

OROMOCTO AND AREA PICKLEBALL CLUB (OAPC)

GAME RULES & COURT PROTOCOLS

Basic Rules: Learn and understand the rules, apply them fairly and cooperate in situations not expressly covered by the rules. If you run into a situation not covered or where you don't know, work with your partner and opponents to come up with a fair solution. You will find more information about the rules and basic play here: <https://pickleballcanada.org/play-and-learn/basic-rules/>

On the day of play:

Sign in: Sign in before playing to help the club track usage and membership status.

Warm-ups: Warm-ups should be brief and only on your first game of the day.

Doubles play: Club time is usually designated as doubles play.

Order of play / paddles: There are designated paddle holders. Place your paddle in the next available slot (winner or runner up) as it determines order of play after each game. Groups of four proceed to the next available court.

- Don't use a second paddle as a place holder and don't switch any paddles from one holder to another at any time.
- Don't jump ahead of others who are waiting to play. If you really want to play with someone who is not in line to be a partner or opponent, do not move them up to play with you. You should instead move yourself backward.

On deck: Know when you are "on deck" and be ready to play when it's your turn. When walking to your court [if you have to cross or go behind another court that is being used], wait until play has stopped and then cross quickly.

Score calling: Call out the score loudly and clearly before you serve (using the proper sequence) for all players to hear. It helps everyone to remember the score and to clarify if a mistake was made.

Playing time: Sharing courts during busy sessions is easier when we all pay attention to the process. Rotate on and off each court fairly – four on, four off.

Scoring: Typically, a game is played to 11, win by 2. However, when the courts are very busy with lots of people waiting, the club modifies the format so that games finish with first team to score 9. When does this happen?

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When using 3 courts and there are 4 or fewer paddles waiting	Games go to 11
When using 3 courts and there are 5 or more paddles waiting	Games go to 9
When using 6 courts and there are 8 or fewer paddles waiting	Games go to 11
When using 6 courts and there are 9 or more paddles waiting	Games go to 9

Line Calls and Faults: Pickleball is based on the honour system. Do your best to call lines and faults honestly. If the call is close or questionable, give the benefit of the doubt to your opponent or in some cases, replay.

Some guidelines include:

- Your team calls the ball IN or OUT on your side of the court, verbally and/or with hand signals. If you call a ball OUT, make sure it was clearly out. If the ball is close or partners disagree, consider it IN.
- When the ball is still in play on your side, you can communicate with your partner about it being IN or OUT ... but the 'official' call is made after the ball lands.
- Respect your opponents' ability to make their line calls on their side of the court.
- Generally speaking, do not question the calls made by your opponents.
- If you ask your opponent for their assistance with a call, accept their answer.
- Anyone can call non-volley zone (aka kitchen line) faults and service foot faults. It must be called as soon as it happens. If there is a disagreement, replay the rally.
- Admit your faults. It doesn't matter if your opponents call or even see it, such as stepping on the service or non-volley zone line; the ball landing out; double bounces; or the ball grazing you, your paddle or your partner on the way out of bounds. Remember the honour system - calling your own faults is part of that!
- Do not call a hinder unless it affects your ability to play the ball. A hinder is something that adversely affects play but is not caused by one of the players and is not a permanent feature. It could be balls, flying insects, foreign matter, a player from another court, etc.

End of game – Leave the court promptly as a group. Do not walk behind, alongside, or into another court while play is in session. Call COURT at the end of a rally on the adjacent court to let other players know that the court is available. At the Gagetown Fitness Centre, we cross alongside the nets. Return the ball to the designated area. If you intend to play more games, re-engage paddles in next available slots of the paddle holder.