

# Tustin Pickleball Policy of Play

Tustin Pickleball offers organized, skill level open play using a drop-in format during the hours of **7:00am to 10:00am Monday through Saturday**

The following guidelines and rules apply during the hours of operation:

**Court Designation** – Players should play/challenge on to courts designated for their skill level.

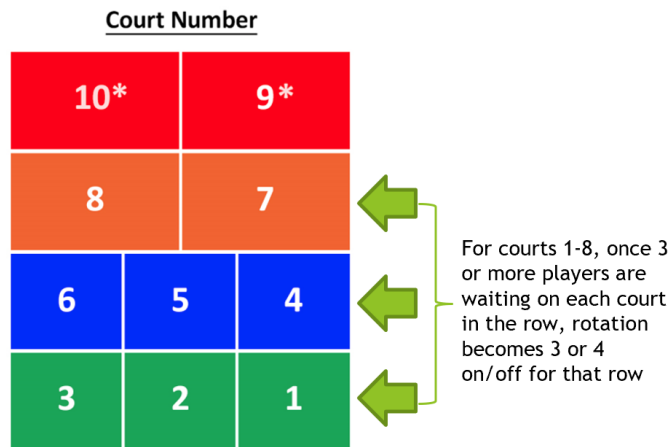
<u>Court Number</u>		<u>Skill Level</u>	<u>Rating Level</u>	
10*	9*	Advanced / Expert	4.0 to 5.0	
8	7	Advanced Intermediate / Advanced	3.5 to 4.0	
6	5	4	Intermediate	3.0 to 3.5
3	2	1	Novice / Intermediate	2.5 to 3.0

\* Challenge Courts

- To challenge on, players shall place their paddles near the base of the net on the bench side of the court in a way that does not interfere with play.
- If there is an open court, players of any skill level may temporarily play on that court, provided there are fewer than four players of that court's designated skill level waiting on other courts. Once four or more players of the court's designated skill level are waiting to play on other courts, the temporary players must vacate the court.
- Based on wait times, the directors of Tustin Pickleball present that day can make an assessment to determine whether to temporarily reassign a court's skill level designation and move players around.

## Player Rotation Rules –

- Games will be played to 11 points, win by 2.
- Winners stay on and losers exit and place their paddles at the end of the queue. Next 2 players in the queue play the winners.
- Rotation continues with 2 players off, 2 players on. If only 1 player is waiting, that player will team with 1 of the losing players.
- Winners can stay on and win 2 games in a row. After the second win, all 4 players exit and place their paddles at the end of the queue. Losing players get priority in the queue ahead of the winners.
- Rotation changes to 3 or 4 on, 3 or 4 off, when 3 or more players are waiting on each of the courts of the same skill level (see illustration below). If only 3 players are waiting, 1 winner will stay on for the next game. Winning players get priority at the end of the queue ahead of the losing players.



\* Courts 9 and 10 are “Challenge Courts” for advanced/expert players in which the above rotation rules do not apply. Regardless of the number of players waiting, winners can stay on and win up to 3 games in a row. After the third win, all 4 players exit and place their paddles at the end of the queue. Winning players get priority in the queue ahead of the losing players.

#### Other Rules –

- (Courts 1-8 only) When rotation is 4 on, 4 off, and 5 or more players are waiting on a court, newly started games on that court will be shortened to 9 points, win by 1.
  - The game in progress can finish to 11 points, win by 2.
  - This rule applies to each individual court; not all courts at the same level must have 5 or more waiting.
- Only one paddle per player can be used to either play in a game or wait in a queue. Multiple paddles are not allowed.
- Players wanting to play together as a team (e.g. for tournament practice) can place their paddles together moving back in the queue. For example, if your paddle is second in the queue and your partner’s paddle is fourth in the queue, you would move your paddle right behind your partner’s paddle so that the player who was third is now second and you and your partner are third and fourth up.
- If a player is not present on the court and ready to start when their turn is up, they immediately lose their place in line and must wait for the next game.
- Warm-up time is limited to 2 minutes whenever players are waiting.
- If a player loses 2 games by 7 or more points, they must move down a level.

#### Active Court Safety Rules –

- Do not cross a court during play. Wait until a rally has ended before crossing.
- If your ball enters into another active court, shout “ball on” to alert the court’s players, and let the court’s players return the ball.
- If a loose ball enters your court, shout “ball on” and stop play immediately. Return the ball to the other court and replay the rally.

In addition to player safety, the goal of Tustin Pickleball is to provide its members a fun, recreational and competitive social activity. It is the responsibility of each member to know the rules and abide by them. Failure to abide by the rules in the Policy of Play can result in the loss of a player’s membership in Tustin Pickleball.

## **Non-Organized Play Guidelines**

Outside of its organized, drop-in play schedule, Tustin Pickleball, in partnership with the Tustin Unified School District (TUSD), promotes the following guidelines for court use:

- Court use, in order of priority: 1) TUSD for school or district use; 2) Holders of a TUSD Facilities Use Permit; 3) Walk-on players and/or groups.
- For walk-on players and/or groups, courts are available on a first-come, first-served basis.
- A walk-on player or group may remain on a court for one hour beyond the time at which other individuals or groups arrive to play, provided all other courts are occupied.
- Drop-in players are not automatically guaranteed opportunities to play into a group on non-organized play days. However, in keeping with the spirit of Tustin Pickleball and the international pickleball community, groups are encouraged to include drop-in players whenever possible—provided they are of the same skill level.

Please note that Tustin Pickleball is not responsible for the unlocking/opening of the courts outside of its organized, drop-in play schedule, and members should not contact TUSD directly regarding availability of the courts for Tustin Pickleball.