ATLANTA TEAM PICKLEBALL LEAGUE

LEAGUE RULES AND REGULATIONS SPRING 2027

THESE RULES MUST BE PRESENT AT ALL LEAGUE MATCHES

- 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 participating in the Atlanta Team Pickleball League.

- Match Time (formerly known as Tennis Point) is the official software for registering teams, reporting scores, and providing standings.

- The Atlanta Team Pickleball League Coordinator is the person who implements and administers the Atlanta Team Pickleball League. The Atlanta Team Pickleball League Coordinator reserves the right to make changes during the season.

- It is the captain's responsibility to have EACH team member read and understand the Atlanta Team Pickleball League's Rules & Regulations BEFORE the start of the season.

SECTION I. ELIGIBILITY

1) TEAMS

A. A minimum of two (2) men and two (2) women on the roster for Combo Doubles Divisions is required. There is NO MAXIMUM number of players required on a team. Captains have the discretion to create a team with as many players as necessary to avoid defaults of play. NOTE: The 2 men and 2 women who compete in the first round of gender doubles MAY BE DIFFERENT than the 2 men and 2 women who compete in the mixed doubles rounds of play. However, once the mixed doubles partnerships have been determined for the first round of mixed doubles play, the players MUST remain the same for the second round of mixed doubles.

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 league will also be permitted – **contact the league coordinator for approval if your facility is outside the required geographic boundaries!**

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

2) DIVISIONS OF PLAY

a. 18+ 3.0

b. 18+ 3.5

c. 18+ 4.0

d. 18+ 4.5

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

NOTE: If a player has **5 matches** or less in the DUPR rating system, their DUPR rating will not be used for the league's season. The player will consult with the captain and can play under a "SELF RATE" rating at the level they intend to play. Any results garnered during the league season or other results will NOT impact the player's "division eligibility" for that season. As a reminder - even if a player qualifies for the "self-rate" rule, a DUPR account is still required!

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. There is no MINIMUM rating a player must have on the roster of a team, although it is recommended that players be no more than 0.5 lower than the listed rating for that division of play.

3) PLAYERS

A. All players **MUST** have a DUPR account prior to the first week of matches of the regular season. Players will **NOT** be eligible to be entered in the lineup and play without a DUPR account. NOTE: A player is not required to have a DUPR rating but is required to have a DUPR account.

B. All players must use their current DUPR rating when registering for the league. A DUPR account can be created for free at this link by following the DUPR guidelines - https://dashboard.dupr.com/signup

C. After joining DUPR, each player needs to select the Atlanta Team Pickleball club (under the "club" tab on DUPR) and request to join.

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

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

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

F. 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.

G. After the initial registration period ends, players may be added to the roster up until the day before the LAST match of the regular season. **NOTE:** Players who are added to the roster after the initial registration period will be subject to their current DUPR rating as of the day they are added to the roster.

IMPORTANT: ALL players must be registered on Match Time and paid in full before stepping on the court or the line(s) in which that player played will be defaulted.

4) COURTS, BALLS, PADDLES, AND ATTIRE

A. COURTS AND FACILITIES - Each team must guarantee the use of TWO (2) pickleball courts. Indoor or outdoor venues are permitted. Atlanta Team Pickleball courts for match play must be at an approved facility (Match Time or other acceptable PB entity). For facility approval contact the League Coordinator. Courts must be available simultaneously with light (for evening matches) from 7:00 pm to 9:00 pm.

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

B. BALLS - 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 two (2) balls be available for each line. The same make, model, and color ball MUST be used for ALL lines played in the match. Examples of USA Pickleball approved balls: Franklin X-40, Dura Fast 40, Vulcan VPRO Flight, etc.

C. PADDLES - Must be USA Pickleball-approved for tournament play. Here is the USA Pickleball link with a list of most up-to-date approved paddles - https://equipment.usapickleball.org/paddle-list/.

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

SECTION II. TEAM CAPTAINS’ DUTIES

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

1) PREPARING LINEUPS

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 in at least two team matches 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.

2) 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 for the match.

C. Both Gender Doubles Lines (men's line and women's line) are to start at 7:00 PM.

D. Two courts are needed to complete the matches.

E. With the agreement of BOTH captains, and with the certainty of court availability:

- The team match or individual match/line may be changed to an earlier or later start time on the same scheduled day.

- The team match or individual match/line 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 original scheduled time by the League Coordinator, BOTH captains must agree in writing regarding the rescheduled date and time. We suggest that once both captains have agreed in writing on an "official" rescheduled date and time for the match, they notify the League Coordinator via email (pickleball@ustaatlanta.com).

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 the lines with the incomplete players.

3) OTHER CAPTAIN AND PLAYER RESPONSABILITIES

SCORE REPORTING: The winning team captain must report the score within 48 hours. After the score is posted, the opposing team captain will have 48 hours to contest the score. The score will become official if not contested after 48 hours.

RECORDS: All captains are to keep records of all match results until the end of the season in case of discrepancies or score disputes.

CONDUCT: Captains and players are to monitor behavior to ensure conduct is in accordance with the USA Pickleball Code of Conduct and the Atlanta Team Pickleball Code of Conduct.

RULES: Captains and players are to read and understand the Atlanta Team Pickleball rules and regulations.

IMPORTANT: It is ultimately the captain's responsibility to check their players' DUPR ratings and make sure those ratings fall within the approved parameters according to our rules. ANY player outside those parameters is considered an ineligible player and all lines played by said player will be defaulted.

The League Coordinator's decision on all matters and/or concerns is FINAL!

4) MATCH PLAY

A. To start a team match, complete written lineups must be simultaneously exchanged. The start of the team match may be delayed until written lineups are exchanged.

B. Warm up courts. Atlanta Team Pickleball does not require facilities to provide warm-up courts before a match is scheduled to begin. Visiting team captain 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.

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 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.

5) SUBSTITUTIONS DURING MATCH PLAY DUE TO INJURY:

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

1. 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 game, that game will be stopped 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.

3. The team with the injured player MAY substitute a new player into the next game. They do NOT need to wait until the end of the round.

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.

Note: Other substitution possibilities NOT related to injury:

- A player/players listed on the original lineup do not arrive within the 15-minute default time.

- A match is rescheduled by inclement weather.

6) SCORECARDS

Captains should print a scorecard from Match Time 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.

A. 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 regular season must be entered within 2 hours to confirm winners and develop playoff draws or the match may be double defaulted.

B. Captains should keep a hard copy of each of their scorecards.

SECTION III. FORMAT OF PLAY & MATCH SCORING

1) FORMAT OF PLAY

A. All team matches will be three (3) rounds (Gender Doubles, Round 1 Mixed Doubles, Round 2 Mixed Doubles) of two (2) lines, two (2) games each to 11 (win by 2 points).

Round Robin format (as follows):

a) Gender Doubles

(1) Home (Men) plays Visitor (Men)

(2) Home (Women) plays Visitor (Women)

b) Round 1 Mixed Doubles

(1) Home (Mixed 1) plays Visitor (Mixed 1)

(2) Home (Mixed 2) plays Visitor (Mixed 2)

c) Round 2 Mixed Doubles

(1) Home (Mixed 1) plays Visitor (Mixed 2)

(2) Home (Mixed 2) plays Visitor (Mixed 1)

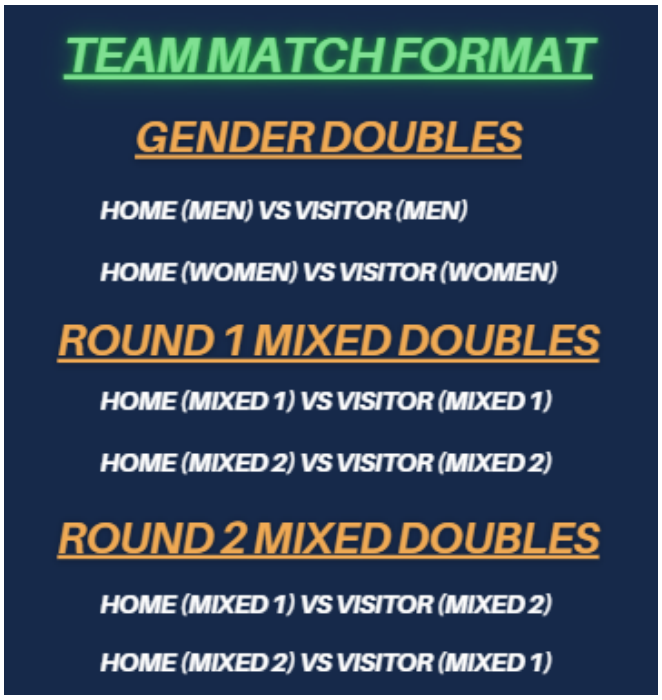

Illustration example of one complete TEAM match

B. Home teams will STAY on the same courts while the visiting teams will SWITCH courts after each round of mixed doubles.

C. **The 2 men and 2 women who compete in the first round of gender doubles MAY BE DIFFERENT than the 2 men and 2 women who compete in the mixed doubles rounds of play. However, once the mixed doubles partnerships have been determined for the first round of mixed doubles play, the players MUST remain the same for the second round of mixed doubles.**

D. The warm-up must be accomplished in a maximum of five (5) minutes, including serves. Do not practice returning serve during warm-up.

E. Matches will be 2 games played to 11 and win by 2 points (standard side out scoring).

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 (this is considered the rest period between rounds). Bathroom breaks should be taken between rounds!

G. **Time Outs:** One (1) timeout is allowed per game per team. The timeout lasts a maximum of 1 minute (60 seconds).

H. Coaching IS allowed between games and during timeouts BUT IS NOT PERMITTED from the sideline during games.

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 line played by said player.

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 (see section VII - The Serve Rule).

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

2) MATCH SCORING

A. Atlanta Team Pickleball will use the APPL style format for match scoring.

B. Depending on the result of each individual game played to 11 (win by 2), a team may earn either two (2) points, one (1) point, or zero (0) points towards their overall TEAM score.

- 2 points = won the game (e.g.: team A won against team B score 11–5)
- 1 point = lost the game but scored at least 6 points (e.g.: team B lost against team A score 6-11)
- 0 points = lost the game and scored 5 points or less (e.g.: team B lost against team A score 5–11)

C. For each TEAM there are 12 games in which 2, 1, or 0 points can be scored across all rounds of play. After 12 games against the opposing team, the team with the most Team Points earns one (1) “TEAM Match Win” in the division standings.

D. To begin a match, the visiting team will spin the paddle to determine the server, receiver, or side of the court. Teams shall switch sides of the court after the first game.

SECTION IV. MATCH REQUIREMENTS

1) COURTS

- Each team must guarantee the use of TWO (2) pickleball courts.
- Courts should be certified through Match Time requirements (See Match Time for court certification requirements).
- Temporary pickleball nets ARE permitted.

NOTE: Atlanta Team Pickleball strongly encourages home courts to have pickleball nets. Tennis nets will be allowed ONLY at the discretion of the League Coordinator. Please contact the League Coordinator for approval.

- Indoor or outdoor venues 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 7:00 PM – 9:00 PM.

2) COACHING/MATCH COMMUNICATION

A. Coaching IS allowed between games and during timeouts ONLY by team members of said team. 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.

C. NO spectators are allowed on the court during match play. Spectators are ONLY allowed to cheer for their team in a respectful manner to the opposing team.

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 provide courts for the team match, the visiting team is responsible for all required court/player fees due to the 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.

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.

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 score 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

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) 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.

8) 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 regular season which must then be played at the regularly scheduled date and time.

9) 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.

10) 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. DIVISION STANDINGS & SCORING TERMS

1) A division winner is the team that has won the most "TEAM Match Wins" at the end of the regular season competition in its division. 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. Total Team Points (the sum of all Team Points scored in all matches played)

b. Games Won (total number of games won in all matches played)

c. If there is still a tie, the winning team will be determined by head-to-head winner. If no head-to-head match is played, then Total Points Won will be the determining factor.

2) Scoring Terms -

A. **Team Points** - after each game to 11 (win by 2), each team is awarded 2, 1, or 0 "team points" based on their score results after each game played.

B. **Total Team Points** - the sum of all Team Points scored in all matches played.

C. **Team Match Win** – after 12 games against the opposing team, the team with the most Team Points earns one (1) "TEAM Match Win" in the division standings.

D. **Total Points Won** - sum of all points scored across each game in all matches played.

SECTION VII. INDIVIDUAL MATCH TIEBREAKERS, PLAYOFF & CITY FINALS

1) If both teams have an equal number of team points at the end of all rounds of play for a regular season match, playoff match and/or the City Finals match, the winning team will be determined by one of the following methods:

a. The team with the most games won will be declared the winner

b. The team with the most points scored within each game earned will be declared the winner (sum of all points scored across each game across all 3 rounds of play)

c. If points scored within each game are equal, a final game will be played. The game will be played to 7 points (win by 2 points) – standard side out scoring. Teams will choose their best mixed doubles pairing to play this game (may be completely different from the pairings already used in that current team match). If you are getting to this tiebreaker scenario, please write the result from this game on the bottom of the scorecard and email the League Coordinator a copy. This game will not be entered into DUPR.

2) Playoffs - For teams that qualify for the playoffs bracket in their respective division level - Playoff draws will be seeded. Playoffs will be held at the higher-seeded teams' home courts. The home team is responsible for providing the balls. NOTE: For a player to be eligible to progress to playoffs, that player must have played in at least two team matches during the regular season of the team 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.

3) City Finals – Final 2 teams in each division will participate. A date, time and location will be released later in the season. NOTE: City Finals is typically scheduled on a weekend day. The League Coordinator will provide balls for the city finals matches.

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

SECTION VIII: PB RULES

The Serve Rule

- "Out" Ball - A served ball that does not land in the correct service court on the opponent's end of the court, including one that lands on the non-volley zone line, is "out." Any other ball that lands outside the court is "out".
- A player can only score points when they are serving.
- A player gets ONLY one (1) opportunity to serve.
- The first server will ALWAYS start on the right box of the pickleball court at the score of 0-0.
- As long as the server holds serve, after each point, the server will alternate serving from the right/even and left/odd sides of the court.
- Both players on a team will serve until a side out is declared. A SIDE OUT means that the opposing team now gets a chance to start serving and scoring points.
- At the start of each side out, service begins in the right/even serving area.
- After each side out, service begins with the player correctly positioned on the right/even side of the court according to the team's score. This player is referred to as the "First Server" and the partner is the "Second Server." The First Server will serve, alternating service sides after each point is won until a rally is lost or the server's team commits a fault. After the First Server's team loses a rally or faults, the Second Server will serve from the correct position and will alternate serving positions as long as the serving team continues to win points.

Serve Motion

1. VOLLEY serve - The server's paddle must be moving in a clear upward arc when the paddle contacts the ball. The highest point of the paddle head must clearly not be above the highest part of the server's wrist joint when the paddle contacts the ball. The ball must clearly be no higher than the server's waist when the paddle contacts the ball.
2. DROP serve - A drop serve is made by dropping the ball and hitting the ball with the paddle after the ball bounces on the playing surface. The server must release the ball from a natural (unaided) height. When releasing the ball, the ball must not be propelled in any direction or in any manner prior to hitting the serve.
3. Ball release - Some natural rotation of the ball is expected during any release of the ball. The server must not manipulate the ball to add spin with any part of the server's body or the paddle prior to hitting the ball to make the serve, except that the server may allow the ball to roll off the face of the paddle by gravity. Spin may be applied to the ball upon contact by the paddle.

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 CANNOT 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.

NOTE: For more detailed information on pickleball rules, please read the Official USA Pickleball Rulebook - https://usapickleball.org/rules/

SECTION IX. CODE OF CONDUCT

As a member of the Atlanta Team Pickleball League, 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 League, 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 League 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.

SECTION X. DEFAULTS AND FORFEITS POLICY

Single Default in one (1) OR two (2) regular season matches

- If a combo doubles team defaults one (1) line in one (1) or two (2) regular season matches, all points for the defaulted line will be awarded to the opposing team.

Severe Default in one regular season match

- When these defaults occur, it is considered a severe default.
- If a combo doubles team does not play any lines (0) in one (1) regular season match, the team forfeits eligibility to win the division and to participate in any post-season play.
- If a combo doubles team defaults two (2) lines in three (3) or more regular season matches, or a combo doubles team defaults one (1) line in three (3) or more matches during the regular season, the team forfeits eligibility to win the division and to participate in any post-season play.
- The defaulting team forfeits eligibility to win the division and all post-season play, including playoffs, City Finals, and all further advancement opportunities.
- When a severe default occurs, all match points earned throughout the entire season by other teams against the severe defaulting team will be removed from league standings

calculations to determine division standings for playoffs. This ensures standings are based on player performance.

- Matches played against the severe defaulting team still count as qualifying matches for player eligibility to advance to division playoffs, City Finals, and all further advancement opportunities, but the results are not included in division standings.

Voluntary Team Withdrawal – De Facto Severe Default

- Once schedules are finalized, teams may not withdraw without consequences.
- NO refunds will be issued for any players withdrawing after schedules are set.
- These policies ensure fairness and smooth operation for all participants.
- If a team withdraws after league schedules are posted, it is treated as a severe default.

START TIMES & MAKEUP DEFAULT TIMES

Start Time: THURSDAY - 7:00 PM

Makeup Deadline: 2nd Saturday (9 days later) – 7:00 PM

- Example: If a match scheduled for April 22nd is rained out, players have until May 1st 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 7:00 PM and continues weekday-to-weekday at 7:00 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 7:00 P.M. and continues day-to-day at 7:00 PM until the weather permits the match to be played. If inclement weather occurs on the last match of the regular season, the makeup deadline is that Saturday (2 days later) at 7:00 PM and continues day-to-day at 7:00 PM until the weather permits the match to be played.

**If inclement weather occurs during playoffs, the makeup deadline is that Saturday (2 days later) at 7:00 PM and continues day-to-day at 7:00 PM until weather permits the match to be played.

*** If inclement weather occurs during City Finals, the makeup deadline will be the next day and will continue day-to-day until weather permits the match to be played.

Advancing Opportunity Notice:

Please note that advancement to the 2027 National Championship for Combo divisions has not yet been confirmed by the national organization. Atlanta Team Pickleball will continue to award City Champions, but qualification and participation in the National Championship are subject to confirmation. Updates will be provided as soon as official information is received.

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