



# 2026 Winter Pickleball

## TEAM REGISTRATION FORM

FEE PAYMENT/REGISTRATION DEADLINE: **Saturday, December 21, 2025**

TEAM FEE: \$110.00

SEASON BEGINS: Monday, January 5, 2026

TEAM NAME: \_\_\_\_\_

MANAGER'S NAME: \_\_\_\_\_

E-MAIL: \_\_\_\_\_

CELL PHONE: \_\_\_\_\_

Did your team play Adult Pickleball last year?    YES        NO

If yes, under what name? \_\_\_\_\_

Assuming there will be 2 divisions of play, please circle the division that you believe your team could play competitively.

1

2

Highly Skilled(Competitive).....Less Skilled(Novice)

NOTE: The division you select for your team does not guarantee a level of league play. It merely gives league officials an indication of the level at which you feel your team will be evenly matched with competitors of similar ability. It is important that you are as honest as possible.

**The CRLA and Casper Recreation Center reserves all rights to make any rule/ disciplinary determination upon any rule not covered below; this includes but does not limit us to defaulting to another City League Rulebook in which precedent has been set for a rule determination.**

### GENERAL INFORMATION:

1. The Casper Recreation Division, 1801 E 4th, (307) 235-8383, will distribute all league information. All inquiries relating to fees, rosters, changes to rosters and scheduling should be directed to this address during normal business hours - Monday through Friday, 8:00 a.m. to 5:00 p.m. League information, schedules and standings are maintained and accessible at [www.teamsideline.com/casperwy](http://www.teamsideline.com/casperwy).
2. League Fee: \$110.00 per team. (Minimum 2 players/maximum 4 players.) Checks should be made payable to the **City of Casper** or **Casper Recreation Center**. All games will be played at the Casper Recreation Center.
3. Team Rosters: **All Roster/Liability Release Forms will be provided to captains on the first night of games. Players must sign their team roster before participating. Teams must have a minimum of two players on their roster and are allowed two subs. Players may only play on and be rostered on one team. Teams may**

**add team members to their roster until the fourth Friday of the regular season as long as they have an available roster spot remaining. In certain circumstances, teams may be allowed an addition or drop to their roster in the case of injury.**

4. Player Eligibility: Players must be 15 years of age or older in order to participate.

5. Tentative schedule is as follows: (Dates: January 5- February 16)

### **Basic Rules**

- Pickleball is played as doubles (two players per team)
- The same size playing area and rules are used for both singles and doubles
- The Casper Recreation Center will provide the official game ball

### **The Serve**

- The server's arm must be moving in an upward arc when the ball is struck.
- Paddle contact with the ball must not be made above the waist level.
- The head of the paddle must not be above the highest part of the wrist at contact.
- A 'drop serve' is also permitted in which case none of the elements above apply.
  - When executing the drop serve, the player must not force the ball to the ground.
- At the time the ball is struck, the server's feet may not touch the court or outside the imaginary extension of the sideline or centerline and at least one foot must be behind the baseline on the playing surface or the ground behind the baseline.
- The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- Only one serve attempt is allowed per server.

### **Serving Sequence**

- Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault \*(except for the first service sequence of each new game).
- The first serve of each side-out is made from the right/even court.
- If a point is scored, the server switches sides and the server initiates the next serve from the left/odd court.
- As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
- When the first server loses the serve the partner then serves from their correct side of the court (except for the first service sequence of the game\*).
- The second server continues serving until their team commits a fault and loses the serve to the opposing team.
- Once the service goes to the opposition (at side out), the first serve is from the right/even court and both players on that team have the opportunity to serve and score points until their team commits two faults.

\*At the beginning of each new game only one partner on the serving team has the opportunity to serve before faulting, after which the service passes to the receiving team. The first server will call out "0-0-2" to begin the game.

### **Scoring**

- Points are scored only by the serving team.
- Game is played to 11 points, win by 2.
- Tournament games will be to 15, win by 2.
- When the serving team's score is even (0, 2, 4, 6, 8, 10) the player who was the first server in the game for that team will be in the right/even court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left/odd court when serving or receiving.

### **Two-Bounce Rule**

- When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces.
- After the ball has bounced once in each team's court, both teams may either volley the ball (hit the ball before it bounces) or play it off a bounce (ground stroke).

### **Non-Volley Zone**

- The non-volley zone is the court area within 7 feet on both sides of the net ("kitchen").
- Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.
- It is a fault if, when volleying a ball, the player steps on the non-volley zone, including the line and/or when the player's momentum causes them or anything they are wearing or carrying to touch the non-volley zone including the associated lines.
- It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before this happens.
- A player may legally be in the non-volley zone any time other than when volleying a ball.

### **Line Calls**

- A ball contacting any part of any line, except the non-volley zone line on a serve, is considered "in."
- A serve contacting the non-volley zone line is short and a fault.
- If the ball touches the net and lands outside the "kitchen" area, the ball may still be played.

### **Faults**

- A fault is any action that stops play because of a rule violation.
- A fault by the receiving team results in a point for the serving team.
- A fault by the serving team results in the server's loss of serve or side out.

### **Determining Serving Team**

Teams will play one game of rock, paper, scissors to determine first serve.

The following is the tiebreaker policy for placement in brackets:

- a) Win-loss record (best winning percentage).
- b) Head to Head
- c) Head to Head Differential
- d) Total Points For
- e) Coin Toss

# Code of Conduct

The Casper Recreational Leagues Association (CRLA) wants to ensure that games are fair, positive and enjoyable experiences for all that are involved. The CRLA expects all athletes, coaches/managers, officials/umpires and spectators to hold themselves to high standards of sportsmanship. Officials/Umpires and game management are there to help ensure fair play and provide a positive experience for everyone. Please treat all accordingly. In keeping with our mission, the CRLA expects all players, coaches, referees/umpires and spectators to maintain self-control at all times while remaining positive and showing respect for your team, opponents and officials/umpires at all times.

As a participant in CRLA Leagues, it is your responsibility to uphold and enforce the Code of Conduct including the following:

- 1) No player, official, spectator or participant shall at any time lay a hand upon, shove, strike, spit on or at or threaten another player, official, spectator or participant. Officials/Umpires are required to suspend the player(s) immediately from further play and report such player(s) to the Recreation Supervisor of Sports. Such player(s) must leave the facility immediately and shall remain suspended until the CRLA Board Representatives and Recreation Supervisor of Sports have considered their case.
- 2) No player(s) shall at any time refuse to abide by an official's decision, use obscene gestures or language, be guilty of an abusive verbal attack upon any player, official or spectator, or use unnecessary tactics including those against the body or person of an opposing player. **The "F" word will result in an automatic ejection.** Officials/Umpires are required to suspend such player(s), who must leave the facility, immediately from further play and report such player(s) to the recreation Supervisor of Sports. If during tournament play, the player(s) is not eligible to compete in the balance of the tournament.
- 3) ) Teams **MUST** have a roster upon their first regular season game and may make additions to their rosters until the fourth Friday of the regular season. The fourth Friday of the regular season is the roster deadline. Teams will not be permitted to make additions after this point as they will be locked. At any point, a team must have the minimum number of players on their roster that is required for a team to participate in the league (i.e.: A basketball team must have 4 players on their roster). Throughout any point of the season, a team (and only the team (s) scheduled to play them that night) may call for a roster check of their opponent. In this instance, the check must be requested and completed before the beginning of the game. If any dispute of an illegal player comes after the beginning of the game, it will NOT be investigated, and the game will proceed. If a player not rostered on a team is found before the game begins, the player will be asked to leave. In certain circumstances, a team may be allowed a drop or addition due to injury or alternate reason. These additions and drops are left at the discretion of the Recreation Department.
- 4) An ejected/suspended player is ineligible for a minimum of two City League sanctioned games, and he/she must pay the City a \$50.00 fine prior to playing again. The \$50.00 fine must be paid by 12:00 pm (noon) of the date the suspended player is eligible to rejoin the league. The \$50.00 fine and suspension will carry over to the next applicable season if it has not been paid. Previous disciplinary issues may be considered at the discretion of Casper Recreation Division staff when serving suspensions.
- 5) No player(s) shall possess alcohol, drugs or be under the influence of such. Softball: No player(s) shall smoke tobacco products on the field of play (within the fences or dugout). Officials/Umpires are required to suspend such a player(s) (in case of smoking at Softball Fields only after a verbal warning) immediately from further play and report player(s) to the Recreation Supervisor of Sports.

Penalties for the above infractions will be:

MINIMUM PENALTY: Suspension for two league games, probation for the remainder of the season.

MAXIMUM PENALTY: Suspension from all CRLA sponsored events for two years and probation for the following year at the discretion of the CRLA Board of Directors and Recreation Supervisor of Sports. Suspension from all Recreation Division Sponsored facilities and programs for two or more years is at the discretion of the Recreation Manager and/or the Parks & Recreation Director.

CITY OF CASPER

CASPER RECREATION DIVISION

AND

CASPER RECREATIONAL LEAGUES ASSOCIATION

ATHLETIC LEAGUE REFUND POLICY

TEAM ENTRY FEES

Planning for athletic leagues is extensive. Not only do the facilities have to be secured for a defined length of time, but divisions have to be drawn up and the length of the season (number of games, etc.) has to be determined before the actual game scheduling begins.

Much of this is done on projection based on the number of teams from the previous year. However, the final organization and scheduling (which is the most time consuming) does not begin until the deadline for submitting team fees has passed.

If a team drops out at this point, it will affect the division draws that have already taken place. To have to re-draw divisions or to back up and have to reschedule a division is costly and time consuming.

Teams should be certain that they would have enough players before they pay their team fee. When they pay their team fee, they are making a commitment to field a team and should be held responsible for upholding that agreement.

**ONCE THE DEADLINE HAS PASSED, NO REFUNDS WILL BE GIVEN.**

**SORRY, NO EXCEPTIONS.**

*Casper*  
**RECREATION**