

## **PICKLEFEST III CONDITIONS OF CONTEST**

### **I. INTRODUCTION**

1. Picklefest III (“Picklefest or “Event”) will be held on June 6 – 8, 2025 at the Bridge City Pickleball Hub in Saskatoon, Saskatchewan.
2. Picklefest will feature three events (1) SKILLA SKILLS COMPETITION – the original pickleball skills competition, (2) LAWRENCIA MONEYBALL – individual scoring, doubles format moneyball and (3) PLAN TEAMEVENT - rally scoring team event. The Event will have cash prizes for each of the three (3) events which will be equal across all skill stratifications.
3. The Picklefest organizers reserve the right to revise these conditions of contest, however, will provide advance notice of any of those changes.

### **II. PLAYER REGISTRATION**

4. Any resident of Saskatchewan is able to apply for registration into Picklefest III.
5. Given the team draft format of the Event, it is possible that some of the registered players will ultimately not be placed on a roster and have their registration funds refunded. It is the intent to hold the drafts before March 15, 2025.
6. There will be at least three (3) player drafts onto teams, within the different skill stratifications (Premiere/Challenger/Satellite) as outlined below. The deadline to withdraw from Picklefest III is Tuesday, March 11, 2025 at 5 p.m. Refunds will not be given after this time absent exceptional circumstances (determined at the discretion of the committee) given the need to finalize the player list, the impact this will have on the captains in selecting their teams and toward discouraging a detrimental impact on the remaining players on that team.
7. The Picklefest committee reserves the right to add players into the Event at any time at its discretion.

### **III. LAWRENCIA MONEYBALL**

8. This event will be held on the Friday of Picklefest.
9. Each player will compete on his own trying to win as many matches as possible and gain the highest number of points in each match, while playing in a doubles format against other doubles teams. There will be skill stratifications to determine where a player is placed and who he/she is competing against.
10. Scoring will be traditional side out scoring.
11. It is anticipated that there will be a round robin of the participants playing with every player in the same skill stratification and the same number of times against each opponent.
12. The number of games and stratification will be determined based on the number of participants and posted before the Event.
13. We ask that the players advise the organizers if they do not intend on competing in Lawrencia Moneyball in advance of the Event.

### **IV. SKILLA SKILLS COMPETITION**

14. Picklefest will feature a skills competition (“Skilla”) which will be held on the Sunday morning of the Event.
15. Within each skill stratification, each team will select one (1) person from that team to participate in one (1) of the four (4) events within Skilla. The team who wins the event will receive 6 points and the losing team will receive 1 point (if teams tie, they will split the points for that event). The highest cumulative point total in each skill division wins Skilla.
16. The Events will be,
  - Event 1 – Fastest Serve: Each player competing will hit two serves and register the fastest serve. The serve must be a normal legal serve and land in the court

- Event 2 – Drop Accuracy: Each player competing will be fed balls by a feeder and must, from behind a marked line 3 feet inside the baseline, hit drops into a bucket placed inside the kitchen. Each player will have 45 seconds to hit as many drops into the bucket as possible.
- Event 3 – Drive Accuracy: Each player competing will be fed balls by a feeder and must, from behind a marked line 3 feet inside the baseline, hit drops through a hoola hoop affixed to the net, which must land in the court. Each player will have 45 seconds to hit as many drives through the hoola hoop.
- Event 4 – Dink Accuracy: Each player competing will be fed balls by a feeder and must, from the kitchen, hit dinks. Each player will have 45 seconds to hit as many dinks landing into the kitchen, which will be worth one (1) point, and if they hit a cone [placed approximately one (1) foot inside the corner and tee lines] will receive two (2) points.

17. A video will be provided to the participants before the Event to make sure they understand the rules and don't comically dumpster this unit.

## **V. PLAN – TEAM EVENT**

### **Player Draft**

18. Teams will all be competitive given the utilization of skill stratification and a snake draft made popular through fantasy football drafts. It is anticipated that there will be three skill stratification divisions, (1) Premiere (2) Challenger (3) Satellite each having its own draft. The organizing committee will determine the captains of the teams for each draft based on a number of factors including skill and the more limited number of female entrants/rating disparity.

19. A player sheet including DUPR/CTPR/Age will be provided to the Picklefest players in advance of the draft and toward assisting captains in making selections.

20. Given the number of players for Picklefest III it was determined that Premiere and Satellite would have six (6) teams with two (2) males and two (2) females on a team. Challenger has six (6) teams with three (3) males and one (1) female per team.

21. All drafts were held Saturday March 22, 2025 starting at 7 p.m. at the Hub (upstairs) and also via Webex (players will receive the link).

### **Calcutta**

22. The Friday night of Picklefest III, there will be a Calcutta where any person, irrespective of being a player in the Event or otherwise, will be able to purchase a team through a bidding/auction process, provided however, a player cannot purchase a team he/she is not playing on within the same skill stratification. That is, if player A is drafted to a Premiere team, he/she cannot buy another Premiere team.

23. All money raised in each skill/stratification Calcutta will be distributed based on how the teams finish. That is, the person purchasing the winning team of the Premiere division will receive 60% of the Premiere Calcutta pool, with the person purchasing the finalist team of the Premiere division receiving 30% of the Premiere Calcutta pool and the person purchasing the 3<sup>rd</sup> place team receiving 10% of the Premiere Calcutta pool. This payout structure will be applied to the Challenger/Satellite Calcutta.

### **Gameplay and Scoring**

24. The USA Pickleball 2024/2025 Rulebook (“USAP Rules”) shall be used for all rules of play, subject to being modified by the conditions of contest herein.

25. Each of the teams in the Premiere, Challenger, Satellite division will play matches against other teams in that stratification. All pools are set up as robin play.

26. Each head to head match will contain four (4) games (unless a match starts 3-0 in which case it will be over), noting,

- For Premiere and Satellite, each match will contain one (1) men’s doubles game, one (1) women’s doubles game, two (2) mixed games (each player plays in 1 mixed game per match) and a skinny singles tiebreaker where necessary.
  - (i) A coin flip will be used before each match with the winning flipper having the ability to match/respond to the first mixed doubles team put forward by the other team with his/her chosen mixed doubles team, and, will have the ability to select

serve or side. The losing flipper will have the ability to determine whether mens or womens gender doubles are played first.

- For Challenger, Each match will contain two (2) mens doubles and two (2) mixed doubles matches will be played (each type of game will alternate such that there wont be two mens or two mixed matches together). One mens player in a match will play only mens doubles (this male can change for subsequent matches).
- (i) A coin flip will be used before each match with the winning flipper having the ability to match/respond to the first mixed doubles team put forward by the other team with his/her chosen mixed doubles team, and, will have the ability to select serve or side. The losing flipper will have the ability to determine whether mens or mixed will be played first, noting the format caveat above.

27. If a team wins a match 3-0 or 3-1, they shall receive 3 tournament points. The winning team of a match winning a tiebreaker receives 2 tournament points and the losing team receives 1 tournament point.

28. Regarding scoring,

- The doubles games will be rally point scoring, first team to 21 win by 2 points, however, a team has to serve to win the game.
- Where a team loses a point, the serve shifts to the other team. A team keeps serving where they win points. That is, each team is not guaranteed a serve by each player on a service possession in doubles.
- The serving team's score dictates who serves. That is, if player A is in the left (ad) court they would serve all odd points and if player B is in the right (deuce) court they would serve all even points.
- Teams will switch sides at 11.
- To the extent the teams are tied at 2-2 after the doubles matches, a skinny singles tiebreaker shall be used to determine the winner of the match. Each captain will provide their skinny singles player order on a lineup card to the other captain at the

same time. This shall be rally point scoring, first to 15 points (a team doesn't have to win by 2 points, nor win on their serve), with each player on a team playing 3 points before subbing out to the next team mate (guys can play girls in this format). For the purpose of scoring, each side keeps their score to determine where the serve is made and received. That is, if the score was 2-1, the server would be serving on their right side (deuce court) and the receiving team would be on their left (ad) side, such that the single point would be played straight ahead.

29. Regarding positioning, in the doubles games, the court where a player starts is the court where they must remain for the match, subject to being able to switch courts on any timeout (and/or switch back on another timeout) taken by either team or a side switch. Nothing herein shall restrict players from stacking on service or receive on any point.

30. The following will be used to break standings ties/determine seeding where teams have the same match win/loss record,

- Total tournament match points (3 points for a 3-0/3-1 head to head match win and 2 points for a tiebreak win, 1 point for a tiebreak loss).
- The number of cumulative game wins against from all matches (if you win a match 3-1 you have three game wins for that match, while losing team has 1 game win for match);
- Head to head match win against other team;
- Number of matches where a team didn't play a tiebreaker; and,
- Net points (subtracting points for from points against)

31. Each team will have two 1 minute timeouts per doubles game. There will be no timeouts in the singles tiebreaker.

32. There will be a 2 minute warmup for each game starting when the overseer calls a game to begin. Each match will be scheduled for 2 hours and therefore we will need the players to be on time with the games.

33. There will be a referee for the final.

### **Replacement Players**

34. Given that captains are making draft picks of select players, it is hoped that there will be few, if any, player withdrawals. If a player withdraws before or during the Event, the Picklefest III Committee (Committee) will attempt to place a commensurate skilled Saskatchewan player to the withdrawing player on that team. If a commensurate Saskatchewan player is not available, the Committee will review other jurisdictional options. If the Committee cannot agree on the commensurate replacement player, the Tournament Director shall determine the selection to the team again based on trying to find a similarly skilled player.

35. If a player cannot complete a match during Picklefest III and has to withdraw from a game,

- The team that has the withdrawing player (“IR Team”) will lose that game with the winning team receiving 21 as their score and the IR Team receiving the accumulated points they had for that game. The IR Team will not forfeit the match however. The withdrawing player will not be able to compete in the remainder of that match.
- An event replacement player (ERP) can be used for the duration of the match and will be selected by the Committee/Tournament Director as outlined above. The IR Team may also use the ERP player for any future matches without penalty if the withdrawing player is unable to continue for future matches. A withdrawing player is able to play in subsequent matches, aside of the match they withdrew from, should they not continue to be injured, but the captain must advise the opposing captain before a subsequent match.
- Provided there are more than one (1) ERP players available to play at Picklefest III, an EPP player can only play for 1 team. If there are no other EPP players available, an EPP player may play a match for more than one different team.

36. The Picklefest tournament director will be appointed prior to the event. The TD will have sole discretion to determine if a player is not able to continue in a match arising from any

contact made to their head during a game. This discretion should be guided by the principles outlined in the USAP Rules.

### **Prize Payouts**

37. The exact cash payout allocation between the three (3) Picklefest III events will be determined and updated in the conditions of contest before the Event.

38. The prize payouts for the PLAN team event will be split equally between Premiere, Challenger and Satellite with the top three teams receiving a cash payout on a 50%, 30%, 20% net prize pool basis.