



Rama Swim Club (RSC) Pickleball League Rules

Scheduling & Scoring System: Swish App

Pickleball Rules: <https://usapickleball.org/rules/#summary>

<https://youtu.be/fTvPYdKZqO0>

Pickleball Scoring: <https://youtu.be/RoheCHp6lDw>

Quick Overview

1. Individual players sign up for the league.
2. Individuals play 2 matches on Sunday.
3. Players record each match's scores in the Swish App, at the court together.
4. Repeat the above during the 8 week season.

*For a full rundown of the league specifics, please read the below information.

League Format

- Play with a different player each round.
- You score as an individual.
- Matches will be best 2 out of 3 games.
- Each night, players will play 2 matches (with 2 different partners).
- Depending on the amount of people in the league, there may be more than 2 rounds played a night, resulting in members having a bye/sitting out a round or 2.
- Remember: Round > Match > Games
- You will receive points by playing matches. After scores for a match have been entered, the standings will auto update. The more matches you play, the more chances you have to earn points and climb the standings.
- If there is not an even number of players for the night, then another individual(s) in attendance can act as a substitute and play an extra match.
- However, they will not receive the extra points for their 3rd match played.



Match Location

All matches will be played at Rama Swim Club's pickleball courts. Round Robin will begin sharply at 4 pm. Players will be locked into their teams and courts for the 2 matches. Arrive early to warm up and stretch.

Please be courteous and let us know if you cannot make it or will be late!!

Match Play

- You will play best 2 out of 3 Games
- Each Game will be the first team to 11, win by 2.
- Each player needs to bring their own paddle.
- You will receive points by playing matches. The standings will be updated accordingly. The Match Scoring System is below.
- The max number of matches an individual can play is 16 matches (league is 8 weeks, 2 matches per week).

Special Situations/Rules

1. If a player is more than 15 minutes late for their 1st match, the partner of the late individual can find a substitute in order to start the match. The tardy player will take the points the substitute player earned. The late individual can play the remainder of their matches once they arrive.
2. If an injury occurs during the match and a player cannot complete the match, the partner of the injured individual can find a substitute in order to finish the match. If the injured played a match earlier in the evening, they will take the points the substitute player earned.
3. The league reserves the right to refuse membership or rescind existing membership for disruptive behavior or for any other reason deemed detrimental to the league or the Club.

League Scoring System

Swish utilizes the most universally accepted ranking criteria for the seeding of players in the pickleball league:

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



First and foremost, the win/loss record is used to determine player rank. Winning an overall match is the most important criteria.

In the event of a two-way tie for win/loss record, the Head-to-Head comparison is used. If Player A and Player B both have a 5-1 win/loss record, but Player B beat Player A when they played. Player B is automatically ranked higher than Player A because they won the Head-to-Head. Please note that Player A may (or may not) have a better point differential, but this does not matter because Player B won the Head-to-Head.

Lastly, in the event of a 3- or 4- way tie, the point differential is used to rank players. In this scenario, assume Player A beats B, B beats C and C beats A. Also assume that each player has a 5-1 win/loss record. The teams are tied on win/loss, and there is no direct Head-to-Head (it's a 3-way tie). The point differential will now break the tie.

Match/Round Scoring

1. Each individual will receive a point for each point scored, even if they lost the game/match.
2. Each Round Robin will show the total scores for that night.
3. These points will be used to determine the point differential to support the overall league standings.

FAQs

1. **How many matches can I play?** All players will have the opportunity to play a max of 16 matches. If the player is unable to attend a regular season night, they will forfeit the 2 games that would have been played that evening.
2. **Can I reach out to a specific player to play?** No, the Swish Round Robin App will assign players and teams the night of the regular season round.

****This is meant to be fun, and no one should be upset with partner assignments. We play to make each other better!**

3. **Will matches be organized by individuals' DUPR/Skill level?** At this time, we will not be organizing the league based on individuals' skill levels. If there are enough registrations to warrant a Beginner and Intermediate League, then we will organize the league accordingly.
4. **What do you play to?** All matches are best of 3 games to 11, where each game must be won by 2 points. Please only enter scores for 2 games if the third game was not necessary.



5. **Who serves first?** The teams can decide on any fair method whether that be a coin flip, spinning the paddle, etc. The team that wins the coin toss decides if they want to serve first or what side of the court they want to play on first (if the winning team selects to serve first, the other team picks which side they want to begin on. If the winning team selects the side of the court they want to play on first, the other team decides if they want to serve first or not).
6. **When do we switch sides?** Teams switch sides after each game (stay on the same side for Game 1 and then switch sides for Game 2). For Game 3, if necessary, teams switch sides after a team scores 6 points.
7. **Help, I entered the wrong scores?** Please reach out to ramaactivities@gmail.com with any adjustments that need to be made.
8. **Can I register late?** Yes, late registrations are allowed, if space permits.
9. **Can I play the second match if I show up late for the Round Robin?** Please notify the league coordinator in advance via the Swish App. The tardy player will receive the points from the substitute that stepped in during their absence. Or the individual can choose to attend the make-up week to earn their full points.

Season Kick-Off Information

1. **Player: Contact Information** - Each player will be set up in the Swish Round Robin League. Players can reach out to anyone in the league using the chat feature in the app.
2. **What is the Schedule?** Every Sunday for 8 weeks starting at 4 pm. Sharp!
3. **Tips and Other Items**
 - The Swish App should be downloaded by all players. See instructions for getting the app and setting up a profile and joining the group.
 - There may be a chance that a substitute(s) will be needed at any given night; depending on how many people show up to play. Plan to come and play 2 matches each evening, but hope to get an extra match in (which will not count towards your final record/score).