



# ATLANTA TEAM PICKLEBALL

## LEAGUE RULES AND REGULATIONS 2024

***THESE RULES MUST BE PRESENT AT ALL LEAGUE MATCHES***

USTA Atlanta presents The **ATLANTA TEAM PICKLEBALL** League.

- 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 Atlanta Team 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. The ATPB Coordinator reserves the right to make changes during the season.
- **It is the captain's responsibility to have each team member read and understand current local Atlanta Team Pickleball League Regulations before league competition starts.**

### **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 the league coordinator).

**NOTE: The Atlanta Team Pickleball Coordinator reserves the right to combine divisions to better the level of play and to improve drive times.**

#### **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/>



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Failure to provide accurate information will subject the player and/or the captain to sanctions and disqualifications.

After joining DUPR each player needs to select USTA Atlanta Club on DUPR.

B. Players must play at or above their DUPR rating. ALL League participants' DUPR ratings will be frozen as of the FIRST DAY OF REGISTRATION.

C. All players must be 18 years of age prior to participating in their first league match.

D. Eligible players may be added to a roster before the team match starts. In the event of matches rescheduled due to inclement weather, a player can be added prior to their participation in a match.

E. 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 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.

## **3) COURTS, BALLS, PADDLES, AND ATTIRE**

A. COURTS AND FACILITIES. Each team must 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 PB League Coordinator. Courts must be available simultaneously with light (for evening matches) from 6 pm to 9 pm.

**NOTE: Atlanta Team Pickleball strongly encourages home courts to have dedicated pickleball nets. Tennis nets will be allowed ONLY at the discretion of the pickleball coordinator.**

B. BALLS. Balls used must be USA Pickleball-approved outdoor or indoor balls in accordance with the facility. Balls, either new or in good condition, with an enhanced color for visibility such as “optic yellow” or “neon”. Pink and Orange color is NOT permitted. The team listed as the home team is required to supply 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 tournament 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**



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A. Any player may play any position at any time throughout the regular season. For a player to be eligible to progress to the playoffs, that player must have played at least twice during the regular season in the team that qualified. i.e. from the first match through the final regular season scheduled match. 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 before a scheduled match to provide information and arrange for it. 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 as 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 of 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: 6:00 PM - Men's Doubles Line, Women's Doubles Line (Gender Specific Lines), 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 a court is available.

D. It is acceptable to use more than two courts at a time, provided both captains agree. Once an agreement has been made, all participants must be present at match time, or default.

E. 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. F. 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.

G. 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 the last matches. For example, a team with only 3 lines available would default MXD Line 2.



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## 4) OTHER CAPTAIN AND PLAYER RESPONSIBILITIES

- SCORE REPORTING: The home team captain must report the score 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 hours 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 ensure 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 regulations.
- 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 via email at [pickleball@ustaatlanta.com](mailto:pickleball@ustaatlanta.com).
- The Pickleball Coordinator's decision on all matters, grievances, and/or concerns is FINAL.

## 5) MATCH PLAY

A. To start a 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.

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 before the match to see 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. The default time is 15 minutes after each match's scheduled start time. 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 before the 15-minute default time expires will be allowed a warm-up not to exceed five minutes after it expires.

D. Once the teams exchange lineups no movement of players is allowed. EXCEPT MATCHES RESCHEDULED BY INCLEMENT WEATHER, NEVER MOVE PLAYERS ALREADY LISTED ON THE LINEUP TO ANOTHER POSITION. Points may be reversed for violation of this rule.

E. For each team match, a majority of the individual matches must 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



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played to constitute a valid team match. Once that is determined, both captains will re-exchange scorecards.

F. 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 and complete that match. Playoff standings may need total game wins for draw scenarios.

G. If a team shows up without the minimum # of players required for the team match based on the number of players present, or to be present, it will be a full team default in favor of the opponents.

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 before the individual match starts.
3. If a match is rescheduled by inclement weather.

## 6) SCORECARDS

A. Captains should print a score card from MatchTime before each match to use for lineup exchanges. 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 48 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 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.

B. 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.

C. Defaults and disqualifications shall be scored according to League Regulations.



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## 2) INDIVIDUAL MATCH FORMAT

A. The warm-up must be accomplished in a maximum of five (5) minutes, including serves. Do not practice returning 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). A total of 4 matches will be played; There is a 2-minute rest period between the 4th and 5th game (if played).

C. Time Outs: Each individual Team is permitted one 2-minute time out per game.

D. A Double Competitor (cross-over) is a player who plays 2 different individual matches on the same team match day.

E. Double Competitors (cross-overs) are permitted; NOTE: A player may ONLY cross over during two team matches per season. NO CROSS OVERS ARE PERMITTED FOR PLAYOFF's or CITY FINALS. (The purpose of cross-overs is to help with 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. 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 lineup for that match.

NOTE: At any time a substitution can be entered in the SINGLES game match (Singles game ONLY). Once a player is subbed out of the singles tiebreaker, they cannot re-enter the singles game match (See Singles Game Rules in Section VII).

I. Cell phones and any device that may receive communication must be turned off during the match. Fitness trackers and smartwatches 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 smartwatch, the suspecting player may ask the opponent to remove such fitness tracker or smartwatch and discontinue monitoring of the device during the match.

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.



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K. If 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 (2) pickleball courts.
- Courts should be certified legal through MatchTime requirements (See MatchTime for court certification requirements).
- Temporary nets ARE permitted.
- **Atlanta Team Pickleball strongly encourages home courts to have dedicated pickleball nets. Tennis nets will be allowed ONLY at the discretion of the pickleball coordinator.**
- 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 6:00 PM – 9:00 PM.

### 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.

B. 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.

### 3) SPECIAL FACILITY REQUIREMENTS

A. The home team must pay the 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.

C. 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





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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.

D. 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:

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

E. In the event of a facility forcing the match to end due to lights going out or facilities closing (when matches are currently in progress past the 9 p.m. mark), all matches played up until that point will be considered valid matches and stand as completed matches.

- If the match has been decided (meaning one of the teams has an overall of matches won), NO makeup is necessary. e.g.: If a team has won 3 of the 4 individual matches before lights went out/facility closing, the team with the 3 individual wins will be considered to win the overall match.
- In the event a team is tied at 2-2 and the singles game HAS ALREADY begun, a makeup of the singles game WILL BE necessary to decide the winning team. The make-up match will resume with the score that was in progress. Makeup will be scheduled according to makeup default times (See page 10).
- In the event of an incomplete overall match between two teams (e.g. either 2-1 or 2-2 overall score), a makeup of the remaining lines WILL BE necessary to decide the winning team. Makeup will be scheduled according to makeup default times (See page 10).

## **SECTION V. INCLEMENT WEATHER**

**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.

**2)** A one-hour delay from the agreed-upon start time for the team match is to be always observed for weather conditions to improve. This includes makeup 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.

**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.





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4) If the start of a team match is canceled 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 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 not involved in a previously started match or default can participate in any matches that have not yet begun.

5) 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.

6) For matches delayed or rescheduled to play during darkness, the home team facility must have lights. (If the home team cannot provide courts with lights, see Section IV, Rule 3.)

7) In case of inclement weather for a 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.

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 & CITY FINALS**

1) A division winner is the team that has won the most team matches in its division competition. In the event of a tie for the division winner and/or a tie for 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. Head-to-head winner

c. Loser of the fewest games



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2) Playoff draws will be seeded. All first-place teams from each division will receive the #1 seed and will be seeded higher than second-place teams in each group. Playoffs will be held at the higher seeded teams home courts until the final round (City Finals) which will be hosted at ITA Atlanta on 6/15 at 9am.

## **18+RED**

The Top 2 teams in each division (EAST and WEST) will advance to a playoff match with the chance to advance to City Finals (6/15)

The Playoff Round will be on 5/30 (rain makeup will be 6/6):

- The 1 seed from the EAST will play against the 2 seed from the WEST.
- The 1 seed from the WEST will play against the 2 seed from the EAST.
- Higher seeded team will be the home team.
- The winners of these matches will advance to the CITY FINALS on 6/15 at ITA (more details to follow).

## **18+ BLUE**

The Top 4 teams in each division (EAST and WEST) will advance to a multi-round playoff with the chance to advance to City Finals (6/15).

Round 1 (5/30)

- Match 1- 1 seed EAST will play 4 seed WEST.
- Match 2- 2 seed EAST will play 3 seed WEST.
- Match 3- 1 seed WEST will play 4 seed EAST.
- Match 4- 2 seed WEST will play 3 seed EAST.

Round 2 (6/6)

- Winner of Match (1) and Match (4) will play- higher seeded team is HOME.
- Winner of Match (2) and Match (3)- higher seeded team is HOME.

CITY FINALS (6/15)

- Winners of previous round will play in the City Finals at ITA Atlanta

3) All playoff matches should be played to completion to generate accurate individual ratings.

4) For a player to be eligible to progress to the local playoffs, that player must have played at least twice during the regular season of the team qualified, i.e. from the first match through the



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final regular season scheduled match. Receiving a default can only count as one of the matches played.

At the discretion of the Pickleball Coordinator a team may be offered a bid for advancing play. However, Atlanta Team Pickleball will offer advancing events this summer. ALL DUPR ratings for players will reset for the qualifying tournament AND additional members may be added to this team. Levels for the qualifying tournament are 3.5 and 4.5 as well as single gender team events.

**NOTE: The Atlanta Team Pickleball Coordinator reserves the right to make any changes to playoff and city finals format and seeding, as well as advancement opportunities and tournaments.**

## **Section VII:**

### **The Serve Rule**

- On the serve, the ball MUST go diagonally across the net and land beyond the kitchen line. If the ball bounces ON the kitchen line or inside the kitchen area, the serve is considered FAULT.
- A player can only score points when they are serving.
  - A player gets ONLY one (1) opportunity to serve.
- Once a player loses their serve, a SIDE OUT happens (meaning that the player's opponent gets a chance to start serving and scoring points).
- The first server will ALWAYS start on the right box of the pickleball court at a score of 0-0.

HINT: to remember from which side a player is supposed to serve, the rule says that for EVEN numbers (0,2,4,6, etc..) The player serving will ALWAYS serve from the right box. For ODD number scores (1,3,5,7, etc..) The player serving will ALWAYS serve from the left box. **The serving position is always determined by WHO is serving and WHAT their score is.**

- The score in singles pickleball will ONLY be two (2) numbers - the first number will be the server's score and the second number will be the receiver's score.

### **The Two Bounce Rule**

- In pickleball, each player MUST let the ball bounce once on their side before they can hit the ball out of the air/volley. In other words, the receiver must let the ball bounce once as well as the server must let the ball bounce once before hitting the ball out of the air/volley.

### **The Kitchen/Non-Volley Zone Rules**

- If a player hits the ball out of the air, their feet CAN NOT touch the kitchen line or be inside the kitchen area. If a player hits the ball out of the air and the momentum carries the player into the kitchen even if the point is over, that shot is called FAULT.
- If the ball bounces into the kitchen, the player is allowed to step into the kitchen and hit that ball.



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## **Section VIII: CODE OF CONDUCT**

As a member of the Atlanta Team Pickleball, I agree to uphold the following principles of conduct:

- I will play by the rules of pickleball and demonstrate honesty and integrity in all my actions on and off the court.
- I will refrain from engaging in any form of discrimination, harassment, or bullying.
- I will represent Atlanta Team Pickleball with pride and good sportsmanship.
- I will respect the facilities and equipment set by the league, using them responsibly and reporting any damage or safety concerns to the pickleball league coordinator promptly.
- By participating in the Atlanta Team Pickleball, I acknowledge that I have read and understand the above Code of Conduct and agree to abide by its principles.

NOTE: The Atlanta Team Pickleball Coordinator reserves the right to REMOVE any player who violates the rules outlined in our code of conduct to ensure the fairness and integrity of the game.

## **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.

If inclement weather occurs on the makeup deadline day (Saturday), the new deadline moves to the following Monday evening at 6:00 PM and continues weekday-to-weekday at 6:00 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 6:00 PM and continues day-to-day at 6:00 PM until weather permits the match to be played.

\*\*If inclement weather occurs during the playoffs, the makeup deadline is Monday at 6:00 PM and continues day-to-day at 6:00 PM until weather permits the match to be played.

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**Atlanta Team Pickleball League Coordinator Contact:**

EMAIL: [pickleball@ustaatlanta.com](mailto:pickleball@ustaatlanta.com)

DIRECT: 770-783-1991

MAIN: 770-416-4333



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## COMMONLY ASKED QUESTIONS

1. If I must 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 on 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 on 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 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 the 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 the 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 the 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.



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10. What happens when courts are unavailable because another league hasn't completed their matches? Players are to wait for the 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 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.

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 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](mailto:pickleball@ustaatlanta.com). DIRECT: 770-783-1991**