

PLAYER BRIEFING INFORMATION
2025 MYOFLEX PC NATIONAL CHAMPIONSHIPS
WINNIPEG, MANITOBA

Tournament Director: Ted Fardoe
Co-Tournament Director: Don Flatt
Head Referee: Alan Thomson
Referee Coordinator: Pat Drummond

It is Your Responsibility to Read This Document Thoroughly!

Player action items are included!

Referees and Rules:

You should be familiar with the 2025 USA Pickleball - Global Pickleball Federation Edition

- a) The referee will ensure proper player/position before calling the score.
- b) If a Player/Position Error is missed and the rally starts and ends, the rally will stand.
- c) If a Player/Position Error occurred and a player stops the rally prior to the return of serve, the rally will be replayed.
- d) If a player stops play after the return of serve it is a fault.
- e) If a Player/Position Error did not occur and a player stops the rally it is a fault.

Players must use USA Pickleball approved paddles and they are responsible for ensuring that the paddles they use are on the Approved List. [Paddle List | USA Pickleball Approved Equipment](https://equipment.usapickleball.org/paddle-list/)
<https://equipment.usapickleball.org/paddle-list/>

PLAYER ACTION

Players are responsible for ensuring that their paddles are approved for play. During the pre-match briefing Referee's will be asking if you have checked and verified that your paddle is approved. To help facilitate this process players are encouraged to have their paddles displayed on their cell phones using the USA P approved paddle list so that referees do not have to take additional time to look up unfamiliar paddles.

<https://equipment.usapickleball.org/paddle-list/>

NOTE: The USAP approved paddle logo embossed into paddles now has little meaning as some paddle manufactures have circumvented the approval process and have it applied to non-tested and therefore non-approved paddles.

If a paddle is found to be unapproved after the match has commenced that player or team will forfeit that match! Please, check your paddles!

Players are responsible for calling all the lines on their end of the court except for service foot faults, NVZ foot faults and short serves, which will be called by the Referee. All questions about the accuracy of an opponent's call is to be directed to the match Referee who when asked will make a ruling if they clearly can identify where the ball hit the court or playing surface.

NOTE: Referees are trained to pay particular attention to the NVZ and will assume that a ball is IN if they do not hear an OUT call or see a hand signal indicating the ball is out. If you or your partner do not call or signal the ball OUT and the Referee awards the rally to the opposition, you may appeal the call to the Referee who may change the call, but only if they have clearly seen the ball contacting the court. Therefore, IT IS IMPORTANT THAT YOU MAKE IMMEDIATE AND LOUD LINE CALLS! A line call is one which is made after the ball has contacted the playing surface. OUT calls made while the ball is in the air, are ruled as player communication, and not a line call.

Teams may call a timeout after the score is called, but not after the serve occurs.

After the score is called the serving team has 10 seconds to serve the ball. Failure to do so will result in a 'time violation fault.'

If the ball is served prior to the Referee starting to call the score, the Referee will ask for the ball to be re-served. If the ball is struck to make the serve prior to the Referee calling the complete score a FAULT will be called.

You are not permitted to apply spin to the ball prior to striking it for the serve when using either the volley or drop serve.

The Referee will pay close attention to each player's service motion. Ensure that your service motion complies with the 2025 USA Pickleball - Global Pickleball Federation Edition Rule Book requirements. When using the "Drop Serve" ensure that the ball is released in a manner that does not apply motion to the ball. Any motion of the hand to manipulate the ball or apply motion may immediately be called a FAULT!

If an incorrect score is called and play is NOT stopped before the return of serve, the outcome of the rally stands. It is a fault to stop play to question the score after the return of serve.

Each team has two 1-minute time-outs in every 11- point or 15 - point game. Time-outs can end as soon as **all** players are ready.

There is a maximum of a 2-minute break between games and we encourage you to resume play early to help us keep this tournament on schedule. In games to 11, in the third game of a 2-out-of-three match and in games to 15, teams have up to 1 minute to change ends of the court.

Please always exhibit good sportsmanship and avoid using profanity. Any action deemed by the Referee to be unsportsmanlike or inappropriate could result in a Verbal Warning (VW), a Technical Warning (TW) or a Technical Foul (TF). A TW plus a TF will result in a forfeit of a game and another Technical Warning (in the match) will result in the forfeit of the match. Two TF's will also result in an immediate forfeit of a match. Receiving a TF will also impact the score, and you are expected to understand these rules.

This is a Pickleball Canada Sanctioned & Sponsored tournament. We have worked hard to ensure that some of Canada's most qualified Referees attend these National Championships. This does not mean that Referees will not make mistakes, but they will know how to correct them and ensure that all play is fair and equitable.

A player or team may call for the Tournament Head Referee to challenge a Referee's call or rules dispute. A Referee's judgment call cannot be overturned by the Head Referee unless the judgment violates a rule. If the Head Referee determines that the Referee's call or interpretation was correct, the player/team will lose a time out and receive a technical warning. If the player/team has no time outs remaining they will receive a technical foul and have one point deducted from their score, and if their score is zero, the opposing team will receive one point. If the HR determines that the Referee's call was incorrect, the issue will be resolved and that point **may** be replayed, but no penalty will be charged against the player or team requesting the HR.

Players are reminded that they must display "Best Effort" at all times. There have been recent posts on Social Media of "good sportsmanship" by players who circumvented a Referee's call by hitting the ball into the net or out of play so that the other player/team may regain the advantage. This is against the rules, and the Tournament Director does have the authority to "Eject" a player from the tournament for such behaviour.

A ball may be double hit, if it is one continuous motion, but a ball which is **carried** on the paddle face will be immediately called a fault.

When the weather is hot, players should be hydrating in the days preceding the tournament. There is no such thing as Hydration Breaks, but the rules do permit players to take on fluids as long as it does not interfere with the pace of the game (serving team). Take a quick sip while the ball is being retrieved by the other team or their partner. If the Referee determines that a player is taking too much time, they may call the score without giving a warning. ***(Don't forget, when the score is called the serving team has 10 seconds to put the ball into play.)***

A ball entering your court can be called a HINDER by any of the players on that court or that Referee. With the proximity of courts in this tennis venue, Referees will NOT be calling hinders on balls that enter the court and are deemed **NOT** to be an immediate safety concern. Balls that come close to the playing area will immediately be called, "Stop Play, BALL," and a replay will take place. Players have the right to call, "BALL" and to stop play, if the ball distracted them in anyway. However, Referees have the responsibility to make a judgment call and determine if the ball did affect the shot being made. If your ball goes or is heading towards another court, **DO NOT** call "Ball" unless it is an immediate safety concern. **DO NOT** attempt to retrieve a ball from another court. Wait for their play to end, and that team will retrieve the ball for you.

Any action that results in the presence of blood will be handled as a Referee timeout requiring clean-up before play can resume.

Requests for medical time-outs of up to 15 minutes may be granted when validated by the Medical Personnel. If Medical Personnel determine that the request is not valid, the player or team will be charged a time-out, if available, and issued a technical warning. If a time-out is not available, a technical foul will be issued. The Referee can call a medical time out with no penalty to a player when the Referee is concerned about a player's condition. Players may extend the MTO by use of any remaining Time Outs.

The Franklin X40 Outdoor Optic Yellow ball will be used, and players wearing clothing that approximates the colour of the ball may be required to change their clothing. This will be at the discretion of the Head Referee.

On completion of a match the winning team is required to sign the scoresheet to verify that the Referee has identified the correct winning team and that the scores of the match are correct for both teams. When the player(s) have verified that everything is correct, they are to initial to the right of the marked scores. Please pay particular attention to this, as a mistake in incorrectly identifying the winning team can have catastrophic consequences for the tournament, and of course that team.

A team may retire from a match, retain the points they have earned and remain in their bracket. Teams that are forfeited for any reason will result in a scores of 0, with the opposing team receiving full points. A team may withdraw from a game/match prior to its start, or the bracket start by notifying the match Referee or the Tournament Director.

Before an officiated match begins, the Referee will hold a pre-match Briefing to:

- Check player paddles.
- Identify the starting servers for each team and ensure ID bands are issued and visible!
- Determine serving and receiving team and end selections.
- Inform players of the remaining warm-up time.