

## El Segundo Pickleball League Rules – Updated August 2025

Welcome to the El Segundo Pickleball League. The league is here to provide fun, friendly competition for those that love the game. Please share the rules with your players and remind everyone it's just a game and good sportsmanship is essential at all times to keep the spirit of the game alive.

### **League Fees:**

The league fees are based on the number of weeks played, division format and may vary between divisions. The fee is due in full at registration or the established deadline that is provided.

### **League Format:**

- Round robin, doubles format
- MXD and WD play 2 games on 2 courts simultaneously for a total of 12 games (6 sets) weekly
- Premier, 4.5 and MD play 3 games against 2 different teams for a total of 6 games weekly
- Weekly results/standings will be sent to the captains and/or a link will be provided for access
- Games are restricted to a 2 hour time period.
- All games are tracked and count towards standings and seeding into playoffs

### **Primary Divisions:**

- 3.0 Skill level = Beginning Intermediate
- 3.5 Skill Level = High Intermediate
- 4.0 Skill Level = Advanced
- 4.5 Skill Level = Advanced
- Premier Level = Expert 5.0 and above

**Ranges may exist within divisions to accommodate skill growth and ensure better balance in each division. This was established to create a pathway of advancement as teams continue to skill up.**

### **Roster Requirements:**

- Players must be at least 18 years of age. A copy of a valid photo ID and waiver signature must be on file for all players.
- There are 4 leagues in the El Segundo program defined as - Women's Doubles (WD), Men's Doubles (MD), Mixed Doubles (MXD), Gender neutral (GN which is 4.5 and above levels)
- A player may only roster on one team per league and play on 1 team per league
  - Players can NOT play on one team + sub for another in the same league
- Players skill level must be within the skill range identified for each division.
  - If players exceed the skill level for their division, they may be limited in the number of games they play weekly.
  - If a team and/or player exceed the skill level they will not be able to play that division the following season. They will need to follow the process for relegation and qualifiers where that applies.
- Premier and 4.5 division players CANNOT play in MXD, MD or WD divisions unless approved by league coordinator.
- Captains may only captain one team per league.
- Teams have a minimum and maximum number of rostered players established per league
  - WD & MXD = 4 minimum / 10 maximum (recommend 8-10)
  - MXD-GN = 2 minimum / 4 maximum (recommend 3-4)

- MD = 2 minimum / 4 maximum (recommend 3-4)

\* We highly recommend every team rosters above the minimum requirement to cover illness, injury, personal, etc in order to eliminate forfeits.

### **Team Paperwork:**

- Captains must have an official roster form on file with player signatures
- Each player must acknowledge the liability waiver statement on the roster form with their signature
- The roster form on file must be updated whenever a player change occurs. (add/deletes)
- **Roster changes are allowed until the day prior to the 4<sup>th</sup> week's game of the season.**
- A valid photo ID must be submitted for any player who did not play on any team in either Winter 2024, Spring, 2025 or Summer 2025 leagues.

**ROSTER AND PAPERWORK must be submitted prior to any player stepping on a court.**

\*Players and teams may NOT play in a lower skill level without consent of the league coordinator. Action may result during the league season if a violation occurs.

### **Rules & Regulations:**

- Games to 11, win by 1, switch sides at 6 points
- Home, Away, Serve, Side and Court numbers will be listed on the schedule & scorecards
- Game Lineup - Captains must bring a **HARD COPY LINEUP** on game day and **LEGIBLY** transfer the players name onto the scorecards **in conjunction with the opposing team captain.** The hard copy lineup must be attached to the clipboard with the scorecard. We must be able to read the names on the scorecards to verify players
- **Both Captains should verify the lineups were transferred correctly before play starts.**
- Once reviewed, the lineup stands and no changes or forfeits will occur due to errors
- WD and MXD teams may only play with the same teammate one time per round.
- If a player does not arrive in time for their scheduled game, the game will be considered a forfeit. (exceptions will be managed by league coordinator)
- Prior to the start of each game it is the teams responsibility to ensure the right players are on the right court.
  - Once the games begin continue play and the game will count.
- NO official timeouts except medical. Delay of game due to players continually discussing strategy is not approved. Keep the games moving!
- Hydration "pause" is acceptable. This is not a timeout and keep sealed water bottles in reach of players. IF a player is suffering from heat, advise the league coordinator who will assist.
- If a player is injured during play, a medical time out may be used. If the player cannot continue, a player who is on the line up, but not actively playing may be substituted in to complete the game. Once an injured player subs out, they can not return in the round the injury occurred.
- If no eligible players are available to sub into games, the injured players games will be a forfeit.
- Captains are responsible for the actions of their teams and spectators.
- Repeat offenders on a team who display unacceptable sportsmanship, should be addressed by the team captain and potentially removed from the roster.

- Spectators are NOT members of the team and should sit separately. Benches are for the players. They should not be involved in team functions. No coaching, line calls or interfering with play is allowed.
- Teams are responsible for logging scores, calling court and player assignments for games.
- Captains have the option of playing or not playing anyone on their roster during the season
- MXD and WD captains must play a minimum of 2 games per week when in attendance. Exceptions must be approved by the league coordinator.
- If a non-rostered player participates in a game, that game will be considered a forfeit.
- Additional team penalties may be assessed if a team is playing an illegal player without advising league coordinator.
- Team forfeits due to lack of enough rostered players will impact future season participation.
- Any team that qualifies for playoffs, and is unable to participate, will relinquish their playoff position. The next team in line will move into playoffs.
- **INCORRECT SERVER/RECEIVER RULE**
  - If the correct server or receiver is NOT in the correct position when the score is called, players may stop the rally, place the players in the correct position and replay the rally. If the correct server or receiver is NOT in the correct position when the score is called and the rally is played out, the rally shall stand. Players move into the correct position for the next play.
- **FOOT FAULTS**
  - Servers toe touches the line during the serve – **DO NOT CALL**
  - Servers entire foot crosses the line – **WARNING AFTER RALLY IS COMPLETED**
  - If this is a consistent issue with a player, advise league coordinator who will observe/advise **AFTER** the games are completed. **DO NOT CALL**
  - Kitchen faults – **DO NOT** call toes on the line  
**DO call** flagrant foot faults
  - Anyone in the game can call a fault – the player, the partner, the other teammate
  - If the “offender” and/or teammate does not believe a foot fault occurred, it’s a replay – **DO NOT ARGUE**
  - If the player agrees with the call then it’s a fault
  - **KEEP FOOT FAULT CALLS AT A MINIMUM AS THIS DELAYS GAMES**
  - **IF A REPETITIVE ISSUE, ADVISE THE LEAGUE COORDINATOR**
  - **SERVES** – players **DO NOT CALL** what your team considers an illegal serve – contact league coordinator who will observe and determine the legality of the serve

This is not a sanctioned league or tournament and is non-officiated play. We have a 2 hour limit to complete play per division and do not want to consistently delay the games due to numerous replay’s which aren’t necessary. If ongoing issues are occurring during games, text the league coordinator your court number for assistance and/or observation.

### **Playoffs**

- In order to play in finals, a player must have played a minimum of two weeks during the regular season
- Playoff seeding/ranking will be determined by games won during the season,
- Tie Breakers between teams seeding into playoffs is Head to Head first, points second.

- EVERY GAME COUNTS – all games on the scorecard must be played
- If a tie occurs during playoffs (games won & points), a sudden death match will be conducted to determine the winner.
  - Teams select 2 player to compete.
  - A time is established for the match based on time remaining.
  - If unable to play to 11 points due to time, the first team with 7 points will be the winner
  - First to 11, win by one if time allows for a complete game

### **Division Movement and Player Eligibility:**

- Any player observed to be playing significantly below their skill level may be removed mid-season and/or limited in the number of games played
- Any team observed to be playing significantly below their skill level will be moved the following season if space is available and potentially not participate in playoffs
- Relegation & qualifiers, along with the league coordinator assessments will determine team movements up or down in skill level divisions for each season. Teams do NOT automatically move up/down divisions due to season outcome.

### **Division Skill Range Averages:**

3.0	3.0-3.49
3.5	3.5 – 3.9 IF NO 3.5+ DIVISION EXISTS
3.5+	3.75 – 4.0
WD 4.0 Div II	3.8 – 4.25
WD 4.0+	4.0 – 4.8

### **Officiating:**

- The USA Pickleball Official Rulebook will be used to guide league play
- The ES league is a non-sanctioned event and the non-officiated play rules will be practiced
- The league has the option to modify rules to better align with the program – those modifications are outlined in the Rules & Regulations section above.
- Players are responsible for ethically calling line calls on their end of the court
- The USAP rules are used when determining in/out balls
- Questionable calls must be resolved in the favor of the opponent.
- If player asks for the opponents opinion the opponents call will stand
- If one player calls the ball out and their partner calls it in, doubt exists and the call is in
- The opposing team may respectfully challenge a line call and respectfully accept the final call
- Players on the sidelines may NOT make calls, verbally coach during play, or make any coaching signals to their teammates. You are spectators when you aren't playing.
- Team huddles between games may not delay games
- Delays such as repeated partner discussion at the baseline are not allowed
- Spectators may NOT make any calls such as line in/out calls, coach during play, make any coaching signals to the players, huddle teams and delay games or function as a member of the team. Teams are responsible for managing the scorecards and getting players on the right courts for games.

### **Equipment & Clothing:**

- Players provide their own paddles
- League provides Game balls which must be returned at the conclusion of the games
- League does NOT provide warm up balls
- The Franklin X-40 ball is the official league ball – Optic color
- Clothing – players may not wear clothing that closely matches the color of the ball. Exceptions exist for grandfathered teams. Any new team must select a different color and any current teams changing their team uniform must select a different color

**PADDLES** – Effective the Fall league no de-listed paddles by USA Pickleball may be used. Several paddles were delisted effective July 2025. These were primarily Joola and Gearbox – for a list of approved paddles go to [www.usapickleball.org](http://www.usapickleball.org)

### **Court Rules:**

- Players are expected to leave the courts at the end of their matches unless courts are available playing
- Courts have been reserved for the league
- Space is very limited on Pickleball courts 1 & 2 and the baseline is extremely tight. Please limit to team members only.
- Only water is allowed on the courts and lids are required.

### **Etiquette:**

- Good sportsmanship is required at all times
- Ethical and respectful play is a foundational requirement
- Teams should advise league coordinator if repetitive rule violations, questionable calls, rules questions are occurring during play. The league coordinator will observe and correct.
- Swearing, negative taunting/comments, unsportsmanlike conduct will not be tolerated. If disrespect is occurring between teams, the offenders will be penalized and subject to forfeit games. If severe enough or physical in nature the individual and/or teams will be removed from league.