

El Segundo Pickleball League Rules – Updated December 2025 WD and MXD Leagues

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 use 2 courts simultaneously and play a total of 12 games weekly
- Premier, 4.5 and MD use 1 court, play 2-3 teams weekly for a total of 6 games
- Results/standings will be available online
- A 2-hour court block is scheduled per division
- 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 4.8 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 for advancement.

Roster Requirements:

- Players must be at least 18 years of age.
- There are 4 leagues in the El Segundo program defined as - Women's Doubles (WD), Men's Doubles (MD), Mixed Doubles (MXD), All Gender which is 4.5 and Premier level
- A player may only roster and play on one team per league
 - Players can NOT play on one team + "sub" on another in the same league
- Players skill level must be within the skill range identified for each division.
- Premier players can NOT play in MXD, MD or WD divisions
- 4.5 division players need approval by the league coordinator to play in MXD, MD or WD leagues
- 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 / 5 maximum (recommend 3-4)
 - MD = 2 minimum / 5 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 will enter their rosters online
- Captains will accept the liability waiver on behalf of the team online
- **Roster changes are allowed through the end of week 4 of league play.**
- **No changes week 5 and beyond**
- **Players MUST be listed on the team roster in order to play**

Rules & Regulations:

- Games to 11, win by 1, switch sides at 6 points
- Home, Away, and Court numbers will be listed on the schedule & scorecards
- For MXD and WD games, the home team will serve the 1st six games and select side games 7-12.
- For MXD and WD games, the away team will select side the 1st six games and serve games 7-12
- Game Lineup - Captains will enter their lineup online the day of game play no later than 30 minutes prior to game start. Once entered, lineups are locked down.
- Lineups can NOT be changed once the scorecard is printed unless approved by league coordinator
- WD and MXD teams may only play with the same teammate one time per round.
- If a player is not available 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 correct players are on the right court.
 - If not, 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. 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 or becomes ill during play, a 5 minute 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/ ill player subs out, they cannot 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.
- Repeat offenders or behavior witness by the league coordinator will be addressed immediately
- 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.
- **NO SPECTATOR SEATING ON COURTS 1 & 2.** Space is limited.
- 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 are active members of the team and are expected to play. 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 – **REMINDER 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 kitchen fault – the player, the partner, the other teammate
 - If the “offender” and/or teammate does not agree 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 a non-sanctioned league 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

- Player must have played a minimum of two weeks during the regular season in order to participate.
- Playoff seeding/ranking will be determined by games won during the season,
- If a tie, Head-to-Head is the first tiebreaker, point differential 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 will select 2 players to compete in the sudden death match

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 or above 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	3.49 – 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
- **CLOSE CALLS SHOULD BE CALLED IN**
- 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 – Paddles must be USA Pickleball approved and appear on the official list. De-listed paddles may NOT be used. **Knockoff Paddles may NOT be used.**

Court Rules:

- Players are expected to leave the courts at the end of their matches
- Courts have been reserved for the league
- **Space is very limited on Pickleball courts 1 & 2. NO spectator seating or standing on courts.**
- Only water is allowed on the courts and lids are required.
- Arriving teams should NOT enter active court area with league games in play. Do not “cut through” courts during game play to get to other courts. Use gates closest to assigned courts

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.