



MLP Style Pickleball Tournament, Saturday & Sunday, August 23-24, 2026

Details:

Saturday, August 23: All Men's

Sunday, August 24: All Women's

Location: Bay Club Broadway - 60 Edwards Court, Burlingame, CA

Registration Requirements:

If you are *not* a Bay Club member, you must sign in at the front desk upon arrival at Bay Club.

All scores will be reported to DUPR. To play in this event, you MUST BE A MEMBER OF THE BAY CLUB BROADWAY DUPR CLUB.

To create your DUPR profile, go to mydupr.com

To join the Bay Club Broadway Club on DUPR, use this link:

<https://dashboard.dupr.com/dashboard/browse/clubs/6958364706>

Tournament Rules:

The Tournament Director reserves the right to amend the play format based on participation or any other unforeseen event up to and including the tournament day.

Tournament Ball: Franklin X-40

Tournament Technology: Swish

Tournament Format:

A round-robin format will be utilized for each group. Following the round robin, the seeding will determine the teams for the semi-finals matches (1 and 4, 2 and 3), as well as the medal rounds (winners from semis go to gold/silver, losers from semis go to bronze medal match).

Coin Flip:

The coin-flip winner will choose to be either the Home Team or the Away Team. The coin flip winner will also have the choice of serving first, receiving first, selecting end, or deferring the choice to their opponent.

The opposing team may select the end (side) if the winner elects to serve or receive first. If the winner chooses the end, the opposing team may select to either serve or receive first.

Before the first game starts, the Away team will select their first two doubles teams, and the Home team will select their first two doubles teams. All four players on the team MUST play in these first two matches. After the first two games are played, the Away team will then select their remaining two doubles teams, and the Home team will be able to see the selection before selecting their remaining two doubles teams. All four members on a team must play at least 2 of the 4 games within a match. (You cannot have someone play in 3+ games within a match.) Also, in keeping with the spirit of the true MLP rules, you cannot play with the same partner for more than one game within a match.

The first server and court side for the beginning of each game will remain the same throughout all four games of the match.

HOME: The Home team will react to the AWAY team's lineup. The home team must declare first during the singles Dreambreaker game.

AWAY: The Away team must declare their doubles teams first, but they get to react to the Home team's singles Dreambreaker lineup.

Warm Up:

A warm-up time of 2 minutes will be provided to teams before their match. Warm-up time will be enforced. Warm-up time may be shortened if both teams agree to start their match sooner.

Serves:

Acceptable serves will be defined using the [USA Pickleball 2026 Official Rulebook](#).

The starting server for each team must be identified by a wristband worn on their person. This starting server can change for each game, but they just need to be sure that they have the wristband on their person.

Matches:

A round-robin format will be utilized with four games played in each round. All games between two teams in a match are standard games to 11, switch at 6, win by 2. Games are capped at 15 points, so it is possible to win at 15-14.

If one team wins the first three games in a match, the 4th game will still be played to fairly calculate the team's total point differential (if needed for a tie-breaker).

In semi-finals and medal rounds, the 4th game does not need to be played if a team has already won 3 of the 4 games.

Timeouts:

Teams will each be allotted one time-out per Game (up to 1-minute per time-out). Timeouts do not carry over to following games in a match (use it or lose it). Medical timeouts will be 10 minutes max. If the player cannot continue, then the game is forfeited unless a suitable substitute is found. The substitute must immediately join the game where it left off. Teams may consult with TD as needed for advice in these scenarios.

Match Tiebreaker:

At the end of each match, if there is a tie between the teams (2-2), a singles tiebreaker "Dreambreaker" game will be played. The criteria that will be used to determine the winner of the match:

The Home team will select the order of their players first, and then the Away team will select.

The Home team serves first. The first to 15 (win by 2) with rally scoring wins the match. Players on both teams will tag out to their next teammate after every four rally points scored.

Playoff:

Depending on the number of teams participating, the format to determine medal winners may be:

1 pool (less than 8 teams total)

No Playoff: Medalists will be determined by their win/loss, then head-to-head, and then point differential record.

Playoff: The 1st place finisher will play the 4th place finisher and the 2nd place finisher will play against the 3rd place finisher in semifinal matches. The winners of each match will play 1 match to determine the gold/silver medal winner, and the losers of each match will play 1 match to determine the bronze medal winner.

2 pools of 4 teams each (8 teams total) - the tournament director reserves the right to choose which option, depending on how long the tourney is running and how many courts we have access to.

Playoff Option 1: The 1st place finishers of each pool will play 1 match to determine the gold/silver medal winner, and the 2nd place finishers in each pool will play 1 match to determine the bronze medal winner.

Playoff Option 2: The 1st place finisher of each pool will play the 2nd place finisher of the alternate pool in a semifinal match. The winner of each match will play 1 match to determine the gold/silver medal winner, and the 2nd place finishers in each pool will play 1 match to determine the bronze medal winner.

Medalists:

Each group's first, second, and third place will be awarded medals.

The following winner hierarchy will determine the medalists:

- Win/Loss Record
- Head To Head
- Average Point Differential Per Match

Let Serves:

A Let Serve (a serve that touches the top of the net) that lands in the correct service box is valid and will not be replayed.

A Let Serve that does not land in the correct service box will be considered a fault.

Coaching/Comments:

Coaching and comments by non-playing team members are allowed only when:

The ball is not in play;

It does not interfere with continuous play;

It does not include references to opponents, either directly or indirectly;

It does not unfairly hinder the opposing team or other matches being played concurrently.

Paddles:

Players must use a paddle brand and model listed on the official USA Pickleball Approved Paddle List. UPA-A approved paddles are also allowed. Penalty for violation of this rule could result in loss of game and/or match.

Referees:

Referees will not be provided. All players and teams must monitor all games with good sportsmanship in mind. All disputes will be addressed on a case-by-case scenario.