

Chilliwack Pickleball Club

Mayday Team Challenge

IMPORTANT!!!!

Let me first say thank you for registering for our tournament. Below I have provided you with a few more details and procedures regarding how the tournament will run and what our expectations are. I would like to stress the following:-

**- Please check your registration dates and times very carefully.

Dates & Times

Saturday May 10th, 2025**

**9.00am – Division 1 & 2 Please arrive between 8.00am and no later than 8.30am.**

**2.30pm – Division 3 & 4 Please arrive between 1.30pm and no later than 2.00pm.**

Winning Team from each bracket receives $100 each Player

Maximum 24 Teams consisting of 2 Men & 2 Women.

Teams will be split into 4 divisions by average team rating based on DUPR ratings.

Only the Captain needs to register their team. In the event a sub is needed it will be the captain’s responsibility to find a sub who fits the guidelines stated below.

Format

4 Teams consisting of 2 men & 2 Women.

**There cannot be more than a 1 point rating differential between the highest and lowest rated player on the team. (Based on DUPR ratings)**

Games:- Round Robin

1 x Women’s Doubles, 1 x Men’s Doubles & 2 x Mixed Doubles.

 Rally Scoring to 21 (Win by 2). Must win on your serve. NB: New 2025 Rally Scoring rules will be used.

1 point for each game won.

Tie Breaker

If there is a tie for first place then a “Dreambreaker” Singles challenge will determine the winner. Each member of the team will rotate thru their roster for 4 points.

2nd Tie Breaker – Head to Head

3rd Tie Breaker – Point Differential

Rules

1. One team puts their roster up and then the second team decides their roster.
2. Teams will toss to decide to act or react.
3. For each game teams will toss to decide serve, receive or choice of side.
4. 2 x 1min Timeouts per team per game.
5. Switch sides at 11.
6. Coaching anytime is allowed but games will not stop unless a timeout is called.
7. Team Captain has final say of the lineups.
8. There cannot be more than a 1 point rating differential between the highest and lowest rated player on the team. (Based on DUPR ratings)
9. Subs must not have a higher rating than the player they are replacing and must meet the parameters of the 1 point rating differential between the lowest and highest player on their team.

Other Information

Each Match will start with the Men & Women’s Doubles which will run at the same time followed by Mixed Doubles also played at the same time.

Ball: Yellow Onix Outdoor Fuse

Please stay for the entire duration of the tournament and support your team players.

Spectators are more than welcome.

**Practice Courts**

**We cannot guarantee that there will be practice courts available but we will try our best to provide you sometime to warmup. Court monitors will direct you to practice courts if and when they become available.**

**Important Information for the Tournament:-**

We ask that you arrive at least 30mins before and no earlier than an hour before your scheduled playing time.

* You will then proceed to the check-in desk.
* Here you will be given your lunch voucher.
* Food and drinks are provided for players only (not for spectators)
* **IMPORTANT: We ask that you keep your warm-ups to 2 mins between games.**

**Playing Etiquette**

* Wait for a point to finish before moving behind players.
* When waiting between courts try and stay clear of play.
* Stop play when a stray ball comes onto your court. Look for the player who is asking for the ball back and direct the ball back to them.
* Try and keep any gear you take onto the court to a minimum and place right up against the wall so it doesn’t impede play. On the south side of the building there is a pony wall you can put your gear behind.
* There will be Court Monitors situated throughout who will have any extra supplies you may need like pencils, pencil sharpeners, Band-Aids, Kleenex, scissors, server bands etc.
* In order to be courteous to all please plan on staying until the medals are awarded for your event.
* Do not leave until you are 100% sure your event has been completed.
* There will be a first aid table where you will find ice packs etc.
* We ask that the server bands be handed back in when you are finished play.

**Playing Rules**

* 2 min warm-up.
* If the ball hits the curtain or rope loop over court 4,5,10 & 11 it is a Fault.
* A ball must be clearly seen as out to call OUT. If the line is too thin it is IN.
* Games will play to 21, win by 2
* Switch sides at 11.
* Two 1 min timeouts per game per team.
* Paddles must be on the USAPA approved list. Please check.
* You must play with the provided ball. DO NOT PLAY WITH YOUR OWN BALL!!!!
* All Players are expected to know the official USAPA rules.
* We will be using the new 2025 USAPA rules. Please note the following:-
	1. No Spin Serve. If you spin the ball as you release it from your hand, it’s a replay/re-serve. This only applies to a volley serve.

***4.A.5. The Volley Serve.*** *The server shall use only one hand to release the ball to perform the serve. While some natural rotation of the ball is expected during any release of the ball from the hand, the server shall not impart manipulation or spin on the release of the ball immediately prior to the serve. The server's release of the ball must be visible to the referee and the receiver. If the referee determines that manipulation or spin has been imparted, or the release of the ball is not visible, the referee shall call for a re-serve.

In matches without a referee, the server's release of the ball must be visible to the receiver. The server shall not impart manipulation or spin on the release of the ball immediately prior to the serve. If the receiver determines that manipulation or spin has been imparted, or the release of the ball is not visible, the receiver shall call for a re-serve immediately after the serve occurs. Exception: A player who has the use of only one hand may use their hand or paddle to release the ball to perform the serve.*

* 1. Wrong Score Called:-

You may now stop play until the return of serve to correct the score.

* Note: it's still risky to stop play when you think the score was called incorrectly. If you stop play, and it turns out it was the correct score, it's a fault on you and your opponents will win the rally (and therefore the point).

Wrong Server or Receiver:-

* In the event of a wrong server or receiver and the rally is finished before the mistake is discovered then the point stands. Then make the correction before the next rally starts. No Fault!
* If a player stops the rally because of a wrong server or receiver they must do so before the return of serve. If they are correct then it is a re-serve. No Fault!
* If a player stops a rally because of a wrong server or receiver and they are incorrect it is a fault!

**Spectators**

* Spectators will not be allowed in the playing area.
* All spectating must be done from the bleachers.
* Spectators should plan on bringing their own food and drinks.

**Look forward to seeing you all soon.
Carol Hart
Tournament Director**