

Sun City Grand Pickleball Club

Chapters 12 & 13

CHAPTER 12

3.1 Charter Club Executive Board – Members at Large – SCG Pickleball Club shall have 3 Members at Large, elected by a membership vote. Duties include

- Shall represent the membership at general Board meetings
- Shall perform other duties as assigned by the President

3.5 Election and Terms of Office – The Pickleball Club shall maintain a two-year term for all officers of the Executive Board (EB). A maximum of three, two-year terms is allowable. All terms shall commence on January 1st and run through December 31st.

The Pickleball Club shall maintain staggered EB terms for continuity. The first election under this rule shall be as follows. An election of a President, Treasurer and Member at Large shall be one year, and an election of a Vice-President, Secretary and (2)Members at Large shall be two years. Thereafter, all elections will be for two years.

5.5 Pickleball Court hours – The 22 courts are open from 6AM until 9PM daily, year-round.

- Summer Hours for club member drop-in is from 8 AM until 10 AM daily. Dates are May 1st through September 30th. 4-8 courts will be able to be reserved during the summer.
- Winter Hours for club member drop-in is from 9 AM until Noon daily. Dates are October 1st through April 30th.

5.5 Court reservations are made on the Grand Pickleball website up to 7 days in advance – See <http://grandpickleball.org/reservation-instructions/> for instructions.

6.0 Monitoring – SCG Pickleball club requires all members to monitor once each calendar year. Failure to monitor or volunteer during the calendar year will result in a higher dues payment (see Chapter 12 for schedule)

- Monitors are allowed to play while they are monitoring during drop in from May 1st through September 30th only. Monitors will be available for any issues that may arise.

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CHAPTER 13

- 13.1 Club Member Name Badges – Club members are required to wear the proper Sun City Grand Pickleball Club approved name badge with the correct year sticker, while on the courts.
- 13.2 Court Shoes – All members and their guests will wear proper non-marking court shoes.
- 13.3 Ball type used on SCG pickleball. During drop in times, club members will use the provided club approved ball due to noise restrictions
- 13.4 Approved paddle list – All club members and their guests will use only paddles approved by the club, found on the grand pickleball website.
- 13.5 Mixers are club sponsored social events. Social play focuses on players having fun and making connections with other club members. Competitive play is a club sponsored event and is defined as Ladders, Leagues, and Tournaments. Any Club sponsored event shall have the ability to utilize all 22 of the club's courts for their play.
- The CCEB shall periodically review court usage statistics and make changes to the number of courts assigned to a Mixer, followed by a club member vote
 - Any changes to Mixer times or formats must be submitted to the club President and approved by the CCEB followed by a club member vote.
- 13.6 **Ladder/ Skill Level Drop in Management Rules**

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

Purpose of Ladder Rules

These rules are established to maintain consistency of play and record keeping within ladders. (Mixed Ladder, Intro to Ladder Play, Men's Ladder, Ladies' Ladder)

Ladder Communications

All communication with ladder coordinators is by email to:

- LadyLadder@GrandPickleball.org
- mensladder@grandpickleball.org
- mixedladder@grandpickleball.org
- 2.0League@GrandPickleball.org (Introduction to Ladder Play)

If a player does not have a unique email (an email not shared with another GPC member), he/she must have an email "buddy".

To Join the Pickleball Ladder Program

1. You must be a Grand Pickleball Club member in good standing.
2. Read and understand the Ladder Rules for Players and Coordinators on the web site.
3. You must be willing to commit to playing a minimum of 6 times every season (October – April).

General Information

The ladder is a competition, not a training forum.

The format of play is designed so that players play mostly with others of similar skill levels.

Your placement or court assignment will be based upon your scoring percentage (the ratio of points won to total points possible). Players will move within the ladder based upon their scoring percentage. The results of the twenty most recent weeks of play will be used for this calculation. Each week, players will be placed in groups of 4 or 5 in the order of their ranking in the ladder for match play.

Players are expected to indicate their intent to play by responding to the weekly ladder invitation

Your ranking on a ladder is based upon your winning percentage (the ratio of points won to total points possible).

Players will move up or down the ladder based upon their winning percentage. The results of the twenty most recent weeks of play will be used for this calculation. Each week, players will be placed in groups of 4 or 5 in the order of their ranking on the ladder for match play.

The number of games played and the number of points per game will be determined by the number of players assigned to each court. If 4 players are assigned to a court, players will play three 15-point games in a round robin fashion with the other three players in the foursome. If 5 players are assigned to a court, all will play four 11-point games with the other 4 players. The first players/team to score the required 11 or 15 points in the game are the winners.

The schedule of play and court assignments will be available when players arrive for ladder play.

It is required that the players change ends of the court when one side has 8 points (in a 15-point game) or 6 points (in an 11-point game) to minimize the effects of the sun and wind.

After your games have been played, players record their scores on the score sheet that is available in the area. Record the individual scores and the total for all games played. There is a maximum of 45 or 44 points.

A player's scoring percentage will be developed as matches are played. Over time, the results of the twenty (20) most recent matches will be used to calculate the player's percentage.

If a player is not able to maintain a scoring percentage of 64% and above for 3 out of the last 4 weeks played, they will be moved to the next lower skill level. Those players dropping lower than the 2.5 skill level will be removed from ladder play.

Scores will be posted on Trackithub within 24 hours after the end of play.

Interruption of a Match (Recording of Scores)

- If the match is terminated **BEFORE** the final game, **DUE to WEATHER or INJURY**, then scores up to that point will not count, and everyone will get an absence for the match.
- If the match is terminated **AFTER** the final game has begun, **DUE TO WEATHER or INJURY**, then the team in front will be awarded whatever points are needed to bring their score to 11 or 15, and the team behind will get the same number of points added to their score. (e.g....if the score is 5-0, the team in the lead gets 6 or 10 points added to their score and the team behind will get the same 6 or 10 points).

Ladder Schedule

Ladder play is as follows: (October thru April)

- **Mixed Ladder: Mondays**
- **Introduction to Ladder Play: Tuesdays**
- **Men's Ladder Wednesdays**
- **Ladies' Ladder: Fridays**
- **Seasonal Round-robin: Saturdays**

Note: Play times for all Ladders and Round-robin are Noon-2pm

Watch for updates in the weekly Ladder invitation, on the club website, on the court reservation website or email from the Club President.

Absences

Can't Play – BEFORE Schedule is Published:

If a player is unable to play on the specified day, they should respond 'NO' to the ladder invitation.

The groupings will then be made without that player. The player's most recent score will stand until the player resumes play. There is no penalty for being absent as long as the Coordinator is informed before the published deadline.

"No-Show" Rule

You are a **"No-Show"** if you replied 'yes' to the ladder invitation, do not change that status prior to the established deadline, and have not arrived by 10 minutes before the start of Ladder play. The **first** time you are a **"No-Show"** you will be suspended from ladder play for **2 weeks**. The **second** time you are a **"No-Show"** within a Ladder season, you will be suspended from ladder play for a period of **4 weeks**. A **third "No-Show"** during a Ladder season, suspends you from play for **12 months** from the date of the last infraction.

The above suspensions also pertain to anyone leaving their matches prior to the completion of Ladder play unless due to a medical issue.

Percentage Establishment

When a new player is added to a ladder, he/she will develop a playing percentage as matches are played. Over time, the results of the up to twenty (20) most recent matches will be used to calculate the player's percentage.

Player Movement between Skill Levels

Player movement between Skill Levels is based on the player's percentage history.

A player **in the 2.5 or 3.0** skill level will qualify to move up to the next higher skill level if they have a standings percentage of 84 or more for the last 3 out of 4 weeks played. **A player in the 3.5 skill level must achieve a percentage of 88 or more for the last 3 out of 4 weeks played to qualify for movement to the 4.0 skill level.** Likewise, a player will move down to the next lower skill level if they have a standings percentage below 64 for the last 3 out of 4 weeks played.

If a player in the 2.5 ladder cannot maintain a standing percentage of 64 and above, they will be considered to be a 2.0 level and can no longer participate in Ladder play.

Ladder Coordinators will notify players of their movement between ladders prior to the move.

Rule Changes

These rules are subject to change. A written proposal should be submitted to the Ladder Manager. He/she will review and discuss your suggestions with you. The Ladder Manager will review your proposal with the Ladder Committee and then make a final decision. You will be informed of that decision with an explanation should it be necessary.

Skill Level Drop-in Rules

To play in the skill level drop-in you must be a Grand Pickleball Club member in good standing, and you need to play in the appropriate skill level drop-in. Please do not play up or down in skill level.

Skill level drop-in play is as follows: (October thru April)

Tuesdays at noon 2.5-3.0

Thursdays at noon 3.5-4.0

Each week a player may choose to be the facilitator. The facilitator is there to make sure the event runs smoothly. The facilitator will be the player who times the games and explains how the rotations work. The facilitator will also help rotate players in if there is an uneven number of players. You will receive monitor credit for this.

How the games work:

King or Queen of the Court Round Robin

Players go to one of the assigned courts. The facilitator will tell everyone when to start. The games will be timed for 12 minutes. At the end of 12 minutes this is how the rotation works:

On the top court which is the court with the lowest number the winners will stay and split, and the losers will move to the next higher numbered court. On all other courts the winners will move to the next higher numbered court. The winners on the highest numbered court will move to the lowest numbered court.

If at the end of 12 minutes the game is tied those teams will play one more point. Whoever makes the next point is the winner.

All winners and losers will split after every game. If at the end of the skill level drop-in a player has remained on the top court for all the games, they are declared the King or Queen of the Court.

At the club's discretion there will be times during the season when some of the skill level drop-in courts will be used for skill level clinics. To participate in the skill level clinics, you must be a Grand Pickleball Club member in good standing, and you need to participate at the appropriate skill level. ***Please do not participate up or down in skill level. You will be asked to leave if the instructors feel you are attending the incorrect skill level clinic.***

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 exp

ected 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 overheads 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 overheads. 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.

Approved by club vote on : _____

Dated _____

Pickleball Club President

Dated _____

Lifestyles Manager