

Pickleball Court Guidelines

Homewood Community Center (HWCC) pickleball welcomes players of all skill levels. Please be considerate of everyone by using the following guidelines, to make pickleball fun for ALL players at ALL abilities at the Homewood Community Center.

- Proper etiquette and sportsmanship is expected at all times.
- Games will be played to 11 points, win by 2. Scores should be said out loud before each serve.
- Players ages 10 and under are required to have on court adult supervision.
- No singles games unless fewer than 10 total players.
- Try to balance out the skill levels in any given game in order to promote balanced play.
- Tennis shoes or court shoes only. A limited number of extra paddles are available.
- If a player is not "readily available" when their turn comes up, (e.g., left the playing area) their paddle will be skipped and will remain at the front of the line. However, if a player is available to play, they may NOT ask that their paddle be skipped or move their paddle themselves. If a player is available to play but chooses not to take their turn, their paddle will be moved to the end of the paddle line. No moving or swapping paddles to create teams and/or matches.
- Once players are waiting to play, the following paddle rotation system will be utilized. The rotation system is designed to keep play moving and mix up the players, so we all get to play with different people, in a recreational setting.

HWCC Paddle Rotation System

Below is the rotation method that will be used depending on the number of players that are waiting to play. All games will be doubles play.

TWO-UP / TWO-DOWN: *When there are 7 or fewer players waiting to play.*

When a game is complete, the winners will remain on the court and separate. The losers will go to the bench. Two new players from the bench will join the new game. If a player has been on the court for 2 consecutive games, then that player must return to the bench.

Two-up / Two-down Example:

- There are three courts available for play. There are 19 players who want to play. 12 players are on the court (3 courts total; 4 players per court). 7 players are waiting on the bench to play.
- The players waiting to play have their paddles lined up as shown below. The paddles to the right belong to the first people to arrive. As new people arrive, they should place their paddles on the left side of the pile.
- When a game is complete, the winners remain on the court and separate (unless one has been on the court for 2 consecutive games). The losers will place their paddles on the left side of the pile, as indicated by the red check marks. The players whose paddles are on the right side of the pile, as indicated by the green check marks, should join the new game.



FOUR-UP/FOUR-DOWN: *When there are 8 or more players waiting to play.*

When a game is complete, all 4 players leave the court and return to the bench. 4 new players from the bench will form a new game. If players joining a new game, played a previous game together they will split to help mix teams.

Four-up / Four-down Example:

- There are three courts available for play. There are 26 players who want to play. 12 players are on the court (3 courts total; 4 players per court). 14 players are waiting on the bench to play.
- The players waiting to play have their paddles lined up as shown below. As new players arrive, they should place their paddles on the left side of whichever pile has the lesser number of paddles.
- When a game is complete, all players should leave the court and return to the bench. The winners will place their paddles on the left side of the winners' pile, as indicated by the red check marks. The losers will place their paddles on the left side of the losers' pile, as indicated by the blue check marks. The four players paddles that are on the right side of the pile indicated by the marker should join the new game (in this example, the winner side, as indicated by the green check marks).
- **A marker will indicate which side will play on the next open court. The marker will alternate between the winners and losers sides.**
- When there are fewer than 8 players waiting to play, players should revert back to the TWO-UP/TWO-DOWN Method.



Why use the paddle rotation system?

Why switch from TWO-UP/TWO-DOWN to FOUR-UP/FOUR-DOWN when more than 7 players are waiting to get on the court?

- When 7 players are waiting for a court, typically, the most time a player will sit on the bench waiting for a game is the time period of 1 game (about 15 minutes). With 3 courts, with 3 games, at least 2 players per court (6 players total) will come off the court after each game. There is almost always a 7th or 8th player also coming off the court since a player must come off the court if they have played 2 consecutive games.
- When 8 or more players are waiting for a court, some players may need to wait the time period of 2 games (**about 30 minutes**) before they get on a court to play if the TWO-UP/TWO-DOWN Method is in use.

When using the FOUR-UP/FOUR-DOWN Method, why have a winners and losers pile? Why not just let the next 4 players at the front of the pile go next onto the court?

- If a winners and losers pile is not used, then, depending on the number of players waiting, the same 4 players will always play against each other.
- When using winners and losers sides, you will be playing with at least 2 different players each game.
- Also, to a certain extent, the games tend to be more evenly matched since winners are playing winners (of a previous game) and losers are playing losers (of a previous game).