

Pickleball

Revised November 2017

1. Categories: By Predetermined Rated Skill Levels

Men and Women - 2.75, 3.0, 3.25, 3.5, 3.75, 4.0, 4.5+

2. Events: (for all skill categories)

- a) Men's and Women's Singles 3.5, 3.75, 4.0, 4.5+ levels only
Singles – participants may enter and play up no more than one level above their skill rating.
- b) Men's Doubles (all categories)
- c) Women's Doubles (all categories)
- d) Mixed Doubles (all categories)

3. Participation:

- a) A maximum of 8 participants per event per Rating Skill Category per Zone for single events.
A maximum of 12 participants (6 teams) per event per Rating Skill category per zone for double events.
- b) Participants may enter a maximum of three events.
- c) Players age 70 and up have the option to move down two skill levels.
- d) Players may move up one skill rating category to play in another event, they may not play down below their rated skill level, unless events are combined at the discretion of the scheduler due to lack of numbers.
- e) Players may only enter one level in the same event. eg. 3.25 playing in the mixed cannot also play in the 3.5 mixed category.
- f) **Gold medal winners in an event must move up one skill level in that particular event only, even if they are not playing with the same partner. The exception is if they are age 70 or older.**

4. Competition:

- a) **Ball to be determined by the tournament director, subject to approval by the Rules Chair.**
- b) **Tournament games will be played first to 11 wins the game. Playoffs will be 11 points, win by 2 points with a cap at 15, then first to 15**
- c) The competition will be played under International Federation of Pickleball rules which are used and accepted by all Canadian provinces.
- d) All participants play a minimum of 5 games per event using a round robin process, but give the scheduler leeway to adjust if necessary.
- e) Scheduler will have the prerogative to move players up a skill level, or to combine two skill levels after contacting the players, to ensure adequate games are played by participants.
- f) Host coordinator must request help from fellow zone coordinators to review final schedule to ensure level play.
- g) The host PB scheduler will attempt to have a participant play only one event in one day.

5. Medals:

Gold, Silver and Bronze medals will be awarded to the top three players in all events.

6. Zone Playoffs:

- a) Zone Playoffs will be held in all events and skill level categories where sufficient numbers make this necessary

Any suggested rule changes for the next year will be headed up by the host Pickleball Coordinator of the present year's Games.

RATING DESCRIPTIONS

2.75

- Improved a lot in the several coaching sessions and are feeling more comfortable on the court
- Generally lob too often "set up" their opponents for winning shorts too frequently
- Play defensively
- Have a weaker backhand
- Can keep a rally of a handful of shots going with their peers

3.0

- Are fairly consistent when hitting medium-placed shots
- But are not comfortable with all strokes
- Lack control when trying for direction, depth, or power of shots
- Are beginning to attempt lobs & dinks but don't understand when and why and don't have a lot of success with them.

3.25

- Beginning to understand the strategy of the game such as:
 - not necessary to hit hard shorts all the time
 - hit to open spaces
 - generally keep ball in middle of court
 - play to opponents weaknesses
- Understand to usually return ball deep
- Understand to use a variety of shots to keep opponents on the defensive
- But have difficulty in consistently following the two above points

3.5

- Have achieved improved stroke dependability with directional control on most medium speed balls and some harder hit balls
- Need to develop more depth and variety with shots
- Are exhibiting more aggressive net play
- Are anticipating their opponents shots better
- Are developing teamwork in doubles.

3.75

- Have good but inconsistent directional control
- Can hit to depth occasionally but too infrequently
- Rallies are long and athletic
- Short games (dinks and drop shots) are an integral part of game strategy – not always executed properly, but attempted

4.0

- Have dependable strokes and dinking effectively
- Have dependable directional control & depth on both forehand & backhand with most shots
- Can use lobs, dropshots, overheads, approach shots and volleys with some success
- Occasionally force errors when serving
- Rallies may be lost due to impatience
- Teamwork in doubles is evident
- Know the rules of the game and can play by them.

4.5

- Have developed use of power and spin
- Can successfully execute all shots
- Can control the depth of their shots and can handle pace
- Have sound footwork and move well enough to get to non-volley zone when required
- Understand strategy and can adjust their style of play according to opponents strengths and weaknesses and position on court
- Can hit serves with power and accuracy and can also vary speed & spin of the serve if desired