

ATLANTA TEAM

PICKLEBALL

LEAGUE RULES AND REGULATIONS 2024





ATLANTA TEAM PICKLEBALL



LEAGUE RULES AND REGULATIONS 2024 THESE RULES MUST BE PRESENT AT ALL LEAGUE MATCHES

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USTA Atlanta presents The ATLANTA TEAM PICKLEBALL League. We are proud and excited to be premiering the first season of this popular sport!

- All players participating in the Atlanta Team Pickleball League, as a condition of their participation, agree to abide and be bound by the Constitution, By-Laws and Standing Orders; the National, Sectional District and Local League Regulations and the standards of good conduct, fair play and good sportsmanship. Furthermore, all participants agree to follow the Atlanta Team Pickleball rules for fair play and sportsmanship for all players.
- The Dynamic Universal Pickleball Rating (DUPR) is the official system to determine computer ratings for players who participate in the Atlanta Team Pickleball League Program.
- **Match Time (formerly Tennis Point) is the official system for registering teams, reporting scores and providing standings.**
- The Atlanta Team Pickleball Coordinator is the person who implements and administers the Atlanta Team Pickleball League.
- It is the captain's responsibility to have each team member thoroughly read and understand current local Atlanta Team Pickleball League Regulations prior to the start of league competition.

SECTION I. ELIGIBILITY

1) TEAMS

- A. Teams must have a minimum of Five (5) Men and Five (5) Women players to be eligible for play.
- B. Teams must play out of facilities within the geographic boundaries of, namely Cobb, DeKalb, Forsyth, Fulton, Douglas, Gwinnett and Paulding (east of Highway 61) counties. Teams whose facility resides near the boundaries and have received special permission to play in the leagues will also be permitted (contact league coordinator).

2) PLAYERS

- A. All players must use their current DUPR rating when registering. If they do not have one, they may register using the national DUPR guidelines. <https://mydupr.com/>.
- B. Non-DUPR rated players must see questionnaire on Match Time when registering.
After joining DUPR each player needs to select USTA Atlanta's Pickleball Club on DUPR.
- C. Players must play at or above their DUPR rating. **ALL League participants DUPR rating will be frozen as of the FIRST DAY OF REGISTRATION.**
- D. All players must be 18 years of age prior to participating in their first league match.
- E. Eligible players may be added to a roster prior to the start of the team match. In the event of matches rescheduled due to inclement weather, a player can be added prior to their participation in a match.
- F. After the initial Registration period ends, Players may be added to a roster until 11:59 p.m. the day before the last scheduled match of the regular season. NOTE: players that are added to the roster after the registration period, will be subject to their current DUPR rating as of the day they are added to the roster.



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3) LEVEL PLAY:

Teams can be registered in the following DUPR Skill Level Divisions:

* The league coordinator at its discretion may split levels into subdivisions to better the level of play and to improve drive times.

18+ DIVISION (must be at least 18 years old to play on their first match)

3.25 (beginner/intermediate)

3.75 (Intermediate)

4.25 (advanced)

Open (elite) (typically 4.0 player and above)

50+ DIVISION (must be at least 50 years old on their first match)

3.25 (beginner/intermediate)

3.75 (Intermediate)

4.25 (advanced)

Open (elite) (typically 4.0 plays and above)

Level – Skills Guide for Team Placement

- A. **A DUPR RATING IS REQUIRED TO PLAY.** Players that do not have a DUPR rating should sign up at www.events.mydupr.com. Players must then join the USTA Atlanta club on DUPR.
- B. **Non-DUPR rated players** will be prompted at registration to questions regarding relevant Pickleball experience. Match Time will then generate a starting level for them based off of this information.
- C. A player can always elect to play up. e.g., a 3.25 DUPR rated player could elect to play up to the intermediate level. However, a 3.6 rated DUPR player may not elect to play down to the 3.25 beginner level.
- D. **When a player is added to a Roster AND MAKES PAYMENT - THEIR DUPR RATING WILL BE FROZEN FOR THAT SEASON.**

3.25 BEGINNER/INTERMEDIATE

This player can hit a medium paced forehand shot but lacks directional intent and consistency; the backhand is very inconsistent, and the player will avoid using the backhand often.

SERVE / RETURN: able to hit a medium paced shot but lacks depth, direction and consistency.

DINK: cannot consistently perform a dink rally.

3RD SHOT: will generally hit a medium paced ball with little direction.

VOLLEY: able to hit a medium paced shot; lacks direction and consistency.

STRATEGY: understands fundamentals; is learning proper court positions; has fundamental understanding rules and can keep score.

UNFORCED ERRORS: frequent number of unforced errors

3.75 INTERMEDIATE LEVEL

This player consistently hits forehand shots with depth and control, but still perfecting shot selection and timing; has improved stroke mechanics with moderate success hitting the backhand.

SERVE / RETURN: can place majority of serves and returns with varying depth and speed.

DINK: has increased consistency with moderate ability to control height and depth; may dink rally due to lack of patience; can recognize attackable balls and those that are not.

3RD SHOT: mixes power shots with soft shots to create an advantage with inconsistent results.

VOLLEY: able to volley a variety of shots at different speeds; is still developing consistency and control; beginning to understand block/reset volley.

STRATEGY: is aware of partner's position on the court and will move as a team; will change direction in an offensive manner; has broad knowledge of the rules; solid understanding of stacking and how to use it.

UNFORCED ERRORS: moderate number of unforced errors

4.25 ADVANCED LEVEL

This player has a high level of consistency with forehand shots using pace and depth to force errors and set up the next shot; can effectively direct the backhand with varying depth and pace.

SERVE: serves with power, accuracy, and depth; will vary the speed and spin.

DINK: able to place the ball consistently and with offensive intent; recognizes attackable dinks.

3RD SHOT: will consistently execute effective 3rd shot strategies that are not easily returned; will intentionally and consistently place the ball.

VOLLEY: can block hard volleys and consistently drop them into the NVZ; is comfortable with the swinging volley; hits overhead shots consistently, often as put-aways.

STRATEGY: understands strategy and will adapt the game plan according to the opponents' strengths and weaknesses; very effective at the NVZ; communicates and moves well with partner; has good footwork and moves well laterally, backward, and forward.

UNFORCED ERRORS: rare.



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OPEN (ELITE) LEVEL (typically 4.0 and above)

This player will execute all shots—forehand, backhand, serve, & return—with a high level of ability, accuracy, and with touch, spin, and pace.

DINK: has mastered the dink and drop shots, is able to move opponents with shot placements; will exhibit patience during rallies; will deftly create offensive opportunities.

3RD SHOT: has mastered the 3rd shot choices and strategies to create opportunities for winning points; is able to drop and drive ball from both the forehand and backhand side with high level of consistency.

VOLLEY: can block hard volleys and drop them into the NVZ; places overheads with ease; is able to volley shots at opponents' feet; is comfortable with the swinging volley.

STRATEGY: has mastered multiple strategies and styles of play in competitive matches; will convert defensive shots into offensive shots; has excellent footwork and is quick on the court.

UNFORCED ERRORS: rare.

4) COURTS, BALLS, PADDLES, and ATTIRE

A. COURTS AND FACILITIES. Each team is required to guarantee the use of TWO (2) hard outdoor courts. Indoor venues are acceptable provided they use typical hard outdoor court surfaces. Atlanta Team Pickleball courts for match play must be at an approved facility (Match Time or other acceptable PB entity). For facility approval contact your League Coordinator. Courts must be available simultaneously with light (for evening matches) for a minimum of 2.5 hours.

B. BALLS. Balls used must be USA Pickleball approved outdoor or indoor ball in accordance with facility. Balls, either new or in good condition, with an enhanced color for visibility similar to "optic yellow" or "neon" Pink and Orange color is not permitted. The team listed as the home team supplies the balls. It is recommended that at least three (3) balls be available at each individual match. The same make, model and color ball must be used for all games in the match.

C. PADDLES. Paddles must be USA Pickleball approved for league play.

D. There is NO restriction regarding the color of clothing a player may wear.

SECTION II. TEAM CAPTAINS' DUTIES

1) **Captains must have a current email address** to receive league information throughout the season.

2) PREPARING LINEUPS

- A. Any player may play any position at any time.** In order for a player to be eligible to progress to local playoffs, **that player must have played twice during the regular season the team qualified;** i.e. from the first match through the final regularly scheduled match of season. Receiving a default can only count as one of the matches played.
- B.** If it is discovered that a player(s) is on the wrong court in an individual match before the first game of all matches affected has been completed, players are to go to the correct courts and begin the matches over. If the discovery occurs after the first game is completed, the matches will be completed as started and count as matches played in good faith.

3) SCHEDULING MATCHES

- A.** The home team captain should contact the visiting team captain at least **three days** prior to a scheduled match to provide information and make arrangements for the match. If the captain listed on the schedule will not be present at the match, they should notify the opposing captain as to who will be acting in their team representative and give the opposing captain the phone number of that person. (We do not allow a team to rotate captains on a weekly basis).
- B.** Match ball brand to be used; As a courtesy to other teams, the home team captain should inform the opposing team captain of what brand ball will be used. e.g., Selkirk, Franklin, Core etc.
- C.** The captains may agree on the order of play. However, if no prior agreement is made, the order of play will be: 6:30 PM - Men's Doubles Line, Women's Doubles Line (Gender Specific Lines)
- D.** 7:00 PM - (report time) 1 MXD Doubles Line (match to follow on either the Men's or Women's court – whichever finishes first) 2 MXD Line to immediately follow when court is available.
- E.** It is acceptable to use more than two courts at a time, *provided* both captains agree. Once agreement has been made, all participants must be present at match time, or default.
- F.** With the agreement of BOTH captains, and with the certainty of court availability:
-The team match or individual match may be changed to an earlier or **later** start time on the same scheduled day.
-The team match or individual match may be changed to an earlier day and time during the regular season schedule.
- G.** For any changes in a team or individual match start time/day or any playing order changes that deviate from the default order to be official, BOTH captains must agree in writing regarding the rescheduled date and time. Once a time, day, and location to play early has been agreed upon. ATPL suggests that once both captains have agreed in writing on an "official" rescheduled date and time for the match, they notify their Level Representative via email.



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- H. If a team knowingly begins a team match, including a match rescheduled for inclement weather, without a full complement of players for the lineup, they must default from last matches. For example, a team with only 3 lines available would default MXD Line 2 and default in inverse Line up order.

4) OTHER CAPTAIN AND PLAYER RESPONSIBILITIES

- SCORE REPORTING: The home team captain must report the score on Match Time 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.
- RECORDS: All captains are to keep records of all match results until the end of the season in case of discrepancies or disputes.
- CONDUCT: Captains and players are to monitor behavior to assure conduct is in accordance with the USA Pickleball Code of Conduct.
- RULES: Captains and players are to read and understand the Atlanta Team Pickleball rules and Guidelines.
- 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.
- GRIEVANCES: A captain may file a formal grievance for a Rules/Sportsmanship/Code of Conduct issue with the Pickleball Coordinator: pickleball@ustaatlanta.com
- Pickleball Coordinator's decision on all matters, grievances and or concerns is FINAL.

5) MATCH PLAY

- A. **In order to start the team match, complete written lineups must be simultaneously exchanged.** If the captain will not be there at start time, they should send the lineup with a player who is playing in the first time slot. The start of the team match may be delayed until written lineups are exchanged.

Comment: If Team A does not provide a written lineup within the default time, Team B may claim a default of the positions that were to start first. The remaining positions may play at the next scheduled time(s) provided a written lineup has now been exchanged.

- B. **WARM UP COURTS.** ATPL 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 five-minute warm up after the posted match start time, to be monitored jointly by the team captains.
- C. Serve/side is determined by paddle spin or coin flip. If there is not a coin or paddle with indicator available, then The HOME Team will have the CHOICE of either SERVE or SIDE for the FIRST game. After the first game is played, the SIDE or SERVE CHOICE will ALTERNATE.
- D. The default time is 15 minutes after the scheduled start time of each individual match. No default may be claimed if a court has not become available. If players agree to play the match after the default time, the match result stands. No default may be claimed after the fact. Any player who arrives after the scheduled start time but prior to the expiration of the 15-minute default time will be allowed a warm-up not to exceed five minutes after expiration of the 15-minute default time.

Comment: This means all players must be on the court, not merely at the facility preparing food, going to the bathroom, stretching, etc., no later than 15 minutes after the scheduled start time. Courtesy requires a prompt start time and a brief warm-up. League rules support a default of the individual match if players are not on court.

- E. Once the teams exchange lineups no movement of players is allowed. **WITH THE EXCEPTION OF MATCHES RESCHEDULED BY INCLEMENT WEATHER. NEVER MOVE PLAYERS ALREADY LISTED IN THE LINEUP TO ANOTHER POSITION.** Points may be reversed for violation of this rule.

Comment: Written lineups have been exchanged. One player from the gender specific line is over 15 minutes late and the court is available. That line has now defaulted. All other matches are to be played as originally listed on the lineup.

- F. For each team match, a majority of the individual matches must actually be played to constitute a valid team match. If a situation arises where the majority of the individual matches would not be played (not a "valid" team match), The first course of action would be for both captains to agree on what individual matches, based on the number of players present, or to be present, can be played to constitute a valid team match. Once that is determined, both captains will re-exchange scorecards.



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G. All Team matches should be played to completion. e.g., even if a team wins the first 3 lines and effectively has “won the match”. The remaining line must still play as playoffs standings may need game wins totals for tie breaker scenarios.

H. A **substitute** is defined as a player not listed on the original lineup. A substitute can be used **only**:

1. If a player or players listed on the original lineup do not arrive within the 15-minute default time
2. If a player is injured or becomes ill prior to the start of the individual match.
3. If a match is rescheduled by inclement weather.

Comment: A substitute cannot be used if a player originally listed on the line up arrives at the match and decides they no longer wish to play or no longer has time to play.

I. **City Champions will receive free entry (for all players listed on the roster during the regular season) to the National Team Pickleball Qualifying Tournament.**

- **ALL DUPR ratings for Team players will be reset for the qualifying tournament AND additional members may be added to this team. Levels for the qualifying tournament are: 7.5 and 9.5 combo. Additional information will be sent out to advancing Teams.**

6) SCORECARDS

- A. Captains should print a scorecard from Match Time before each match to use for lineup exchange. **All eligible players will be listed at the bottom of each scorecard**; therefore, if you have additions, printing the scorecards before each match will avoid confusion with the opposing team.
- B. Scores must be entered within 24 hours of the completion of a match. The winning captain is responsible for ensuring that scores are entered. Score confirmation or score disputes must be made within 48 hours of score entry. **Scores for the last match of the season must be entered within 2 hours in order to confirm winners and develop playoff draws or the match may be double defaulted.**
- C. Captains should keep a hard copy of each of their scorecards.

SECTION III. FORMAT OF PLAY AND SCORING

1) TEAM MATCH FORMAT

- A. Each team match shall consist of One (1) Men’s Doubles Line, One (1) Women’s Doubles Line, and Two (2) Mixed Doubles Lines will play.
- B. **IN THE EVENT OF A TEAM TIE** (2 individual Line wins and 2 individual Line losses); **a SINGLES Line will be played** - one (1) game to 11 win by 2 points. This can be any player entered in the line up for that match.
- C. **NOTE: At any time a substitution can be entered in the SINGLES tie breaker match (Tie breaker ONLY).** Once a player is subbed out of the singles tiebreaker, they cannot re-enter the match
- D. **The team winning the majority of individual matches shall be awarded one team point in the division standings.** MatchTime stats and standings will determine division winners.
- E. Defaults and disqualifications shall be scored according to League Regulations.

2) INDIVIDUAL MATCH FORMAT

- A. The warm-up must be accomplished in a maximum of five (5) minutes, including serves. **Do not practice return of serve during warm-up.**
- B. Matches will be 3 out of 5 games played to 11 and win by 2 points (standard side out scoring). 4 total matches will be played: There is a 2 minute rest period between the 4th and 5th games if played.
- C. Time Outs; Each individual Team is permitted one - 2 minute time out per game



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- D. A Double Competitor(cross-Over) is a player that plays 2 different individual matches on the same team match day.
- E. Double Competitors (cross-overs) are permitted; NOTE: **any one player may ONLY cross over during two team matches per season. NO CROSS OVERS ARE PERMITTED FOR PLAY OFF's or CITY FINALS.** (The purpose of cross-overs is to help in availability issues, not to maximize the best player on the team. It is the captain's responsibility to recognize when players have met their two-team crossover matches per season. Should a player exceed their two match crossover limit, a default would be given to the opposing team for the line listing the player who double competed more than twice per season.)
- F. A player may only Cross-over on 2 different individual lines during one team match. e.g., the same woman player could play on the women's doubles line and one of the Mixed doubles lines in the same team Match. .
- G. Coaching IS allowed between games and during timeouts. BUT IS NOT PERMITTED from the sideline during the match.
- H. Home team will provide balls for the match. (see section I-4B for details)
- I. Cell phones and any device that may receive communication should be turned off during the entirety of the match. Fitness trackers and smart watches may be worn during a match. However, if a player suspects an opponent is receiving communications of any kind (other than fitness data) via the fitness tracker or smart watch, the suspecting player may ask the opponent to remove such fitness tracker or smart watch and discontinue monitoring of the device during the match.

Comment: If a phone on your court rings once, request that the phone be turned off and replay the point. If the phone rings again you may claim the point in the game based on a deliberate hindrance
- J. In the event of a broken or damaged paddle during a match, a player shall have a maximum of three minutes to leave the court to obtain a replacement paddle. This will not count as a team timeout. Violation of this time limit will result in forfeiture of the match.
- K. In the event that the receiving team determines that a serve motion was clearly illegal, the receiving team may opt to call for a REPLAY **before** the return of the serve in question. If the server continues to use an illegal motion, then a drop-serve must be used.

SECTION IV. MATCH REQUIREMENTS

1) COURTS

- Each team must guarantee the use of at least two Pickleball courts.
- Courts should be selected through Match Time. (If your facility is not listed in the facility drop down menu in Match Time, contact the league coordinator)
- Courts MUST have PERMANENT Pickleball Lines.
- **No Tennis nets are permitted.**
- Temporary nets ARE permitted.
- Indoor or outdoor courts are permitted.
- Any player may deem a court unsafe for play.
- **Courts with lights are required for evening league play and MUST BE AVAILABLE TO STAY ON FROM AT LEAST 6:00PM - 9PM.**

2) COACHING/MATCH COMMUNICATION

- A. Coaching IS allowed between games and during timeouts. Spectators (including teammates, coaches, and fans) may not volunteer advice regarding line calls, scoring, or the conduct of a match while the match is in play. They may not offer advice or instruction that is audible, visible or by electronic device to the players on the court. It is each captain's responsibility to control his or her spectators during match play.
- A. Once a match has begun, any communication, including cheering from teammates, coaches, or fans should be understood by all, or it could be considered coaching. A pair on the court may speak to each other in any language; however, they need to be able to communicate with their opponent in a language that everyone understands.



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3) SPECIAL FACILITY REQUIREMENTS

- A. The home team must pay required court and/or guest fees for visiting team players. This includes indoor fees. In case of a make-up match or rain on the scheduled play day, the visiting team *may* share the cost, provided it is discussed and **agreed to** before the visiting team arrives.
 - B. If the home team facility has special requirements for guests entering their facility, such as: a specific dress code, the signing of a waiver or requiring the collection of personal information (photo ID, email address, phone number, etc.) captains must inform the visiting captain in advance.
- 4) If the home team cannot provide two courts at the home team facility, the visiting team has the first option of supplying courts for the match. (If the scheduled visiting team chooses to provide courts for the team match, the visiting team is responsible for all required court/player fees due to facility.) If the visiting team is unable to provide courts, the responsibility reverts to the home team and must be within a reasonable distance (a few miles). This includes all playoff matches.

Comment: Court unavailability: If the home team knows 24 hours in advance that its courts are likely to be unavailable, (e.g. **the courts are covered in ice or snow, or are out of action for maintenance**), the home captain must offer the visiting team the option of providing courts and proceed as described above. If this procedure is followed and alternative courts cannot be found, the match may be rescheduled using the inclement weather rules. If the home team does not follow this procedure and the match cannot be played because of unavailable courts which were known to be such in advance, the away team may choose to claim a default or to use the inclement weather rules. This rule does not apply to anticipation of wet weather or excessive heat or cold.

- 5) All matches must be played to completion without interruption. There is no provision for a facility that places a time limit on courts. A visiting team is not required to move to different courts or interrupt play to resume later. If this occurs, the visiting team has the option to:

- A. Continue play at their home courts **or**
- B. Declare a default against the home team and win the match.

NOTE: If the lights go out during an evening match and cannot be re-lit in a reasonable amount of time (10 minutes), the match can be rescheduled using the makeup deadlines.

SECTION V. INCLEMENT WEATHER

See Page 9 for Makeup Default Times

- 1) Inclement weather is defined as precipitation or severe weather (temperatures below 32 degrees or above 95 degrees) as determined by weather.com for the zip code of the location of the match. Wind chill and heat index are not a factor in determining temperature. **Since Pickleball is played with a light wiffle type ball; winds in excess of 20mph will constitute inclement weather.**
- 2) A one-hour delay from the agreed upon start time for the team match is to be observed at all times in order for weather conditions to improve. This includes make up matches. If within one hour conditions improve or the temperature rises to at least 32 degrees, falls to 95 degrees or below, or winds slow to under 20mph, the match is to begin and **all positions are to play.**

Comment: Captains should stay in contact via the telephone during inclement weather. **There is no requirement for the visiting team to drive to wet courts in order to cancel the team match.**

- 3) Once inclement weather has caused the start of the match to be delayed by more than one hour from the regularly scheduled time, the match becomes a makeup match and inclement weather rules apply.
- 4) If the start of a team match is cancelled due to inclement weather any defaults awarded in advance may now be played.
- 5) In the event inclement weather occurs after the team match has begun, a one-hour wait to resume play is to be observed. **If play cannot be continued:**
 - A. Completed individual matches stand as played.
 - B. Points awarded for defaults given at the time the original written lineup was exchanged are considered completed matches. All players listed on the lineup who are involved in defaults **cannot** participate in a re-scheduled match.
 - C. Individual matches in progress (see exceptions in 5) must be made up and resumed by the same players at the exact game and point that existed when play was halted.
 - D. Any player who is not involved in a previously started match or default can participate in any matches that have not yet begun.



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- 6) In the event the temperature falls below 32 degrees, rises above 95 degrees, or winds exceed 20mph after the team match has begun, individual matches in progress must continue play to completion. Any individual matches that have not started may be delayed for one hour waiting for conditions to improve. If conditions do not improve within one hour, those matches may be rescheduled.
- 7) In case of inclement weather for team or individual matches whose start time or day had been **officially** rescheduled use the makeup default time. The exception to this rule is the final match of the season which must then be played at the regularly scheduled date and time.

Comment: If the captains failed to officially reschedule their team match in writing and the (unofficial) match is cancelled due to inclement weather, the make-up default time becomes the originally scheduled day and time for the team match.

- 8) Arrangements for make-up matches must be agreed upon within **48 hours** of the original match start time or assumed rescheduled for the makeup default time.
- 9) Once a time, day, and location for the makeup match has been agreed upon by the parties involved in writing, that match **MAY NOT BE CANCELLED**, for any reason other than inclement weather.

SECTION VI. PLAYOFFS & PROGRESSION

- 1) **The division winner shall be the team having won the most team matches in its division competition.** In the event of a tie for division winner and/or second and third place positions, the tie shall be broken by the first of the following methods.
 - a. Winner of the most individual matches.
 - b. Loser of the fewest games
 - c. Head-to-head winner
- 2) Playoff draws will be seeded. All first place teams will be seeded higher than second place teams in each group. For example; for levels with four groups, all first place teams from each group will be seeds 1 – 4 and all second place teams will be seeds 5 – 8 (if second place teams are advanced to playoffs).
- 3) All playoff matches should be played to completion to generate accurate individual ratings.
- 4) In order for a player to be eligible to progress to local playoffs, that player **must have played twice during the regular season** the team qualified; i.e. from the first match through the final regularly scheduled match of season. Receiving a default can only count as one of the matches played.

SECTION VII. DEFAULTS, RATINGS & DISQUALIFICATIONS

1) PENALTIES AND FORFEITURES

- A. When an ineligible player is found to have participated in a match, the offending team will be penalized by forfeiting the team points associated with that match.
- B. Any official protest must be submitted in the form of a letter by the captain or co-captain to the flight coordinator and league director with a copy to within five days of the scheduled match being protested. Protest letters can be submitted via email attachment or via mail.
- C. In those situations where no penalty for violations is provided in the general rules, THE RESPECTIVE LEAGUE COORDINATOR SHALL HAVE AUTHORITY AND DISCRETION TO IMPOSE APPROPRIATE PENALTIES.
- D. If a team has excessive defaults, as defined in the glossary, the team and/ or its members may be suspended for the next season. The penalty will also apply to any team withdrawing after roster deadline.
- E. Any person playing under an assumed name, or any person having knowledge of such act and failing to report said act to in a timely manner, will be suspended for up to one year.
- F. If a team has an invalid match (a majority of the individual matches must actually be played to constitute a valid team match) the team may (Pickleball Coordinator decision) be removed from competition and the standings.
- G. All players must use their most current published rating at the time of registration on a team. All computer ratings are administered by DUPR through match Time. ATPB match results will be reported to DUPR.
- H. Players with multiple DUPR accounts should contact DUPR to merge.



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Atlanta Team Pickleball League START TIMES & MAKEUP DEFAULT TIMES

Start Time: Thursday 6:00 PM
Makeup Deadline* 2nd Saturday (9 days later) 6:00 PM
Example: If a match scheduled for April 18th is rained out, players have until April 27th to make the match up.

*FOR MAKE UP MATCHES: ATPL encourages captains to share each lines players information with the opposing captain so that each line can find an agreeable time to make up their match. If no match time/day decision can be agreed upon by all 4 members of both doubles lines, then the default date is the FINAL day for all lines to be played.

If inclement weather occurs on the makeup deadline day (Saturday), the new deadline moves to the following Monday evening at 6:30 PM and continues weekday-to-weekday at 6:30 PM until weather permits the match to be played.

***Exception:** If inclement weather occurs on the second to last match of the regular season, the makeup default time is that Saturday (2 days later) at 6:00 p.m. If inclement weather occurs on the last match of the regular season, the makeup deadline is Monday at 6:30 PM and continues day-to-day at 6:30 PM until weather permits the match to be played.

**If inclement weather occurs during the playoffs, the makeup deadline is Monday at 6:30 PM and continues day-to-day at 6:30 PM until weather permits the match to be played.

Atlanta Team Pickleball League Coordinator Contact

EMAIL: pickleball@ustaatlanta.com
DIRECT: 770-783-1991
MAIN: 770-416-4333

GLOSSARY OF TERMS

League for is organized into leagues, levels, groups and sub-flights/divisions as defined:

Level – DUPR skill levels offered in a league.

Division or Sub-Flight - The division of a league or group into teams that fit the schedule of play.

APPEAL -

Request for reconsideration of a previous decision.

APPROVED FACILITY -

At least two Atlanta Team Pickleball courts of the same surface that have been approved for play and are located inside the boundaries (Cobb, DeKalb, Fulton, Gwinnett, Forsyth, Douglas and Paulding (east of Hwy 61) County.

COMPUTER RATING –

A rating that is published based on three or more matches played.

DEFAULT -

The loss of an individual match by failing to be present for play within 15 minutes (default time) after the scheduled start time.

DISQUALIFICATION -

Action taken to remove a player who is deemed ineligible to participate.

DYNAMIC RATING –

A rating to the 100th of a decimal point that is associated with a player. This rating has the potential to change with every match played by the player and is not published.

GRIEVANCE –

Written formal complaint regarding an alleged violation of a regulation or procedure.

INDIVIDUAL MATCH -

Any singles or doubles match played as a part of a team match.

INJURY/MEDICAL TIMEOUT –

A timeout of up to a maximum of 3 minutes for a treatable injury or medical condition.

LEAGUE PROGRESSOR -

Local league winners have the opportunity to advance through, state, sectional and national championships competition.

LOCAL LEAGUE COORDINATOR –

Person appointed to implement and administer the League program.

DUPR RATING - The National Atlanta Team Pickleball Rating Program (DUPR) is the official system for determining the levels of competition for the League Program. The DUPR Computer Rating System assigns ratings based on play in the local league and at championship levels.



ATLANTA TEAM PICKLEBALL



Atlanta Team Pickleball Definitions/Glossary

(as defined by USA Atlanta Team Pickleball)

- 3.A.1. **Carry** – Hitting the ball in such a way that it does not bounce away from the paddle but is carried along on the face of the paddle.
- 3.A.2. **Coaching** - Communication of any information, including verbal, nonverbal, and electronic, from someone other than a player's partner, that a player or team may act upon to gain an advantage or help them avoid a rules violation.
- 3.A.3. **Court** – The area inside the outer dimensions of the baselines and sidelines.
- 3.A.4. **Cross-Court** – The court diagonally opposite of the court from which the ball was last struck.
- 3.A.5. **Dead Ball** – A ball that is no longer in play.
- 3.A.6. **Distraction** – Physical actions by a player that are not common to the game that, in the judgment of the referee, may interfere with the opponent's ability or concentration to hit the ball. Examples include, but are not limited to, making loud noises, stomping feet, waving the paddle in a distracting manner or otherwise interfering with the opponent's concentration or ability to hit the ball.
- 3.A.7. **Double Bounce** – When the ball bounces twice on one side before it is returned.
- 3.A.8. **Double Hit** – Hitting the ball twice before it is returned.
- 3.A.9. **Ejection** - A behavior violation so flagrant that it warrants ejection from the tournament by the Tournament Director. The player may stay at the venue but may no longer play in any matches.
- 3.A.10. **Expulsion** – A behavior violation so flagrant that the Tournament Director prohibits the player from playing in any current and any future brackets of the tournament. In addition, the player shall leave the venue immediately and not return for the remainder of the tournament.
- 3.A.11. **Fault** – A rules violation that results in a dead ball and/or the end of the rally.
- 3.A.12. **First Server** – In doubles, the player who shall serve from the right/even service court after a side out, according to the team's score.
- 3.A.13. **Forfeit** – An egregious behavior violation or a combination of technical warnings and/or technical fouls that result in either a game or match being awarded to the opponent.
- 3.A.14. **Groundstroke** – A strike of the ball after the ball has bounced.
- 3.A.15. **Hinder** – Any transient element or occurrence not caused by a player that adversely impacts play, not including permanent objects. Examples include, but are not limited to, balls, flying insects, foreign material, players or officials on another court that, in the opinion of the referee, impacted a player's ability to make a play on the ball.
- 3.A.16. **Imaginary Extension**. A term used to describe where a line would extend if it projected beyond its current end point. Players and referees are to project where the line would extend if it were not limited to the boundaries of the playing area.



ATLANTA TEAM PICKLEBALL



3.A.17. **Left/Odd Court** – The service area on the left side of the court, when facing the net. The starting server in doubles or the singles server should be positioned on the left/odd side of the court when their score is odd.

3.A.18. **Line Call** – A loud word(s) spoken by a player or line judge(s) to indicate to the referee and/or players that a live ball has not landed in the required court space. The preferred word to indicate a line call is “OUT”.

Distinctive hand signals can be used in conjunction with a line call. Words such as “wide”, “long”, “no”, “deep” are also acceptable.

3.A.19. **Live Ball/In Play** – The point in time when the referee or server (or server’s partner per rule 4.D.1) starts to call the score.

3.A.20. **Momentum** – Momentum is a property of a body in motion, such as a player executing a volley, that causes the player to continue in motion after contacting the ball. The act of volleying produces momentum that ends when the player regains balance and control of their motion or stops moving toward the non-volley zone.

3.A.21. **Non-Volley Zone (NVZ)** – The 7-foot-by-20-foot area adjacent to the net and specific to each team’s end of the court relating to NVZ faults. All lines bounding the NVZ are part of the NVZ. The NVZ is two dimensional and does not rise above the playing surface. (See Figure 2-1 and Section 2.B.3.)

3.A.22. **Paddle Grip Adjustments** – Non-mechanical devices that change the size of the grip or stabilize the hand on the grip.

3.A.23. **Paddle Head** – The paddle, excluding the handle.

3.A.24. **Permanent Object** – Any object on or near the court, including hanging over the court, that can interfere with play. Permanent objects include the ceiling, walls, fencing, lighting fixtures, net posts, net post legs, the stands and seats for spectators, the referee, line judges, spectators when in their recognized positions, and all other objects around and above the court.

3.A.25. **Plane of the Net** - The imaginary vertical planes on all sides extending beyond the net system.

3.A.26. **Playing Surface** – The court and the area surrounding the court designated for playing.

3.A.27. **Profanity** – Words, phrases or hand gestures, common or uncommon, which are normally considered inappropriate in “polite company” or around children. Typically included are four-letter words used as expletives or verbal intensifiers.

3.A.28. **Rally** – Continuous play that occurs after the serve and before a fault.

3.A.29. **Receiver** – The player who is positioned diagonally opposite the server to return the serve. Depending on the team’s score, the player who returns the serve may not be the correct receiver.

3.A.30. **Replay** – Any rally that is restarted for any reason without the awarding of a point or a change of server.



ATLANTA TEAM PICKLEBALL



- 3.A.31. **Retirement** - A player/team's decision that stops the match and awards the match to the opponent.
- 3.A.32. **Right/Even Court** – The service area on the right side of the court, when facing the net. The starting server in doubles or the singles server should be positioned on the right/even court when their score is even.
- 3.A.33. **Second Serve** – In doubles, a term used to describe the condition when a serving team loses the first of its two allocated serves.
- 3.A.34. **Second Server** – In doubles, the first server's partner. The second server serves after the first server loses serve.
- 3.A.35. **Serve** – The initial strike of the ball with the paddle to start the rally.
- 3.A.36. **Server** – The player who initiates a rally. Depending on the team's score, it is possible that the player who serves may not be the correct server.
- 3.A.37. **Service Court** – The area on either side of the centerline, including the centerline, sideline, and baseline, excluding the NVZ.
- 3.A.38. **Serving Area** – The area behind the baseline and on and between the imaginary extensions of the court centerline and each sideline.
- Side Out** – The awarding of the serve to the opposing team after a singles player or doubles team loses its serve.
- 3.A.40. **Starting Server** – For each doubles team, the player designated to serve first at the start of the game. In doubles tournament play, the starting server shall wear a visible form of identification determined by the Tournament Director.
- 3.A.41. **Technical Foul** – A referee's assessment of a behavioral violation that results in one point being removed from the score of the offending team, unless their score is zero, in which case a point shall be added to the score of the opposing side. A technical foul shall be issued if one technical warning has already been given and a second technical warning is warranted; or when warranted by a player's or team's action, based on the referee's judgement.
- 3.A.42. **Technical Warning** – A referee's warning of a behavioral violation given to a player or team. Points are neither awarded nor deducted for a technical warning.
- 3.A.43. **Verbal Warning** – A referee's warning of a behavioral violation. A single verbal warning may be issued to each team once per match.
- 3.A.44. **Volley** – During a rally, a strike of the ball out of the air before the ball has bounced.
- 3.A.45. **Wheelchair Player** – Any person, with or without a disability, who plays the game in a wheelchair. The wheelchair is considered part of the player's body. This can be a player with a disability or anyone that wants to play in a wheelchair.
- 3.A.46. **Withdrawal** – A player/team's request to be removed from any upcoming play in a specified bracket.



ATLANTA TEAM PICKLEBALL



COMMONLY ASKED QUESTIONS

- 1. If I have to default a point, where must I default?**
If you know in advance of the match that you will be short players, you must default from the bottom up (Line 2 MXD). If you do not know in advance and your players don't show up, default the position they were to play, but don't move players around on the scorecard.
- 2. What is the default time if someone is late to a match?**
15 minutes after the scheduled time of the individual match if a court is available.
- 3. What do I do if my opponent wants to keep rescheduling the rainout match?**
Once the rained out match has been rescheduled, the day and time stand. The teams are expected to play that position at that time with any eligible player(s). If a team cannot play the position on the agreed rescheduled date, they default that individual match. Both captains should contact their Level Rep. with the agreed upon date and time to prevent problems.
- 4. Can we make up matches beyond the deadline day if both teams cannot play within the time period allotted?**
No. The only exception to this rule will be teams with State, Sectional or National Championship conflicts as authorized by the Local League Coordinator.
- 5. Do we have to wait an hour for rain to stop?**
Yes, even for makeup matches.
- 6. Can we call the match off without showing up?**
Yes, if it is obviously raining the match may be rescheduled via a phone call. Captains should keep in touch with each other concerning "iffy" weather. You must still allow for a one-hour delay of official or agreed upon start time before deciding.
- 7. If a point is defaulted to my opponent early, does a rainout allow me to play the point in a rescheduled match?**
Yes. Defaults given prior to the written line-up exchange are considered a courtesy and are not binding.
- 8. What happens when the home team has no lights, and the match must be suspended for darkness?**
Use inclement weather rules – no default points may be taken.
- 9. What happens when lights go off in the middle of a match and can't be re-lit?**
Wait 10 minutes for lights to come back on, or if you have no control of the light switch, you must use inclement weather rules.
- 10. What happens when courts are unavailable because another league hasn't completed their matches?**
Players are to wait for courts.
- 11. What happens if the League Coordinator discovers a makeup match has not been scheduled and/or played by the makeup deadline?**
No extension is given and no point is awarded to either team. It is recorded as a double default.
- 12. What if players are on the wrong court?**
If it discovered that a player(s) is on the wrong court in an individual match before the first game of all matches affected has been completed, players are to go to the correct courts and begin the matches over. If the discovery occurs after the first game is completed, the matches will be completed as started and count as matches played in good faith.
- 13. What should I do if I think a player is not the person on the line-up?**
If you have a reasonable suspicion that a person is not who they claim to be, take a picture of them and have the team captain file a grievance with the league coordinator.
- 14. As the home team, are we required to provide refreshments?**
Even though it is not a requirement, it is a courtesy for the "home" team to provide some sort of light refreshments, as many of these players will be traveling to team matches directly after work and may not have a chance to eat. If a visiting team decides to provide courts for the match (with at least 24 hours notice), then it is a courtesy of the "visiting" team to provide refreshments.
- 15. What do I do if I have a question?**
*Consult your Rules and Regulations. Contact the League Coordinator
Atlanta Team Pickleball League Coordinator
Contact: EMAIL: pickleball@ustaatlanta.com. DIRECT: 770-783-1991*