# LGSR PICKLEBALL TOURNAMENT RULES





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THIS RULEBOOK IS DESIGNED TO ACQUAINT PICKLEBALL CAPTAINS, PLAYERS WITH SPECIFIC TOURNAMENT RULES AND CONDITIONS OF PLAY SET FORTH BY LGS RECREATION FOR THE ADULT PICKLEBALL TOURNAMENT.

IT IS IMPORTANT FOR ALL PARTICIPANTS TO BECOME FAMILIAR WITH THE INFORMATION CONTAINED IN THE FOLLOWING PAGES.

IT IS THE INTENT OF LGS RECREATION DEPARTMENT TO PROVIDE AN OPPORTUNITY FOR ADULTS TO TAKE PART IN AN ORGANIZED AND STRUCTURED ATHLETIC PROGRAM WHICH WILL ENABLE ITS PARTICIPANTS TO ACHIEVE A SENSE OF PERSONAL ENJOYMENT AND PHYSICAL DEVELOPMENT.

PLEASE KEEP IN MIND THE VALUE OF SPORTSMANSHIP WHEN PLAYING IN RECREATIONAL SPORTS.

## CONTACTS

For the quickest response time, please direct inquiries and comments to: pickleball@lgsrecreation.org

Tournament Director - Savanna Kiene Direct line: 669-208-3624 <u>skiene@lgsrecreation.org</u>

#### TOURNAMENT

#### FORMAT

Players should arrive at least 30 minutes before their scheduled first match to check in and warm up. Upon check in, players will receive their name tag with their team name or assigned number. Any incomplete teams by the time of their scheduled match will be disqualified. Substitutes are not allowed.

#### **POOL PLAY**

The tournament format begins with a round-robin style pool play where teams are randomly assigned 2 different matchups. **You must play the team you were assigned**. Teams cannot request or make changes to their schedule. Any team caught playing a team outside of their pool play assignments will be disqualified.

There will be a total of 16 games played during pool play, guaranteeing every team plays twice.

Scores will be kept by the players as they play, or you can designate another tournament participant as scorekeeper. Scores should be reported to the Director upon completion of each match.

#### SINGLE ELIMINATION BRACKET

Based on pool play results, a bracket will be formed and the bottom four teams will be eliminated at this point. 12 out of the 16 teams will be seeded into the single elimination bracket to compete for first place. Game schedules and match-ups will be determined and posted in advance by the on-site Director, with bracket standings adjusted based on scores.

#### **TEAM ROSTERS**

Teams are maxed out at 2 players.

Teams must present their players and team name upon checking in. If you are a free agent, you will be assigned a partner/team ahead of time. **Every player must individually register to be a legal tournament participant.** 

Substitutes are not allowed during tournaments.

## PLAYER ELIGIBILITY

A player may participate in the tournament only if they have officially registered online with the LGS Recreation registration portal.

When checking in, players must be able to show identification if a question of eligibility arises. No I.D. will result in a forfeit. Please have all of your players bring ID's to your games.

A team will forfeit any games that an ineligible player participated in, and the team will automatically be disqualified from the remainder of the tournament.

Players **must be within the skill level range of the tournament they registered for.** Any team winning at a disproportionate rate runs the risk of being disqualified from the tournament.

## **PRE-GAME GROUND RULES**

USAPA approved Pickleball balls will be provided. You must bring your own paddle.

The team must have 2 legal players to start and finish a match. If a team falls below 2 players during the match, it will immediately be declared a forfeit and you will be disqualified.

For Open Doubles, partners can be any combination of genders so long as you only have 2 members of your team.

Only players, tournament administrators, and team scorekeepers are allowed on court. Spectators must be safely off to the side at La Rinconada or outside of the courts at El Quito. This includes those waiting for their next scheduled match.

No smoking or alcohol is allowed on the court.

La Rinconada Parking-PLEASE ONLY PARK ON THE TENNIS COURT SIDE OF THE STREET. PLEASE DON"T PARK ON THE RESIDENTIAL SIDE OF THE STREET.

## LOCAL RULES AND REGULATIONS (SUBJECT TO CHANGE)

Official rules as set forth by the USAPA will be used except where superseded by LGS Recreation rules and regulations.

LGS Recreation and the Tournament Director have the final authority to make decisions pertaining to all Adult Pickleball Rules and Regulations.

#### **COIN TOSS**

- 1. At the start of each match, there will be a coin toss
- 2. The winner of the coin toss will choose the option of selecting serve/receive to start. (Option ONE). OR the option of choosing which end to start at (Option TWO).

#### MATCH AND GAMES

- 1. A match is randomly assigned between 2 teams for pool play, and based on standings for bracketed play.
- 2. All games will be played to 11 points and you must win by 2 points or 1<sup>st</sup> team to reach to 15. In pool play, ties should be reported at ties. In bracketed play, a tiebreaker will be scheduled.

3. Game schedules can be found at our TeamSideline page <a href="https://www.teamsideline.com/sites/lgsrecreation/schedules">https://www.teamsideline.com/sites/lgsrecreation/schedules</a>

#### THE SERVE

- 1. The serve must be underhand. Paddle contact with the ball must be below the server's waist.
- 2. The serve is initiated with at least one foot behind the baseline; neither foot may contact the baseline or court until after the ball is struck.
- 3. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- 4. Only one serve attempt is allowed.
- 5. The first serve of each side-out is made from the right-hand court.
- 6. If a point is scored, the server switches sides and the server initiates the next serve from the left-hand court.
- 7. When the first server loses the serve the partner then serves from their correct side of the court (except for the first service sequence of the game\*).
- 8. The second server continues serving until their team commits a fault and loses the serve to the opposing team.

#### FAULTS

- 1. A fault is any action that stops play because of a rule violation.
- 2. A fault by the receiving team results in a point for the serving team.
- 3. A fault by the serving team results in the server's loss of serve or side out.

#### **NON-VOLLEY ZONE**

- 1. The non-volley zone is the court area within 7 feet on both sides of the net.
- 2. Volleying is prohibited within the non-volley zone.
- 3. It is a fault if, when volleying a ball, the player steps on the non-volley zone, including the line.
- 4. A player may legally be in the non-volley zone any time other than when volleying a ball.

## **DOUBLE BOUNCE RULE**

- 1. When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces.
- 2. After the ball has bounced once in each team's court, both teams may either volley the ball (hit the ball before it bounces) or play it off a bounce (ground stroke).

## LINE CALLS

- 1. A ball contacting any line, except the non-volley zone line on a serve, is considered "in."
- 2. Players will call the lines on their side of the court.

#### TIME LIMIT

1. Game time-20 minute time limit for each game. *Scores should be reported as-is if the time limit expires before the game is completed.* 

#### SCORE REPORTING

1. Scores are to be reported to the Director on site after the completion of each match. Standings will be updated and schedules posted accordingly.

#### **AWARDS**

#### TOURNAMENT WINNER

First place winners will receive individual custom gold LGSR Pickleball medals, with runner-ups receiving individual custom silver LGSR Pickleball medals.

## **BLOOD BORNE PATHOGEN PARTICIPANT COMPLIANCE**

Any bleeding participant must stop bleeding before continuing play. No participant may continue play until all exposed blood on the body and clothing is removed and/or properly bandaged.

## **PLAYER MISCONDUCT**

1. A player using profane and/or abusive language, or whose actions endanger the safety of others, may be ejected from a game without prior warning.

2. Players should stay in their own courts at all times, they should not enter opposing players' court space at any time. Players may be issued suspension if this occurs.

2. Since our tournament is not governed by staff or officials, we rely on participants to notify us in writing of any player that is not following the LGSR/SANCRA player code of conduct, or demonstrating unsportsmanlike behavior. Players found guilty will be issued suspensions/probation based on the reporting we receive.

3. Any player ejected from a game for any reason will **<u>automatically</u>** be suspended from their team's next game with the possibility of an extended suspension upon the tournament Director's review.

4. A player using profane and/or abusive language, or whose actions endanger the safety of others, may be ejected from a game without prior warning, and may be subject to S.A.N.C.R.A. Code of Conduct penalties as decided by the tournament director and LGS Recreation.

5. An individual ejected from a game must leave the court, stands and facility. If they refuse to leave, the official will stop the game. If he/she continues to refuse to leave, his/her team will forfeit their game.

6. LGS Recreation and the tournament Director have the final authority to make decisions on penalties imposed to players for violations of the S.A.N.C.R.A Player Code of Conduct.

## FORFEITS

- 1. Forfeit time is game time. If a team cannot field a team of **two** players at game time, the game will be forfeited to the opposing team.
- 2. An official or scorekeeper may forfeit a game in the event there is excessive game disturbance problems with players or spectators. The Tournament Director will review on a situational basis.
- 3. In the event of a double forfeit, both teams receive a loss.
- 4. Courts may be used for a practice game in the event a game is forfeited due to lack of players. The game area must be vacated 10 minutes prior to the next scheduled game
- 2. If a team forfeits a game, the other team is credited with the win, and gets a 11-0 win for points. This is used for standings purposes.

## PROTESTS

Protests that will be received and considered, concern matters of the following type:

#### GAMESCORE

#### **GAME RULES AND INTERPRETATIONS**

#### PLAYER ELIGIBILITY

#### **PROTEST PROCEDURES**

1. All protests must be filed on site to the tournament director.

## PROTEST MUST CONTAIN THE FOLLOWING INFORMATION

- 1. Names of teams involved
- 2. Date, and time of incident
- 3. Rule and section of the official rules or local rules under which the protest is made
- 4. The decision and condition surrounding the making of the decision
- 5. All details involved in the matter protested

Failure to follow the protest procedures outlined above will void protest. On upheld protests, the Tournament Director will decide the outcome or whether the game will be continued or replayed.

#### **MISCELLANEOUS INFORMATION**

- 1. Games that have to be made up due to unforeseen conflict, power failure or other circumstances will be rescheduled in the order that they occur immediately following the completion of all scheduled games. If the games cannot be played, the win-loss record will be computed on games actually played.
- Check www.teamsideline.com/lgsrecreation if you are in doubt as to the status of the game. LGSR will make every attempt to notify in case of cancellation. Check 30 minutes before gametime. If the games are not canceled by that time, teams must report to the courts to see if the games can be played.
- 3. No schedule changes are allowed. Teams must play when scheduled.
- 4. tournament standings, some individual player stats, and general information can be found at <u>www.teamsideline.com/lgsrecreation</u>

## **INSURANCE**

Persons or players participating in activities sponsored by LGS Recreation are not covered in any way for personal liability or property damage. There is a liability waiver that is signed by all participants. All participate at their own risk.



## SANCRA CODE OF CONDUCT

1. **NO PARTICIPANT OR SPECTATOR SHALL** be guilty of a physical attack, lay a hand upon, push, shove, strike or kick an official, participant, coach, agency representative, manager, or another spectator. Officials are required to immediately suspend participant from further play and report participant to the Tournament Director. The participant shall remain suspended until his/her case is considered by the Tournament Director.

**MINIMUM PENALTY:** Suspension from one (1) tournament game and placed on probation for the remainder of season.

**MAXIMUM PENALTY:** Lifetime suspension and/or felonious assault charges filed. (CA Penal Code Sec. 243.8)

2. **NO PARTICIPANT SHALL** be guilty of leaving his or her offensive, defensive position or respective dugout areas to further incite any verbal or physical confrontation between players on the field or court.

**MINIMUM PENALTY:** Immediate ejection with possible further sanctions dispensed by tournament office.

**NOTE:** In the event said player(s) cannot be identified, the first, second, third, etc. Player(s) in the line-up are subject to being removed from the game.

**MAXIMUM PENALTY:** Forfeiture and/or double forfeiture of game and player suspensions as determined by tournament office up to life and/or felonious assault charges filed.

3. **NO PARTICIPANT OR SPECTATOR SHALL** be guilty of damaging or defacing agency, school district or sanctioned facilities. Officials or agency representative are required to immediately suspend individual and report incident to the Tournament Director.

**MINIMUM PENALTY**: Suspension from further play until financial responsibility is met by individual and/or team AND probation for remainder of the season.

**MAXIMUM PENALTY**: Lifetime suspension.

4. <u>NO PARTICIPANT SHALL</u> be guilty of an abusive verbal attack, including "trash talking" or taunting any participant, official, agency representative, or spectator. Officials are required to immediately suspend the participant from further play. The infraction will be reported to the Tournament Director. This violation additionally includes "after the incident" communication or correspondence in follow up discussions.

**MINIMUM PENALTY:** One (1) game suspension.

**MAXIMUM PENALTY:** Four (4) game suspension and/or one year from time of incident.

5. **<u>NO PARTICIPANT SHALL</u>** use deliberately rough tactics during a game against the body and person of an opposing participant. Officials are required to immediately suspend participant from further play and report incident to The Tournament Director.

**MINIMUM PENALTY:** Removal from the game.

**MAXIMUM PENALTY:** Suspended for one year from time of incident.

 <u>NO PARTICIPANT SHALL</u> refuse to abide by an official's decision or be guilty of verbal or forceful demonstrations of dissent to an official's decision. The degree of infraction shall, in the official's judgment, draw:

**MINIMUM PENALTY:** Removal from the game.

**MAXIMUM PENALTY:** Suspended for one year from time of incident.

7. **NO PARTICIPANT SHALL** be guilty of intentionally throwing a bat or item of playing equipment. Officials are required to immediately suspend the participant from further play and report such player to the Tournament Director.

**MINIMUM PENALTY:** One (1) game suspension.

**MAXIMUM PENALTY:** Suspended for one year from time of incident.

8. **<u>NO PARTICIPANT SHALL</u>** appear in, on or around a facility at any time under the influence or in possession of a controlled substance, or in an intoxicated condition. Officials are required to suspend participant from further play and report such player to the Tournament Director.

**MINIMUM PENALTY:** Immediate disqualification of the tournament.

**MAXIMUM PENALTY:** Suspended for one year from time of incident.

9. **NO TEAM OR TEAMS SHALL** engage in physical aggression upon each other, officials, agency representatives, field supervisors, or spectators. Officials shall immediately suspend play and report, in writing, the incident to the Tournament Director. Decision by Tournament Director shall involve:

**MINIMUM PENALTY:** Forfeiture of game by one or both teams involved with suspension of one additional game and probation of one year from time of incident.

**MAXIMUM PENALTY:** Dropping of one or both teams from SANCRA member tournaments for life.

## 10. NO MANAGER, PARTICIPANT, CAPTAIN, OR TEAM REPRESENTATIVE SHALL, at

any time be guilty of utilizing a non-roster or ineligible participant; or falsify the identification or age of any participant or person on an official tournament or tournament sports roster. Such falsification, intentional or otherwise, and with or without that participant or person's knowledge, shall be just cause for disciplinary action. The infraction will be reported to the Tournament Director.

**MINIMUM PENALTY:** One year probation from time of incident.

**MAXIMUM PENALTY:** One year suspension from time of incident.

11. *NO MANAGER, TEAM REPRESENTATIVE OR PARTICIPANT SHALL*, at any time use illegal equipment (i.e altered, ASA banned or illegal bat; metal cleats; exposed, dangerous jewelry).

**MINIMUM PENALTY:** Immediate ejection from the game AND one (1) game suspension.

**MAXIMUM PENALTY:** Lifetime suspension.

## 12. NO MANAGER, TEAM REPRESENTATIVE OR PARTICIPANT SHALL, at any time,

commit a fraudulent act

(Including gambling upon any play or outcome of any game) concerning any organized SANCRA event, function or sports tournament. Such act shall be cause for disciplinary action.

**MINIMUM PENALTY:** Probation for the remainder of the season.

**MAXIMUM PENALTY:** Suspended for one year from time of incident.

13. EACH TEAM MEMBER IS RESPONSIBLE to insure that payments made to SANCRA,

ASA, or member cities (i.e.

Entry fees, tournament fees, facility costs, etc.), are valid and any costs incurred due to insufficient funds are the entire team's responsibility.

**MINIMUM PENALTY:** Suspension of further play until financial responsibility is met.

**MAXIMUM PENALTY:** Lifetime suspension.

## **SPECIAL NOTES:**

- 1. <u>THE TOURNAMENT DIRECTORS SHALL</u> have the power and full discretion of imposing penalties on any and all violations of the Players Code of Conduct. In any violation not included in said Code, the penalty shall be at the discretion of the Tournament Director.
- 2. Any participant removed from a game must leave the park or school facility immediately. Failure to do so will carry a maximum penalty of one year suspension.

- 3. Any participant having been once penalized by enforcement of the "Code of Conduct" and reported again for violating the "Code of Conduct" will be subject to additional penalties open to the determination of the SANCRA Board.
- 4. Managers are responsible for actions of their participants and spectators at all times during a SANCRA activity or event and will be disciplined accordingly.
- 5. The term participant shall include players, coaches and fans where appropriate. Managers are responsible for the actions of their fans.
- 3. Any individual or team who is placed on probation or suspension for violation of items aforementioned in this Code of Conduct is automatically on probation or suspension for ALL ACTIVITIES sponsored by member cities/organizations during the effected period.

## SANCRA CODE OF CONDUCT IS ENFORCED AND HONORED BY ALL S.A.N.C.R.A. AGENCIES, LEAGUES AND TOURNAMENTS. PARTICIPANTS ATTEMPTING TO PLAY IN S.A.N.C.R.A. -- SANCTIONED EVENTS AFTER BEING SUSPENDED WILL BE SUBJECT TO FURTHER DISCIPLINARY ACTIONS.

## SANCRA MEMBER CITIES/ORGANIZATIONS INCLUDE:

- City of	<ul> <li>City of Milpitas</li> </ul>	- City of Salinas
Campbell		
- Capitola/Soquel	- City of Mountain View	- City of Santa Cruz
- City of	- North Monterey	- City of Saratoga
Cupertino	County	
- City of Gilroy	- City of Pacific Grove	<ul> <li>City of Scotts Valley</li> </ul>
- City of Hollister	- City of Palo Alto	- City of Sunnyvale
- City of Los	- City of San Jose	- Vintage Softball of Santa Clara
Altos	-	County
- LGS Recreation	- City of Santa Clara	- City of Watsonville

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