

KPI Code of Conduct

Kingsville Pickleball will succeed best if its players embrace the values of good sportsmanship and behaviour, display respect, and show self-control. It is essential that all KPI members abide by the following guidelines.

1. Members agree that the goal is to provide an environment where all players can play the game to the best of their ability, to learn, and most importantly, to have fun! Respect must be shown to all, both on and off the courts.
2. Good sportsmanship must always be exhibited when playing or observing others, especially players of less experience.
3. Under no circumstances may a member act in an intimidating manner or direct any form of foul or abusive language or gestures at others on or near the courts.
4. Members shall refrain from verbally or physically abusing opponents, officials, or spectators; any form of harassment, including sexual harassment; the use of profane, insulting, or otherwise offensive language or gestures; the use of power or authority in an attempt to coerce another person.
5. Members shall respect the property of others and not willfully cause damage.
6. Members will not engage in any behaviour that would endanger the health, safety, or well-being of others, e.g. throwing one's paddle, 'whacking' a dead ball.
7. At the discretion of the Board and the severity of the incident, club membership may be suspended or terminated. Disciplinary action will occur as follows: 1. First Offense - Written warning from club. 2. Second Offense – Short-term suspension by the club. 3. Third Offense – Termination of KPI membership without refund of fee.
8. Notwithstanding Paragraph 7, and pursuant to the KPI Constitution, the Board reserves the right to suspend or terminate any member for just cause e.g. a flagrant and serious violation.
9. Members shall comply, at all times, with KPI's bylaws, policies, procedures, rules and regulations. Members must also comply fully with all current health and safety protocols, as required by the Province of Ontario and the Town of Kingsville

Safety

- 1. Stretch** – Stretching is encouraged before and after playing.
- 2. Hydration** - This is so important. Drink plenty of water before, during and after you play.
3. Members will dress in safe and appropriate attire, including proper footwear. Street shoes are not to be worn on the pickleball courts. All players are to wear shirts at all times.
4. Players are encouraged to wear protective eyewear, both indoors and outdoors, to avoid injury.
- 5. Wet Courts** - Do not play on wet courts ... courts can get slippery and therefore dangerous when wet.
- 6. Runaway Ball** – If a ball strays onto your court during play you should immediately call, “BALL ON COURT” and stop play. Once the ball has been returned to the correct court, replay the point. This is a safety issue.
- 7. Entering/Exiting/Passing thru Courts** – Entering, exiting, or passing through court(s) should ONLY be done during breaks between points, not during play. Requesting permission or announcing your actions is a practical courtesy.
- 8. Lobs and overheads** - When going backwards for a lob, turn and run back, **DON'T TRACK BACKWARDS**. This is a primary source of falls and concussions which can be avoided. Any more than a couple of shuffle steps to prepare for an overhead is too much. Do not attempt to ‘smash’ off-balance. In circumstances where one player is significantly more agile than another, the more agile player should agree with their partner to cover all lobs.
- 9. Falls** - If someone falls on the court, **ALL PLAY STOPS**, until their needs have been assessed. **If a medical emergency is determined, call 911 and advise Kingsville Arena staff immediately.**

Rotation of Play

1. It is recommended to play in the appropriate time slot, according to your ability.
2. Win or lose, no one plays more than two consecutive games unless there is no one waiting to play.
3. **If there are less than 8 players in the queue:**
 - Players should rotate, 2 on, 2 off. The losing team leaves the court, winners stay on and split. Maximum is two games in a row.
 - Games go to 11, win by 2 points
4. **If there are 8 or more people in the queue, the paddle pouch will be used:**
 - Games go to 11 win by 2
 - 4 players off and 4 players on
 - When necessary, it will be announced games to 9 win by 1
5. **Players may move their paddles backwards in the queue, but not forward.**
6. Be ready to go onto the court when it is your turn.

BE SAFE AND HAVE FUN OUT THERE!