

Current USA Official Pickleball Rules will prevail with the addition of the following in-house rules. USA Pickleball Rulebook can be found at: <https://usapickleball.org/what-is-pickleball/official-rules/>

## **PLAYER ELEGIBILITY AND TEAM STRUCTURE**

1. Minimum age for players is 18 years or older by the first day of league play.
2. On the first night of league play, sign up on court reserve so All-World can create the night's schedule.

## **MANAGER'S DUTIES**

1. Make sure you have a team ready for each week and contact a substitute if needed.
2. You, the manager, must handle any dispute.
3. You are responsible for taking charge of your team's and your spectator's conduct.
4. Any schedule information, changes or other league information will be sent to you. Make sure we have your current address for the current season and next year. It is your responsibility to pass the information on to your team.
5. Know the rules and review the rules with your team. This will help the match run smoothly and help your team concentrate on playing.
6. All-World Pickleball reserves the right to issue warnings and/or suspensions as they see fit.

## **LEAGUE PLAY**

1. The flow of the season as well as each individual night will be explained by an All-World staff member on the first night of the league.
2. Each game will have a hard stop at 40 minutes to allow for schedule to stay on track. Whichever team is winning at the 40-minute mark will be awarded with a victory, using the score of that game when stopped. If the score is equal at the stoppage, the next point wins.
3. A 10-minute grace period will be given to each team after the time of the scheduled start. If a team does not show up within those 10 minutes, the match will result in an 11-0 forfeit for each game.
4. There will be a 2-3-minute break in between games, if both teams elect to use it. There will not be any timeouts allowed, unless there is a medical emergency. There will be a 5-minute break in between matches during the night.
5. After a team reaches 6 points within a set, you must switch sides of the court if any player on either team chooses to do so.
6. Please make sure you are able to play each week or have a sub in place if needed. Forfeits really take away from the fun and are highly discouraged. Teams will be removed from the league after missing a total of 2 weeks.
7. If unable to find a sub, please notify All-World Pickleball at least 4 hours before the scheduled league time.

## **EQUIPMENT AND EMERGENCY**

1. All-World Pickleball will be providing game balls for teams to use throughout the duration of the night. Please refer to the front desk staff member regarding any warm-ups prior to league start.
2. First aid kits are present on site. If in need on one, seek out the nearest staff members and ask them for assistance.

## SCORECARDS

1. Scoring methods will be handled on site by All-World staff. This will be explained on the first night of league.

## STANDINGS

1. There will be a point system correlating with the win-loss record. A game win is 1 point, and a game loss is 0 points.
2. If you have any questions regarding scoring, please reach out to the league director.
3. Standings can be found online at  
<https://www.teamsideline.com/sites/woodburymn/schedules>

## PLAYOFFS

1. Following the regular season there will be a season ending playoff. (format will vary based on number of teams)
2. If there are any tied records between multiple teams in the regular season, the following tiebreakers will be used in order to determine playoff seeding.
  - a. Head-to-head between the teams
  - b. Season long point differential
  - c. Fewest points allowed during season
  - d. Coin flip
3. Awards will be given to top finishers in the playoff tournament.

## WEATHER

- Any cancellations due to weather will be made up at the end of the schedule if possible. If a cancelation occurs, the league director will contact all of the team captains to notify them. **The weatherline can be reached at 651-714-3569 after 4:30pm and will be updated as frequently as possible.**

Levels: Beginner 0-2.5; Intermediate 3-3.5; Advanced 4-4.5; Open 5+

## Rating 1.0

- New player with understanding of the game and rules.

## Rating 1.5

- Can hit the ball back and forth a bit.
- Learning to serve.
- Fails to hit easy balls frequently.
- Beginning to learn the basic rules such as scoring, lines, side outs, etc.

## Rating 2.0

- Sustains short rallies.
- Makes basic strokes such as forehand, backhand, volley, and can serve the ball.
- Understands court positioning and doubles rules.

## Rating 2.5

- Can sustain longer rallies but not at a fast pace.
- Makes most easy shots, including backhands, but still needs some work.
- Able to approach the non-volley zone and hit volleys.
- Good understanding of the rules.
- Struggles to cover the entire court.

## Rating 3.0

- Has a consistent serve and returns medium paced balls reliably.
- Able to make all basic strokes. Lacks control when trying to place the ball.
- Attempts lobs and dinks with limited success.

## Rating 3.5

- Consistent control and placement of medium paced shots. Able to return fast-paced shots with slightly less success.

- Improved control and placement of the ball.

- Needs more shot variety.
- Can play aggressively at the non-volley zone.
- Anticipates opponent's shots and learning strategy of doubles play.

## Rating 4.0

- Consistent with both forehand and backhand strokes.
- Can use spin with some success.
- May lose rallies due to impatience.
- Uses the dink and drop shot successfully.
- Demonstrates 3rd shot strategies.
- Aggressive net play in doubles.
- Full understanding of the rules.

## Rating 4.5

- Beginning to master placement and spin.
- Beginning to master 3rd shot choices.
- Good footwork and positioning.
- Adjusts game style to account for opponent's strengths, weaknesses, and court position.
- Good shot selection. Does not force shots.
- Serves consistently and can vary speed and spin.
- Good court positioning. Anticipates opponent's shot.

## Rating 5.0

- Mastered all shot types.
- Excellent shot anticipation.
- Accurate shot placement.
- Forces errors. Limits their own unforced errors.
- Mastered dinks and dropshots.
- Mastered 3rd shot strategy