

2023 Sin City Round Robin by Excel Pickleball Player Instructions

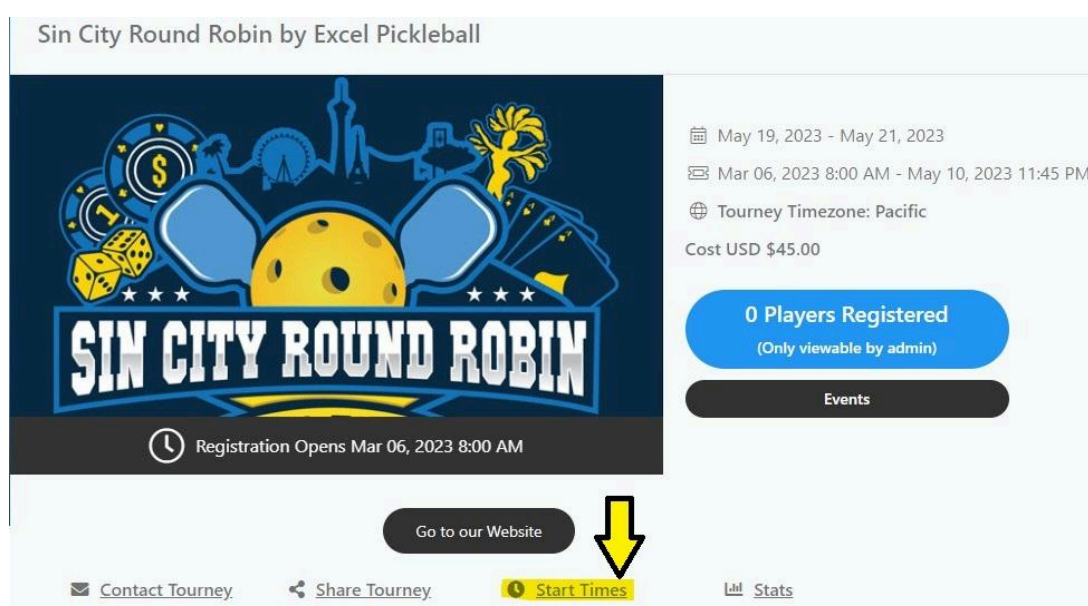
(Players: These instructions are given in advance in order to preserve your warm-up time.)

Please carefully read this important information in its entirety.

All 2023 USA Pickleball Rules Apply

Participants. It is your responsibility to have read this document!

Schedule. Once registration closes and all event brackets are finalized - [click here for Start Times](#).



Most events will start at 7am. BE SURE TO CHECK FOR THE MOST CURRENT SCHEDULE INFORMATION AFTER 8 PM THE NIGHT BEFORE YOUR EVENT. STARTING TIMES ARE SUBJECT TO CHANGE. You are required to check in no later than 30 minutes PRIOR to your scheduled starting time. **Events may start 30 minutes earlier than your scheduled time. Please check-in early. You must check-in each day.**

At check-in, you will be directed where to receive your court assignments. Please report to your court promptly and see your assigned court monitor to receive important information and your scoresheets for each match. At the conclusion of each match, complete your scoresheet and return it to your court monitor to receive your next match. **Ask your court monitor if you have any questions.**

Warm up. Players are expected to head to their assigned courts and warm up immediately after they have checked-in. After your 1st match of the day, you have **4 minutes** after your court monitor calls you to your next match to get to your assigned court and warm up before your next match begins. The first game in your match is forfeited if you are not on court ready to play in ten minutes, the entire

match (2 out of 3 games to 11) will be forfeited if you are not on court ready to play in 15 minutes. Avoid forfeits by being on time!

You must be familiar with the USA Pickleball 2023 Rules (found at: <https://usapickleball.org/docs/USA-Pickleball-Official-Rulebook-2023.pdf> and have read and understood the following:

Starting server bands for doubles matches **will be provided by the court monitor and must be worn by each starting server so it is visible to opponents (and the referee in officiated matches)**, no exceptions. Failure to do so will result in a match forfeit.

Before your first match of the day, your court monitor or a referee will check player paddles and answer any questions. **Players are responsible for confirming that the paddle they are using is listed as Pass on the USA PICKLEBALL Approved Paddle List.** The list can be found at <https://equipment.usapickleball.org/paddle-list/>

Code of Ethics for Line Calling. Pickleball has a code of ethics for line-calling responsibilities when performed by players. **The player must strive for accuracy and operate under the principle that all questionable calls must be resolved in favor of the opponent.**

Spectators should not be consulted on any line call.

A player should not question an opponent's call.

All "out" calls must be made "promptly"; otherwise, the ball is presumed to still be in play. "Promptly" is defined as calling "out" prior to the ball being hit by the opponent or before the ball becomes dead.

In doubles play, if one player calls the ball "out" and the partner calls it "in," then doubt exists and the team's call will be "in."

While the ball is in the air, if a player yells "out," "no," "bounce it," or any other words to communicate to their partner that the ball may be out, it shall be considered player communication only and not considered a line call.

An "out" call made after the ball bounces is a line call.

After the completion of a rally, players may overrule a partner's line call, an officiating team's line call, or an opponent's "in" call to their own disadvantage.

Format. All matches are round-robins. The specific format for each bracket will depend on the final team count, as follows:

Skill levels will be divided by age once registration closes to optimize bracket sizes. (Ages will be based on the youngest player on each team.)

If there are fewer than 4 teams in any skill level, teams will be combined into the adjacent skill bracket.

4 teams will play a DOUBLE round-robin.

5-8 teams will play a SINGLE round-robin.

Winning teams will be determined per the current USA Pickleball Rulebook [Rule 12.C.3.] in the following order:

1. Win/Loss Record
2. Head-to-Head
3. Point Differential

ALL COMBINED BRACKETS, medals will be awarded only for the overall combined bracket even if it has been combined with other skill/ages.

Necessary changes due to weather, court capacity, etc. will be at the discretion of the Tournament Director.

Continuous Play. Play should be continuous, although players are permitted to **quickly take a drink or towel off in between rallies and return to play immediately**, as long as, in the judgment of the referee, the flow of the game is not adversely impacted. The referee shall call the score when play should be resumed. **THERE ARE NO HYDRATION BREAKS per the rules.** If you need a longer break, you may call one of your Time-Outs to take a break in the game for a drink & to talk with your partner, etc.

Additional useful information:

1. **(NEW 2023) Apparel (2.G.1/2.G.4)** Inappropriate apparel may now include apparel that approximates the color of the tournament ball. Players are encouraged to avoid wearing apparel that approximates the color of the ball. The Tournament Director retains the right to require an apparel change during a non-chargeable time-out.
2. **(NEW 2023) Wrong Score Called (4.K)** If the wrong score is called, the referee or any player may stop play before the return of serve to correct the score. It is a fault to stop play after the return of serve to identify or ask for a score correction. It is a fault to stop play to identify or ask for a score correction when the score was correctly called.
3. In officiated matches, referees will call service foot faults, no-volley zone faults and short serves. Players are responsible for all other line calls on their end of the court. Referees will consider all balls “in” unless they hear a loud, prompt “out” call. If you would like to appeal a

call at the end of a rally, you can ask the referee what they saw. The referee will only make a ruling if they clearly saw the ball, otherwise, the call stands.

4. Each team has two 1-minute time-outs per 11-point or 15-point game and three time-outs in games to 21.
5. Any team may call one of their time-outs after the score is called, but not after the server has struck the ball.
6. After the score is called, the serving team has 10 seconds to serve the ball. Failure to do so results in a fault.
7. The server may not serve the ball until the entire score is called. Once the score begins to be called, serving before the completion of the score results in a fault. Serving BEFORE starting to call the score (dead ball) is a replay.
8. **(NEW 2023) Player Questions about Correct Server, Receiver or Position (4.B.8)** Player questions about correct server, receiver or position remain allowed before the serve is hit. A generic question by the server such as “Am I good?” is considered to encapsulate both the correct server question and the correct position question, and the referee will answer both questions. In non-officiated play, a player may ask the opponent the same questions and the opponent must respond with the appropriate information.
9. **(NEW 2023) Spin Serve (4.A.5)** Manipulating the ball to add spin during the release of the ball is not allowed. Some natural rotation of the ball when it is released is allowable but the server must not impart manipulation or spin prior to striking the ball to serve. This applies to the volley serve and the drop serve.
10. HINDERS and BALLS ON COURT: **UNLESS IT IS A SAFETY ISSUE, a referee will not automatically stop play due to a possible ball in the playing area.** Players should promptly and loudly call “hinder” or “ball on court” the moment they see a safety hazard or are distracted by a ball/player/object coming onto their playing area. Hinder calls deemed to be valid will result in a replay.
11. In games to 15, or in the third game of a 2-out-of-three match, teams have 1 minute to change ends of the court. This is a referee time-out and players may hydrate and talk with their partner and receive coaching from others during the changing of ends.
12. **Profanity is prohibited. Please exhibit good sportsmanship at all times.** Any action deemed by the referee to be unsportsmanlike will result in a Verbal Warning (VW), technical warning (TW) or a technical foul (TF). Only one verbal warning per match, no matter what the infractions, may be issued to a team, or player in singles. A TW and a TF will result in a game forfeit. Two technical fouls will result in a match forfeit.

13. **Leave the court and report to your court monitor as quickly as possible after your match has concluded.**
14. **Non-Officiated Play (13.L.)** Any player may request a referee or Head Referee / Tournament Director if: 13.L.1. The player reasonably believes that a rule is being consistently and deliberately violated by their opponent. 13.L.2. A situation arises where players are not able to quickly and easily resolve a dispute.
15. (13.J.) Players may request the Head Referee/Tournament Director to your court to challenge a referee's decision or other ruling. IF YOU LOSE THE CHALLENGE, AN ADDITIONAL TECHNICAL WARNING AND LOSS OF 1 TIME-OUT WILL BE ASSESSED. If you have no time-outs remaining, a Technical Foul shall be assessed. In certain situations, this may result in a match forfeit.
16. If you have any questions, please ask your court monitor, referee or the Head Referee before the start of your match.

Tony Spurlin
Tournament Director

Randi Levenbaum
Head Referee