

St. Albert Pickleball Club

Rules and Procedures

Organized Play

Introduction

The SAPC calendars show different types of organized play. SAPC rules and conventions of such play are laid out below.

Objectives

To ensure play is well organized, enjoyable, equitable, and consistent with SAPC's mission, values, bylaws and policies.

General Rules

1. Skill levels of play corresponding to ratings will be indicated on the calendar for organized play:
 - a. "All" or "All Levels" means a player of any rating may attend.
 - b. "2.5", "3.0", "3.5" or any similar designation means that only players of that rating may attend.
 - c. "2.5+", "3.0+", "3.5+" or any similar designation means that players with that rating or higher may attend.
 - d. "2.0 – 2.5" means 2.5-level players and beginners (2.0 level) who have at least taken a lesson or are familiar with play rules.
 - e. Players may play down a level in non-tournament organized play, provided they use the Social Play conventions described later in this document.
2. Adult visitors are allowed to play at club-organized events, in accordance with the SAPC Visitors Policy, except for events marked on the calendar as "Members Only."
3. Play times marked "Public" are not official club-organized events, and so are not subject to these rules, but may subject to certain rules specified by facility owners or their representatives, who may or may not be SAPC members. Public play times may be placed on the calendar for information and convenience of our members.
4. **Schools have priority use** of public and school courts during school time, and **will pre-empt** SAPC organized play, even if little or no notice is provided.
5. In the event of a tie (for example, at the end of timed play), the first team to reach the tied score is the winner.
6. In outdoor play, each team may switch sides half way through the game to mitigate the effects of wind and sun.

Paddle Box Play

1. Upon a player's arrival, the Captain or the Captain's designate will place the player's paddle in gold or silver boxes, on top of paddles previously placed, keeping a balance between the gold and silver boxes.
2. No paddle may be placed in the box for a player not yet present.
3. **The Captain or the Captain's designate** alternately pulls four paddles from the bottom of the gold or silver pile, and hands them to members playing on the next available court.
4. Play may be timed or scored (e.g. "first to nine") as specified by the Captain.
5. At the end of each play, the two winning players must place their paddle ON TOP of those in the **gold** box and losing players must place their paddles ON TOP of those in the **silver box**. No exceptions unless **the Captain chooses** (rarely) to equitably rebalance paddles in the gold and silver boxes, by moving paddles from the TOP of one side to the TOP of the other.
6. Absolutely **no** vertical (up and down) paddle shuffling in boxes, and no re-arranging of paddles in the boxes by the players.
7. Breaks and Withholding Paddles
 - a. Paddles should only be withheld (not placed in the box) if a member needs an extended break or is done playing. Paddles must never be withheld to play with a particular player.
 - b. When returning from an extended break, your paddle must go on top of the others in the silver or gold box, as determined by your most recent loss or win.
 - c. If a player is not present when their paddle is pulled, the Captain will place their paddle on the top of stack in the same box it was drawn from.
8. If there are three or seven paddles in a particular box when players come off the court, the two players required to place their paddles on top of these shall determine which paddle is placed first using a random technique such as playing rock, paper, scissors or flipping a coin.
9. When players go on to the court to play, previous partners should split and play with a person from the other pair.
 - a. If a two-some is practicing for a tournament, they may ask the other pair if they may play together. The other pair's wishes will be respected.
 - b. This "two-some for tournament" exception does NOT extend to four-somes.
 - c. Rule 8 takes precedence over Rule 9a, and requires pairs practicing for tournaments to be split for at least the next round.
10. Players who are uncomfortable playing with certain players should not attend a Paddle Box Play event.

Open Play

1. Generally, there is no captain present, but this is still considered club-organized play.
2. First come, first on. No pre-registration.
3. Generally, players may play with whomever they wish if there is more court space than players.
4. If there are more players than court space:
 - a. A system should be used for equitable rotation of players and assignment of courts.

- b. Players should come off the courts and go into the rotation system after each game to 11, win-by-two.
- c. Players may withhold paddles to play as a two-some or four-some, but may not jump the queue.

Round Robin

1. Play is generally limited to the number of players the courts can accommodate. A limited number of spares may be registered, and may be asked to step into play for one game at a time, if and when another player needs a break.
2. Play is either by pre-registration or by first come-first registered (FCFR). For FCFR, no player may register for another player not yet present.
3. Players are assigned a number at the beginning.
4. Players play each game, on the court and with the partner designated by the captain, in accordance with a round-robin schedule and their assigned number.
5. Each play session is timed.
6. If time allows, play to 11, win-by-two, then start another game. (In a tournament, only the first partial game or game to 11 is counted.)
7. When time is called, consult the captain or the round robin schedule to determine the court and partner or court-end you play in for the next timed interval.

King/Queen of Court

1. Play is generally limited to the number of players the courts can accommodate.
2. Play is either by pre-registration or by first come-first registered (FCFR). For FCFR, no player may register for another player not yet present.
3. Captains assign initial play courts and partners to players. This may be random, based on known or perceived skill levels, or any other means selected by the Captain.
4. Each play session is timed.
5. If time allows, play to 11, win-by-two, then start another game.
6. At the end of each timed session, based on the score from the partial game or first game to 11:
 - a. winners in the highest numbered court stay where they are, and winners from other courts move up to the next highest court number,
 - b. losers in the lowest numbered court stay where they are and losers from other courts move to the next lowest court number,
 - c. partners split (play with a member from the other pair joining them on the court).

Ladder Play

1. SAPC Ladder Play is intended to provide competitive matches between players of similar abilities.
2. Although there will not be a level requirement for play in the Ladder program it is recommended a player be at least a 3.0 as this program is geared toward the more competitive player. This program is good preparation for tournament players.

3. Once per week, players in groups of 4-9 people play games with each player in the group. Games are between 9-15 points depending on the size of the groups. Ladder captains will advise prior to play each week.
4. Each group will be assigned a leader who is responsible for ensuring game scores are accurately documented on the sheets provided by the captain. The assigned leader will return the completed sheet to the captain after all games have been played.
5. The player(s) with the most total points in each group will advance to the next higher group (i.e. climbs the ladder) and the player(s) with the least points drop to the next lower group. Players are originally ranked (first day only) by the Ladder committee then their ranking is solely a result of their weekly game scores.
6. Players interested in this program are asked to advise the Ladder committee by email at mjfleming@shaw.ca and to indicate their level to assist the committee in the original ranking. This is only to help with organization. It does not guarantee your spot each week in ladder play.
7. Spots will be filled on a first come first serve basis on the night of play, with a maximum of 50 players.
8. Players are required to be at the courts by 5:45 pm and to advise the Ladder captain upon their arrival. Play will commence at 6pm sharp. Those wishing to practice should arrive earlier.

Interclub Play

1. Interclub play is open, by preregistration, to members of SAPC and members of other invited clubs.
2. The play format is usually round robin.

Indoor Play

1. Unless otherwise indicated:
 - a. "Pay before you Play" – legibly **print** your first and last name on the sign-in sheet and place sticker(s) beside your name.
 - b. 1 sticker for members, 2 for visitors.
2. Visitors must sign a waiver, or must have previously signed a waiver still accessible in the Captain's venue binder.

Outdoor Play

1. Unless otherwise indicated, no additional payment is required.
2. All players must sign-in, for insurance and future schedule planning purposes.
3. Visitors must sign a waiver, or must have previously signed a waiver still accessible in the Captain's venue binder.

Social Play

1. Social Play is a less competitive style of play, as defined in the club's Social Play policy. Basically, advanced players play to extend the rally and do not attempt to win points with shots not returnable by the less skilled players on the court.

2. Social Play may be combined with one or more other forms of play such as Family Play and Paddle Box Play, or Family Play and Open Play.

Variations

1. Other events may also be scheduled in the calendar that use variations from these rules.

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