



Ankeny Parks & Recreation 2023 Outdoor Pickleball League

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Ankeny, Iowa
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MONDAY 4/2 6:15 PM Hot Digity vs Benchwarmers Northeast #2	MONDAY 4/2 7:15 PM Just Let Us Win vs Serves You Right Northeast #1	MONDAY 4/2 7:15 PM Kiss My Pass vs The Bear Northeast #2	MONDAY 4/2 8:15 PM Attack Pack vs Boom Northeast #1	MONDAY 4/2 8:15 PM Natural Born Killers vs We Get It Up Northeast #2	MONDAY 4/2 9:15 PM Bun Huggers vs Tanner's Bar & Grill Northeast #1	TUESDAY 4/3 6:15 PM Sets on the Nets vs Underdogs Northeast #1	TUESDAY 6:15 PM Setters of Dilly Dilly Northeast #
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Schedules

Winter '18
▶ Adult Volleyball



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Ankeny, IA 50021
Weather

Ankeny Links

- Ankeny Parks & Recreation
- City of Ankeny

Weather Hotline: 515-963-3575 (option 3 for Adult & Youth Recreation)
If not updated, everything is on as scheduled.

Ankeny Parks & Recreation

Indoor Pickleball League Rules

INTRODUCTION

Please review the enclosed rules and materials with your teammates. The Ankeny Parks & Recreation Department reserves the right to make changes to this document as necessary during the course of the season. Team Captains will be notified of any changes.

LIABILITY STATEMENT

The City of Ankeny, Parks and Recreation and its employees or appointed agents assume no responsibility for any personal injury or loss that any team member or spectator may incur as a result of our programs. Individuals are encouraged to have their own personal health/accident plans for any such injuries, which could occur. Players may be held responsible for unnecessary damage, which may occur as a result of misconduct in a facility.

ELIGIBILITY

1. All players must be 18 years of age prior to the start of league play.
2. The 'fair share' fee for participation by a non-resident is \$10 per person.
3. All team and non-resident fees must be paid at the Parks & Recreation Office before participating in the league.

FACILITIES/EQUIPMENT

Nets and balls will be provided, the equipment will be set up each night for league play. It's important that all equipment is returned as it was found after each league night.

GAME TIME IS FORFEIT TIME

Be RESPECTFUL – teams sign up wanting to play and not wanting forfeits. Do your part and have enough players each week. **If you must forfeit, you must notify the opposing team captain before 4:30 p.m. on the scheduled game day.** More than one forfeit in a season without notifying the opposing manager will result in immediate release from the league with no refund.

Sub List: We have a sub/interest list of pickleball players that you can contact if you need a sub. If you need this list, please email Whitney Garcia at wgarcia@ankenyiowa.gov.

Game Time: Teams should arrive 10 minutes before their scheduled game time, games can be moved from a scheduled court if another court becomes available first.

INCLEMENT WEATHER

1. If there has been inclement weather, teams may call the "Weather Hotline" at 963-3575 **after 4:30 p.m.**
2. If inclement weather moves in throughout the night, check the weather hotline before your scheduled game time.
3. Matches cancelled or suspended due to weather will be moved to the end of the regular season schedule, with updates listed on teamsideline.com/ankeny.

TIEBREAKER

1. In the event of identical league records, head-to-head competition will be used to determine the winner. If the teams split the head-to-head games, the team with the largest margin of victory in the head to head games shall be declared the winner. If tie remains, the team with the most wins throughout the season will be declared winner. If tie remains, the total point differential for the entire season will be used to declare a winner.

Ankeny Pickleball League Rules

The following rules are a quick overview of how the game is played. There are rule modifications made to meet the recreational nature of the league. All other rules will be governed by the USA Pickleball Association. Ankeny Parks & Recreation has the right to modify the league rules for the betterment of the league.

1. The Ankeny Pickleball League is a doubles league consisting of men's, women's and mixed couples.
2. Teams consist of two players on the court.
3. If a team member has a conflict, a team may find a substitute player for regular season games only. If a team is unable to find a substitute player, the team will forfeit that dates scheduled game(s).
 - a. **Substitute players are NOT allowed to play in the tournament.**
4. Teams will play the best two out of three.
5. **Winning teams must report the scores to the staff on site**
 - a. All unreported scores after the final week of the regular season will be considered a double forfeit
6. Game Format: The first side scoring 11 points and leading by at least a 2-point margin wins. If both sides are tied at 10 points, then play continues until one side wins by 2 points. Court sides will be switched in a third game after the first team reaches a score of 6 points. Serve remains with the player holding serve.
7. Tournament Format: Same format as league play

Determining Serving Team and Court Side

Players will do odd/even to determine court side and who will serve first. The winner will have the option to choose court side or to serve or receive. If the winner chooses to serve or receive, the loser picks the starting court side. If the winner chooses the starting court side, the loser chooses to serve or receive.

The Serve

1. The server's arm must be moving in an upward arc when the ball is struck.
2. Paddle contact with the ball must be below the server's waist (navel level).
3. A 'drop serve' is also permitted. The server has the option of dropping the ball and hitting it after the bounce. The ball can be dropped from any height but cannot be thrown, tossed, or otherwise released with any added force to bounce it.
4. The serve is initiated with at least one foot behind the baseline; neither foot may contact the baseline or court until after the ball is struck.
5. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
6. If the ball hits the net on a serve and lands in the correct quadrant, it is a live ball.
7. Only one serve attempt is allowed.
8. Serves shall not be made until the receiver is ready and the score has been called. Serving before the score is called shall result in a fault, and loss of serve.

Court Interference

1. If a ball from another court interferes with your game, you may call it and re-do the serve.
2. If the sun is an interference for one team, teams may switch once one team has reached 6 points.

Service Sequence

1. 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. After that, each team member serves

until that player loses the serve when the team commits a fault. After both players have lost their serves, the serve passes to the opposing team.

2. The first serve of each side out is made from the right-hand court. Side out is declared after one side loses its service and other side is awarded service.
3. If a point is scored, the server switches sides and the server initiates the next serve from the left-hand court.
4. As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
5. When the first server loses the serve, the partner then serves from their correct side of the court. The second server continues serving until his team commits a fault and loses the serve to the opposing team.
6. Once the service goes to the opposition (at side out), the first serve is from the right-hand court and both players on that team have the opportunity to serve and score points until their team commits two faults.

Scoring

1. Points are scored only by the serving team.
2. The score should be called as three numbers. The proper sequence for calling the score is: Server Score—Receiver Score—Server 1 or 2. To start a game, the score will be called: Zero—Zero—Start.
3. The team's points will be even when the game's starting server is on the right-hand side. Points will be odd when the game's starting server is on the left-hand side.

Double-Bounce Rule

1. 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.
2. 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).

Line Calls

1. A ball contacting any line, except the non-volley zone line on a serve, is considered "in".
2. A serve contacting the non-volley zone line is short and a fault.
3. A ball contacting the playing surface outside of the baseline or sideline, even though the edge of the ball overlaps the line, is considered out of bounds.
4. Players will call the lines on their side of the court.
5. No player should question an opponent's call unless asked. A player should ask the opponent's opinion if the opponent was in a better position to see the call. An opponent's opinion, if requested, shall be accepted. The opinion of a player looking down the line is more likely to be accurate than one looking across the line.

Time-Outs

1. **Normal** - A player or team is entitled to 2 time-outs per game; each time-out period shall last only 1 minute. Then play must be resumed or another timeout must be called by either side. Time-outs may never be called once the ball is in play or the server has started the serving motion.
2. **Injury** - If a player is injured during a match, that player may call an injury time-out. The players must agree that an injury did take place and that the player is not just stalling to rest or recuperate. If the players agree, then that player will be allowed no more than 15 minutes of rest during the injury time-out. If the player cannot resume play after the 15-minute injury time-out period, the match shall be awarded to the opponents.

Scores & Standings

1. Will be updated daily on the Team Sideline website (www.teamsideline.com/ankeney). Teams should double check scores for mistakes.

Awards

1. League champions will receive t-shirts.
2. Tournament champions will receive a team plaque.

Rules of Conduct

1. Each team captain will be held responsible for the conduct of his/her team players and is responsible to see that all rules are observed. The team captain must maintain complete control of him/herself and his/her team members at all times; this includes before, during, or after a game and any time involved with the pickleball program. The key to a successful program is in the hands of the team captain and, in turn, his/her players. Good leadership will ensure a good program.
2. Any team captain or player that is involved in a **fight** or **making physical contact** with a staff, on-site supervisor or another player shall be suspended from all Ankeny Parks & Recreation programs for one calendar year.

Parks & Recreation has final say over any interpretation of the aforementioned rules and guidelines and will determine best actions to reach an appropriate resolution.