

ADULT PICKLEBALL

1. MANAGEMENT

- a. Coordinated by the Kearney Park & Recreation Dept. (Recreation Division),
- b. 1930 University Drive, Kearney, NE 68845. 237-4644
- c. League Coordinators:
Kiane Davidson, Recreation Supervisor, w233-3229, c440-7783
Cydney Weiss, Recreation Coordinator, w233-5320, c293-1280

2. SEASON FORMAT

- a. The league will follow a round robin format. Teams will play at least the number of games as promoted on the registration flier. A post-season tournament will be conducted.

3. ELIGIBILITY

- a. Players must be 16 years of age or older by the start of the season.
- b. All players must sign the roster/waiver prior to playing. All subs must sign the waiver.

4. SUBSTITUTIONS

- a. Substitutes are encouraged. If a player or team cannot make a match, they are strongly encouraged to find a sub, so their opponent will still have the opportunity to play a game.
- b. **Substitutes will not be allowed during tournament play unless an injury occurs. Please notify KPR in advance if a substitute is needed due to injury.**
- c. Doubles – If neither player can play then it will be ruled as forfeit even if subs are found. If one of the two players can't play, then a sub can play and the games will count. However, the sub must currently not be on a team or if on team must be from the same division or lower. For example, a player from the 4.0 league can't sub in the lower leagues.
- d. Singles – if a sub is used in singles the match will be forfeited (11-0, 11-0, 11-0); we want all players to be able to play their games, so we encourage finding someone to play if a player is unable to make their match.
- e. If a sub is being used, the on-site supervisor should be notified and the sub should be noted on the score card.
- f. If a player or team is unable to make a match, please contact the KPR offices before 5pm.

5. PROTESTS

- a. Protests can only be made if an ineligible player participates. Protests must be made by the end of the game in question. Match will be forfeited if a team plays with an ineligible player. Teams are encouraged to make the protest prior to playing the match.

6. SPORTSMANSHIP

- a. A high level of sportsmanship is the standard for KPR leagues. All players should display mature behavior.
- b. Unsportsmanlike actions will not be tolerated by spectators or players. League supervisors have the authority to eject players and spectators from the gym.
- c. Alcohol is illegal on school & park grounds. Players who break this rule will be suspended for the entire season.

7. COURTESY

- a. If you bring kids, please have someone there to watch them. You are also responsible for the behavior of your child.
- b. Please pick up your trash prior to leaving.
- c. Gym / tennis shoes only. No black-soled shoes that mark the surface.

8. AWARDS

- a. Regular season winners will receive KPR Gift Cards. Tournament winners will receive championship t-shirts.

9. SCORING

- a. Points can only be won by the serving player/team.
- b. A pool play match will consist of three games to 11 points, win by 1 point. In the third games, teams should switch sides when the first team gets to 6 points. Tournament scoring will be best 2 out of 3 to 11 points, win by 2, cap at 15.

10. GENERAL PLAYING RULES

- a. The name of each player needs to be entered on the official score sheet prior to the start of the game. Participants are required to keep their own score. Before every serve, score must be stated clearly.
- b. In the event a team or player is not on the court at the scheduled game time, a forfeit for the 1st set will be called. The teams or player will have 10 minutes from the starting time before the 2nd & 3rd sets are declared a forfeit.
- c. Games will have a 45-minute time limit. Once time has elapsed, the score will be recorded as it stands at the time of the time expiring, as per supervisor's judgement.
- d. Players may toss a coin, spin a paddle, or rally the ball until a fault is made to determine serve and side. Winner has option of serve or side.
- e. Participants are in charge of calling out of bounds. Players should put a finger up if ball is out and/or speak loudly "Out!". Be fair!
- f. A ball landing on any line is considered good. EXCEPTION: if a ball lands or a player steps on the kitchen line, they are considered in the kitchen.
- g. One timeout per team per match.

11. SERVE

- a. The moment the ball is served: at least one foot must be on the playing surface behind the baseline, neither of the server's feet may touch the court on or inside the baseline, and neither of the server's feet may touch outside the imaginary extensions of the sideline or centerline.
- b. Service Foot Fault. During the serve, when the ball is struck, the server's feet shall not:
 - i. Touch the area outside the imaginary extension of the sideline.
 - ii. Touch the area outside the imaginary extension of the centerline.
 - iii. Touch the court, including the baseline.
- c. The serve must be made underhand. The paddle must be below the waist. The server must hit the ball in the air. Drop serves will be allowed provided the ball is dropped (not thrown) from a natural height and ball is struck after it bounces on the playing surface.
- d. The service is made diagonally, cross court and must clear the kitchen and kitchen line.
- e. Let serves have been eliminated. Serves that hit the net and clear the kitchen line are played.
- f. Service Sequence Rules (SINGLES)
 - i. At the start of each game, the server begins the serve on the right side and alternates from right to left to right, etc., as long as the server holds serve.
 - ii. The server's score will always be even (0, 2, 4, 6, 8, 10...) when serving from the right side and odd (1, 3, 5, 7, 9...) when serving from the left side (only in singles play).
- g. Service Sequence Rules (Doubles)
 - i. The service always starts in the right-hand court and alternates from right to left to right, etc., as long as server holds serve.
 - ii. The team serving the initial serve of a game can commit only one fault before service is passed on to the opposing 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.

- iii. The server will alternate sides after each point. The serve can only be played by the players diagonally opposite the server.
- iv. If the serve rotation is done properly in doubles, the serving team's score will always be even when the player that started the game on the right side is on the right side and odd when that player is on the left side.

12. VOLLEY

- a. To volley a ball means to hit it in the air without first letting it bounce.
- b. A volley must be done with player's feet behind the non-volley zone line, also called the kitchen. NOTE: It is a fault if any part of the player crosses over or touches the line during or after the act of volleying the ball. If momentum from volleying the ball causes a player to violate the non-volley zone, it is a fault.
- c. If the ball bounces, players may enter the kitchen.
- d. A player may legally be in the non-volley zone any time other than when volleying a ball.

13. DOUBLE BOUNCE RULE

- a. Each team must play their first shot off the bounce. That is, the receiving team must let the serve bounce, and the serving team must let the return of the serve bounce before playing it.
- b. After two bounces have occurred, the ball can either be volleyed or played off the bounce.

14. FAULT

- a. The following scenarios are considered faults:
 - i. Hitting the ball out of bounds.
 - ii. Not clearing the net.
 - iii. Stepping into the non-volley zone and volleying the ball.
 - iv. The ball bouncing more than once before being returned.
 - v. Volleying the ball before it has bounced once on each side of the net as outlined in rule 13.

15. SAFETY

- a. To help avoid injury, players are encouraged to adequately warm-up their body and stretch prior to playing.
- b. Players are encouraged to wear good court shoes.
- c. First aid is available at the gym. Please inform a supervisor or official if you need assistance.

**IN CASE OF BAD WEATHER,
PLEASE FOLLOW KEARNEY PARK & RECREATION ON FACEBOOK
OR CALL 4-INFO AT 234-4636 EXT. 4113 AFTER 3:00pm
TO HEAR CANCELLATION OR POSTPONEMENT INFORMATION.
The decision to cancel is based on the road / safety conditions
within the Kearney City Limits.**

CITY OF KEARNEY WEBSITE

www.kearneyrec.org

**Schedules, standings and league registration information
Standings will be updated each week.**



**Find Kearney Park and Recreation
on Facebook and Twitter.**



PLAY HARD. HAVE FUN!



League Rules & Regulations



**CITY OF KEARNEY
PARK & RECREATION**