



# Mt. Prospect Park District Adult Pickleball League Rules

**UPDATED 3/2025**

*The Mt. Prospect Park District will use USA Pickleball rules unless otherwise noted in the following league specific rules. Teams are responsible for knowing both sets of rules. Rules may be added or deleted at the discretion of the Athletics Manager after notification. Please read the rules carefully.*

## **CODE OF CONDUCT**

The park district staff have the right to ensure the safety of players and maintain a suitable game atmosphere. They have the power to stop a game and declare either a double forfeit or forfeit.

1. Unnecessary and unsportsmanlike conduct, including but not limited to swearing and fighting, is not permitted. Players not conducting themselves properly, before, during or after a game, will be suspended or dismissed from the league. The park district reserves the right to dismiss any individual or team at any time due to persistent poor behavior.
  - Thrown out of a game/ejection: 1 or more games, suspension
  - Thrown out of a game/ejection (2nd time in a same season) – 3 or more games, suspension
  - Participating in a fight – Out for the rest of the season and banned from all Mt. Prospect Park District leagues for one year or more.

DO NOT PUT YOURSELF OR OTHER TEAMMATES IN THE POSITION TO BE THROWN OUT OF A GAME. A player who has been thrown out of a game must leave the park district property in a timely manner.

2. Any further penalty will be decided by the Athletic Department as stated in the Park District's Control Ordinance Number 525.

**Ignorance of any or all of these rules shall not be considered an excuse for infraction!**

## **TEAM RESPONSIBILITIES**

1. Players are expected to provide their own paddle and practice balls. Game balls will be provided by the league.
2. Due to the number of teams in the league, please be on time for your game so games start on time! Additionally, please be mindful of games following as well and end in a timely manner.
3. Captains will also be responsible for reporting scores onto Team Sideline at the conclusion of the game. Team Sideline will automatically send out a Game Report email to captains to complete.

## ROSTER

1. All rosters are due at the team's first game of the season. Roster (& Waiver) form must be done through Team Sideline.
2. Any roster which is not properly completed, not turned in, or having falsified information will be subject to the team's immediate forfeit of all games until matters are corrected.
3. There is a **six (6)** person roster limit. Players are only allowed to be rostered on one (1) team per league.
  - a. **Coed League: roster maximum is 6 players (3 males, 3 females)**
4. There is an Individual Interest / Free Agent form available. Please contact the League Coordinator for more details.

## LEAGUE FORMAT

1. The season will be an eight (8) week regular season with single elimination playoffs. The number of teams that make the playoffs may vary by each season.
2. **Game times are slotted for 50 minute time slots (6:00PM, 6:50 PM, 7:40 PM or 8:30 PM) but there is a 45 minute time limit for each game to allow for 5 minutes of warm-ups before each new game.**
3. Top teams (based on standings) in the regular season and playoffs will receive a voucher for a % off for a future season registration. These amounts may vary by season depending on the number of teams in the league.

## GAME PLAY

1. All games are **self officiated**. Teams and players are expected to work together to provide a fair game setting.
2. A "Game" is made up of 3 matches (against the same opponent). Each match will be counted in the standings.
  - a. For all playoff games, it will be a best 2 out of 3 match. If one team wins the first 2 matches then the 3rd game does not need to be played.
3. Teams must have 2 players to start the game. Substitutions are only allowed after a match has concluded. Substitution can not be made during a match unless there is a player injury.
  - a. **Coed Division: one male and one female must be on the court at all times.**
4. The designated HOME team will serve from the North side of the court in matches 1 & 3 (with the designated AWAY team serving from the South side). Teams are required to switch sides after each match.

## **Scoring:**

1. Games are to 11, must win by 2. Points can only be scored by the serving team.
2. If a point is scored the server switches sides and serves from the left.
  - a. Right side for even score (0,2,4,6,8,10); Left side for odd score (1,3,5,7,9)
3. Captains will receive a "Game Report" email from Team Sideline at your scheduled game time each week. Captains will need to use this email to report the final scores of all games so please make sure you correctly document final scores after each match.
  - a. If any matches are not played due to time constraints, it should be recorded as 0-0.

## **Serving:**

1. Serving must take place in an upward arc and go diagonally across the court beyond the line of the Kitchen

2. Paddle contact must not take place above the waist. Serve above the waist is deemed an illegal serve
3. Head of paddle must not be above highest part of wrist upon contact
4. Neither foot may go beyond the baseline until contact is made
5. "Drop Serve" is legal. A Drop serve is when you drop the ball, let it bounce then make contact to the diagonally opposite court beyond the line of the "Kitchen".

**Line Rule:**

1. If the ball touches any part of the line on the opponent's side it is deemed "IN".
2. If the ball touches the line of the Kitchen during a serve, it is considered a fault

**Faults:**

A fault is anything that can stop play due to a rule violation

1. A fault by the serving team results in a loss of serve and side out
2. A fault by the receiving team results in a point for the serving team
3. A fault occurs when:
  - A serve does not land within confines of the receiving court
  - A ball is hit into the net on any serve or return
  - Ball is volleyed before the two bounce rule has occurred
  - Ball is hit out of bounds
  - Any part of the player or players clothing hits the net
  - Ball bounces twice before being hit by the receiver

**Kitchen (No Volley Zone):**

The Kitchen is the non volley zone of the court and extends 7 feet from the net and from sideline to sideline.

**Two Bounce Rule:**

1. After the ball is served it must bounce once before contact and then when returned it must bounce before contact hence it has bounced twice before volleys can begin.
2. After the ball has bounced on each side once either team can either volley (hit ball with no bounce) or hit it off a bounce (groundstroke)
3. The two bounce rule eliminates volleying off the serve and extends the point/rally.

**TIEBREAKER PROCEDURES**

For playoff seeding purposes, the following tiebreaker procedures will be used.

1. Winning Percentage
2. Head-To-Head
3. Head-To-Head Differential
4. Total Points For
5. Total Points Against
6. Total Points Differential
7. Lowest Number of Forfeits
8. Coin Toss

**FORFEITS:**

If at any point during the season, your team needs to forfeit, I ask that the captain contact me directly (either via email or phone/voicemail) by **3:00 pm on game day** so the opponent can be notified in a timely manner. Captains should take advantage of the Individual Interest / Free Agent List to find subs to avoid forfeiting. If a forfeit is issued the winning team will receive a 11-0 victory in the standings.

There will be a **\$25 forfeit fee** that must be paid by the forfeiting team within 1 business day prior to their next scheduled game. The forfeit fee must be provided directly to the Athletics Manager and not to MPPD staff on site. Any team that forfeits twice in one season (except for doubleheaders) will automatically be removed from the league.