

2025-2026 Detroit Pickleball League (DPL) Rules & Guidelines

All Detroit Pickleball League teams will consist of four members; Two Men and Two Women

The teams will be determined through a “live draft” where the team captains will select their teams via a modified serpentine (aka snake) draft. Captains with lowest DUPR (picks 1, 2, 3, 4, and 5) will draft before the captains that have a higher DUPR (with picks 6, 7, 8, 9, 10) in the first round. Each captain will be slotted in the draft as the “second” draft of the draft. Third round picks will begin with the captains with the lowest DUPR (like the first round explained above) with draft picks 21-30 and the “fourth round” picks then will be in reverse order of DUPR (where highest captain DUPR select first and lowest captain DUPR selects toward the end of the final round of the draft)...picks 31-40. Draft picks (ie #1/#10, #3/#8, and #4/#9) cannot be traded prior to the draft and cannot involve monetary amounts. Players drafted can be traded during the draft and up to the first date of matches each session (BEFORE January 9th). All captains should continue to keep the league mission in mind when making all decisions (including trades) since all players involved in our league shouldn't be treated as commodities, but as essential stakeholders within DPL that desire to have fun, compete, and evolve their social pickleball community regardless of what team they are drafted to.

Detroit Pickleball League will follow all Major League Pickleball rules set forth currently in their website. Minor differences are the following...The teams will play two matches (consisting of 5 games each) every date on the schedule (set forth by the league commissioner and posted on the DPL Website). Each match will consist of the following games: Women's Doubles, Men's Doubles, Mixed Doubles (1), Mixed Doubles (2), and Dreambreaker (singles format with rally scoring. All games (WD, MD, MXD) will be traditional scoring and played to 11 (win by 2) and switching ends at 6. Each team is allowed one (60 second) timeout and the switch of ends is also 60 seconds in length (for the players to grab a quick drink, chat with their partner, and/or discuss strategy with their teammates (that aren't playing). The line-up of which mixed doubles team playing first will be determined by the home team and then countered by the team given the “guest” title for the match. The “guest team” will determine their line-up for the dreambreaker first and then countered by the “home team” prior to the beginning of the dreambreaker in that match. Each player will play in four points and then rotate out for a new player from their respective team. This will happen until a team reaches 21 points (win by two) as the winning team MUST score their winning point “on their serve” in the dreambreaker.

All team line-ups should be sent to the DPL Commissioner (with substitute player names) no later than 12:00 p.m. the day of the match. The “home team” of the match will send the line-up with all names for games in the match while the “guest team” can wait to place the names of the mixed doubles teams on the scorecard until they see the “home team” mixed doubles line-up for the match that night. In the same method, the “home team” will wait for the “guest team” to decide what their line-up is for the dreambreaker before announcing it for that specific game in the match. All scores must be recorded by the “home team” regardless of the outcome of the games. The “guest team” in the match should then “check the score” for accuracy. At the end

of the match, both team captains in the match are required to initial the results recorded on the DPL Scorecard to acknowledge the game results.

Standings of matches and games won will be provided and updated by Sunday following matches. Winning a match will result in earning 3 points for the team while winning a game does equate to 1 point in the standings. The Dreambreaker will always be played each match regardless of the results from the previous four games that match. The Dreambreaker will act like a bonus point and in the standings will act like two points (with one for the game itself and one for winning THAT game of singles played by all four players on the team). In theory, a team can earn 9 points in one match (1 point each for the womens, mens and two mixed doubles games in addition to the point for winning the Dreambreaker and the bonus point earned by winning the Dreambreaker and 3 points for the match).

Each date of play (on Friday) will consist of two matches...five games per match. That equates to 3 games played by each player per match (and six in total that night). Warm-ups begin at 6:00 p.m. and will be complete by 6:25 p.m. for all players. First games of the match must begin no later than 6:30 p.m. The first match will last approximately 70-80 minutes putting the first match completion by 7:50 p.m. The second match of the night will need to begin by 8:00 p.m. and completion will be by 9:30. Players are always encouraged to cheer on their teammates during the games in addition to assisting in coaching during the respective games. Coaching is allowed during games...NOT during live play when the ball is being played and there is a rally. All teams are expected to be respectful to their opponents during the match. There will be a "Sportsmanship Trophy" introduced this season and voted by fellow players in the league. This honor will be awarded to the team at the end of the session (of 8 weeks).

All teams (and captains) are allowed to select their own substitute players for the league. Team captains can secure two men and two women for their team only that no other team can use during the season. This will assist with any issues in "finding and securing" a sub for any player on the team that might be missing a date of play. We acknowledge that players will likely have other commitments (family, work, and other) during the season that will have them miss a date of play (and two matches). The subs should not be more than .25 higher in DUPR than the player they are subbing for that night. All sub players must be vetted by the DPL Commissioner prior to matches for fair competitive play. A sub with a 4.3 DUPR cannot sub for a player on the team that has a 4.0 or lower DUPR. ALL SUBS MUST PAY \$10 EACH NIGHT THEY PLAY. Money must be paid to DPL via the DPL Commissioner prior to that sub playing in a match...NO EXCEPTIONS! All money from the subs during the session will be added to the payout pool. Substitute players should be presented to the DPL Commissioner and to the opposing team's captain a minimum of 4 hours before the match begins. This will allow all involved to be transparent with each team's captain.

Please visit the DPL website to make yourself aware of how we operate and for updates in addition to player pictures and video from past matches since Detroit Pickleball League arrived to our pickleball community in 2022.