



## 2026 LADIES TEAM LEAGUE INFO / RULES SHEET

1. Play Format: Play three games to 15, on three lines, line 1, line 2 and line 3, win by two, side out scoring (only score when you serve). Captains will determine what court number is line 1, line 2 and line 3. Each game is worth one point. Winners will be determined by the most number of points.
2. Determining Serving Team for each court: Any fair method can be used to determine which player or team has first choice of side, service, or receive. Some examples include coin toss or writing a 1 or 2 on the back of a score sheet or any piece of paper. Each game switch sides and first service. Third game switch sides 8 points
3. Time Outs: 2, time outs per game for each match. Each time out is one minute only. Between games the teams have 2 minutes to switch sides and start the next game.
4. Medical Time Outs: A medical time-out is a special stoppage of play used only when a player has a legitimate medical condition or injury that requires assessment or treatment during a match. It is not for rest, fatigue, cramps without medical need, equipment issues, or hydration alone. The clock starts when medical personnel arrive (or league director, if medical staff are not available). Play must resume as soon as possible, but no later than 15 minutes. Only ONE medical time-out per player per match. Can be requested during a game or between games. A medical time-out cannot be requested before a match starts. If the player cannot resume play within 15 minutes, the match results in a retirement. If medical staff determine no valid medical condition exists, a standard time-out is charged instead. If no standard time-outs remain, a technical foul is assessed
5. Balls: Each team is responsible for bringing two USAP approved pickleballs, outdoor balls must be used. The first serving team will choose what ball to use. Both teams must have a chance to warm up with the chosen ball type. If a ball cracks, the first receiving team chooses the next ball. If the first receiving team chooses a different ball type, the first receiving team gets a two-minute warm up with the new ball.
6. Paddles: Each player can only use an approved paddle from USAP approved list. The list can be found here: <https://equipment.usapickleball.org/paddle-list/>
7. Water Breaks: Players may quickly hydrate between rallies as long as it does not delay play. If more time is needed, a team should take a standard time out that will allow them 2 minutes.
8. Switching Players/Team Members: You cannot switch players once the match has started.



9. Honor System: Line calls must be made immediately (within ~ two seconds) by the side playing the ball. Otherwise, the ball will be considered in. If, during a doubles match, one partner calls the ball out and the other partner on the same team overrules the call, the ball will be considered in. Any questionable calls should be in favor of your opponent. No points should be played over unless both parties agree to play the point over. If you request the opinion of your opponent, you should accept his/her opinion. Ultimately, any rule of play in question should reference the USAP rulebook.
10. Score Reporting: All scores should be promptly reported by the winning team Captain utilizing the GGS app developed for the league. If a score is not reported within 24 hours of the match, then the winning team forfeits the game. If an issue arises from reporting the score, please contact your league Pro/administrator.
11. League Withdrawals: A player/team who decides to withdraw from the league due to an injury or for any other reason is required to inform the league Pro/administrator. The player/team will not be reimbursed for the league fee.
12. Team Match Play Defaults: A player/team that is in violation of any of these rules below will result in a forfeit: (A) Failure to appear on the court within 15 minutes of your start time will result in forfeit. (B) Quitting before a match is completed due to an injury or a walk-off will result in a forfeit. (C) Equipment failing such as a broken paddle or your shoe falling apart if you do not have any back-up equipment.
10. Resolving on Court Conflicts: All matches that report an on-court conflict to the league administrator will be addressed 24 hours after the match. If the conflict occurs on a weekend, then it will be resolved on the next non-holiday weekday. All League decisions made by our League Pro Stephanie are final!
11. General Rules of Pickleball: All players/teams must follow the USA Pickleball Rulebook. We encourage players to read and fully understand these rules prior to playing to resolve any on-court conflicts.
12. Code of Conduct: All players must adhere to a code of conduct while participating in the league, which includes but are not exclusive to the following: (A) Treating your opponents with respect, no trash talking, no blatant attempts to interfere with your opponent's play, etc.) (B) Showing up on time to your matches. (C) Abiding by all court rules. (D) Being honest about line calls and foot faults. (E) Reporting scores correctly.
13. Sub For Team Member: In the rare occasion that a team needs a sub. All subs must be approved by the club's League Pro/Administrator.



14. Winning Teams: Each member from the winning team will receive a trophy. Winning teams will receive a plaque with a picture. The plaque will be hung inside the pro shop.