Side) ✓ Beth Mahler (Either Side)	
8 (Women Doubles)	After Round 2	Denise Petek (Either Side) Caron Cohen (side: not set)	
9 (Women Doubles)	After Round 2	Lynn Fleck (Prefer Deuce Side) Erin Nicklin (Either Side)	
Captain's Match Note			
<div>CANCEL RESET SAVE DRAFT SUBMIT LINEUP SUBMIT LINEUP & CREATE CONFIRM EMAIL</div>			

Enter Line One

Enter Line Two

Enter Line Three

- Enter fixed pairs for Round #1: L1, L2, L3 only.
- Platform auto fills Rounds #2 and #3 based on home/away status.

Match Line-Up Protocol Pre-Match Line-Up Requirements

- Both team captains must enter line-ups before match start
- Line-ups can be revised until officially exchanged

Scoring Entry

- Home team captain enters match scores
- Opposing captain receives automatic email notification
- Opposing captain has 48 hours to Validate scores, or Challenge score entry

Validation Window

- 48-hour review period for opposing captain
- Failure to respond implies score acceptance



TEAM SCORING

- + Two Match (2) points will be scored for each winning game (11 by 2).
- + One Match (1) point is awarded for reaching a score over six points in each game for losing team only.
- Defaulted line match points will be awarded to the opposing team.
- For mixed league only, match tiebreaks will result in a round four tiebreaker.
 - One (1) point will be scored for the winning team of the tie break.
 - The tiebreak game is played to 15 points, win by 2, with all mixed pairs playing and rotating in and out one serve per player.
- Points for a retired, forfeit/default line will be awarded to the opposing team with a score of 11- (0) if no play and (#) points if played. Player name will be changed to default/forfeit/retire player in the line up. Default lines are not reported to DUPR.
- If a team plays an ineligible player (player not on the roster, outside DUPR maximum, or unregistered sub) those lines are forfeited.
- The winner of the match is determined by the most match points earned. Ties are possible in weekly doubles play, not in mixed play.
- Tiebreaks to determine division playoffs winners will defer to head-to-head match results. Further tiebreaks will be determined by the percentage of games won, than the total number of games won.
- Doubles: Total Points: 36 maximum available points for weekly wins. No tie break.
- Mixed: Total Points: 24 maximum available points, tie break is worth one bonus point.
- Home Team captain enters scores with in 2 days. Visiting team captain affirms. League Admin pushes to DUPR 2 days after score entry.
- Match scores to be entered based on match# following home and away protocol.



HOW ARE WINNERS DETERMINED

Determination of Winners:

- 1.) Total Team Match Points
- 2.) Total Team Match Wins (if tied)
- 3.) Head-to-Head Results (for two-way ties; for three-way ties, proceed to total team points)
- 4.) Total Team Game Points
- 5.) Overall Games Won Percentage

Session Division Playoffs:

- Four teams advance to division playoff in a flight of 8 or more teams.
 - Wildcard team will be chosen from all three sessions to fill the #4 seed.
 - Semi Finals: Match #1: #1 vs #4 Match #2: #2 vs #3
 - Finals: Winners from Match #1 and Match #2 advance to finals.
- Two teams advance to division play off in a flight of 7 teams or less.
 - Finals: Winners from Match #1 and Match #2 advance to finals.

Advancement Opportunities:

- League division winners from each session, Fall I, Spring I, and Spring II advance to compete at the city level in July 2025. Wildcard team from all three sessions could be selected.

City Winners Advance right to Nationals, they PASS GO and Compete for the Gold!!!

- As the league grows, we will reevaluate the need for a state championship.
- At this juncture, Texas Teams might play Texas Teams at Nationals.
- NO Sectionals or State Championships in 2025.
- Nationals: Teams winning cities will advance directly to Triple Team National Tournament.

TEX FLEX SCORING DOUBLES AND SINGLES

- **Games: Best 2 out of 3 games.**
 - Doubles: Each game is played to 21 points, win by 2.
 - Singles: Each game is played to 15 points, win by 2.
- **Scoring:**
 - +1 match point awarded for each game won.
 - +1 bonus point awarded if the winning team wins the match in two games.
- **Serving and Sides:**
 - 1st game: Visiting team chooses side or to serve.
 - 2nd game, teams will switch net sides and starting server.
 - 3rd game (if necessary), continue the rotation. Only in the 3rd game will you switch net sides at the end of the first 8 points in singles, and first 11 points in doubles.

MATCHTIME AND DUPR SCORE SYNCHRONIZATION PROCESS

Match game scores sync with DUPR automatically. Here's how the process works:

Match Completion & Score Entry:

Home Team Captain's Responsibility

- Home captains are encouraged to enter scores into the system within 2 days of match completion.

Review Process:

Opposing Captain Notification

- The opposing captain is notified to review the scores and can request adjustments if needed.

Automatic Approval:

- Scores are automatically approved 2 days after being entered if no changes are requested.

DUPR Synchronization

Sync Timeline:

- Matches automatically sync to DUPR
- Synchronization occurs 2 days after original scores are entered or 2 days after scores are edited with adjustments

Note: If necessary, scores can still be edited after syncing with DUPR.

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Team Up 2 Compete
DUPR



LEAGUE POLICIES AND RULES



POLICY GUIDELINES

The primary goal of this policy is to minimize defaults and ensure that teams advance in the league based on their skill level rather than their availability. By prioritizing skill and effective team management, we aim to foster a competitive environment that rewards athletic ability and sportsmanship.

OUR APPROACH

- Our approach will always prioritize the interests of our players and their experience.
- We want to promote play rather than being punitive.
- Our goal is to ensure fair play and maximize enjoyment for everyone involved.

TEAM PARTICIPATION

- Teams are strongly encouraged to maintain full rosters and actively manage player availability to avoid defaults.

SKILL BASED ADVANCEMENT

- The league reserves the right to modify the number of teams advancing to playoffs.
- This adjustment can be made to uphold the integrity of competition, ensuring that advancement is determined by skill rather than default situations.
- Teams will not be eliminated but added to the play off schedule.

COMMUNICATION

- Teams must communicate any potential defaults to the opposing captain and to the league as early as possible.
- Proactive communication helps maintain fairness and allows for better planning.

ENFORCEMENT

- The league will monitor team participation and reserves the right to take necessary actions to ensure that all Games are competitive and reflect the true abilities of the teams involved.

TTPL REGIONAL LEAGUE AGE REQUIREMENTS

POLICY GUIDELINES

- **Age Approvals:** The league may grant exceptions for players outside the typical age range to promote inclusivity and participation.
- **Players Under 18:** Players under the age of 18 may be approved by the league administrator on a case-by-case basis.
- **Integrity of Play:** These approvals aim to ensure that all players can participate while maintaining competitive balance and integrity within the league.

18+ LEAGUE

- Open to players 18 years or older by season start
- No upper age limit
- Under 18 allowed with league administrator approval

50+ LEAGUE

- Players must turn 50 during league's calendar year
- Example: For 2025 season, turn 50 by Dec 31, 2025

65+ LEAGUE

- Players must turn 65 during league's calendar year
- Example: For 2025 season, turn 65 by Dec 31, 2025

AVAILABLE DIVISIONS

- Men's, Women's, and Mixed for each age group
- Ensures competitive play across ages and skill levels

COURT REQUIREMENTS

COURT REQUIREMENTS

- Location: The home court must be within the defined radius of the league.
- Surface: A hard-court surface is mandatory. Hardwood floors are allowed.
- Type: Both indoor and outdoor courts are acceptable.
- Temporary Setup: Temporary nets and "official" taped lines are permitted if approved by the facility director.

COURT BOOKING

- Doubles Games: Book 3 courts for 2 hours.
- MiXiGiTuP and FLeXiT Leagues: Book 2 courts for 2 hours.

EQUIPMENT

- Balls: The home team must provide 1 "outdoor" pickleball per line with and have one or two extra on hand.

FINANCIAL RESPONSIBILITIES

- Costs: The host facility team is responsible for all facility and court fees, as well as pickleball costs.
- League Fee: These costs are not included in the league fee.
- Captain's Responsibility: The team captain is responsible for covering these expense.
- Visiting Teams: Visiting teams do not bear any costs or responsibility for court fees.



OTHER CAPTAIN AND PLAYER RESPONSIBILITIES



MATCH MANAGEMENT

- Captains enter all home match start times prior to the 1st match of season
- Captains can agree to reschedule matches. [View match reschedule policy](#)
- Score Reporting: Within 48 hours
- Visiting team has 48 hours to contest
- Scores official if uncontested after 48 hours
- Keep records of all match results until season end

CONDUCT AND RULES

- Monitor behavior per TTPL Code of Conduct
- Ensure understanding of Triple Team, SCP, and USAPA rules
- Handle disputes: Declare "under protest" if unresolved

GRIEVANCE PROCESS

- File formal grievance within 48 hours for rules/conduct issues
- Currently via phone; online form pending

TEAM MANAGEMENT

- Invite players and manage roster
- Create weekly lineups
- Ensure substitutes meet eligibility requirements
- Verify player DUPR ratings to avoid forfeits
- Verify all players are members of Texas Team Pickleball League DUPR club
- Verify player DUPR ratings to avoid forfeits before playing them

FACILITY COORDINATION

- Handle court bookings
- Manage all facility fees
- Verify waivers are completed by team

FINANCIAL MANAGEMENT

- Divide costs among team members
- Manage league fees and additional expenses
- Pay any post season fees to league for team

MATCH REPORTING

- Report match results and scores
- Ensure timely and accurate reporting

LEADERSHIP

- Guide team through regular season and playoffs
- Facilitate communication within the team
- Promote sportsmanship's and respect amongst teammates players, and personnel

COMMUNICATION

- Coordinate with opposing captains before Games
- Facilitate communication within the team
- Relay important information from league to team members
- Requirements of waivers or release by facility



MATCH RESCHEDULING POLICY

AGREEMENT TO RESCHEDULE

- Captains enter all home match start times prior to the 1st match of season
- Captains can agree to reschedule matches. [View match reschedule policy](#)
- Both captains must agree to reschedule a match.
- If no agreement is reached, the match will remain as originally scheduled.
- The league does not need to approve permission for a reschedule request.

TIME FRAME TO REQUEST A RESCHEDULE

- No reschedule requests can be made within 7 days of the scheduled match start time.
- Rescheduling must be finalized 5 days prior to the scheduled match start time.
- If the reschedule is not finalized before the original match date and time, the request becomes invalid, and the match will be played as scheduled.
- Any defaults incurred due to failure to schedule in advance will fall on the captain's team requesting the reschedule.

SCHEDULING RESPONSIBILITIES

- The team requesting the reschedule is responsible for providing 3 options that align with league scheduling. For weekend Games, provide 3 weekend options during the regular scheduled time frame.
- For weeknight Games, provide 3 weeknight options during the regular scheduled time frame.

COMMUNICATION

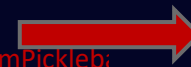
- Email to bethmahler@texasteampickleballleague.com with CC opposing captain
 - Include: Original date, new date, agreement

DEFAULTS

- A minimum of two lines required to play per match.
- If one line or less is available, the entire match is a forfeit.
 - Winning team: Awarded all 36 points + match points
 - Post Season Eligibility forfeit: No post-season eligibility for any teams playing one line or less during a regular season match.

EXCEPTIONS

- Agreement is not necessary to reschedule for National or Jewish holidays
- 6+ days notice is still a requisite with email communication to league and opposing captain.



SEVERE WEATHER POLICY

HEAT, COLD, RAIN, LIGHTNING WIND, SNOW ...

Inclement Weather Definition: Inclement weather is defined as precipitation or severe weather (as determined by [The Weather Channel](#) for the zip code location of the match. Either captain may choose to reschedule the match.

Severe weather conditions: Temperature guidelines to delay or reschedule play when:

- Captains can call off the match up to 8 hours before the start time, using [The Weather Channel](#).
- The actual temperature is 35°F or BELOW, or when the wind chill factor is 32°F or BELOW utilizing [wind chill calculator](#).
- The actual temperature is 98°F or HIGHER or when the heat index is 104°F or HIGHER utilizing [heat index calculator](#).
- Sustained winds of 25 mph or HIGHER or wind gusts of 30MPH or HIGHER utilizing [windfinder](#).
- Lightning: If lightning is sighted, stop all activity and direct everyone to seek appropriate shelter.
- 30-30 Rule: If lightning is sighted and thunder occurs in 30 seconds or less, instruct everyone on site to seek appropriate shelter.
- One-Hour Delay: A one-hour delay from the agreed-upon start time is observed to allow for weather conditions to improve.
- No Requirement to Dry Courts: There is no requirement for the visiting team to drive to the courts to cancel the team match or dry off the courts.
- If the start of team match is canceled due to inclement weather any defaults awarded in advance may now be played.
- In the event inclement weather occurs after the team match has begun, a one-hour wait to resume play is to be observed.
- The home team captain will coordinate with the opposing captain to find suitable days to reschedule.
 - The home team must provide three options for dates and times to the opponent. The opposing captain will select one of those options.
 - If an agreement cannot be reached, contact the league coordinator to set a date and time.
- **If the heat, cold, wind, or wind gusts do not fall below the guidelines, matches can be rescheduled if both captains agree.**
- Triple Team National Championships matches will be played as scheduled, and the severe weather policy will not be enforced. The priority is to complete the tournament matches, and play will continue unless conditions pose an immediate safety risk.

[Jump to Heat Index Advisory Chart](#)

[Jump to Heat Index Safety Chart](#)

[Jump to Wind Chill Safety Chart](#)



SUBSTITUTION POLICY



TEAM LEAGUES

TEAM SUBSTITUTES ARE HALF PRICE & ELIGIBLE FOR ONE MATH ONLY.

- Substitutes are allowed to be added to the team roster at any time for all regular season Games at a 50% league fee discount with verifiable DUPR rating between according to division level of league for one match.
- Substitute must be an active and paid player before rosters are exchanged
- Active league players subbing on another roster must also pay the 50% discounted sub fee for the one match
- All substitutes must have a verifiable DUPR rating within division range and be a member of the TTPL DUPR club
- Substitutes Players with "NR" (Not Rated) are ineligible to play
- Each team can play a unique substitute one time only for their roster during the season
- If a substitute needs a second match on the same roster: player must upgrade to a full-time player and pay the additional 50% of the league fee before rosters are exchanged.
- If substitute upgrades to full time player, they are also eligible for post season play
- No limit on number of substitutes per match or for the season
- Games with subs count for league standings and are reported to DUPR
- Playing ineligible players results in match points fir the line being awarded to opponent and will be considered a default.
- If an ineligible substitute plays, lines with ineligible players will not be reported to DUPR
- No substitutes allowed for post season Games
- Subs MUST be members of [TTPL DUPR Club](#) for eligibility.

FLEX LEAGUES

- Substitutes are free
- Verifiable DUPR rating required
- Any player with a "NR" (Not Rated) is ineligible to play
- More than two substitutes per season disqualifies team from winning and advancing to play offs

GENERAL RULES

- Substitutes allowed for regular season Games only
- DUPR rating must align with skill level of the league
- A players with a DUPR rating of NR is not eligible to sub.



INJURY SUBSTITUTION POLICY



SUBSTITUTIONS DURING MATCH DUE TO INJURY Gender Doubles and Mixed Combo: New Rules for Injured Players

Pre-Game Injury (Warm-Up)

- If an injury occurs during warm-up before the first round of play, a new player may be substituted **without penalty**.
- The substitute must:
 - Be an active player on your roster.
 - Be on-site and ready to step in immediately.
- This ensures wins are based on overall performance rather than gifting points due to an injury.


Injury During Play

- If an injury occurs during any game:
 - The game ends when the injury occurs, and the score recorded as **11-“X”**, where “X” is the score of the team with the injured player at the moment of the injury. The game will be marked as "retired."
- A new player may substitute for the next game without waiting for the end of the round.
 - The substitute must:
 - Be an active player on your roster.
 - Be on-site and ready to step in immediately.

Permanent Substitution Rules

- Teams are allowed **one (1) substitution per match**.
- Substitutions are **permanent** for the remainder of the match.
- Players removed due to injury or illness may not return to the match.
- Substitutions can only be made with players who were on the team roster when the match began.

Medical Time-Outs

- Injured players who can continue play are allowed their legal medical time-out.
- Medical time-outs are **not the same as injury substitutions** and will follow USA Pickleball rules regarding duration and frequency.
 -  [USA PICKLEBALL 2025 RULES](#) Page 39

ADDITIONAL PLAYERS FOR TEXAS REGIONAL CHAMPIONSHIP MATCHES



- If a qualifying winning team or wild card team from an individual session needs an additional player beyond their originally qualified roster for Texas Regional Championship Matches, the captain may add TWO (2) additional players for both Gender Doubles and Mixed Combo teams.
- These additional players MUST have participated in the local league (on another team) in the same division and session they are being substituted into and would need to have played at least 2 matches during the regular season on their original team in the league that session.
- Additional players must also meet all age and rating requirements and must be approved by the Texas State league director.
- The additional player MAY NOT be a player from your qualifying team that did not have enough matches to originally be considered qualified for Texas Regional Championship matches (players that played only 1 match.)
- These additional players may be added at any time before or during the Texas Regional Championships but must be approved by the Texas State League Coordinator prior to being added to any roster.
- This added player or players MUST play in 2 Texas Regional matches to be eligible to advance to Triple Team National Championships as a fully eligible player on your roster. If the added player plays only one match in Texas Regional Championships on the new team, they are NOT eligible to advance to Triple Team National Championships.

DEFAULT POLICY



1. PLAYER MANAGEMENT

- Adding Players: Teams can add players at any time without a maximum limit.
 - Add players or subs to avoid defaults.
 - Carry a roster robust enough to play all lines.

2. DEFAULT TIMING

- 15-Minute Rule: Players arriving 15-16 minutes late can warm up (up to 5 minutes) before being declared a default.
- Round is a full default After 16 Minutes.
- If a line for a team arrives late after the default time but before the next round, they can play remaining rounds.

3. DEFAULTING LINES

- 1-2 Lines Defaulted: Remaining lines play their round robin normally
- Non-defaulting team must have all 3 lines present to play their rounds.

4. LINE DEFAULTS [view page 43 for details.](#)

- SINGLE DEFAULT IN ONE OR TWO GAMES
- MULTIPLE DEFAULTS
- SEVERE DEFAULTS
- VOLUNTARY TEAM WITHDRAWAL

5. INELIGIBLE PLAYER

- An ineligible player is someone not on the team's roster, an unpaid player, or deemed ineligible by DUPR or rules.
- Penalty: Team playing illegal player forfeits that line for the entire match and points are awarded the opponent.
- All lines are reported to DUPR except for the line played by the illegal player.
 - This player is reported as a "default/forfeit/retire" and not reported to DUPR.

6. COMMUNICATION REGARDING DEFAULTS

Informing Opponents: The defaulting team should notify the opposing captain prior to the match.

7. MATCH RETIREMENT

- A retirement occurs during play due to injury, emergency, etc.:
- Score is recorded up to retirement.
- Points for retired, forfeited, or defaulted lines are awarded to the non-retiring team.
- Score recorded of actual points if play occurred with score recorded where the game ended, with opponents receiving the full points to win the game.
- Player name in lineup changes to "default/forfeit/retire" and forfeits and retires will not be reported to DUPR.

8. SCORE REPORTING

- Match points awarded from a defaulted line are credited to the team present before default time:
- Recorded as XX-0 with names to allow match eligibility for playoffs.



LINE DEFAULTS AND SEVERE DEFAULTS

SINGLE DEFAULT IN ONE OR TWO GAMES REGULAR SEASON MATCHES

- If a gender doubles team defaults one (1) line in one (1) or two (2) regular-season matches, or a mixed combo team defaults one (1) line in one (1) or two (2) regular season matches, all points for the defaulted line will be awarded to the opposing team.

SEVERE DEFAULT IN ONE REGULAR SEASON MATCH

- When these defaults occur, it is considered a severe default.
 - If a gender doubles team defaults three (3) lines in one (1) regular season single match, or a mixed combo team does not play any lines (0) in one (1) regular season match, the team forfeits eligibility to win the division and to participate in any post-season play.
 - If a gender doubles team defaults two (2) lines in one (1) regular season single match, or a gender doubles team defaults one (1) line in three (3) or more matches during the regular season the team forfeits eligibility to win the division and to participate in any post-season play.
 - If a mixed combo team plays one (1) line and defaults one (1) line, three (3) or more times during the regular-season schedule the team may continue to play all regular season matches.
- The defaulting team forfeits eligibility to win the division and all post-season play, including playoffs, cities, and Triple Team National Championships.
- When a severe default occurs, all match points earned through out the entire season by other teams against the severe defaulting team will be removed from league standings calculations to determine division standings for playoffs.
- This ensures standings are based on player performance.
- Matches played against the severe defaulting team still count as qualifying matches for player eligibility to advance to division play offs, cities, and Triple Team National Championships, but the results are not included in division standings.

VOLUNTARY TEAM WITHDRAWALS DE FACTO SEVERE DEFAULT

- Once schedules are finalized, teams may not withdraw without consequences.
- No refunds will be issued for any players withdrawing after schedules are set.
- Players on a withdrawn team forfeit their eligibility to participate in the league the upcoming season.
- Additionally, if a team withdraws after league schedules are posted, it is treated as total team default.
- If a team withdraws after league schedules are posted, it is treated as total team default.
- Voluntary team withdrawals after schedules are posted results in opposing teams losing matches and are considered a de-facto severe defaults.
- The team and all players forfeit eligibility for the entire league year (August – July):
 - to win the division and are disqualified to advance to any post-season play for the entire league year
 - Disqualified to advance cities for the entire league year
 - Disqualified to advance to National Championships for all sessions in the entire league year
- These policies ensure fairness and smooth operation for all participants.



DEFAULT CONSEQUENCES



Scenario	Consequence
1 Line Default in 1 or 2 Regular Season Matches	All points for the defaulted line awarded to the opposing team.
Gender doubles team defaults 2 lines in 1 match	Severe default: Team ineligible for division title and all post-season play.
Gender doubles team defaults 3 lines in 1 match	Severe default: Team ineligible for division title and all post-season play.
Gender doubles team defaults 1 line in 3 or more matches	Severe default: Team may finish season but is ineligible for division title and all post-season play.
Mixed combo team plays 1 line and defaults 1 line in 3+ matches	Severe default: Team may finish season but is ineligible for division title and all post-season play.
Mixed combo team does not play any lines (0) in 1 match	Severe default: Team ineligible for division title and all post-season play.
Voluntary team withdrawal after schedules are posted	De-facto severe default: Team and all players are all disqualified for all division titles and all post-season play for entire league year (August-July), including advancement to cities and Triple Team National Championships. Opponents receive wins for scheduled matches.
Severe default occurs (any of the above severe scenarios)	All match points earned by other teams against the severe defaulting team are removed from standings calculations. Matches still count as qualifying for player eligibility, but results are not included in division standings.

REFUND POLICY

By registering and participating, you acknowledge and agree to the following refund policy:

Refunds will be issued for: After registration and payment of league fees, refunds will ONLY be processed under the following two explicit exceptions:

- Exception #1: Division is not fielded and will not be playing. A refund is issued.
- Exception #2: Players are ineligible to play. A refund is issued.

After registration and payment of league fees, no refund will be issued under any other circumstances, including but not limited to:

- Injury or medical issues that prevent participation
- Scheduling conflicts or unavailability to attend games or events
- Dissatisfaction with the league, coaches, or other participants
- Voluntary withdrawal from the league for any reason

Non-Transferable Registrations

- League registrations are non-transferable.
- You may not sell, assign, or transfer your registration to another individual.
- All participation is limited to the original registered participant.

For questions or concerns, please contact league organizers at BethMahler@TexasTeamPickleballLeague.com.

CODE OF CONDUCT AND DUPR COMMUNITY GUIDELINES

Our Goal: Fair, Respectful, & Competitive Pickleball

Key Guidelines:

Sportsmanship ALWAYS!


- Respect DUPR & Opponents
- Coaching = Breaks Only
- Quiet Spectators
- Supervise Kids/Pets
- No Devices During Play
- Zero Tolerance: Abuse, Discrimination, Cheating
- Adherence DUPR Community Guidelines
- Disputes? On-Court > Captain > Grievance
- Violations? Warnings to Forfeiture of Eligibility to Play to Removal from League for severe violations.

- View Full Code of Conduct: <https://texasteampickleballleague.com/code-of-conduct>
- View Full Grievance Policy: <https://texasteampickleballleague.com/grievance-policy>
- View Full DUPR Community Guidelines: <https://www.dupr.com/post/dupr-community-guidelines>
- Report DUPR Community Guideline Violation: https://dupr.zendesk.com/hc/en-us/requests/new?ticket_form_id=25976272283796



USA EQUIPMENT STANDARDS MANUAL



- 2.F.3 USA Pickleball Approved Paddle List – Players are responsible for confirming that the paddle they are using for match play is listed as Pass on the USA Pickleball Approved Paddle List.
 - 2.F.3.a Violation. If at any point during the tournament it is determined that a player is using a paddle that violates any of the paddle specifications or is not listed on the USA Pickleball Approved Paddle List
 - List as Pass, the following penalties apply:
 - 2.F.3.a.1 If the violation is identified prior to the match starting, the player may switch to a paddle listed as Pass on the USA Pickleball Approved Paddle List without penalty.
 - 2.F.3.a.2 If the violation is identified after the match has started, the player or team forfeits only the match being played.
 - 2.F.3.a.3 If the violation is discovered after the match has concluded, the match results stand.
-  USA PICKLEBALL EQUIPMENT STANDARDS MANUAL page 13

GRIEVANCE POLICY AND PROCESS

DEFINITION OF A GRIEVANCE

A grievance is a written formal complaint regarding an alleged violation of an SCP rule or procedure, or a challenge to an SCP rule that is being questioned. Any player, captain, or volunteer may file a grievance against another player, captain, team, volunteer, or request a review of a rule. This process helps ensure fair play, maintain sportsmanship and respect among all participants, and improve the quality of our league and player experience.

COMMITMENT TO FAIR PLAY

All participants are expected to compete honestly and uphold the integrity of the game.

- **Promotion of Sportsmanship:** Participants should always demonstrate good sportsmanship, respecting opponents, officials, and teammates.
- **Respectful Conduct:** All interactions within the league must be characterized by mutual respect. Disrespectful behavior will not be tolerated.
- **Continuous Improvement:** The league is committed to regularly reviewing policies to enhance the quality of play and overall experience for all participants.

GRIEVANCE PROCESS

1. Filing a Grievance: Complete the Grievance Form and gather any supporting information.
2. Submit the form via email to BethMahler@TexasTeamPickleballLeague.com with any relevant information.
 - a. If necessary, follow up with a phone call or text to (972) 898-2830, Beth Mahler
3. Acknowledgment: You will receive a notification of receipt within 24 hours.
4. Review and Assessment: The League Ambassadors will review the grievance promptly.
5. Every effort will be made to assess complaints in a timely manner.
6. Final Rulings: All rulings made by the League Ambassadors are final.

COMMITMENT TO IMPROVEMENT

The league is dedicated to fostering an environment where grievances are taken seriously.

- By addressing complaints effectively, we aim to enhance sportsmanship and respect among all participants.
- Feedback Utilization: Feedback from grievances will be used to review and improve league rules and procedures, ensuring alignment with our commitment to fair play and a positive player experience.

OTHER LEAGUE RULES POLICIES

- [MatchTime Tips and Tricks – Help Desk FAQ's](#)
- [Triple Team Pickleball League 2025 Rules](#)
- [Rulebook Official USA Pickleball 2025 Edition](#)
- [Official USA Pickleball Rules Summary \(abbreviated version\) 2025](#)
- [USA Pickleball Equipment Standards PDF](#)
 - [USA Pickleball EEC Approved Equipment](#)
 - [USA Pickleball Approved Paddle List](#)
 - [USA Pickleball Approved Ball List](#)
 - [About the EEC and equipment Standards](#)
- [DUPR Community Guidelines](#)
- [Read Before Registering Waiver and Release](#)
- [Refund Policy - Read Before Registering](#)
- [Privacy Policy](#)
- [Code of Conduct](#)





TEXAS TEAM PICKLEBALL LEAGUE

Official Triple Team Pickleball League National Championship Affiliate

Team Up 2 Compete
DUPR



ADDITIONAL INFORMATION



DUPR

	TEXAS TEAM PICKLEBALL LEAGUE	SUPREME CORT PICKLEBALL	TRIPLE TEAM PICKLEBALL LEAGUE NATIONAL CHAMPIONSHIPS
WEBSITE	https://texasteampickleballleague.com/	https://texasteampickleballleague.com/	https://www.tripteam.org/
CONTACT EMAIL	BethMahler@Texasteampickleballleague.com	BethMahler@Texasteampickleballleague.com	Info@TripleTeam.org
PHONE	(972) 898-2830	(972) 898-2830	(816) 674-4623
DUPR CLUB	DUPR Club Texas Team Pickleball League	DUPR Club Texas Team Pickleball League	DUPR Club Triple Team
FOLLOW US ON FACEBOOK	Follow Us on Facebook Texas Team Pickleball League	Follow Us on Facebook Supreme Court Pickleball	Follow Us on Facebook Triple Team Pickleball League
INSTANT ACCESS ON INSTAGRAMS	Instant Access on Instagram Texas Team Pickleball League	Instant Access on InstaGram Supreme Court Pickleball	Instant Access on InstaGram Triple Team Pickleball League
LINKEDIN	LinkUp on Linked In Texas Team Pickleball League	LinkUp with Us on LinkedIn Supreme Court Pickleball	LinkUp with Us on LinkedIn Triple Team Pickleball League
VISIT US IN THE SKY BLUE SKY	Visit Us in The Sky - Blue Sky Texas Team Pickleball League	Visit Us in the Sky Blue Sky Supreme Court Pickleball	Visit Us in the Sky Blue Skye Triple Team Pickleball League
IN THE NEWS			View Press Release On-Line
BLOG	Keep the Rally Going - Blog Texas Team Pickleball League	Drop Us a Note to Feature in the Blog Supreme Court Pickleball	Not Started
GOOGLE BUSINESS	Google Business Texas Team Pickleball League	Google Business Supreme Court Pickleball	Not Started
WIKIPEDIA	Not started	Not started	Work in Progress



**DROP ON
BYE
ON - LINE
MEDIA**

HELPFUL HYPER LINKS

- [Triple Team Pickleball League National Championships](#)
- [Create DUPR ID](#)
- [Join TTPL DUPR Club #6027849183 - Texas Team Pickleball](#)
- [Definitions of Player Skill Ratings](#)
- [Round Robin Format](#)
- [Doubles Blank Score Sheets](#)
- [Mixed Blank Score Sheets](#)
- [Scoring](#)
- Website: www.TexasTeamPickleballLeague.com
- [MatchTime FAQ and Help Desk](#)



Facebook:

- <https://www.facebook.com/supremecourt pickleball/>
- <https://www.facebook.com/TexasTeamPickleballLeague/>

Instagram:

- <https://www.instagram.com/texasteampickleballleague/>
- <https://www.instagram.com/supremecourt pickleball/>

LinkedIn

- <https://www.linkedin.com/company/texasteampickleballleague>
- <https://www.linkedin.com/company/supreme-court-pickleball/>

BlueSky

- <https://bsky.app/profile/supremecourt pckl.bsky.social>
- <https://bsky.app/profile/texaspickleball.bsky.social>



- Get Involved
- Be a Captain
- Join a Team
- Host a Team
- Grow in Your State
- Become a League Ambassador
- Become a Sponsor



Drop a Note:

BethMahler@TexasTeamPickleballLeague.com

www.TeamTexasPickleball.com

Ping (972) 898-2830

League Platform: <https://www.matchtime.com/>

Join the Team and Expand the Leagues to your City!





LEAGUE AMBASSADOR

Judy Lueders: JudyGail1983@gmail.com
Info@SupremeCourtPickleball.com

LEAGUE COMMISSIONER

Beth Mahler: BethMahler@TexasTeamPickleballLeague.com
(972) 898-2830

www.TexasTeamPickleballLeague.com

www.TripleTeam.org



TEXAS TEAM PICKLEBALL LEAGUE

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DUPR

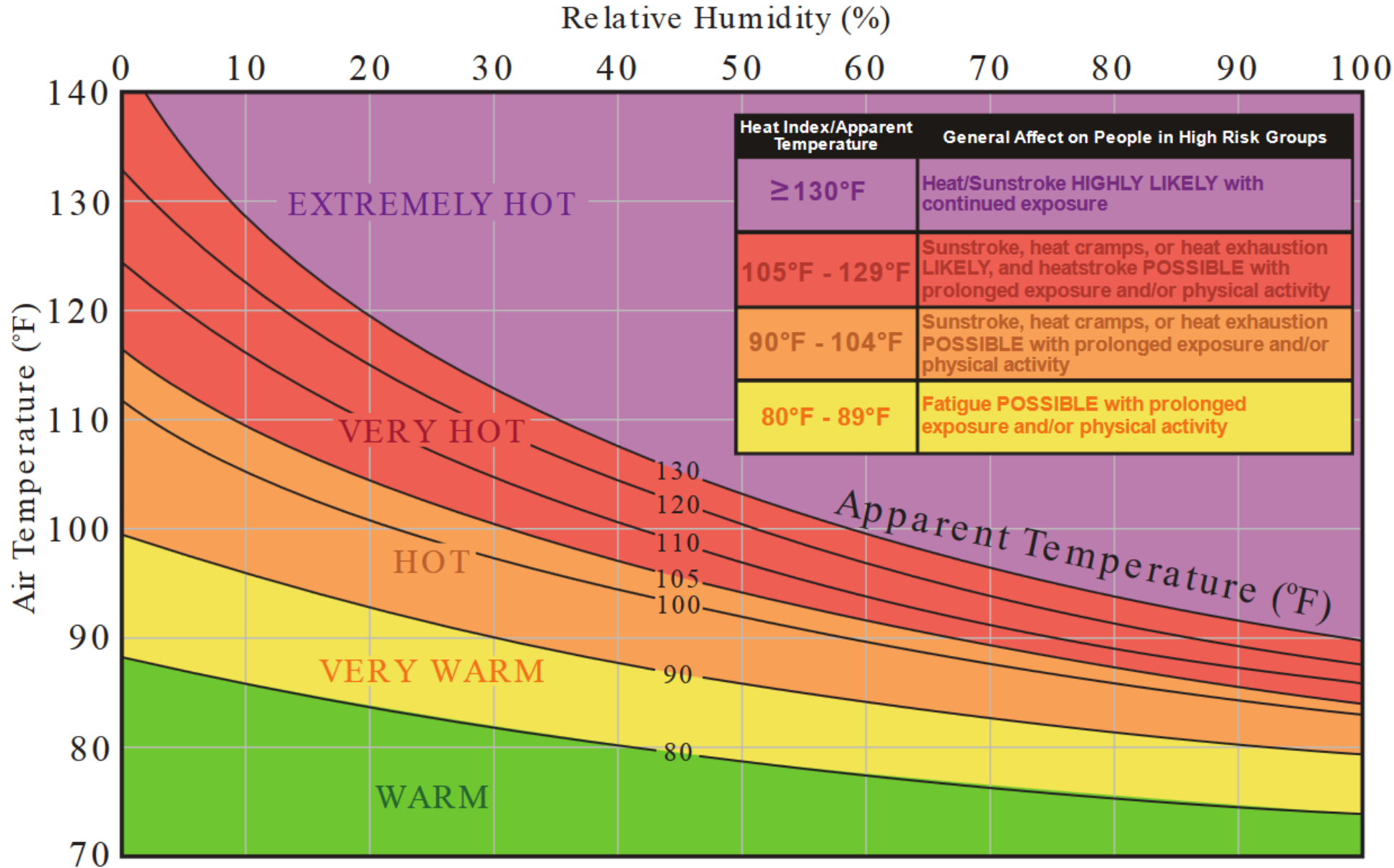


APPENDIX



Heat Index

The 'Heat Index' is a measure of how the hot weather "feels" to the body. This table uses relative humidity and air temperature to produce the "apparent temperature" or the temperature the body "feels". These values are for shady locations only. Exposure to full sunshine can increase heat index values by up to 15°F. Also, strong winds, particularly with very hot, dry air, can be extremely hazardous as the wind adds heat to the body.



www.srh.noaa.gov/srh/jetstream/global/hi.htm



Heat Index

NWS Heat Index

Temperature (°F)

Relative Humidity (%)

	80	82	84	86	88	90	92	94	96	98	100	102	104	106	108	110
40	80	81	83	85	88	91	94	97	101	105	109	114	119	124	130	136
45	80	82	84	87	89	93	96	100	104	109	114	119	124	130	137	
50	81	83	85	88	91	95	99	103	108	113	118	124	131	137		
55	81	84	86	89	93	97	101	106	112	117	124	130	137			
60	82	84	88	91	95	100	105	110	116	123	129	137				
65	82	85	89	93	98	103	108	114	121	128	136					
70	83	86	90	95	100	105	112	119	126	134						
75	84	88	92	97	103	109	116	124	132							
80	84	89	94	100	106	113	121	129								
85	85	90	96	102	110	117	126	135								
90	86	91	98	105	113	122	131									
95	86	93	100	108	117	127										
100	87	95	103	112	121	132										

Likelihood of Heat Disorders with Prolonged Exposure or Strenuous Activity

Caution

Extreme Caution

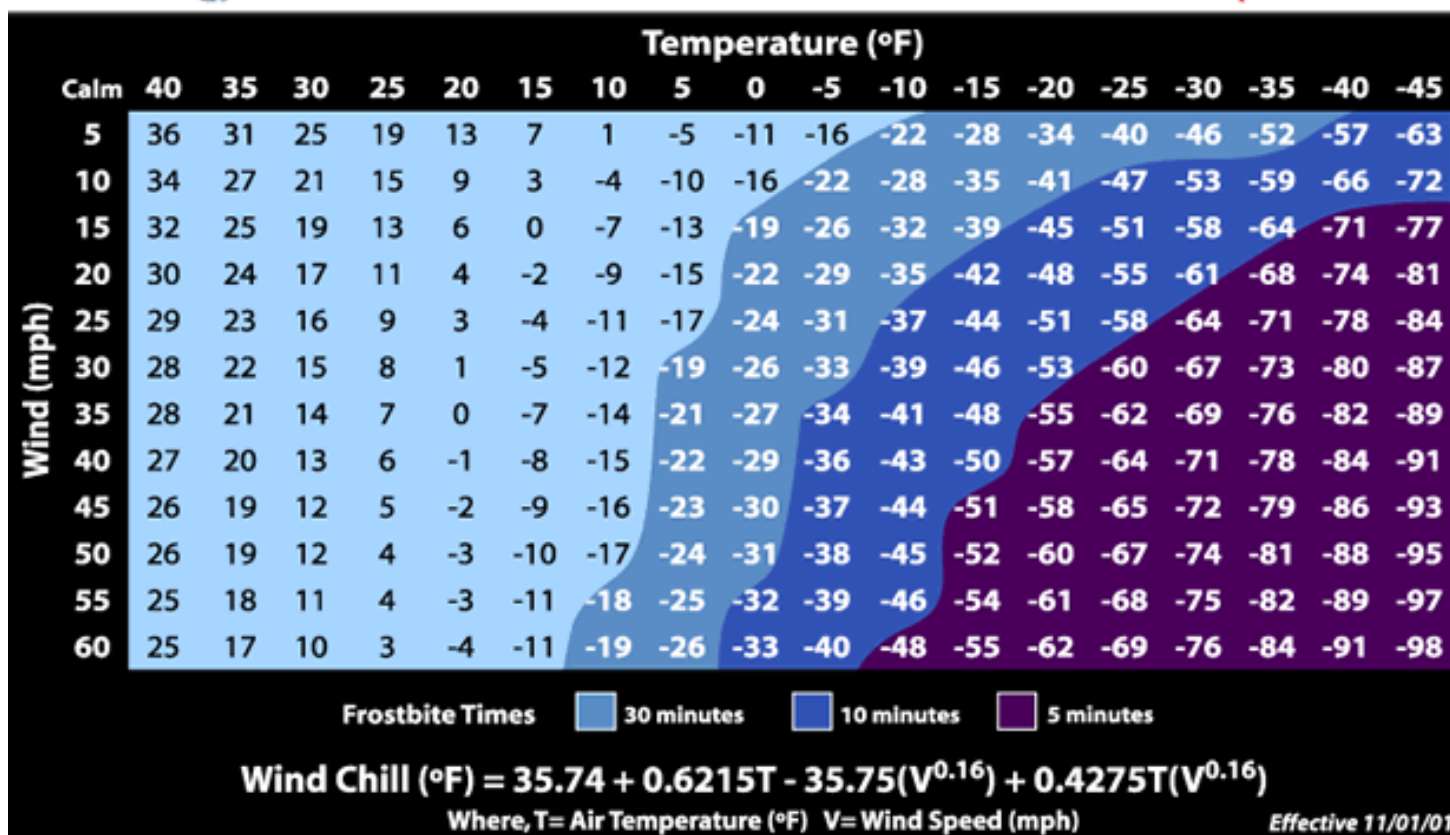
Danger

Extreme Danger





NWS Windchill Chart



A high wind **warning** is issued when sustained winds of 40 mph or greater or gusts to 58 mph or greater are expected. A Dust Storm Warning is issued when visibility of 1/2 mile or less due to blowing dust or sand, and wind speeds of 30 miles an hour or more.



When does wind become a challenge to play pickleball?

- **0-15 mph:**
While playable, wind in this range can make the game more difficult, especially for dinking and shots that require precision.
- **15-25 mph:**
The wind starts to have a substantial impact on the ball's flight, making it harder to control and predict where the ball will land.
- **25+ mph:**
At these wind speeds, the game becomes very difficult, and some players may find it nearly unplayable.

When is it considered too cold to play pickleball?

- **Below 25°F:**
Generally, too cold for most outdoor sports due to increased risk of frostbite and cold stress.
- **25°F to 32°F:**
- Very cold; participation should be limited and with proper precautions.
- **32°F to 40°F:**
- Chilly; some sports may still be played, but conditions like wind and precipitation can make it uncomfortable.
- **40°F to 50°F:**
- Cool; generally manageable for most sports, especially if sunny.