

Seasonal Round-Robin Rules

PLAYERS should familiarize themselves with these Rules on a periodic basis as updates will take place.

Purpose of Round-Robin Rules

These rules are established to maintain and provide an understanding of the operation of seasonal round-robins.

General Information

For each of the two (2) round-robin seasons (Summer: June – August and Winter: October - April) all skill levels play in one round-robin. The round-robin format of play is designed so that players generally play with others of similar skill levels but there can be cross-over with players one level above and/or below the player's level.

No scores will be kept or recorded for round-robin play.

Players are expected to indicate their intent to play by responding to the weekly Seasonal Round-robin invitation. Round-robin consists of playing 6 games, with each being 12 minutes in length. There will be two 5 minute breaks: one between games 2 & 3 and one between games 4 & 5. Each game will be played with a different set of participants on each court. Due to the nature of the round-robin format, combined with the number of players that register each week, there may be a small number of players that will only play 5 games on any game day.

The round-robin will be separated into two groups: 2.5 – 3.0 and 3.5 – 4.0+.

It is required that the players change ends of the court when one side has reached 7 points to minimize the effects of the sun and wind.

As with all GPC events, players must swipe their CAM cards when they arrive at the courts and must wear their Club name badges.

All communication with the round-robin coordinators is by email to: SLeague@grandpickleball.org. If a player does not have a unique email (an email that is not shared with another GPC member), he/she must have an email "buddy".

To Join the Pickleball Seasonal Round-Robin Program

1. You must be a Grand Pickleball Club member in good standing.
2. Read and understand the Seasonal Round-Robin Rules on the website.
3. Send an email to the SLeague@grandpickleball.org indicating your interest in playing.
4. In that email please provide your:
 - a. unique email address
 - b. your name as it appears on the GPC roster
 - c. your gender
 - d. your skill level (4.0, 3.5, 3.0, 2.5)
5. You must commit to playing a minimum of 6 times during the Winter season and 4 times during the Summer season.

Determining Your Skill Level (if higher than 2.0)

First: (if you do not already have a skill level),

1. Read and review the outline of Skill Definitions below.
2. Based on these determine where you think you fit?
3. Provide sources who can validate your skill level.

Skill Definitions

This is a brief outline of the skill definitions. For the detailed definitions click on the Skill Definitions link on the web site, or go to http://pball.grandpickleball.org/Skill_levels.pdf.

- **4.0 Player:** This player is able to control and place both the serve and return of serve. This player is able to place their volleys and block strong volleys at them at the No Volley Zone, or "Kitchen". This player has strong overhands and can place them. This player has excellent footwork and can move forward, backward and laterally with ease and quickness. This player can both "dink" and put away their shots. This player is consistent in their play and fully understands the strategy of the game and when to use specific shots. **For further details, click this link for IPTPA skill definitions: https://iptpa.com/wp-content/uploads/2017/05/IPTPA-Skill-Assessment_4.0-players_r2.pdf**
- **3.5 Player:** This player knows the rules of Pickleball, match strategy and tactics. The 3.5 players possess all shots; such as fore and backhand, lob, overhead smash and dink, and hit them with a high level of consistency. **For further details, click this link for IPTPA skill definitions: https://iptpa.com/wp-content/uploads/2017/05/IPTPA-Skill-Assessment_3.5-players_r2.pdf**
- **3.0 Player:** This player knows most of the rules and how to keep score after losing track. This player will move to the net behind the return of serve. This player will not fault on more than 1/4 of their serves, or fail to return more than half of backhands or overhands. The 3.0 Player has not yet developed skill or consistency in the overhead smash or the drop shots from well behind the No Volley Zone, or "Kitchen". This player can maintain a "dink" exchange at the net. **For further details, click this link for IPTPA skill definitions: https://iptpa.com/wp-content/uploads/2017/05/IPTPA-Skill-Assessment_3.0-players_r2.pdf**
- **2.5 Player:** This player knows how to keep score and where to stand at the beginning of each point. This player is learning where to be on the court during a point. All of their strokes are works in progress. This player should move to the net behind return of serve, and should place emphasis on keeping the ball in play.. **For further details, click this link for IPTPA skill definitions: https://iptpa.com/wp-content/uploads/2017/05/IPTPA-Skill-Assessment_2.5-players_r2.pdf**
- **2.0 Player:** (Though not eligible to play in the seasonal round-robin this definition is provided for informational and self-evaluation purposes.) This player has had a lesson and is learning how to keep score and where to stand at the beginning of each point. Whether they have a racquet sports background or not, they are at the beginning stages of learning the game of Pickleball. **For further details click this link for more detail on skills: https://iptpa.com/wp-content/uploads/2017/05/IPTPA-Skill-Assessment_2.0-players_r2.pdf**

These players (2.0) are eligible to join the Introduction To Ladder Play ladder. There these players can get some experience playing Pickleball, get a better understanding of the basic rules of Pickleball; how to score and where to stand at the beginning of each point; **and begin to learn Pickleball strategies.**

Players Schedule

The schedule of play and court assignments will be available when players arrive for round-robin play. Every week players must sign the check-in/court assignment sheet. Players without email capability will need to setup an "email buddy".

Round-robin play is as follows: **Saturdays @12:00 Noon. Players are expected to arrive at the courts at 11:45 am** to sign-in and get your court assignments. If a player arrives after that time, they can be considered a "no-show" and could be subjected to temporary suspension from Seasonal Round-Robin play.

Absences

Can't Play

If a player is unable to play on the specified day, they should respond 'NO' to the round-robin invitation. The groupings will then be made without that player.

Can't Play – After Player Already Indicated "YES"

If it is **BEFORE** the Noon (Friday) deadline: **Logon to your TrackitHub account** and change your answer from YES to NO. (Events => Calendar => Click on the appropriate date (invitation will open), scroll down to "Attend This Event" and change answer from YES to NO, click the blue "submit" button. Check to make sure your name has been removed from the player list.

If it is **AFTER** the 12:00 PM Friday deadline: Contact one of the Round-robin coordinators ASAP by phone.

Player Missing at Match Time Is a No Show

Players are expected to check in at the courts by than 11:45 am to sign in and get their court assignments. If at 11:50am players who had registered are missing, the court assignments and player listings will be adjusted. The players who are late (after 11:50am) will be considered 'No Shows' and will not be able to play if they arrive after the court reassignments.

No Shows

If you are a "No Show" (you have not arrived at least 10 minutes before the published start of Round-robin play), you will be **suspended from the Winter Round-Robin for 4 weeks. For Summer Round-Robin, you will be suspended for 1 week (because of the shortened play schedule).** If you're a "No Show" a second time during the Seasonal Round-Robin (Winter or Summer), you will be **suspended from that season's Round-robin play. It is critical for the timely start of play and the operation of the round-robin for all players that everyone arrives on time.**

Rule Changes

These rules are subject to change. If you have suggestions for a rule change they should be submitted to SLeague@grandpickleball.org. Your suggestion will be reviewed and discussed with you.

Edit History

Prepared: May 2018

Revised: September 2019