

FALL CLASSIC-PICKLEBALL-2023

GUIDING BODIES

United States Police and Fire Championships (USPFC)

7944 Convoy Court, San Diego CA 92111

Tele. (858) 571-9919; FAX: (858) 571-1641; E-mail: 4info@cpaf.org

USAPA (USA Pickleball Association)

P.O. Box 7354

Surprise AZ 85374

EVENTS

Men's and Women's **Individual events** will be offered in the following age categories:

18+ 50+

30+ 60+

40+ 70+

Men's, Women's, and Mixed **Doubles events** will be offered in the following age categories:

18+ 50+

30+ 60+

40+ 70+

Pickleball Court - Maximum of 2 players on a team.

FORMAT

Tournament format will be round robin pool play with the first player to 15, win by 2.

- Pools with 8 or more players/teams will be determined by the number of players entered into each event. A single elimination tournament will follow with all medal matches the best of 3 games to 11 points, win by 2
- Events with 5-7 players/teams will play a round robin tournament, followed by medal matches for the top 4 players only. Gold medal match will be 1 v. 2, bronze medal match will be 3 v. 4.
- Events with 3-4 players will be round robin to 15 points. After round robin is completed, each player/team will play in a single elimination tournament based on the results from the round robin. This tournament will be best of 3 games to 11, win by 2.
- Events with only 2 players/teams will play the best of 3 matches. These matches will be best of 3 games to 11, win by two.

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Awards will be presented to 1st through 3rd place for each event within each age division.

BRACKETS

Round Robin Pool Play determined by the number of players followed by a Single Elimination Tournament

SCHEDULING

Scheduled for three days of competition.

Days of Play:

Singles- November 1 (Wed)

Doubles- November 2-3 (Thurs-Fri). Fri will be medal matches only

Mixed Doubles- November 3 (Fri)

GENERAL SPORTS RULES for Pickleball

Pickleball is played either as doubles (two players per team) or singles. Doubles are most common. Same size playing area and rules are used for both singles and doubles.

A team will have a maximum of two (2) players on the court. A team will forfeit the game if there are not two (2) players on the court. A team must have two (2) players on the court to start a game or a forfeit will be called. There is a ten (10) minute forfeit rule in effect

The Serve:

- Must be made underhand.
- Paddle contact with the ball must be below the server's waist (naval)
- The serve is initiated with at least one foot behind the baseline; neither foot may contact the baseline or court until the ball is struck.
- The serve is made diagonally cross court and must land within the confines of the opposite diagonal court.
- Only one serve attempt is allowed, except in the event of a let (the ball touches the net on the serve and lands in the proper service court; let serves are replayed).

Service Sequence:

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- Both players on the serving doubles team can serve and score points until they commit a fault. **Exception:** At the beginning of each new game, only one partner on the serving team can serve before faulting, after which the service passes to the receiving team.
- The first serve of each side-out is made from the right-hand court.
- As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
- When the first server loses the serve the partner then serves from their correct side of the court (except for the first service sequence go the game)
- The second server continues serving until their team commits a fault and loses the serve to the opposing team.
- Once the service goes to the opposition (at side out), the first serve is from the right-hand court and both players on that team have the opportunity to serve and score points until their team commits two faults.

Scoring:

- Points are scored only by the serving team.
- Games are normally played to 11 or 15 points, win by 2.
- When serving teams score is even (0, 2, 4, 6, 8, 10) the player who was the first server in the game for that team will be in the right-side court when serving or receiving; when odd (1, 3, 5, 7 9) that player will be in the left-side court when serving or receiving.

Double Bounce Rule:

- When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces.
- After the ball has bounced once in each team's court, both teams may either volley the ball (hit the ball before it bounces) or play it off a bounce (ground stroke)
- The double bounce rule eliminated the serve and volley advantage and extends rallies.

Non-Volley Zone:

- The non-volley zone is the court area within 7 feet on both sides of the net.
- Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.
- It is a fault if, when volleying a ball, the player steps on the non-volley zone, including the line and/or when the player's momentum causes them or

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anything they are wearing or carrying to touch the non-volley zone, including the associate lines.

- It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before this happens.
- A player may be legally in the non-volley zone any time other than when volleying a ball.
- The non-volley zone is commonly referred to as “the kitchen.”

Line Calls:

- A ball contacting any line, except the non-volley zone line on a serve, is considered “in”.
- A serve contacting the non-volley zone line is short and a fault.

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Faults:

- A fault is any action that stops play because of a rule violation.
- A fault by the receiving team results in a point for the serving team
- A fault by the serving team results in the server's loss of service or side out.
- A fault occurs when:
 - A serve does not land within the confines of the receiving court.
 - The ball is hit into the net on the serve or any return.
 - The ball is volleyed before a bounce has occurred on each side.
 - The ball is hit out of bounds.
 - A ball is volleyed from the non-volley zone.
 - A ball bounces twice before being struck by the receiver.
 - A player, a player's clothing or any part of a player's paddle touches the net or the net post when the ball is in play.
 - There is a violation of a service rule.
 - The ball in play strikes a player or anything the player is wearing or carrying.
 - A ball in play strikes any permanent object before bouncing on the court.

Determining Serving Team – Players use a coin toss to determine who will serve first. The winner of the coin toss will have the option to choose side or to serve or receive.

NOTE: Any serious violation of conduct, such as fighting or violence toward players or officials, will result in the player(s) immediate ejection from that game and his/her automatic suspension from his/her team's next scheduled game. The event coordinator will immediately notify the USPFC, which will investigate each incident to determine if additional discipline is to be imposed.

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AWARDS

A maximum of 48 sets of medals (1st through 3rd place) will be needed. USPFC will advise you of the number of sets needed based on total entries, plus a reasonable margin.

ATTENTION COORDINATORS

**THE GENERAL RULES APPLY TO ALL SPORTS.
YOU MUST BE FAMILIAR WITH ITS CONTENTS.**

**PRECISE RESULTS MUST BE FORWARDED
TO THE HOST COMMITTEE IMMEDIATELY FOLLOWING THE
CONCLUSION OF THIS SPORT**

The Fall Classic Director assigned to your sport is knowledgeable and experienced in providing assistance during the preparation and running of the sport. Questions, a detailed accounting of your preparations, and any area requiring approval of the Fall Classic shall be submitted in a timely manner to this Fall Classic Director.

The Fall Classic Directors want to work with you to make your sport a success.

PLEASE USE THE FALL CLASSIC DIRECTORS AS A RESOURCE.