



LMHH Pickleball Club

MiLP Format League

Rules & Guide

Format MLPlay™ is an innovative gameplay format that brings men and women together on a level playing court. In the MLPlay™ format team matches are composed of four 21-point games, with the first being women's doubles, then the men's doubles, and the final two games consisting of mixed doubles. This unique dynamic means that teamwork as a skill is just as critical as speed or technique on the court and a big part of the community aspect of the sport. We will follow the current rules of USA Pickleball.

PLAYERS & TEAMS

The number of men and women that sign up will determine how many teams each level will have. We can accommodate 8 teams per level. Ideally there will be 3 men and 3 women per team. Each week only four members of the team will play.

TEAM SHIRTS

Consider team shirts, have fun, be creative and match! It's all part of League Pickleball fun!

WEEKLY PLAY AND BRACKET PLAYOFF

The format of play: Teams compete against each other in Matches. A Match consists of four Games. The first two games are one women's doubles Game and one men's doubles Game, and then two mixed doubles Games. If two teams are tied after these four games, the "DreamBreaker™" is played, with a rotational system involving all four players.

Teams will have one match against each of the other teams for 5 weeks. It is possible you will not play every team if we have 8 teams. If each level doesn't fill up, we will try to schedule matches during other times so each team can play each other. The top 4 teams square off in a playoff bracket format. There will be a match to determine 3rd place. Regardless of outcome, all four games will be played in a match during the weekly round robin/group play. During the play-off bracket, teams can opt out of playing the 4th game if one team has won the match with 3 consecutive game wins.

ROUND ROBIN TO BRACKET PLAY: SEEDING

After the weekly round robin/group play is completed, top teams will play a bracket playoff.

Seeding Order for Playoffs:

#1 Matches Won

#2 Head-to-Head (if only 2 teams tied and they played against each other)

#3 Point Differential

Point differential is the difference between points earned (scored) vs points against (scored against). $PE - PA = PD$ PA is the points scored by the other team.

EXAMPLE:

For PD: If team A plays 4 games: 21-13, 17-21, 21-19, 23-21. Team A's PD is: $+8 - 4 + 2 + 2$. Which would be 8. The opponent's point differential would be -8.

SCORING: RALLY SCORING

A point is earned after every rally, whether it was won by the serving or receiving team. However, a team needs to win by two, on their serve, hence a "freeze" can happen if the rally is won by the non-serving team (their winning point would not count as they must serve to win). Trailing teams never freeze and continue rally scoring. If the score is tied, the rally scoring is in effect. To win, a team must win by two and must have served to win.

SCHEDULE OF PLAY

Players have 5 minutes TOTAL to warm up. It is imperative that players understand that once a match STARTS, there is only 2 minutes in between all remaining games. One of the keyways to keep the flow of the match moving is for players to take their breaks, get water, use the restroom, etc. while they are not playing. There are NO additional warm up times in between games. When a game ends, the next game starts within 2 minutes. (Players can use the 2 minutes in between games to warm up but must be ready to play and in their positions at the 2-minute mark. For Dreambreaker™ - you will have 1 minute for the HOME team to designate their full lineup. The AWAY team will then have 1 minute to designate their full lineup.

Schedule Line-ups

The matches will be set up in GPN each week. GPN will determine the home and away teams:

- The away team will enter their lineup in GPN at least 4 days prior to the scheduled play time.
- Once the away lineup is entered no changes are allowed.
- The home team will respond and enter their lineup in GPN

Coin Toss

Prior to the start of play there will be a coin toss to determine

- Choose to start each game serving or receiving
- Choose which end of the court to start Women's Doubles

After the winner determines to serve or receive, the loser will determine which end of the court to start on.

Example: Team A wins the coin toss. Team A chooses to serve. Team B chooses the end of the court to start Women's Doubles.

HOME: The home team must declare their lineup first if the match goes to a Dreambreaker game.

AWAY: The Away team reacts to the Home team's Dreambreaker lineup.

CHANGE OF END to START EACH GAME

If you choose the serve during the coin toss, your team will start every game serving. Vice versa if you choose to receive.

If you choose the end, you will start Women's Doubles on that end. Your team will only switch ends once 11 points is reached by a team in a game. Do not switch ends of the court between games, like between Women's and Men's Doubles. Which end of a court a team finishes a game is the same end they will start the next game.

PLAYER INITIATED TIME-OUTS

Teams will each be allotted 1 time-out per Game (up to 1 minute per time-out). This is in addition to the allotted 1-minute time out during change of ends when the first team reaches 11 points.

DREAMBREAKER (TIEBREAKER) TO DETERMINE MATCH WINNER

If two teams playing a Match are tied 2-2 after the doubles and mixed doubles Games, a DreamBreaker™ game will be played. DreamBreaker™ is a Game to 21 (win by 2) with rally scoring, where each team must rotate their players. Each player plays 4 rallies (4 points) in a set order until the DreamBreaker™ is completed.

Immediately following the completion of the second and final mixed doubles Game, the Home Team will have 1 minute to designate their FULL LINEUP. The Away Team will then have 1 minute to designate its opposing FULL LINEUP. The DreamBreaker™ will use the same rally scoring used in Games as described above. All team members will rotate in 4-rally rotations until the DreamBreaker™ is concluded (Womens Doubles plays 4 rallies, then Mens Doubles plays 4 rallies, then Mixed Doubles1 plays 4 rallies, then Mixed Doubles2 plays 4 rallies, and then the rotation repeats in the same order. During the DreamBreaker™, each team will be allotted one time-out. Teams will change ends when one team reaches the score of 11.

SCORE ENTRY

At the completion of each game scores will be entered directly in GPN. Each team should validate accurate entry. If the match goes to a DreamBreaker™; a "fake" DreamBreaker Player has been added to each team. The DreamBreaker final scores are to be added to that game.

CAPTAINS

All teams must designate a Team Captain, who will be responsible for entering the scores in GPN, collecting the league fees, the coin toss and lineup. Each team captain will meet for the coin toss prior to each match. If a Team Captain is unable to fulfill his/her duties, the Team must designate a substitute captain. Team captains are also responsible for all team player communication.

SUBSTITUTES/INJURY:

The numbers of players on a team will be determined once registration closes. The intent is to have 6 or more players on each team to allow for absences and injuries. If a Substitution is made for an injured player during the event, the sub must remain in for the duration of the event. A player that is subbed out cannot be subbed back into play later in the day. If a team is unable to field all required players for a week, that team will need to reach out to the other team and schedule play at some other point before the following week's play. If a player has an injury mid-game and cannot finish the game, the team then forfeits that game. The forfeiting team will keep their score, and the winning team will automatically be given a score of 21, or greater to ensure the game is won by two. Forfeited games count for wins and point percentage. Forfeited/Withdrawn games that do not play and/or both teams score less than 7 points will not be inputted into GPN.

OTHER COMPETITION RULES

All rules of The LMHH League Pickleball league will follow the most current rules of USA Pickleball except for the rules outlined in this document, summarized below:

1. Rally Scoring
2. Coaching is allowed in between rallies while the ball is NOT in play.
3. Players are allowed to swap court positions at end changes when first team reaches 11 or during any time outs called.
4. One time-out per game for each team.
5. Coin toss process and Away/Home designations.

COACHING/LINE CALLS

Coaching by non-playing team members is allowed at any time when the ball is NOT IN PLAY if it does not interfere with continuous play or unfairly disrupts the opposing team. Non-playing team members are encouraged to sit/stand along the edge of the court or bench with their team. ONLY the four players playing the game can make line calls and fault calls without the influence of other players/spectators.