



Sport & Social Club General Rules

SCORE REPORTING

- Team captains are responsible for reporting the scores after your game through the SSC website. Teams have a 48-hour window to report scores after the completion of the game. Please be timely with your score reporting so league standings can remain updated for playoff positioning.

STANDINGS/SCHEDULES

- Players can view league schedules and standings by logging into your player profile and clicking on 'Schedule and Standings'.

PLAYER ELIGIBILITY

- All players must be added to the team roster by the team captain. This process confirms that all players have agreed to our policies and online waiver.
- Substitute players are allowed; however, they must be added to the team roster. Adding a substitute player from another team in the same league is allowed, however, regular/consistent use of a substitute player in the same league is considered unsportsmanlike and not encouraged.
- For a player to be eligible for a playoff game, the following criteria must be met, or the team will default the game:
 - Be on the SSC online team roster.
 - Play a minimum of two regular season games in a 6–10 week season, or three regular season games in an 11–14 week season.
 - Play for only one team per league/pool in playoff games. If a player plays for two teams, the second game will be defaulted.

DEFAULTS

- A default will occur if a team cannot field a squad by 15 minutes after the official start time. If a team does not meet the standard eligibility requirements, team captains must confirm the outcome prior to starting the game. Captains may agree to waive the rules regarding eligibility requirements. If it is agreed that the game counts, it counts! In the event there is a default dispute, and the game was played, the SSC ruling is that the game counts.
- In the event of inclement weather, follow our SSC foul weather policy available on the website and the sport specific instruction below.

ROUGH PLAY & PLAYER CONDUCT

- It is recognized that incidental contact between players is inevitable – however, all players should go out of their way to avoid creating unsafe play.
- Any unsportsmanlike conduct may result in immediate expulsion from the league. This includes, physical or rough play, verbal abuse, damage to facility property and/or loss of facility permit. Fighting will result in immediate expulsion from the league. View our complete Unsportsmanlike Conduct policy on our website.
- Drinking alcoholic beverages, use of drugs and smoking at your game site before, during, or after your game is strictly prohibited. Offenders will be asked to leave the league without refund. No Exceptions.

GAME COORDINATOR (GC) ON-SITE SSC LEAGUE REPRESENTATIVES

- A Game Coordinator (GC) presence is dependent on sport, season, and/or facility locations. They are not referees, as all games are self-officiated. They are on-site to be a neutral supporter of both teams, clarify rules, manage equipment, start/stop games, and to inform players of league news.
- A Game Coordinator may stop a game before the full time has expired due to overly aggressive play, persistent unsportsmanlike conduct, or a general violation of the rules of the game.

Sport & Social Club Pickleball League Rules

OBJECTIVE	<ul style="list-style-type: none"> Pickleball is a team sport played by two teams on a court divided by a net. The objective is for each team to send the ball over the net until they win the point or when the opponent cannot return it.
GAME LENGTH	<ul style="list-style-type: none"> Teams will play two 30-minute matches. Matches start and end according to your online SSC schedule. If games start late, games must finish at the scheduled time (e.g. 6:10pm-6:30pm). If a set is not complete when time runs out or a game is stopped, then the team in the lead is considered to have won that set. A team must have at least 5 points in a set to count as a win, otherwise it is deemed a tie. Similarly, if the third set is not played, then it is considered a tie.
EQUIPMENT	<ul style="list-style-type: none"> Players are required to bring their own paddle to every game. SSC will have game balls available to use at the game location.
PLAYERS ON COURT, GENDER RATIO AND DEFAULTS	<ul style="list-style-type: none"> Teams are comprised of 2 players on the court. There are no minimum gender requirements. Players participate freely without restrictions existing as to how many players of each gender are on the court. A default for the match (all sets) will occur if any team cannot field a squad 15 minutes after the official start time (unless otherwise agreed by both captains).
GAME SET-UP	<ul style="list-style-type: none"> Pickleball nets will be set up by the SSC Game Coordinator or facility staff upon arrival to your game. To determine who serves first, teams can either flip a coin or rock-paper-scissors. The winner will have the option to choose court side or to serve or receive. If the winner chooses to serve or receive, the loser picks the starting court side. If the winner chooses the starting court side, the loser chooses to serve or receive. Teams are responsible for keeping score and time.
SCORING	<ul style="list-style-type: none"> Matches are comprised of three sets which equals one match. Each set is to 11 points. The first team to score 11 points by a two-point margin wins the set (with a hard cap of 15 points). Points are scored only by the serving team.
LINE CALLS	<ul style="list-style-type: none"> 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. A ball contacting the playing surface outside of the baseline or sideline, even though the edge of the ball overlaps the line, is considered out of bounds if there are official line judges present. Players will call the lines on their side of the court. No player should question an opponent's call unless asked. A player should ask the opponent's opinion if the opponent was in a better position to see the call. An opponent's opinion, if requested, shall be accepted. The opinion of a player looking down the line is more likely to be accurate than one looking across the line.
SERVICE SEQUENCE	<ul style="list-style-type: none"> At the beginning of each new game, only one partner on the serving team has the opportunity to serve before faulting, after which the service passes to the receiving team. After that, each team member serves until that player loses the serve when the team commits a fault. After both players have lost their serves, the serve passes to the opposing team. The first serve of each side out is made from the right-hand court. Side out is declared after one side loses its service and other side is awarded service. If a point is scored, the server switches sides and the server initiates the next serve from the left-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. The second server continues serving until his 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. 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).

<p>SERVE</p>	<ul style="list-style-type: none"> • The serve must be underhand. The ball can be hit either directly in the air or after one bounce (bounce serve). • Paddle contact with the ball must be below the server's waist (navel level). • The serve is initiated with at least one foot behind the baseline; neither foot may contact the baseline or court until after the ball is struck. • The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court. • Serves shall not be made until the receiver is ready and the score has been called. Serving before the score is called shall result in a fault, and loss of serve. • If a ball from another court interferes with your game, you may call it and re-do the serve.
<p>NON-VOLLEY ZONE (COMMONLY REFERRED TO AS 'THE KITCHEN')</p>	<ul style="list-style-type: none"> • The non-volley zone is the court area within seven 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 to touch the non-volley zone including the associated 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 legally be in the non-volley zone any time other than when volleying a ball. • A player may enter the non-volley zone before or after returning any ball that bounces. • If a player has touched the non-volley zone for any reason, that player cannot volley the return until both feet have made contact with the playing surface completely outside the non-volley zone. • The act of volleying the ball includes the swing, the follow-through, and the momentum from the action. If the paddle touches the non-volley zone during the swing, it is a fault regardless of whether the touch occurred before or after contacting the ball. • Non-volley zone faults may be called by any player on either team.
<p>FAULTS</p>	<ul style="list-style-type: none"> • 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 serve or side out. • A player must have possession of the paddle when it makes contact with the ball. • A fault occurs when: <ul style="list-style-type: none"> ○ 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, 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 and/or non-volley zone rule. ○ A 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.
<p>PLAYOFFS</p>	<ul style="list-style-type: none"> • Matches are comprised of best-of-three sets which equals one match. • Each set is to 11 points (win by a two-point margin, no cap). • Team playoff position: Ties in the standings will be broken first by head-to-head play. If there are more than 2 teams that are tied, all the teams must have played each other in order for the results to go to head-to-head. Otherwise, least points against, then +/-, then most points for will determine the placement in that order. • The SSC office will update the playoff schedule once all scores have been submitted and after the last regular season game. Please do not assume the time/location of your playoff game until team names have been posted into the schedule.

REMEMBER... ALWAYS HAVE FUN!