



APA Team Challenge March 22 & 23, 2025

The APA Team Challenge will be held at AgRec, Building 1, 32470 Haida Dr, Abbotsford.

Day one is Saturday March 22, 9 AM to 1 PM, day two is Sunday March 23, 9 AM to 12 PM.

Our Annual General Meeting will take place at 1:00 PM following the Saturday session, we hope you will stay to participate. We expect the AGM to last 90 minutes.

Tournament Director

Bruce Uyede is the tournament director, any questions prior to the tournament can be emailed to 19bruce58@gmail.com. During the tournament Bruce will have final say on all decisions. If Bruce is unavailable Lisa Schlagintweit will be the Director.

Game scores will be entered into [DUPR](#).

Volunteers are needed. If you are able to help, please email the tournament director.

Major League Pickleball Background and Rules (modified for our tournament)

Major League Pickleball (MLP or the League) is an innovative coed team league, featuring 22 teams across two levels - Premier and Challenger. Professional players are drafted to teams at both levels, competing across a regular season schedule, Mid-Season Tournament, and annual Playoffs.

Teams compete under rules specific to MLP (MLPlay™ Rules), including rally scoring for games and tiebreakers known as DreamBreakers™. Every Match between teams consists of four (4) Games: Women's Doubles, Men's Doubles, and two (2) Mixed Doubles Games. If teams are tied after these four (4) Games, an innovative tiebreaker known as a Dream Breaker™ is played.

All teams will consist of four (4) players, two (2) men and two (2) women.

The most recent USA Pickleball Official Rulebook rules shall apply to all MLP events with the exception of the specific rules and procedures set forth in this Rules Guide.

1. TEAM CAPTAINS & GENERAL MANAGERS

All teams must designate a team captain. Team captain duties include, but are not limited to: communicating with the tournament director (and referees) during a match, participating and making selections during the coin toss, communicating the mixed doubles and DreamBreaker™ lineups to the referee, communicating timeouts and



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challenges to the referee, etc. If a team captain is unable to fulfill his/her duties, the team must designate a substitute captain.

2. WARM UP

Teams are to be given five minutes to warm up at the start of each day, then two minutes prior to each game.

3. COIN TOSS

At the start of each match, a coin toss (or similar random selection) will be conducted. The winner will elect to choose one of the following options: 1) Serve or receive, 2) End, 3) Act or react, 4) Men's or women's doubles played first. After the coin toss winner makes their first selection, the opponent will then make their first selection from the remaining options. The choice will then go back to the coin toss winner to make their second selection from the remaining choices and the last selection will be made by the opponent.

A. Serve or Receive

The team selecting to serve or receive will maintain that selection for each game throughout the match.

B. End

A team will start on one end of the court, change ends at 11, and finish on the opposite end. Teams will stay on the end they finish on and begin the next game on that end. Example: If Team A selects the right end of the court to start game one (1), they will begin game one (1) on the right end but begin game two (2) on the left end of the court. Team A will then begin on the right end for game three (3) and the DreamBreaker™ (if one is played during the match).

C. Act or React to Mixed Doubles

The team choosing to act will submit their lineup first for the first mixed doubles game. The team choosing to react will respond to their opponent's mixed doubles lineup in the first mixed doubles game. This selection will be reversed if teams go to a DreamBreaker™. The team that chose to act for mixed will then react in the DreamBreaker™, and the team that chose to react in mixed will act in the DreamBreaker™.



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D. Men's or Women's Doubles Played First

Teams will be allowed to choose if they want to play men's doubles or women's doubles for game one (1).

4. MATCHES

Each match will consist of up to four (4) games to 21 (win by 2 but cap at 25 win by 1) with rally scoring, where a team must win a game on their serve. The four (4) games to be played will include: Women's doubles, men's doubles, and two (2) mixed doubles. The mixed doubles games will be played after the women's and men's doubles games. A DreamBreaker™ will be played to determine the winner of the match if teams are tied at 2-2 after the women's doubles, men's doubles and mixed doubles games.

5. GAMES

Players will change ends when one team reaches a score of 11.

A. Scoring

Games are played to 21, win by 2 but cap at 25, win by 1. A team can only win a game while serving.

What is a "Freeze" in Pickleball?

You must score your last point while serving.

1. Winning team Freeze: If the winning team reaches 20 points, they can only score when serving for the rest of the game. If the opponent serves to start the rally, the team on freeze cannot score.
2. Losing team Freeze: If the losing team then reaches 18 points, they also freeze and can only score while serving.
3. If the score is tied at 19-19 and becomes 20-19, both teams freeze.

The score is announced with just two numbers. There is no first or second server.

At the end of each game record the team names and players and scores on the score sheet, circling your score, then sign for your team.



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6. SERVES

Players will be allowed to use the Volley Serve or the Drop Serve. Any serve that touches the net and lands in the appropriate service area will be considered in. The ball release must be visible to the referee.

Service Faults

If a referee identifies an illegal serve, they will stop play to identify the fault and call a replay. Each player will be allowed one (1) replay per game due to a service violation before a fault and side-out are assessed.

MLP service violations include:

- Highest point of the paddle head above the wrist when the paddle strikes the ball.
- No upward arc in arm swing at the time the ball is struck with the paddle.
- Server imparting spin on the ball during release.
- Foot fault at the baseline or the imaginary extension of the centerline or sidelines.
- Both feet off the ground at moment of service.
- Serving while the score is being called.

7. CHANGE OF SIDE

In doubles play, there will be a right side (even) player and a left side (odd) player. The right side player will serve when their score is even and receive when the opponent's score is even. The left side player will serve when their score is odd and receive when the opponent's score is odd. Players do not switch sides after winning points.

A team may choose to switch their players' sides during a time-out they call, but they must inform the opponents before play resumes. Either team may choose to switch their players' sides during an end change but must inform the opponent.

Wristbands should be used to designate the right side (even) players.

8. TIME-OUTS

Teams will each receive one (1) time-out per game. Time-outs will be up to one (1) minute or longer depending on broadcasting/live streaming. Players on court must request the



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time-out. Team captains can make a request but the players on court must confirm they want to use it before the referee will proceed with the time-out.

A. Medical Time-Out

One (1) medical time-out per player per game will be allotted. Medical staff will determine if the medical condition is valid and the referee will start a fifteen (15) minute timer. After fifteen (15) minutes, if the player cannot continue, a substitute player will be allowed to play for the remainder of the match. No additional warm up time will be allowed for the substitute player.

B. Other Time-Outs

Additional time-outs may be implemented during a game to address equipment issues, referee or fan injury, or for any other reason deemed necessary by the Tournament Director.

10. DREAMBREAKER™ (SINGLES TIEBREAKER)

A DreamBreaker™ is a singles game to 21, win by 2, but cap at 25, win by 1, and will use the same rally scoring used in each of the match games. A team can win only when serving.

Each team must rotate its four (4) players for four (4) singles rallies in a set order. The team that elected to react in mixed doubles will act first for the DreamBreaker™. That team will have one (1) minute to designate the first player in the order of rotation of its four (4) singles players to the referee. That team's first player will be revealed to the opponent and then they will have one (1) minute to designate their opposing first player. This process will repeat back and forth until all four (4) players on each team are declared.

All team members will play in four (4) rally rotations until the DreamBreaker™ is concluded (player 1 plays four (4) rallies, then player 2 plays four (4) rallies, then player 3 plays four (4) rallies, then player 4 plays four (4) rallies, and then the rotation repeats in the same order).

In the DreamBreaker™, players serve from the left or right side of the court based on their score. A player will serve on the right side when their team score is even and serve on the left side when the team score is odd. Teams will change ends when one team reaches a score of eleven (11).

During the DreamBreaker™, each team will be allotted one (1) time-out.



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11. LINE CALLING

Players on court must make an OUT call either verbally or with a finger towards the sideline or baseline. All OUT calls must be made prior to the ball being hit by the opponent or before the ball becomes dead. All players or team representatives on the sideline should not call OUT balls during a live rally.

If players on court did not make a play on a rally ending ball or see where it landed, the players or team representatives on the sideline will be allowed to make an OUT call after the ball is dead. In this scenario, if the sideline saw the ball OUT, they can call it quickly, and the players on court will need to confirm the OUT call with an immediate verbal call or finger. If neither the players on court nor the sideline make an OUT call, the ball will be declared IN.

IN calls need no verbal call but can be indicated with a flat hand out towards the court. If one player on court calls a ball IN and one player calls it OUT, the ball will be declared IN.