

GJPR PICKLEBALL LEAGUE

The league will use a **rally scoring** format seen at some Major League Pickleball events. Below is the league format.

To start: Determine which team will serve, receive, pick end of the court. (Pick 1 or 2; flip coin; etc.)

* Each partner on a team determines which side of the pickleball court (the left side or the right side) to play on. Then, **each partner remains on that respective side** throughout the entire game. However, a team may switch sides of the pickleball court on a time out or end change.

* The team chosen to serve first will start the game. The player on the right-hand side of the court will serve first (serving crosscourt).

* If the serving team wins the rally, then they will win a point and continue to serve. However, the **partner on the left-hand side of the court will serve** (the players will stay on their respective sides of the court). The serve alternates between the players on the left- and right-hand side of the court (without the players changing positions) until they lose a rally.

* If the serving team loses the rally, then the receiving team will win a point and the receiving team will win the serve. **To note, there is no second server** (so the score will only be two numbers - the serving team score and the receiving team score - there will be *no third number for the server number*).

* Which player will serve on a team is determined by the **score of the serving team**. If the score is even, then the player on the right-hand side of the court will serve. If the score is odd, then the player on the left-hand side of the court will serve.

* The teams will **change ends of the pickleball court** when a team reaches 11 points.

* The first team to 21 points wins (win by 2 points). However, **points after the 20th point may only be scored on the serve**. Further, when a team hits 20 points, **the other team's points will "freeze" at 18 points**, and now may only score points when serving as well. NOTE: When playing to 15, points after 14 scored on serve and opponents freeze at 12.

*Matches are best-of-3; First two games to 21; game three is to 15. Max score of 25 / 17.

* Each team will receive one (1) timeout per game, lasting one minute.

*Teams will score/officiate their own games. If teams cannot agree on a call, a replay is encouraged.

Again, players will remain on their respective sides (the left side and the right side) for the entire game, unless there is a time out or an end change (in which case the players on a team could change sides). A point is scored on every rally, regardless of who has served (except the final point, which the final point may only be won when serving). Whichever team wins the rally, wins a point. If the serving team wins the point, then the players alternate serve until they lose a rally/point. Then, the serve goes to the receiving team, and the player that serves will be based on the serving team's score. The final point (or points after the 20th point (or 18th point for the opposing team)) may only be scored on the serve. The first team to 21 points wins (win by 2 points)! Max of 25 in games to 2. Max score of 17 in games to 15.

Sub Players:

*Teams may use a sub player when needed. However, the player ***MUST be the same level*** of play you are registered for. You CANNOT use a 3.5 player to sub 3.0 for example.