



Team League Rules

General: The following rules apply to all league in the GOPB team league group. All leagues are open to all men and women players. All GOPB leagues will follow current IFP pickleball rules.

Age restrictions: Players participating in the GOPB leagues must be 18 years of age or older.

Play Locations: Play at this time is limited to Kickingbird.

Fees: Teams/players must pay fee prior to participating in the league per the published date. These are collected by the captain and given to the LC before the schedule begins. \$10 per person. Substitutions do not have to pay the fee.

Team Rosters and associated player skill levels: With this being our inaugural season we may not do everything right. Please be patient because we are learning. If you have suggestions please submit to the League Coordinators(Lorie Roberts).

For the 2.5, 3.0, 3.5 & 4.0+ team leagues, LC decided to take registrations for all players that would like to play. Then a drawing will be held by the LC for the division of teams by skill level. Team captains will be chosen from those players.

Team rosters must consist of players with skill ratings that are consistent with the skill group level. For all ratings, (USAP or club rating) it is the responsibility of the team captain to assure the ratings are accurate and defensible to IFP and USAP rating criteria no matter what the level. Rosters for the 4.0+ skill groups may only contain one 5.0 player. GOPB team rosters may contain players of lower skill without League Coordinator approval. Teams that feel a player is playing in a lower skill level than they should be can appeal to the LC of that League.

Player UTPR rating exceptions: A player's GOPB team league performance has no effect on a player's UTPR rating.

Team members: Team members may not play in more than one skill league at this time. Please plan for substitutes on your roster. They must be approved by the League Coordinator. Six players will be drawn for each team.

Team members are not required to be from any particular location. Players must belong to GOPB & have registered on GPN.

Team names: Captains will submit a team name to the league Coordinator(LC). First come first serve in case 2 submittals are identical.

Match Day Teams: On match day the captain will bring at least 4-6 players to play on their team. Line-ups identifying the doubles teams on the scoresheet will be exchanged prior to the start of the match after which they may not be changed. 1 Women's Doubles, 1 Men's Doubles & 2 Mixed Doubles teams will play each match day. All six players on the roster do not have to play each week(the same players that played M/WD could also play Mixed). Depending on how many teams sign up for the league will determine how many times you will play each team. Each team will probably play 2-3 teams a day. Rosters may be different players for each team played. Captains or their designees are expected to be on-site at each match.

Late Player: Unless otherwise specified the schedules state the time matches are to start. It is always a good idea to verify the start time with your opposing team captain a few days prior to the match. The following rules apply to late players.

Matches shall start no later than 5 minutes after the posted match start time. If a player has not arrived 10 minutes after the posted start time the team will default the game the player would have normally played. If the team has a substitute player in attendance that player may be used as a substitute for that entire match. If the late player has arrived during the game the late player will be able to play against the next team.

Unless a substitute fills in as defined above, all games will be defaulted and scored 11-0 against the team with the late player until the late player arrives. The 5 minute rule applies to the start of each round. Once the next round has started the late player has 5 minutes to arrive or the first game will be defaulted. If the late player arrives during the 2nd game, in any round, more than 5 minute after the other pairs have begun play, that game will also be defaulted 11-0.

Match Process: To begin a match the visiting teams choose serve, receive or end. Each doubles team will play 2 games to 11 win by 1. Teams shall switch sides after the first game. Each team is awarded 1 point for each game win. Whichever team earns the most team points in all the games played that day will be the winning team that day. The team points will accumulative for each day to determine the winner of their league skill group at the end of the season.

After the teams have played their first round of all 3 or 4 matches of doubles (Men's, Women's, Mixed) each team captain will switch rosters again with the second team for the second round.

Third round is then played with the third team in the same way as the 1st and 2nd rounds.

Breaks: A break of 1 minute is allowed between games. After each round of 2 games, a break of up to 5 minutes is allowed commencing at the time the last 2 opposing doubles teams in the round complete their 2nd game.

Time outs: 1 time out is allowed per game per team. Bathroom breaks should be taken between rounds.

Coaching: Per IFP rules coaching by anyone is only allowed after completion of each game and during time outs.

Substitutions during the match day: Each team is allowed 1 substitute once play has begun. The substitute shall be identified on the line-up sheet and may only be used due to injury or illness. Substitutions are permanent for the remainder of the match. Players removed due to injury or illness may not return to the match. Substitutions may only be made with players on the current team roster.

Score Reporting: Scoresheets should be examined by both captains and signed for accuracy of scores before you leave for the day. The home team captain must report the score within 12 hours on the GPN site. Preferable before they leave the facility. The score will become official if not contested after the 24 hour time period.

Records: All captains are to keep records of all match results until the end of the season in case of discrepancies or disputes.

League Team Standings: The standings of each division skill group will be posted and updated on the GPN website. You will see individual match scores, weekly team scores and accumulative league standings. Team standings within each skill group will be based on the number of game wins at the end of the season. In case of a tie we will have a play off match.

Schedule and Locations: Teams will typically play a minimum of 3 matches against each team in its league skill group. This may change depending on the size of the Skill Group. The LC will publish the schedule. Changes to the published schedule must be requested at least more than a week before the scheduled match. We will be moving outside when the weather permits. If raining the matches will be played inside.

Ball: For all Kickingbird skill leagues the Dura 40 or Franklin X ball will be used. GOPB will supply the balls for all the matches at Kickingbird.

Kickoff Meeting: The LC will hold a captain's kickoff meeting prior to the start of each season to review rules and introduce captains.