



It's PopUp Pickleball™ InterClub League's 5th season! Thank you for being part of it and helping grow the game we share and love. League schedules to follow and please find important League deadlines and League rules below. Paddles up and wishing you a wonderful season!

Fondly,

Meryl

Meryl Otis Kessler

Founder

PopUp Pickleball™

PopUp Pickleball™ InterClub League

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2025 SEASON RULES AND GENERAL INFORMATION

Division 1 (3.5-4.0) Monday May 19- August 11 5:00pm-6:30pm

Division 2 (3.0-3.5) Tuesday May 20-August 5 5:00pm-6:30pm

PopUp Pickleball InterClub League Rules Are Based On USA Pickleball 2025 Official Rulebook.

1.Registration, Payment, Roster: Player Registration Fee To Be Paid in Full To Your Team Captain. **Deadline: Monday April 14.** Team Captain are responsible for submitting one Team Fee to the PopUp Pickleball InterClub League by **Monday, April 21, 2025.** All players must be registered in GPN, (Global Pickleball Network), on a team roster and paid in full to their Team Captain by 4/14 in order to participate. A player may only be on one roster. Players that are found to be on multiple rosters will not be considered valid and a match they played will be forfeited. A player may be added to a team roster no later than **Monday June 2 2025**

IMPORTANT: All payments are non-refundable. All players by submitting their PopUp Pickleball InterClub League fee are included on a PopUp Pickleball InterClub League team roster and officially registered. Any player or players/team who withdraws from the PopUp Pickleball InterClub League in advance of the start date of the League will not be refunded. In the event due to circumstances beyond the control of the PopUp Pickleball InterClub League, a participating facility has to close, there will be no refunds or credits. The PopUp Pickleball League will attempt to reschedule those matches in the event of a facility closure, however, the League can make no guarantee that a new date and time can occur.

2. Match Format, Game Scoring and Games Played

Games will be played best 3 out of 5, 11pt. games. Must win by 2.

Court 1: 6 points for the winner; 1 point for each game the losing team won.(max 2)

Court 2: 4 points for the winner; 1 point for each game the losing team won (max 2)

Court 3: 3 points for the winner; 1 point for each game the losing team won (max 2)

The most points a team can accrue is 13 points in a match.



3. Line Up, Order of Strength

In the interest of good sportsmanship and fair play, courts are to be fielded in order of Court 1 players should be stronger than Court 2 players and Court 2 players should be stronger than court 3 players.

4. **Warm Up:** There is a 10-minute warmup before the match begins.

5. Serving Order

A coin toss or paddle spin determines which team serves first. The winner of coin toss/ paddle spin can choose serve or side.

After each game, teams switch sides of the court.

The team that served first is now the receiver in the 2nd game, (Alternating serving teams each game). If a **5th game** is played, after one team reaches 6 points, the teams switch sides of the court. A match ends when all four players agree to the winner, tap paddles, and leave the court.

6. Time Limit of Matches

Match time limit is 1 and 1/2 hours.

If you must vacate due to time restriction, the team winning the last game wins that game. If the last game is a tie score when the time is called, one additional point will be played to determine the winner. Regardless of which team is serving when the score is tied, one point will be awarded to break the tie and determine the winner of the game.

7. Scoresheets

Scoresheets must be filled out by Team Captains prior to arrival at your match and exchanged with the opposing Captain. If a Captain will not be present for the match, the Captain is responsible for making arrangements with a player on their team to complete the scoresheet in their absence. At the end of the match, each Captain verifies and signs the scoresheet. **Scores must be entered in Global Pickleball Network (GPN)**



within 24 hours of match completion by the Captain or Co-Captain of the home team. The away team must check entered scores within 48 hrs.

If there is a discrepancy please notify League Administrator.

8. Defaults, Forfeits, “Pulling Up” Substitute Players:

If a default is known in advance, the opposing Captain must be notified as soon as possible to avoid unnecessary travel for players who will not have a match. The default will take place on the lower court.(Court 3). Select winner by “DEFAULT” and record game scores 11-0. Do not enter players names on the score sheet.

More than 20 minutes late for a match, a forfeit occurs on that court. Score Sheets cannot be changed to rearrange lineup. To prevent a forfeit, if a Club has both D1 and D2 League Teams, a D1 League Team may “Pull Up”, a player ONLY from their Club’s D2 team to "Play Up", on court 3 ONLY. The maximum number of times an individual can"Play Up", is 2x.

If for any reason, a team wants to protest a match, the team’s Captain must notify the League Administrator within 24 hours following the match completion.

9. Balls

The League will provide balls to the Team Captain at the beginning of the season. Each Captain is required to provide new balls for their home team matches.

10. Rainouts, Inclement Weather

In the event of rain at an OUTDOOR club, you must reschedule the match within one week at the Host Club. The match can be played

at any time during the day if agreed upon by both Captains.

If rainout occurs on last match of the season, it must be played prior to August 25, 2025.

11. Score Calling

All scores must be announced loudly and clearly prior to each and every serve.

12. Line Calls



Ultimate responsibility for all line calls lies with the receiving team. Any ball that cannot be called out is presumed in. Line calls must only be made by players on the court not by spectators.

13. Courtesy, Etiquette

Phones must be turned off or on vibrate during match play. If a phone rings during a point, a “Let” must be played. A second occurrence, by the same player, will result in 2 points forfeiture and loss of serve. (if persons team was serving), Or 2 points awarded to serving team if person was on receiving team. All disagreements must be handled quietly by the net so as not to distract the other serving team if team in violation was receiving.

14. Rule Violations, Disputes

***PopUp Pickleball Interclub League Rules are based on USA Pickleball 2025 Official Rules**

If you wish to file a formal complaint, you are required to submit a detailed description in writing to the PopUp Pickleball InterClub League Administrator. Formal complaints must be emailed within 48 hours of the match the issue occurred in. The League Administrator will review with the proper parties involved to determine a fair and prompt resolution.

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