

# National Team Pickleball League

*2024 Single Gender Qualifying*

*Tournament Rules*



## **GENERAL**

Unless otherwise specified, the following rules apply to all leagues and tournaments in the National Team Pickleball League (NTPL) organization. All NTPL leagues will follow current International Federation of Pickleball (IFP) rules, other than those noted in the NTPL rules.

### **I. DIVISIONS OF PLAY**

A. The 2024 NTPL Championships will have the following division of play:

1. Single Gender Doubles: Men's & Women's Teams at the below divisions:

a) 18+ 3.0

b) 18+ 3.5

c) 18+ 4.0

d) 18+ 4.5

e) 50+ 3.0

f) 50+ 3.5

g) 50+ 4.0

### **II. PARTICIPANT REQUIREMENTS**

A. All participants in NTPL pickleball are bound by the NTPL rules, as well as those of the IFP. Not all possible incidents and ramifications may be covered in the following rules. Participants in unusual or undocumented situations will have to abide by the decision of the NTPL Manager. If there is a conflict in an interpretation of any rule, NTPL Rules shall supersede. The NTPL Rules provided herein shall apply to all NTPL players unless such rules are revised, amended, or otherwise changed by the NTPL Rules Committee.

B. All leagues are open to male and female players. Players must be 18 years of age or older. Age is determined by the player's age upon the first match played in the local area qualifying events. Players may play "down" in age, but not up. For example: a 51-year-old may compete in the 18+ division if they choose but an 18-year-old may NOT compete in the 50+ division.

### **III. SPORTSMANSHIP**

A. Good sportsmanship is required within NTPL. There is no room for belittling yourself, your teammates, or your opponents. This is a competitive league and playing with passion and energy is highly encouraged but should never lead to degrading others.

B. Cheer for good points, plays, and efforts but do not cheer for missed shots, serves, or other mistakes. Degrading comments directed at specific players is not allowed and should be reported to the league coordinator. Multiple infractions can lead to league suspension.

#### **IV. ROSTER REQUIREMENTS**

A. ROSTER SIZE. A minimum of 6 players on the team roster for same-gender competition is required. There is NO MAXIMUM number of players on a team. Captains have the discretion to create a team with as many players as necessary to avoid defaults of play in both the local and National Championship events. It is suggested that teams have at least 8 players to avoid forfeits and unexpected player injuries.

B. WAIVER. All players must have agreed to the waiver release of liability before participation in the tournament.

C. PLAYER ELIGIBILITY BASED ON RATINGS: Team rosters must consist of players with skills that are consistent with the flight skill level in which their team is playing. Captains oversee maintaining the “skill integrity” of their team.

Players competing in each division must have a MAXIMUM DUPR rating of the following:

- 3.0 Division → 3.49
- 3.5 Division → 3.99
- 4.0 Division → 4.49
- 4.5 Division → 4.99

Ratings will be calculated using only the first decimal point from the rating system. For example: A Player with a 4.49 rating will be entered as a 4.4-rated player. Averages will be determined using only the first decimal from each rating system.

For the 2024 competition year, there is no MINIMUM rating a player must have to roster on a team, although it is highly recommended that players be no more than 0.5 lower than the listed rating for that division of play.

D. APPROVED RATING SYSTEMS FOR PLAY. Dynamic Universal Pickleball Rating (DUPR) will be used as the approved rating for the tournament.

E. SELF-RATED PLAYERS. If a player does not have a DUPR, the league will assign the player a rating for play for each division of play as follows:

- 3.0 Divisions → 3.2
- 3.5 Divisions → 3.7
- 4.0 Divisions → 4.2
- 4.5 Divisions → 4.7

F. RATING CHANGES. As ratings change weekly, a player’s rating will “lock” for the 2024 season of competition on the day the player is registered and paid for the tournament. Players whose rating

changes during the calendar 2024 year and that moves them out of the range for that division will NOT be required to play at their new higher rating through the end of the 2024 Championship season.

G. TEAM NAMES. Captains will submit an initial team name to the League during team registration. First come first served in case 2 submittals are identical. Team names can be changed after registration provided no other team in the same flight is using the same name.

H. ROSTER ADDITIONS. After the initial registration period ends, players may be added to a roster until 11:59 p.m. the day before the tournament starts. NOTE: players who 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.

## **V. SUBSTITUTIONS FOR NATIONAL CHAMPIONSHIPS**

If a qualifying team cannot send enough players from their original qualifying team to roster a team at the NTPL Championship events, they may have TWO (2) substitutes for Single Gender Doubles. Substitute players may NOT be self-rated and must have a rating from the approved rating system listed above. Substitutes must meet all other age and rating requirements and must be approved by the local league coordinator.

## **VI. MATCH PLAY**

### **A. SINGLE GENDER FORMAT**

All team matches will be three (3) rounds of three (3) lines, two (2) games each. 3 courts are required for 2 hours.

1. Round Robin (as follows):

a) Round 1:

(1) Home Team 1 plays Visiting Team 1

(2) Home Team 2 plays Visiting Team 2

(3) Home Team 3 plays Visiting Team 3

b) Round 2:

(1) Home Team 1 plays Visiting Team 2

(2) Home Team 2 plays Visiting Team 3

(3) Home Team 3 plays Visiting Team 1

c) Round 3:

(1) Home Team 1 plays Visiting Team 3

(2) Home Team 2 plays Visiting Team 1

(3) Home Team 3 plays Visiting Team 2

2. Home teams will STAY on the same courts for each round of play. Visiting teams will SWITCH courts after each round.

3. See Figure 1 for a visualization of one complete TEAM match (Single Gender Doubles Format).

Round 1		
Home 1	vs	Visitor 1
Home 2	vs	Visitor 2
Home 3	vs	Visitor 3

Round 2		
Home 1	vs	Visitor 2
Home 2	vs	Visitor 3
Home 3	vs	Visitor 1

Round 3		
Home 1	vs	Visitor 3
Home 2	vs	Visitor 1
Home 3	vs	Visitor 2

B. MATCH DAY LINE-UPS. Single Gender Doubles Event: Men or Women (6 players)

The captain will bring 6 players to play on 3 doubles teams. Line-ups identifying the doubles teams on the scoresheet will be exchanged prior to the start of the match after which they may not be changed. The 3 doubles team partners will be fixed for the entirety of the team match (all 3 round-robin matchups) unless injuries require a substitution (see injury rules). Captains or their designees are required to be on-site at each match.

C. LATE PLAYER. Unless otherwise specified, the schedule will list the official start times for each match. The following rules apply to late players:

- Matches shall start no later than 5 minutes after the posted match start time. If a player has not arrived 10 minutes after the posted start time the team will default all games the player would have normally played. If the team has a substitute player in attendance in case of injury or illness to a player in the lineup, that player may be used as a substitute and will remain in the match for

all rounds of play. Unless a substitute fills in as defined above, all games will be defaulted and scored 11-0 against the team with the absent player. The 5-minute rule applies to the start of each round.

D. MATCH SCORING. To begin a match, the visiting teams choose to serve, receive, or side. Each doubles team will play 2 games to 11 (win by 2). Teams shall switch sides after the first game. At the end of the second games (first round), and the fourth games (second round), the visiting doubles teams switch courts to play the next home doubles team noted on the line-up/scoresheet. Therefore, during every match, each doubles team will play 6 games (three rounds): 2 games against the opposing Line 1 doubles team, 2 games against the Line 2 team, and 2 games against the Line 3 team.

1. Depending on the result of each individual game played to 11 (win by 2), a team may earn either two (2), one (1), or zero (0) points towards their overall TEAM score.
  - 2 points = won the game
  - 1 point = lost the game but scored at least 6 points
  - 0 points = lost the game and scored 5 points or less
2. For each TEAM (lineups of 6 players and 3 doubles teams), there are 18 games in which 2, 1, or 0 points can be scored. After all 3 rounds of play, team points earned across all 18 games are totaled and the winning TEAM is determined.

#### E. SCORING TERMS

1. Team Points - after each game to 11 (win by 2), each doubles team is awarded 2, 1, or 0 "team points" based on their respective match result.
2. Total Team Points - the sum of all Team Points scored in all matches played.
3. Total Opponent Points - the sum of all the opponent's Team Points scored while playing against your team
4. TEAM Match Win - after 18 games against the opposing team, the team with the most Team Points earns a "TEAM Match Win".

F. BREAKS. A break of 1 minute is allowed between games. After each round of 2 games, a break of up to 5 minutes is allowed commencing at the time the last 2 opposing doubles teams in the round complete their 2nd game.

G. TIMEOUTS. One (1) timeout is allowed per game per team. Bathroom breaks should be taken between rounds.

H. COACHING. Per IFP rules coaching by anyone is only allowed after the completion of each game, between rounds, and during timeouts.

#### I. SUBSTITUTIONS DURING MATCH DUE TO INJURY:

1. If an injury occurs during warm-up before the 1st round of play, a new player may be substituted with no penalty.

2. Once play begins, if an injury occurs during any particular round, that match will be finished with the score being recorded as 11-“X” with “X” being the score of the team with an injured player at the moment of the injury. A substitute may NOT be allowed into a round in progress.
3. The team with the injured player MAY substitute a new player into the next round of play.
4. Substitutions are permanent for the remainder of the match. Players removed due to injury or illness may not return to the match. Substitutions may only be made with players on the team roster at the time the match began.

## **VII. OTHER CAPTAIN AND PLAYER RESPONSIBILITIES**

- A. SCORE REPORTING. The winning team captain will be responsible for reporting the scores after each team match to the tournament coordinator.
- B. CONDUCT. Captains and players are to monitor behavior to ensure conduct is following the NTPL Code of Conduct.
- C. RULES. Captains and players are to read and understand these rules.
- D. 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.

## **VIII. INCLEMENT WEATHER**

A. MATCH CANCELED PRIOR TO START. In the event a match cannot be played due to inclement weather, the match can be rescheduled. The tournament coordinator will determine the new match date/time.

### B. MATCH CANCELED AFTER START

1. If a match is forced to be discontinued due to inclement weather before the first round is completed, it will be rescheduled and replayed in its entirety.
2. If the first round has been completed and it is discontinued before the second round is completed, it will be rescheduled and replayed at the start of the second round.
3. If both the first and second rounds have been completed and the match is discontinued before the third round is completed, it will be rescheduled and replayed at the start of the third round.

### C. LINE-UPS AFTER MATCH CANCELLATION

1. If the match is to be replayed in its entirety, the captain is not required to field the same team lineup.
2. If at least one round has been completed, the captain may bring 1 different player in the new lineup as the permanent player to replace a player who is unavailable to play in the rescheduled match and 1 different player to serve as the substitute for injury or illness of a player during the rescheduled match.
3. Substitution rules for injury or illness still apply.