

Westhaven Men's Pickleball League Seasons 14

Rules

(Commissioner Brian Lombardo, Ray Lenci Assistant Commissioner and Head of League Communications)

1. Goal – Build the Westhaven Pickleball Community with a Competitive, Fun and Team-Based League.
2. Good Neighbor Policy – Anyone that displays inappropriate behavior toward other players (including captains or commissioner) will be removed from the league determined by Commissioner with Captains.
3. Format
 - a. Division 1 – 4 Players per Team – 5 Teams
 - b. Division 2 - 4 Players per Team – 5 Teams
 - c. Division 3 - 4 Players per Team – 5 Teams
 - d. Division 4 – 5 or 6 Players per Team – 5 Teams
 - e. All divisions have their own playoff matches
4. Schedule = 10 Weeks plus 2 Week Playoff
 - a. Evaluation Session – Sat Jan 24 – 700am (only for experienced players)
 - i. Evaluation Rain Makeup – Sun Jan 25 – 700am
 - b. Captain Ranking process Due – Mon Jan 26
 - c. Draft – Closed to Captains only – Thurs Jan 29 400pm
 - d. Season Opening Party – Thurs Jan 29 at 600pm
 - e. Sat Jan 31 – Clinic plus Practice Week (clinic to be run by Captains)
 - f. Sat Feb 07 – Week 1
 - g. Sat Feb 14 - Week 2
 - h. Sat Feb 21 - Week 3
 - i. Sat Feb 28 - Week 4
 - j. Sat Mar 07 – Tournament – Round Robin
 - k. Sat Mar 14 – Tournament – Round Robin
 - l. Sat Mar 21 - Week 5
 - m. Sat Mar 28 – Week 6
 - n. Sat Apr 04 – Week 7
 - o. Sat Apr 11 - Week 8
 - p. Sat Apr 18 - Week 9
 - q. Sat Apr 25 - Week 10
 - r. Sat May 2 - Semi Finals – D1 (645am), D2 (815am), D3 (645am), D4 (815am)
 - s. Sat May 9 – Championships – D2 (645am), D3 (815am), D4 (645am)
 - i. Or Rainout Semi-Finals alternate date
 - t. Thurs May 14 – Championship Party – D1 – 600pm
 - u. Rainout Championship Dates
 - i. Sat May 16 – Championships – D2 (645am), D3 (815am), D4 (645am)
 1. 2nd Backup Date – Sat May 23 – 645am or 815am
 - ii. Thurs May 21 – Championship Party – D1 – 600pm
 1. 2nd Backup Date – Sat May 23 – 645am or 815am
 - v. Rainout Makeup Rules
 - i. All Makeups for weeks 1 to 4 need to be played prior to Sat Mar 21.
 - ii. All Makeups for weeks 5 to 8 must be played prior to Sat Apr 18 (Week 9)
 - iii. For makeups from Week 1 to 8, format change is required AB vs AB for 3 games and CD vs CD for 3 games (to allow for easier schedule coordination of makeup)
 1. If a Rainout happened in the middle of a match and one ABCD game has not been finished or started, that game will be replaced by an AB game

- 2. The AB and CD games can be played on different dates to accommodate
 - iv. Any Matches that can not be made up prior to due date, each team will receive 3.5 points per Division (no extensions)
 - v. For Makeups, the team can change lineup if needed
 - vi. Captains should not use as a strategy to avoid a Makeup match for points.
- w. Rain Outs after Week 8 - If any matches are rained out for Weeks 9 or 10 they will not be made up and teams will receive 3.5 points per Division
 - i. This is to ensure that the Playoff dates are not moved and that Captains do not have to deal with scheduling matches
- x. Rain in Middle of Match
 - i. If Rain forces a match to end early, teams can choose to finish the match on an alternate day or time prior to the appropriate Rainout Makeup deadline.
 - 1. Same score as where match left off (record the scores)
 - 2. Legal lineup changes are allowed if needed
 - a. E.g. if there was one half player playing the match, the other half player can finish the match. Or, a player can play up a spot to finish the match.
 - ii. If schedules can not work and match can not be completed by the following Wednesday, then remaining games will be split for points purposes.
 - 1. If odd number of games remain, there will be a half point for the odd game.
- y. All players should plan for availability on potential Playoff Dates.
 - i. If players can not be available on any Playoff Dates (especially top players), they should make this known before the draft and consider signing up as a Half Player
 - ii. Captains can elect to draft a player as a Half player if they will miss too many games or Playoff Dates
 - 1. Generally any player missing more than 3 or more matches (or a playoff date) can be drafted as a Half Player even if they signed up as a Full time player

5. Eligible Players for Draft

- a. Must be Westhaven Resident at start of season (per HOA requirement)
- b. Prior Season player who is a Resident
- c. Players that have not been in league but attend Evaluation Session
 - i. Players must be an Intermediate player (not beginner) to attend Evaluation Session or be approved by Commissioner to attend
 - ii. If all Captains agree that a player can be eligible to be drafted without evaluation, then the player can be eligible. Separate eval sessions for can be done if needed.
- d. Inexperienced players should be determined to be at least Intermediate level to attend Evaluation Session
- e. Not all players who sign up for league are guaranteed to be drafted

6. Captains

- a. 5 Captains will be chosen prior to the start of the Season
 - i. The Commissioner together with the Assistant Commissioner will choose the Captains
 - ii. The Captains should be natural leaders that are good at organizing. They must strive to build camaraderie for the entire team and not just for their own Division. This is because part of the objective of the league is to build community and camaraderie, not just compete for a championship.
 - 1. The Captain does not need to be a D1 player

- iii. Those Captain's draft position will be predetermined based on a ranking process
- b. The 5 Captains will Name a Division Manager for each division after the Draft.
 - i. Players interested in being a possible Division Manager will declare prior to the draft. But, the Captain can choose anyone drafted to be Division Managers.
- c. Division Manager will help organize their team within their Division.
 - i. Division Manager should work with Captain to make sure a team is fielded each week for their match (including A, B, C, D and any player pull ups from lower divisions)
 - ii. Division Manager reports match results to Captain who reports match results to Commissioner

7. Draft

- a. Snake Order
- b. Random drawing to determine pick # (prior to Draft)
- c. Rounds 1 to 4 will be snake order. Rounds 5 to 8 will be reverse snake order. Rounds 9 to 12 will be snake order. Rounds 13 on will be reverse snake order.
 - i. This is so the Captain with first pick in D1 will not have the first pick in each Division. And, the Captain with last pick in D1 will have 1st pick in D2.
- d. Captains can not trade Draft pick numbers
- e. But, after the Draft, Captains can trade Players prior to the first week
- f. A Captain is not required to draft a 2nd Half player if they feel comfortable drafting the player as a Full Time player (even if they signed up as a Half player).
- g. If a player will miss any playoff dates (or will miss more than two dates), a Captain can elect to draft that player as a Half player even if they signed up as a Full Time player

8. Schedule Pick

- a. The Schedule will be preset with pre-determined bye weeks.
- b. The Captains will choose Schedule # in reverse Draft Pick number order.

9. Play Format

- a. Each Week of play, there will be 2 matches per Division with one Team on Bye
- b. For Each Match, there is no need to declare a lineup prior to the match
- c. Each match consists of 6 games
 - i. 2 AB games – games to 11- win by 2
 - ii. 2 CD games – games to 11 – win by 2
 - iii. 2 ABCD games to 21 – win by 2
- d. Home Team can determine the Match game order.
 - i. Options (different in playoffs)
 - 1. 2 CD, 2 ABCD, 2 AB
 - 2. AB, CD, ABCD, AB, CD, ABCD
 - 3. 2 AB, 2 ABCD, 2 CD
 - ii. Home team should take into consideration any requests by other team to have players arrive late or leave early when determining game order
 - iii. For each of the games of each set, the teams will switch sides
 - iv. Teams can elect to play the AB and CD games at the same time if there is a free court and both teams agree

- e. If someone needs to leave during the match, another player drafted lower can take their spot to play the remainder of the match.
- f. Each Win = 1 Point, plus 1 Point for the Match winner (0.5 points each for a match tie)
 - i. Each Division has 7 points per week to be earned
- g. Home Team picks Serve or Receive to start. Serve will always start on Residence Center side.

10. Games to 21 Format

- i. Start with AB vs AB
- ii. Start with Rally Scoring where each serve is a point for either side
- iii. Players serve and receive from the same side of the court the whole game
 - 1. Players can switch sides during a point, but must start a point on the same side they started the game on
- iv. Even points are served by Server on Right and Odd points are served by Server on Left
 - 1. Whether on Rally Scoring or Traditional Scoring
- v. For all points during this game (whether rally or traditional), there is no 2nd server. If the server loses the point, they lose serve and there is a side out to the other side.
- vi. After 5 services are played, the CD rotate into the game and play starting where the AB left off (including whichever side was serving)
- vii. After 5 more services are played, the AB rotate back into the game.
- viii. This rotation continues for the remainder of the game. Every 5 services, the players rotate in or out of the game until the game is over
- ix. Once the team that is leading gets to 20 points, all points can only be scored on the Serve (Traditional Scoring) for either team. A team must win by 2 points to win the game
- x. The game is won when one team reaches 21 if they lead by 2 points or more (or any number over 21 when they are leading by 2 points or more)
 - 1. The team that is losing is also frozen no matter what the score is when one team reaches 20 points.
- xi. The players involved in the Game to 21 may give instruction during points as if they are in the point (for example – yell that a ball is Out if they see it is going out).
 - 1. But only the players on the court make the In/Out calls.

11. Match Scheduling

- a. Matches will be Saturday at 645am or 820am (matches must start promptly – court availability)
 - i. This will be pre-determined in the schedule with each teams starting time
 - ii. There will not be any match time changes unless another match agrees to switch times (all Captains must agree)
 - 1. This is due to court congestion.
 - iii. It's possible that to ensure matches complete by 1000am, modifications to play format may be made by the Commissioner
- b. Matches CANNOT be rescheduled to other days and times (except for Makeups)
 - i. See Makeups above

12. Sub Rules

- i. Sub rules – includes playoffs
 - 1. A D2 player can play in both D1 and D2 in same week if needed
 - 2. A D3 player can play in both D2 and D3 in same week if needed
 - 3. A D4 player can play in both D3 and D4 in same week if needed

- ii. Sub within Team – includes playoffs
 - 1. A, B, C, D is determined based on Draft position within a Round.
 - 2. If a player is out, you can use the C or D player (based on draft position) to play in two spots
 - a. However, an A player (as drafted) must always play only the A position and can not play in two spots
 - b. The drafted B player can play in two positions in their division but only if the A drafted player is Out.
 - c. 2 B half players can play as A and B positions in their division if the A player is out.
 - d. Captains should never ask a C or D player to stay home in order to strategically use certain players
 - 3. If the A drafted player is out and another player is out, both of the remaining players for the Division can play all 6 games as A/C and B/D
 - 4. If the D drafted player is out for D1, D2 or D3, then a lower division player must play up to have a legal lineup.
 - 5. If a player needs to leave a match early, another player drafted lower can play in that spot for the remainder of the match
 - 6. If a team has half players that are both available in a given week, both half players can play in the same week if they are subbing for a teammate drafted higher than them
 - a. For example - If a team has 2 half players drafted as D player and for a given week the C player is out. That team can have both 4th round half players play together as the C and D spots.
 - i. In addition, if the B player is also out, one of the D half players can play both the B and C spot, and the other D half player can play the D spot.
 - b. But, two A half players can never play together unless they are playing in a higher Division. Half players can only both play together when a spot drafted above them is out that week.
 - i. They can however split a match where each A half player plays 2 games

13. Player Minimum and Maximums and Injuries

- a. There are no minimum match play requirement for this Season
- b. There are no maximum match play limit for this Season
- c. There is no separate rules for Injuries for this Season
 - i. However, the Commissioner may determine something is warranted with an unpredictable situation that may come about.

14. Declaring A, B, C, D players

- a. There is no need to declare players prior to the match however, the players that play must be according to rules though
 - i. Home team can decide last at the court on lineup
 - ii. Opposing team can ask to know who is playing in the match ahead if they want to.
 - iii. If a team plays an illegal lineup, they will forfeit the games that had an illegal player to the other team.

1. For example if a team plays a player in 2 positions when it was not legal to play in 2 positions and that team wins 6-0. The team will only receive 2 points and will forfeit 4 games to the opposing team which will win 4-2 for the match.
- b. See Sub rules above
- c. The A player (as drafted) can never play as a C or D position in their own Division
 - i. For example - The Division 1 A player cannot play in Division 1 C or D
- d. Other than the A player (as drafted), any player can play as the B, C, or D
- e. Players can play above someone drafted higher than them, but players can not play in a Division lower than the Division they were drafted.
 - i. For example - Any Division 1 player can not play in Division 2, etc
- f. After a match, Home Team Captains should send results of how many wins per team and who played in the A, B, C, D spots for each Division (using the Captains GroupMe).
 - i. Wins per player or scores per game are not needed
 - ii. However, we may have an App for score reporting that will be mandated (TBD)

15. Half Time Player

- a. Half Time Players together with their other Half count as One Player
- b. Captains can decide if they will have both Half Time Players play 2 games each or just one of the Half Time Player plays all 4 games in any match.
- c. Each of the Half Time Players do not have a minimum play, it's based on Availability and Captain choice as to who plays, including Playoffs.

16. Tournament Weeks

- a. For 2 Weeks (during kids school break week), we will have a Tournament Format
- b. Dates – Mar 7 and Mar 14
- c. Format - Round Robin
- d. Each team plays all other teams
 - i. One game to 11 – keep track of score
- e. Top 2 teams will play for Championship and 2nd place
 - i. One game to 11 (if time allows the Commissioner may change to 15)
- f. Next 2 teams will play for 3rd place
- g. Tie Break for seeding will be points scored in each game, so keep track of score
- h. Each team can enter a team of 2 players for each division.
 - i. Each team can only have 2 players total across all divisions play in both Tournaments
 1. The A player for the division can only play in one tournament
 2. Players playing up are not counted as playing in both Tournaments
- i. Call ups are allowed from lower divisions
 - i. A player called up can play in his own division as well (on the other week).
- j. Teams can borrow a player if needed from another D4 team (must be a 4th round or later pick)
- k. Champion – will earn 3 points for their team – Only for Overall Standings (not playoff standings)
- l. 2nd Place - will earn 2 points for their team – Only for Overall Standings (not playoff standings)
- m. 3rd Place - will earn 1 point for their team – Only for Overall Standings (not playoff standings)

17. Regular Season Team Champions

- a. The Team with the most points within each Division will be declared the Regular Season Champion for that Division (D1, D2, D3, D4 will each have a Regular Season Champion)
- b. Tiebreak is same as Playoff Tiebreaks

- c. The Team with the most points from all 4 Divisions combined will be declared Combined Team League Champion
 - i. This Team will be able to choose a Charity to receive 10% of the League Dues for the season
 - ii. Also, a cash award of \$1,000 will be given to this Team to split up or use for a team get together
 - iii. Lastly, the Captain of this Team will retain the Perpetual Trophy until the next season

18. Divisional Championship Playoff Format

- a. Top 3 Teams of each Division make the Playoffs (separate standings for Each Division)
- b. First Place Team will have a Bye to the Championship
- c. Semi Finals will be played per schedule above
- d. Championship will be played per schedule above
- e. Tiebreaks on Seeds – Head to Head, then Highest Match Win Points
 - i. If still a Tie, then a best of 3 AB vs AB match (games to 11)
- f. Playoffs will use same Play Format as Regular Season
 - 1. However, the match will be played as: AB, CD, ABCD, AB, CD, ABCD
 - a. Unless agree by both team captains to change
- g. Semi Final – 2 Seed vs 3 Seed
 - i. Higher seed is Home Team
- h. Championship – 1 Seed vs winner of the 2 vs 3 match
- i. Home Team gets to declare Serve or Receive plus can declare player lineup after Visitor team (or any other decision needed)
- j. There is no requirement to play any particular player in the playoffs.
 - i. However if guys are available for the Division, they must play.
 - 1. E.g. if the D player is available, he must play in his own Division
 - a. He can't be replaced by a lower Division player
- k. For Half Players, a Captain can elect to have two players share a spot in the playoffs and play whichever games the Captain prefers (to allow more players to play)
 - i. This is not a requirement, simply a Captain's option to play more players in the playoffs
- l. Tiebreak for Match Overall
 - i. If match is 3 to 3, then one Tie Break game of AB vs AB – game to 15, win by 2
 - ii. Teams can have any player in the match play as the A or B
- m. League will attempt to have Playoff matches have one Ref to call kitchen line and as an appeal for out calls
- n. Each Division Champion will receive \$500 – Captain will use toward Team party
 - i. Runner up does not receive any cash (only medal)

19. Team Stipend for a Team party

- a. Each team Captain will receive up to a stipend of \$1,000 towards a Team party for the entire team (at any point in the season or after the season)
- b. If Captain does not do a Team party, then he does not receive the stipend
- c. This will be done as a reimbursement with a valid receipt
- d. Entire team must be invited but does not require all team members to be available

20. Timeouts

- a. 1 timeout per team per game except no timeouts in games to 21 (1 minute timeouts)

- b. Timeouts can be called by players, captains, or division managers, but not other members of the team.

21. Coaching from sideline

- a. Coaching from sideline is not allowed during a game in Division 1, Division 2, or Division 3 for games to 11 (except in a time out)
 - i. Division 4 – coaching is allowed during Games by other players on the team (including those not part of the game)
- b. Coaching during games to 21 is allowed during Games (for any Division) by other players on the team (including those not part of the game)

22. Other Rules or Notable items

- a. Unless specifically noted in this rules document, official Pickleball rules apply
- b. Sportsmanship is always important to maintain during matches and making good calls
- c. Notable Rule items
 - i. Only players on court make line or fault or kitchen calls (unless there is a Referee)
 - 1. If a player makes a call, the other team can appeal to the opposing partner
 - a. Partner can overrule their teammate or the call stands
 - 2. If a player does not know if ball is In or Out, they should let their partner make call and if partner does not know they should allow other team to make call
 - 3. Captains or Division Managers should ensure their teammates are not arguing calls or sideline yelling
 - 4. If a Captain or Division Manager clearly sees their teammate make a wrong call, they should correct
 - 5. If a Captain or Division Manager is seeing consistent Kitchen line infractions not being called, he should discuss with the other Division manager to resolve
 - ii. Teammates should be good sports and call their teammate for kitchen line if they see it
- d. If anyone is acting inappropriately, the Captain or Division Manager should take corrective action

23. Team Practices are encouraged but not required

24. Players signing up for the league should expect to have some practices

25. Commissioner - Brian Lombardo, whpickleball@gmail.com 4084216188

- a. Assistant Commissioner – Ray Lenci - 9163807839
- b. Commissioner with help from Assistant Commissioner will decide all matters/issues that arise but will run by Captains when warranted (not required)
- c. Fee = \$100 per player for Full Time, \$70 per player for Half Time
 - i. Fees cover: Team stipend, Medals, balls, parties, prize money, league food/drinks, etc
- d. Treasurer = Kevin Ziesig
 - i. Venmo = @kvziesig
 - ii. Anyone that has questions about Treasury matters can ask Treasurer or Commissioner