



League Rules

GENERAL – The Elite Pickleball League (EPL) is a competitive team-based format. All play follows the current Pickleball Canada Official Rulebook (USA Pickleball Official Rulebook – Global Pickleball Federation Edition), other than those changes noted in this document. The EPL reserves the right to change, add or delete rules as deemed necessary. Not all possible incidents and ramifications may be covered in the following rules. It is hoped that participants can work to a suitable resolution without the need to elevate issues.

PARTICIPATION REQUIREMENTS – EPL is open to players by invite only. All participants in the league are bound by these rules. **Preferably a member of the clubhouse but rental or guest fees will apply.**

LEAGUE RULES:

A. ENTRY FEE – A team must have paid the team entry fee prior to participating in the league each season. **League costs will depend on players and rental requirements for non members.**

B. PLAYER SKILL LEVEL RATINGS – Team captains should strive to fill their team with suitable level players for the division level entered. The EPL reserves the right to move a team to the division it deems appropriate. The EPL also reserves the right to move team(s) around mid-season if necessary.

C. TEAM ROSTERS:

- 1. Team Captain** – Each team designates a team captain, who is responsible for understanding the rules, paying the team entry fee, roster additions/spares, league communication, communication with other teams (e.g., weather), bringing balls to each match (see below), setting lineups and entering/confirming/reporting results.
- 2. Roster Size** – Each team must have the minimum number of roster players as specified in the season registration (usually 4-6 players). Roster size can be up to the maximum size specified in the season registration, to allow for vacation/injuries/etc. (usually 7-8 players). Roster players can only play for the team they are registered on (can't spare on a different team).
- 3. Roster Changes** – Teams are allowed to make changes (additions/deletions) to their roster prior to the start of playoffs.
- 4. Spares** – Ideally roster players are used for all matches, but non-roster players can be used as needed to prevent forfeits. Spares can play for any number of teams.
- 5. Playoffs** – All roster players who have played in a minimum of one regular season match are eligible to play in the playoffs. Roster shortages in the playoffs are handled as follows:
 - a. First, all spares that have previously played for the team during the regular season must be asked by the captain to spare in the playoff match.
 - b. If the team is still short, then proposed similarly skilled replacement player(s) are to be sent to the EPL for pre-approval. The EPL may discuss the suitability of these player(s) with other teams (the playoff opponent and/or others) and may



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deny cases of significant roster improvement.

It's understandable that "life happens" events occur (injury, vacation, working, etc.).

Teams shouldn't use these rules to try to improve their roster for the playoffs.

D. SCHEDULE and LOCATION – EPL will provide a weekly match schedule. Any failure to notify the opposing team of the need to reschedule a match will result in a win for the opposing team (extenuating circumstances will be evaluated on a case-by-case basis). If teams are unable to play a scheduled match (with or without spares), they can arrange with EPL for an alternate day/time (no guarantee of availability) or play at another location. This is not applicable if a rental is in place. **Any matches not played (and not made-up) due to extenuating circumstances (e.g. weather) will not be included in the results. Otherwise, any matches not played will result in a loss for the team that cancelled the original scheduled date.**

E. BALLS – The home team is required to supply balls for each match. Official Ball for EPL will be determined and communicated to Team Captains. Franklin X-40

F. EPL MATCH:

- 1. TIME LIMIT – All matches have a 2-hour time limit.** At the time limit, all games in progress are awarded EPL match points as described below (i.e. 0 or 1 EPL match point depending on the current game scores). Matches completing prior to the 2-hour time limit allow the teams to continue to use the courts for additional exhibition play up to the time limit. Where the court is not in use after the time limit (e.g. an outdoor court), if both teams agree then it is acceptable to continue the match past the time limit.
- 2. FORMAT – 4 person play**
Matches consist of 4 players per team playing 4 rounds of doubles matches. All rounds consist of 2 games to 11 (**win by 2 capped at 13**). This leads to each player playing 8 doubles games if time permits. Visiting team has choice of end, serve/receive, or defer (as in the official rulebook) for the first game in each round. Teams switch ends and serving team for the second game in each round. Each session ends in a Dreambreaker.
- 3. FORMAT – 5 person play**
Matches consist of 5 players per team playing 7-8 rounds of doubles matches. All rounds consist of 1 game to 11 (**win by 2 capped at 13**). One person from each team will sit or play singles when teams are uneven. No DUPR for singles. Visiting team has choice of end, serve/receive, or defer (as in the official rulebook) for the first game in each round. Teams switch ends and serving team for the second game in each round. Each session ends in a Dreambreaker.
- 4. FORMAT – 6 person play**
Matches consist of 6 players per team playing 7-8 rounds of doubles matches. All rounds consist of 1 game to 11 (**win by 2 capped at 13**). This leads to each player playing 7-8 doubles games. Visiting team has choice of end, serve/receive, or defer (as in the official rulebook) for the first game in each round. Teams switch ends and serving team for the second game in each round. Each session ends in a Dreambreaker.



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5. **ROUND OPPONENTS** – The EPL scoresheet provides a template for the team captains to fill out to generate the matchups. The visiting team captain provides their lineup to the home team captain, ideally in advance (like 2 to 24 hours) of the match. The home team captain then creates the scoresheet using the visiting team information and adding the home team lineup. For 5 player teams, this is not applicable.
6. **EPL MATCH WINNER** – The winning team of each game receives 2 EPL match points. The losing team of each game receives 1 EPL match point if they scored 6 or more points in the game (0 EPL match points if they scored 5 or less points in the game). The winner of the match is the team with the most EPL match points (total of all EPL match points from all games of all rounds). Dreambreaker will be paid each session with 2 EPL points to the winning team.
7. **WARM UP** – Arrive early to warm up as court time is limited.
8. **TIMEOUTS & BREAKS** – Each team is permitted one 1-minute timeout per game. A 1-minute break is allowed between games in each round and at the end of each round. **In close matches the 2-hour time limit will likely be tight so keeping breaks to the recommended will give a better chance to complete all the games in the match.**
9. **INJURY/ILLNESS** – If a player is injured or suddenly ill, a maximum 5-minute timeout is permitted. If unable to continue play, a substitute player will be allowed to replace the injured/ill player for the current and remaining games (see the next rule). The injured/ill player may not play in subsequent games (even if they recover then they can't be a substitute for different injured/ill player). If there is no substitute available, then the game is forfeited after the timeout has lapsed. The score of the forfeiting team is recorded as their score at the time of forfeiture and the score of the non-forfeiting team is the higher of 11 or the forfeiting team's score plus 2 (maximum 13). **All remaining games in the match continue but any game(s) involving the injured/ill player will not count towards the EPL match winner.**
10. **SUBSTITUTIONS** – Teams that have more than the required number of players present may utilize their full roster during the match. The full lineup (up to 6 players maximum) must be written on the scoresheet prior to the start of the match – place the first 4 players in the numbered locations (e.g. A1 to A4 and H1 to H4) on the scoresheet and the 5th/6th players in the substitutes box. Substitutions are only allowed between games (could be the first or second game of a round), except due to injury or illness (see previous rule). The default matchups for each round are generated by the scoresheet and then in each round a substitute can play on one court (can't play on both courts in the same round) by substituting for either numbered player in either or both games.
 - a. If the substitute plays both games in the round for a numbered player then cross out the numbered player and write the substitute (e.g. if Mark is the substitute for Ann, then change "Ann" to "~~Ann~~ Mark").



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- b. If the substitute plays in the first game of the round, then write their name before the numbered player (e.g. change “Ann” to “Mark / Ann”).
- c. If the substitute plays in the second game of the round, then write their name after the numbered player (e.g. change “Ann” to “Ann / Mark”).

Note 1: The numbered players and substitutes sitting out games on one court are not allowed to play on the other court in that round.

Note 2: The FAQ on the website shows an example scoresheet with explanations.

- 11. LATE PLAYER(S)** – If player(s) are missing at the start of any game (e.g. at the start of the first game after the 10-minute warmup, at the start of the second game of the round, at the start of the first game in the second round, etc.) then that game is scored 11-0 for the other team. If the missing player(s) show up they can play in subsequent games.
- 12. WEATHER (or other unforeseen circumstance)** – At the discretion of the team captains, the match should be suspended during inclement weather. If conditions improve, then play continues from the point of suspension. If play can’t continue, then all games completed prior to the suspension are included in the match results (games in progress at the time of suspension are ignored). If at least two full rounds have been completed, then EPL match points from all completed games are used to determine the EPL match winner. If less than two full rounds are completed, then the match is cancelled and will need to be rescheduled.
- 13. SCORES & REPORTING** – Team captains will sign the scoresheet at the end of the match and the winning team captain will keep the scoresheet until the end of the season. The winning team captain is responsible for submitting the results by emailing a legible photo of the scoresheet to thunderbayepc@gmail.com or ensure live entry on the tablet at the facility.
- 14. DISPUTES** – Team captains (or designates for the match if team captain(s) are not present) should be consulted/take control of any on court disputes. If there is a dispute that can’t be resolved, then the scoresheet should be updated to indicate that the match is being played under protest. The match is then played to its conclusion or the team refusing to play risks defaulting. The team captain of both teams should then file a report (email thunderbayepc@gmail.com).

G. SEASON/ROUND STANDINGS/TIES – In round robin stages (including playoff round robins), EPL match wins are worth 2 points each and ties are worth 1 point each. Ties in the overall season/round standings are broken using the following dream breaker (singles).

- 1. Each team plays a singles game with all four players alternating every four points until one team reaches 21 points. A DreamBreaker is a game to 21 (win by 2) with rally scoring and a team must win while serving. Each team must rotate its four (4) players for four (4) singles rallies in a set order. The away team will act first for the DreamBreaker. That team will have one (2) minutes to designate the player line up in the order of rotation of its four (4) singles players to the opposing team. The Home team has 2 minutes to indicate their lineup and send the first player to start the dream breaker. The DreamBreaker will



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use rally scoring. All team members will play in four (4) rally rotations until the DreamBreaker is concluded (player 1 plays four (4) rallies, then player 2 plays four (4) rallies, then player 3 plays four (4) rallies, then player 4 plays four (4) rallies, and then the rotation repeats in the same order). In the DreamBreaker, players serve from the left or right side of the court based on their score. A player will serve on the right side when their team score is even, and serve on the left side when the team score is odd. During the DreamBreaker, each team will be allotted one (1) time-out. Teams will change ends when one team reaches a score of eleven (11).

H. PLAYOFFS – Teams will be seeded according to the final season standings. The playoff format will depend on the number of teams in the division and the number of weeks available for the playoffs.

I. RENTAL Agreement -

This Contract ("Agreement") is entered into on October 27, 2025, by and between Thunder Bay Pickleball Club, hereinafter referred to as "Club," and Tricia Sampson's Players, hereinafter referred to as "Renter," collectively referred to as the "Parties."

1. Purpose of Agreement

The Club agrees to provide Courts to the Renter for 12 pre-booked sessions at times approved by the Club's scheduler.

2. Term and Sessions

- The Club shall provide access to the agreed-upon facilities/services for 12 sessions, scheduled as follows: one session on Saturday, November 1, 2025, followed by 11 consecutive Saturday sessions (November 8, 2025, through January 17, 2026, unless otherwise adjusted by mutual agreement).
- This Agreement shall commence on November 1, 2025, and continue until the completion of the 12 sessions, unless terminated earlier as provided herein.

3. Payment Terms

- The Renter shall pay the Club \$75.00 (CAD) per session, plus applicable Harmonized Sales Tax (HST), for a total of \$1,017.00 (CAD) for 12 sessions ($\$75 \times 12 = \$900.00 + 13\% \text{ HST} = \117.00).
- Payment for all 12 sessions shall be made in advance (prepaid) by the Renter to the Club on or before November 1, 2025.
- Payments shall be made via Court Reserve Account.



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4. Restriction on Commercial Activity

- No commercial activity, including but not limited to coaching or the sale of goods or services, shall take place during the Renter's private community rentals of the Club's facilities/services.

5. Rescheduling in Extreme Circumstances

- In the event of extreme circumstances (e.g., natural disasters, emergencies, or other unforeseen events beyond the control of either Party), either the Club or the Renter may request to reschedule a session.
- Both Parties shall work in good faith to agree on a new date and time for the rescheduled session, subject to the Club's scheduler's approval and availability.
- Rescheduling requests must be made in writing as soon as practicable, and the rescheduled session must occur within 30 days of the original session date, unless otherwise agreed.

6. Renewal

This Agreement may be renewed for subsequent periods (e.g., the following calendar year) upon mutual written consent of both Parties. Renewal terms, including pricing, number of sessions, and scheduling, shall be negotiated and agreed upon no later than December 31, 2025.

7. Responsibilities

- Club Responsibilities: The Club shall provide access to the agreed-upon facilities/services for each of the 12 sessions in a condition suitable for the Renter's intended use, as per the approved schedule. The Club's scheduler shall confirm session times in advance.
- Renter Responsibilities: Tricia Sampson's Players shall use the facilities/services in accordance with the Club's policies and rules, ensuring the facilities are left in good condition after each session.

8. Termination

- Either Party may terminate this Agreement with 30 days written notice if the other Party breaches any material term of this Agreement.
- No Refunds: The Renter acknowledges that, as part of this long-term rental agreement, all payments made to the Club are non-refunded, regardless of whether the sessions are completed or the Agreement is terminated early for any reason.

9. Governing Law

This Agreement shall be governed by and construed in accordance with the laws of Ontario, Canada .

10. Entire Agreement



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This Agreement constitutes the entire understanding between the Parties and supersedes all prior agreements or understandings, whether written or oral. Any amendments must be made in writing and signed by both Parties.