

Ankeny Parks & Recreation Outdoor Pickleball League Rules

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INTRODUCTION

Please review the enclosed rules and materials with your team. The Ankeny Parks & Recreation Department reserves the right to make changes to this document as necessary during the season. Managers 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 may incur as a result of participating in our programs or spectators as a result of attending 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 because of misconduct at a facility.

ELIGIBILITY

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

INCLEMENT WEATHER

- If there has been inclement weather, teams may call the Weather Hotline at 963-3575 or check for updates on www.teamsideline.com/ankeny after 4:30 pm.
- If games have been canceled for the evening by Parks & Recreation, games cannot be played. Any games played on these days will not be recorded.
- After the game has started, City staff will decide as to whether the game will continue or be cancelled.

ALCOHOLIC BEVERAGES & SMOKING

- No alcohol is allowed to be brought on Rally Complex property.
- City of Ankeny has a smoke free policy. Smoking is only allowed in personal vehicles while on City property.
 - First Warning: – Player or players will be asked to leave
 - Second Warning – Team will be disqualified from the league with no refund

RULES OF CONDUCT

- Each manager will be held responsible for the conduct of his/her team and is responsible for seeing that all rules are observed. The manager must always maintain complete control of him/herself and his/her team member; this includes before, during, or after a game and any time involved with Parks & Recreation programs. The key to a successful program is in the hands of the manager and, in turn, his/her players. Good leadership will ensure a good program.
- Unsportsmanlike conduct will not be tolerated.

- Personal harassment of City staff or league supervisors may be cause for either the team or individual to be suspended from league play. A player does not have to be in the game for this rule to be in effect. He/she could be a spectator of a team. Teams are responsible for their own spectators.
- Any manager or player that is involved in a **fight** or **making physical contact** with a City staff, or another player shall be suspended from all Ankeny Parks & Recreation programs for one calendar year.

FACILITIES/EQUIPMENT

It is imperative that all participants show respect and take care of Rally Complex, nets and courts.

- Three (3) balls will be provided for each team on the first night of the league.
- The home team should provide balls for each game.
- Players are responsible for their own paddles.

GAME FORFEITS

- Be RESPECTFUL – teams sign up wanting to play and not wanting forfeits. Do your part, have enough players each week and be ready to play at game start time.
- Game forfeits will be scored in Team Sideline as 2 – 0 for the team winning by forfeit.
- More than one (1) forfeit in a season or if the entire team no shows, without notifying the opposing manager and Recreation Supervisor will result in immediate release from the league with no refund of fees.
 - Weeknight Leagues: You must notify the opposing team manager and Recreation Supervisor before 4:30 p.m. on the scheduled game day.
 - Weekend Leagues: You must notify the opposing team manager and Recreation Supervisor before 3:00 p.m. on the scheduled game day.

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.

LEAGUE RULES

There are rule modifications made to meet the recreational nature of the league. All other rules will be governed by the USA Pickleball Association.

- Teams consist of two (2) players on the court for doubles league, one (1) player for singles league.
- 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).
 - **Substitute players are NOT allowed to play in the tournament.**
 - **Substitute players must be the same gender as the person they are subbing for (male must sub for male, female must sub for female).**
 - A sub/interest list of pickleball players is available by emailing Whitney Garcia at wgarcia@ankenyiowa.gov.
- 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.
- **Double 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).
- **Line Calls**
 - A ball contacting 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.

- 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.
- Players will call the lines on their side of the court.
- 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.
- **Court Interference**
 - If a ball from another court interferes with your game, you may call it and re-do the serve.
 - If the sun is an interference for one team, teams may switch once one team has reached six (6) points.
- **Time-Outs**
 - A player or team is entitled to two (2) time-outs per game; each time-out period shall last only one (1) minute. Play must resume 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.
 - 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, the injured 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.

SERVING

- The server's arm must be moving in an upward arc when the ball is struck.
- Paddle contact with the ball must be below the server's waist (navel level).
- 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.
- 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.
- The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- If the ball hits the net on a serve and lands in the correct quadrant, it is a live ball.
- Only one serve attempt allowed.
- 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.

SERVICE SEQUENCE

- 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.
- 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.
- If a point is scored, the server switches sides and the server initiates the next serve from the left-hand 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. The second server continues serving until his 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-hand court and both players on that team have the opportunity to serve and score points until their team commits two faults.

SCORING

- Points are scored only by the serving team.
- Teams will play the best two (2) out of three (3) games.
- Games are played to 11 and must be won by two (2) points. If both sides are tied at 10 points, play continues until one side wins by two (2) points. Court sides will be switched in a third game after the first team reaches a score of six (6) points. Serve remains with the player holding serve.
- 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.
- 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.
- **Winning teams must report the scores to wgarcia@ankenyiowa.gov.**
 - All unreported scores after the final week of the regular season will be considered a double forfeit.
- **Standings and scores will be updated daily on the Team Sideline website www.teamsideline.com/ankeny.** Teams should double check scores for errors. Teams will be allowed to change scores within one week of the game played.
- In the event of identical league records, the following tiebreakers will be followed:
 - Head-to-head record
 - Head-to-head differential
 - Total Points For
 - Total Points Against
 - Strength of Schedule
 - Coin Toss
- Tournament champions will receive tee shirts.

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