

CPL Team League Rules

- I. GENERAL.** The following rules apply to all leagues in the Colorado Pickleball Leagues (CPL) organization unless otherwise specified. All CPL leagues will follow current IFP Pickleball rules other than those noted in the CPL Rules.
- II. PARTICIPANT REQUIREMENTS**
- A.** All participants in CPL pickleball are bound by the CPL rules, as well as those of the IFP. Not all possible incidents and ramifications may be covered in the following rules. Participants in unusual or undocumented situations will have to abide by the decision of the CPL Office.
- B.** All leagues are open to men and women players in their respective gender divisions and mixed divisions. Players participating in CPL regional leagues must be 18 years of age or older.

III. ROSTER REQUIREMENTS

- A.** All players must have paid the player registration fee for each team they participate in prior to participating in the league each season.
- B. WAIVER.** All players must have agreed to the waiver release of liability prior to participation in the league each season.
- C. PLAYER SKILL LEVEL RATINGS.** Team rosters must consist of players with skills that are consistent with the flight skill level in which their team is playing. The list below indicates the priorities of the ratings that should be used when registering:
- i. UTPR or WPR: The player's published USA Pickleball (USAP) UTPR rating or Pickleball Tournaments.com rating (WPR) prior to the league start will be used for players with such a rating throughout the season. Players with UTPR ratings for both gender and mixed will use the higher rating for all CPL leagues and divisions they play in. **Note: A player's CPL performance has no effect on a player's UTPR or WPR rating.**
 - ii. Rating by a Certified Ratings Clinician: There are certified raters (e.g., USAPickleball.org and IPTPA.com) throughout Colorado. See their websites for information.
 - iii. Club Rating: If a rigorous process is in place at a player's club that is based on published ratings criteria, a club rating is acceptable

For all ratings, (UTPR/WPR, Certified Ratings Clinician, Club, Captain's), it is the responsibility of the team captain (and club administrator where applicable) to assure the ratings are accurate and defensible to IFP and USAP rating criteria no matter what the level.

D. TEAM ROSTER SKILL LEVELS.

Single Skill Level Flights: Teams in single skill level flights (ex. 2.5, 3.0, 3.5, 4.0) must contain at least 75% of players with the same rating as the flight. Teams may contain up to 25% of players rated one half of a rating point below the flight skill level.

Combined Skill Level Flights: Teams in combined skill level flights (ex. 2.5/3.0 and 4.5/5.0) must be a 2.5/3.0 or 4.5/5.0 player.

To determine how many players of a lower skill level you can have on your team, multiply the total number of players on your team (player count) by the appropriate number (75%=0.75 or 25%=0.25). If the number has a decimal of 0.5 or greater, round up to a whole number. If the decimal is less than 0.5 round down. (Example 1: For a 4.0 team that has 13

total team members, $13 \times 0.75 = 9.75$ which rounds up to 10 players allowed with a 4.0 rating.

E. PLAYER UTPR RATING APPEALS. On occasion, a player's UTPR or WPR rating may not accurately reflect the player's skill level. To appeal a player rating, captains shall submit a request for a rating appeal to the League Coordinator using the form (Rating Appeal Request) located on the CPL website explaining why it is felt that the player's true skill level is different from the formal rating published. It may be required to appeal a rating to the rating organization prior to CPL approval of a rating appeal. **Note: Ratings appeals are valid for 1 year or until the next player registration whichever is shorter.**

F. UTPR/WPR RATING CHANGES. If a player's quarterly UTPR or WPR rating changes upward or downward during the CPL season and the player wishes to play for a higher skill level team, they will have to wait until the next season.

G. TEAM NAMES. Will be provided by the CPL office; it will include your home facility and level of play.

H. ROSTER SIZE. There is no limit to roster size but must have a minimum of 10 players.

I. ROSTER ADDITIONS. Captains may add players to their roster through the third week of a given season by contacting the CPL office.

IV. TEAM REGISTRATION

A. DEADLINES. All teams must have registered online by the published registration deadline.

B. CAPTAINS. All teams must have a designated captain and co-captain. Captains shall monitor their rosters as players begin to register for correctness and adherence to league rules.

V. COURTS AND BALLS

A. COURTS AND FACILITIES. Each team is required to guarantee the use of 3 hard outdoor courts. Indoor venues are acceptable provided they use typical hard outdoor court surfaces. Pickleball courts for match play must be at a CPL approved facility. For facility approval Contact the CPL office. Courts must be available simultaneously for a minimum of 2 hours.

B. BALLS. For all CPL leagues balls must be neon Dura 40 or optic yellow Franklin X, either new or in good condition. The team listed as the home team supplies the balls. It is recommended that at least 6 balls be available at each match, 2 per court.

VI. SCHEDULE AND LOCATIONS

A. SCHEDULING REQUIREMENTS. For all leagues, captains must submit their home team match location, address and level of play when doing team registration.

B. MATCH TIMES. Match times posted on the schedule are the times the match is required to begin. Captains are expected to contact their opposing captains in advance of the match and inform them if there are courts available prior to the match start time for warm-up.

C. MATCH LOCATIONS. Match locations will be published in the schedule. Teams will typically play 50% of matches at home and 50% away, this will be dependent on the size of the flight.

- D. SCHEDULE CHANGES.** Once the schedule has been published all matches are expected to be played on the scheduled date.
- E. SHORT LINE-UPS.** If a captain (from Team “A”) cannot field 3 doubles teams from their roster, then that captain shall bring 2 doubles teams to play (line 1 and line 2 on the scoresheet) and default all its line 3 doubles team games. The opposing team (Team “B”) shall still bring all 6 of its players as each of its team pairs will play against the opponent’s line 1 team and line 2 team. The scoresheet will reflect a score of 11 - 0 for each defaulted game in each round and Team “B” will be awarded 2 team points for each defaulted game (i.e., 4 points per round). Scoring of the games played will be the same as found in the “Match Process” section VII.D. If a captain can only field 1 doubles team pair, the match will be defaulted earning the winning team 36 points and 1 win in the standings.

VII. MATCH PLAY

- A.** All team matches will be three (3) rounds of three (3) lines, two (2) games each. Round Robin (as follows) a) Round 1: (1) Home team line 1 plays Visiting line 1. (2) Home team line 2 plays Visiting line 2. (3) Home team line 3 plays Visiting line 3 b) Round 2: (1) Home team line 1 plays Visiting line 2 (2) Home team line 2 plays Visiting line 3 (3) Home team line 3 plays Visiting line 1 c) Round 3: (1) Home team line 1 plays Visiting line 3 (2) Home team line 2 plays Visiting line 1 (3) Home team line 3 plays Visiting line 2 Home teams stay on courts each round. Visiting teams switch courts after each round.
- B. MATCH DAY TEAMS.** On match day the captain will bring 6 players to play on 3 doubles teams. Line-ups identifying the doubles teams on the scoresheet will be exchanged prior to the start of the match after which they may not be changed. The 3 doubles team partners will stay together for that day’s match. Captains or their designees are required to be on-site at each match.
- C. LATE PLAYER.** Unless otherwise specified the schedules state the time matches are to start. It is always a good idea to verify the start time with your opposing team captain a few days prior to the match. The following rules apply to late players.
- D.** Matches shall start no later than 5 minutes after the posted match start time. If a player has not arrived 10 minutes after the posted start time the team will default the game the player would have normally played in.
- E.** The 5-minute rule applies to the start of each round. Once the next round has started the late player has 5 minutes to arrive or the first game will be defaulted. If the late player arrives during the 2nd game, in any round, more than 5 minutes after the other pairs have begun play, that game will also be defaulted 11-0.
- F. MATCH PROCESS.** To begin a match, the visiting teams choose to serve, receive or side. Each doubles team will play 2 games to 11 (win by 2). Teams shall switch sides after the first game. At the end of the second games (first round), and the fourth games (second round), the visiting doubles teams switch courts to play the next home doubles team noted on the line-up/scoresheet. Therefore, on team match day, each doubles team will play 6 games (three rounds): 2 games against the opposing line 1 doubles team, 2 games against the line 2 team, and 2 games against the line 3 team. Two team points are awarded for each game won by a doubles team. If the losing team scores 6 or more points in a game, they are awarded 1 team point. No team points are awarded for a score of 5 points or less. Whichever team earns the most team points in all the games played in a match, will be the winner of the match and will be awarded a win in their league skill group team standings.

- G. BREAKS.** A break of 1 minute is allowed between games. After each round of 2 games, a break of up to 5 minutes is allowed commencing at the time the last 2 opposing doubles teams in the round complete their 2nd game.
- H. TIME OUTS.** One (1) time out is allowed per game per team. Bathroom breaks should be taken between rounds, not on time outs.
- I. COACHING.** Per IFP rules coaching by anyone is only allowed after completion of each game, between rounds and during time outs.
- J. WARM UP COURTS.** CPL does not require facilities to provide warm-up courts before a match is scheduled to begin. Visiting team captains should check with the home team captain in advance of the match to determine if warm-up time is available. In any event, teams are allowed a 5-minute warm up after the posted match start time, to be monitored jointly by the team captains.

VIII. OTHER CAPTAIN AND PLAYER RESPONSIBILITIES

- A. SCORE REPORTING:** The home team captain must report the score within 48 hours. After the score is posted, the visiting team captain will have 48 hours to contest the score. The score will become official if not contested after the 48-hour time period.
- B. RECORDS:** All captains are to keep records of all match results until the end of the season in case of discrepancies or disputes.
- C. CONDUCT:** Captains and players are to monitor behavior to assure conduct is in accordance with the CPL Code of Conduct.
- D. RULES:** Captains and players are to read and understand the CPL rules and IFP pickleball rules.
- E. DISPUTES:** Players involved in a dispute during a match that can't be resolved on the court can declare that the match is being played under protest and must continue the match to its conclusion.
- F. GRIEVANCES:** A player or captain may file a formal grievance for a Rules/Sportsmanship issue with the CPL office using the form and process posted on the CPL website

IX. REGULAR SEASON FLIGHT STANDINGS

- A. STANDINGS PUBLISHING:** Throughout the season the standings of each division skill group will be posted and updated on the CPL website. Placement in the standings is based on Standings Pts and is determined and published as follows: Teams get 2 points for a win, 1 point for a tie and 0 points for a loss.
- B. TIES:** In case of a tie in Standings Pts, the team with the highest Total Team Pts is placed higher in the standings. In case of a tie in Total Team Pts the team with the lowest Total Opponent Pts is placed higher in the standings.
- C. FINAL STANDINGS:** Section A and B above illustrates how the standings will be published throughout the season. At the end of the season, if there is a 2-way tie in the Standings Points, head-to-head results will determine the winner of the flight. If there is a tie in head-to-head results the first tiebreak criteria between the 2 teams will be total team points scored during their matches against each other. If both teams scored an equal amount of team points against each other than total team points scored during the regular season will be used followed by lowest total opponent points if necessary. If there are more than two teams tied in Standings Points the teams with the lower total points will be eliminated until there are two teams remaining. At that point the 2-way tie process will take effect.

X. INCLEMENT WEATHER

- A. RESCHEDULING.** Rescheduling of matches due to inclement weather is warranted in cases of rain and snow. The Captain or Captains seeking to reschedule the match due to inclement weather shall communicate with each other and then follow the Rescheduling Policy instructions to identify a new match date.
- B. MATCH CANCELLED PRIOR TO START.** In the event a match cannot be played due to inclement weather the match can be rescheduled to play any time prior to the end of the season. Captains shall follow the procedures for rescheduling the match in the CPL Rescheduling Policy. Matches that are rained out during the last week of the season will need to be played by the end Sunday of that week. If the match is not played the team's winning percentage will be used to determine the final standings.
- C. MATCH CANCELLED AFTER START.** If a match is forced to be discontinued due to inclement weather before the first round is completed it will be rescheduled and replayed in its entirety. If the first round has been completed and it is discontinued before the second round is completed it will be rescheduled and replayed at the start of the second round. If both the first and second rounds have been completed and the match is discontinued before the third round is completed it will be rescheduled and replayed at the start of the third round. However, it is not required that the players all convene to play at the same time and location if only the third round is needed to be completed. Captains/players may arrange their own independent foursome and report the third round 2 game scores to their captains.
- D. LINE-UPS AFTER MATCH CANCELLATION.** If the match is to be replayed in its entirety the captain is not required to field the same team lineup. If at least one round has been completed, the same players that played round 1 will need to be in attendance to play rounds 2 and 3.