

NETT Pickleball RULES

- I. **GENERAL.** All participants in NETT Pickleball are bound by NETT Pickleball Rules, as well as those of the USA Pickleball. Not all possible incidents and ramifications are covered in the following rules. Participants in unusual or undocumented situations will have to abide by the decisions of the Rules Committee and/or the Board of Directors. If there is a conflict in an interpretation of any rule, NETT Pickleball Rules shall supersede. The NETT Pickleball Rules as provided herein shall apply to all NETT Pickleball members unless such rules are revised, amended, or otherwise changed by the NETT Board. In such event, the NETT Pickleball Rules shall be updated on the NETT Pickleball website.

- II. **ROSTER REQUIREMENTS**
 - A. **MEMBERSHIP FEE.** All team members must pay a semi-annual membership fee prior to participation.

 - B. **PLAYER QUALIFICATIONS**
 1. A player may be listed on only one (1) roster.
 - a. No one under NINETEEN (19) years of age may participate in the league.
 - b. A player must reach NINETEEN (19) years of age before being added to the roster during registration. A player who reaches NINETEEN (19) years of age after registration but before the player add deadline, may be registered.
 - c. A team will consist of at least six (6) members and no more than sixteen (16) **(FOURTEEN (14) for LADIES LEAGUE)** members.
 - d. Players' levels cannot exceed a rating of 4.5 by USA Pickleball.
 2. **ILLEGAL PLAYER**
 - a. An illegal player is defined as someone played by a team who is not on that team's roster, not a member of NETT Pickleball, or otherwise deemed illegal by NETT Pickleball Rules or the Rules Committee.
 - b. The team playing the illegal player shall receive a one-time five (5) point penalty. The line(s) played by the illegal player shall be treated as a default. Any additional penalties to the captain and the illegal player will be determined by the Rules Committee.

 - C. **ROSTER REGISTRATION**
 1. ALL TEAMS must have a designated Captain.
 2. RETURNING TEAMS must register online by the published deadline. A link will be provided for submitting payment online under Admin/Registration Status. Payment must be submitted and approved within 24 hours of the published deadline. NO CHECKS (in any form) or CASH will be accepted.
 - a. To be considered a returning team, more than 50% of the players listed on the team's roster (excluding frozen players) at the conclusion of the previous season must be listed on the roster being submitted.
 - b. Only a returning established team may receive the benefit of an earned promotion.
 3. NEW TEAMS must submit their forms to the League Coordinator via email. Once approved, a link will be provided for submitting payment.
 4. Rosters are permanent ON the published registration deadline, with the exception of Frozen Players and Player Adds. NO player may be deleted from a roster and no refunds given after the published registration deadline.
 5. **FROZEN PLAYERS**
 - a. A frozen player is a player who is not able to finish the season. Up to two (2) players on a roster may be frozen.
 - b. Frozen player deadline will be two (2) days prior to the fifth scheduled match of the season for each league.
 - c. Requests must be submitted online to the League Coordinator prior to the deadline.
 - d. No refunds will be issued.
 - e. Frozen players will not count towards a team's roster total.
 - f. Frozen players may not be unfrozen, will be ineligible for play on any team in that league during the season, and considered an illegal player if played.

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- g. The status of these players may not cause a team to fall below the published minimum number of players for a roster.
- h. A player may not be frozen that would affect the team's status as either a new or existing team.
- 6. PLAYER ADDS
 - a. Player add deadline will be two (2) days prior to the fifth scheduled match.
 - b. Membership and eligibility for play shall be effective upon receipt of an email, from the League Coordinator, stating all information and league fees have been received and confirmed. Captains should, at that time, verify the player add is correctly posted on the website team roster.
 - c. The addition of these players may not cause a team to exceed the published maximum number of players for a roster.
 - d. A player may not be added that would affect the team's status as either a new or existing team.
- 7. A team that fails to participate once a roster has been submitted is ineligible to play for the current season and may be ineligible the following season.

III. TEAM PLACEMENT

A. TERMS

- 1. A FLIGHT is a designation for a group of divisions beginning with Open. (i.e. Open Flight, Flight 1, Flight 2, etc.)
- 2. A DIVISION is an alphabetical designation for a subgroup of teams within a flight beginning with Open
 - A. The division designated A is the highest division within a flight.

B. TEAM MOVEMENT AMONG FLIGHTS

- 1. Existing teams will move from flight to flight based on the results of play in the season just completed. The upward progression of a team through a flight is from the B division to the A division. Between flights, the upward progression is from the A division to the B division in the higher flight. Movement into the Open flight will be a single division at a time. The team movement will be as follows:
 - a. A team finishing first in its division will automatically move to the division above. The first-place finisher would be considered as the sixth position in the division above.
 - b. A team finishing first in two (2) consecutive seasons will, upon its consent, be placed two (2) divisions higher UNLESS that division is to an Open division.
 - c. A team finishing first in three (3) consecutive seasons will, upon its consent, be placed three (3) divisions higher UNLESS that division is to an Open division.
 - d. A team finishing second in its division may move to the division above, subject to openings in that higher division.
 - e. A team finishing second-to-last in its division will move to the division below, unless an opening remains in the division in which it competed after all other team movements have been made.
 - f. A team finishing last in its division will move to the division below. The last place finisher would be considered as the fifth position in the division below.
 - g. A team finishing last in two (2) consecutive seasons will, upon its consent, be placed two (2) divisions lower.
 - h. A team, in its first season, finishing first by 45 or more points, upon its consent, will be placed two (2) divisions higher UNLESS the division is to an Open division.
 - i. A team, in its first season, finishing last by 45 or more points, upon its consent, will be placed two (2) divisions lower.
- 2. No team position is secure except for first place finishers.
- 3. Existing teams may move up or down depending on the placement of new teams and/or openings in the divisions above.

C. NEW TEAM PLACEMENT

- 1. The Placement Committee is responsible for determining into which divisions new teams will be placed. The Committee's decision will be based on information provided by the team captain on the New Team Information Form submitted to the League Coordinator, existing NETT records and experience, and USA Pickleball ratings.

- D. UNUSUAL CIRCUMSTANCES. Upon board approval, the Placement Committee will use its best judgment

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for conditions not covered by these rules.

IV. COURTS AND BALLS

- A. **COURTS AND FACILITIES.** Each team is required to guarantee use of 3 hard outdoor or indoor pickleball courts each week for match play at an approved facility.
1. Home teams **MUST** provide two (2) hours per match.
 2. Home teams must provide courts at NETT Pickleball approved facilities.
 3. Teams that use unapproved facilities may be subject to penalty.
- B. **SCHEDULING**
1. Matches will be scheduled on Saturdays (**TUESDAYS for LADIES LEAGUE**) unless postponed due to rain/extreme temperature conditions or by a decision of the NETT Board. (See Article V., J.)
 - a. Match start times will be between 9:00 a.m. and 1:00pm (**9AM AND 12PM for LADIES LEAGUE**).
 2. After Home match times have been posted, any **TIME** and/or **LOCATION** changes must be agreed upon by **BOTH** captains and reported to the League Coordinator.
 3. **ALL LINES MUST PLAY AT THE SAME TIME.**
- C. **BALLS.** Home teams must supply 6 pickleballs from one of the following brands in good condition: Franklin X-40 or DuraFast 40 outdoor pickleballs, yellow or neon in color. One (1) ball per line will be used for all three (3) matches. Remaining three (3) balls will be available for back-up should any become cracked/defective.

V. MATCH PLAY

- A. All team matches will consist of three (3) lines, two (2) games each.
- B. **MATCH FORMAT**
1. Each team will provide 3 doubles team partnerships (fixed partnership). Line-ups identifying doubles teams will be written on the scoresheet and exchanged prior to the start of the match after which they may not change.
 2. Round-robin Rotation with each round playing 2 games to 11 points (win by 2).
 3. Visiting team chooses to either serve, receive, side or defer the first game of each round. Teams shall switch sides after each game. The team that initiated serve in the first game shall receive in the second game.
 4. Round Robin (as follows):
 - Round 1:
 - Home team line 1 plays Visiting line 1.
 - Home team line 2 plays Visiting line 2.
 - Home team line 3 plays Visiting line 3.
 - Round 2:
 - Home team line 1 plays Visiting line 2.
 - Home team line 2 plays Visiting line 3.
 - Home team line 3 plays Visiting line 1.
 - Round 3:
 - Home team line 1 plays Visiting line 3.
 - Home team line 2 plays Visiting line 1.
 - Home team line 3 plays Visiting line 2.
 5. A maximum warm-up of five (5) minutes will be allowed at the start of Round 1 only. A maximum of two (2) minutes is allowed between games. Up to five (5) minutes is allowed between each round.
 6. Two (2) one (1) minute time outs are allowed per game per team. Bathroom breaks should be taken between rounds.
- C. **WARM-UP COURTS.** NETT does not require facilities to provide warm-up courts before a match is scheduled to begin. This is a facility courtesy provided to visiting teams. A visiting team captain should always check in upon arriving at a facility and request availability.
- D. **DEFAULT TIME.** If a player or players arrive(s) on court fifteen (15) minutes after the scheduled match time but before sixteen (16) minutes, the line(s) will be allowed to play **but will not be entitled to a**

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warm-up. Sixteen (16) minutes past the scheduled match, the line(s) are a DEFAULT. (Example: The match is scheduled for 9:00 a.m. Score sheets must be made out and exchanged prior to the designated match time. Warm-up may take place, but play may not begin until all players are present (6 players) or until a default has been declared. The match is considered a default at 9:16 a.m.)

- E. **SCORING.** Two (2) points will be scored for each game won. A losing team scoring 6 or more points in a game will be awarded one (1) point.

F. **COACHING**

1. Coaching will be allowed between games and between rounds not to exceed allocated time limits.

G. **CAPTAINS' RESPONSIBILITIES**

1. Failure to enter match TIMES by the deadline will result in a five (5) point penalty for each day they are late.
 - a. Home team captains must enter ALL home match times on the NETT Pickleball website by MIDNIGHT the MONDAY (**WEDNESDAY for LADIES LEAGUE**) prior to the first match of the season.
2. Failure to enter match SCORES by the deadline will result in a five (5) point penalty for each day they are late. **SCORES must be entered by midnight on the day of the match.**
3. The team captains, or designates, MUST HAVE LINEUPS MADE OUT AND EXCHANGED PRIOR TO the designated match time. Penalties are as follows:
 - a. First written complaint – warning issued to captain.
 - b. Any additional complaint – five (5) point penalty.
4. After score sheets are exchanged, there can be NO SWITCHING of players, teams or positions. Replacement of players may occur only under the following conditions:
 - a. A player does not show up and an eligible replacement is available before default time.
 - b. An injury or emergency during the warm-up occurs and an eligible replacement can be made within the default time.
 - c. An eligible player is a player whose name is on the team's roster but is not on the current match score sheet.
 - d. Captains must inform the opposing captain of any lineup changes before the match begins.
5. Score sheets must be completed and kept by each captain. In the event of a discrepancy in the scores, the captains may be asked to provide a copy of the score sheet in question.
6. Visiting team captains are responsible for checking the entered scores and reporting any inaccuracies to their Flight Coordinator within seventy-two (72) hours of the completed match. After seventy-two (72) hours, the scores will stand as entered.
7. **FACILITIES WITH MULTIPLE START TIMES.** If a team/partnership from an earlier scheduled match has not completed Round 3 and there are no alternate courts on which they can move to finish, they will be given an extra thirty (30) minutes to complete their match. If after one-half (1/2) hour the match(es) are still in play, whichever team is ahead wins. If the teams are tied, a sudden death point will be played.

H. **PLAYER RESPONSIBILITIES**

1. Read and know USAPickleball and NETT Rules to be prepared for any situation that may arise. Take a copy of the rules on the court.
2. Know the lineup (playing position) and the names of the opponents before starting the match.
3. Players involved in a dispute during a match can declare that the match is being played under protest and must continue the match to its conclusion. **The players can file a formal grievance for a Rules/Sportsmanship Violation with the League Coordinator. The result will be decided by the NETT board.**

I. **DEFAULTS AND RETIRED MATCHES**

1. If a player or players arrive on court fifteen (15) minutes after the scheduled match time but before sixteen (16) minutes, the line(s) will be allowed to play but forfeit their warm-up time. Sixteen (16) minutes past the scheduled match, the line(s) are a DEFAULT. (Example: The match is scheduled for 9:00 a.m. Score sheets must be made out and exchanged prior to the designated match time.

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Warm-up may take place, but play may not begin until all players are present.)

- a. EXCEPTION: If a player or players arrive(s) after the Round 1 default time (16 minutes past scheduled match time) but before the first ball is played in Round 2, they will be allowed to play remaining Rounds (2 & 3) without any additional penalties. Round 1 points will be credited to the team having both players present prior to the default time and recorded with the winners' score as a DEFAULT. The score is recorded without names as 11-0, 11-0. Once a default has been given, the default stands.
 2. When a default occurs regardless of which line cannot play, defaulting begins with the lowest line. Refer to NETT Pickleball website (Forms/Downloadable Forms tab) for Day of Match Default Protocol.
 3. If defaulting a line, as a courtesy, contact the opposing captain with plenty of time prior to the match so that their players don't waste a trip traveling to the match. The team not having to default must provide their lowest line for round 2 and round 3 of the match.
 4. All default time limitations shall apply to rescheduled matches.
 5. Any time a team DEFAULTS an ENTIRE MATCH (all lines), that team and all members will be disqualified for the current season and may be barred from playing the following season.
 6. Penalties will be assessed as follows for excessive defaults in one (1) season:
 - a. Twelve (12) line defaults – warning issued to Captain.
 - b. Thirteen (13) to twenty (20) line defaults – three (3) point penalty per line.
 - c. Twenty-one (21) line defaults and over – three (3) point penalty per line, plus that team and all its members may be disqualified from playing the current and following season.
 7. If a line is defaulted, points are credited to the team having both players present prior to the default time and recorded with the winners' score as DEFAULT. The score is recorded without names as 11-0, 11-0. Once a default has been given, the default stands.
 8. If a default has been given prior to a match and the match that is scheduled to be played outdoors is rained out with no play, then the default is voided.
 9. A retirement occurs when an individual match has started and a player/doubles team is unable to continue due to injury, loss of condition, emergency, or refusal to play. If a match is RETIRED, write the match score up to the point of retirement on the score sheet. All points and games stand as played. Score the match exactly as played, giving the win (two (2) points) to the team who did not stop play. Retiring teams will retain points earned during play up to the point of retirement.
 10. A player suffering from a treatable medical condition may take an INJURY/BLEEDING TIME OUT at the time of the injury or at the end of a game.
 - a. Time out during play - play will be called within three (3) minutes after the injury.
 - b. Time out taken at the end of a game - play will be called at the end of five (5) minutes.
 - c. For a bleeding time out, a total of 15 minutes may be taken at the time of injury or at the end of a game.
 - d. During a match only one (1) time out for the same injury/bleeding incident is allowed.
 - e. If play is not resumed within the required time, the injured player is retired.
- J. **NO MATCHES ARE TO BE RESCHEDULED UNLESS POSTPONED DUE TO:**
1. Rain
 - a. Rain is defined as liquid falling from the sky in the form of rain, dew, snow or ice, making courts unplayable.
 2. Significant Pickleball Tournaments
 - a. The Pickleball Director, at his/her discretion, may allow matches to be rescheduled due to scheduled significant pickleball tournaments that would affect players playing in the local tournament.
 - b. Captains must notify the opposing captain and Flight Coordinator in writing of the need to reschedule at a minimum of seven (7) days prior to the originally scheduled match. BOTH captains must submit a Match Reschedule Report by MIDNIGHT FIVE (5) days prior to the originally scheduled match.
 - c. Follow the same procedure as for rain delayed matches.
 3. Decision by the NETT Board
 4. Extreme Temperature Conditions

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- a. Day of match protocol: The HOME captain determines the conditions at the match site and is responsible for notifying the VISITING captain no more than three (3) hours prior to the match start time on the SCHEDULED DAY OF THE MATCH. BOTH captains must verify through www.weather.com if the temperature conditions listed below exist. Either captain may choose to reschedule the match. Match Reschedule Report guidelines apply (Article V.K.3).
 1. www.weather.com Hourly "FEELS" or "FEELS LIKE" reading based on the zip code of the home facility, at the start time of the match, is 32 degrees or lower. Match start time may be delayed, not to exceed one (1) hour, if BOTH captains agree
 2. www.weather.com Hourly "FEELS" OR "FEELS LIKE" reading based on the zip code of the home facility, at the start time of the match, is 103 degrees or higher.
 3. www.weather.com Hourly "WIND" reading based on the zip code of the home facility, at the start time of the match, is in excess of 25 mph.

K. RAIN DELAYED MATCHES

1. In the event of rain, all players must be ON SITE for play at least one (1) hour beyond the time of the scheduled match unless BOTH team captains agree otherwise. Should rain begin after match play has begun, all players must remain ON SITE one (1) hour in an effort to resume match play unless BOTH captains agree otherwise.
2. If a match is cancelled due to rain, HOME team Captains must notify their Flight Coordinator by midnight of that scheduled match date.
3. MATCH RESCHEDULE REPORT
 - a. BOTH captains must submit the MATCH RESCHEDULE REPORT (found on the Admin page when logged in) by MIDNIGHT FIVE (5) days (THREE (3) days for the LADIES LEAGUE) following the originally scheduled match.
 - b. Failure to submit a Match Reschedule Report by the deadline will result in a five (5) point penalty for each day it is late.
 - c. BOTH CAPTAINS MUST SUBMIT A NEW MATCH RESCHEDULE REPORT ANYTIME A MATCH NEEDS TO BE RESCHEDULED.
4. All rescheduled matches must be played within a THREE (3) (TWO (2) for LADIES LEAGUE) week period of the originally scheduled match (day one beginning from the day after the original scheduled match through 21 (14 for LADIES LEAGUE) days). Any subsequent rescheduled matches will be allowed a one (1) week extension from the rescheduled date (day one beginning from the day after the rescheduled match through seven (7) days) OR the remainder of the ORIGINAL THREE (3) (TWO (2) for LADIES LEAGUE) WEEK PERIOD.
5. All rescheduled matches must be completed and posted prior to the specified deadline date for that season as stated on the NETT calendar.
6. Captains unable to agree on rescheduling are subject to playing at a time designated by the League Coordinator.
7. Once a match is officially rescheduled and a Match Reschedule Report has been submitted, it cannot be changed unless it rains. A match played on an alternate date (a date not specified as an official match reschedule) may result in a DEFAULT PENALTY for BOTH TEAMS.
8. Incomplete matches will be continued by the same players at the exact place halted: round, game and points. Indicate such on the back of both score sheets to prevent controversy when resuming play.
9. In matches where lineups have been exchanged, but the match not begun, a NEW lineup may be exchanged for the rescheduled match. If a default has been issued, it is now voided. However, if a minimum of one court has served the first ball, the lineup is locked in and cannot be changed.
10. Lineups must be made out and exchanged by the designated rescheduled match time. ROUND 3: If positions play at different times, the lineups may be filled out as the positions are played.

- L. CHILDREN. Unsupervised children are not allowed on or around the courts during match play. Children must be supervised prior to beginning and throughout play. If supervision is not provided before a match, default rules will apply. If supervision is not provided during a match, retirement rules will apply. Penalty points may be assessed.

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M. ELECTRONIC DEVICES.

1. A player may not use any device capable of receiving communication during the match, except between rounds. Devices include but are not limited to cell phones and smart watches.
2. Smart watches may be worn during a match unless the opponent considers it a distraction and issues a WARNING. If a second infraction occurs, it is considered a deliberate hindrance.
3. Devices that emit a noise or ring during play are considered a deliberate hindrance. A spectator's phone ringing is not considered a hindrance.
4. The penalty for a deliberate hindrance will be assessed by the opponents in the following order:
 - a. First Offense: Warning.
 - b. Second Offense: Point claimed in current game.
 - c. Third Offense: Current game claimed.
5. Video recording is not allowed at any NETT event, including, but not limited to, League or Tournament match play.

N. WATER. Each player is responsible for providing his or her own water ON COURT.

O. SPORTSMANSHIP. The purpose of NETT Pickleball is to promote competitive pickleball, good fellowship, and SPORTSMANSHIP in accordance with NETT Pickleball and USA Pickleball Rules. The NETT Board will review any act of physical violence, directly before, during, or after a NETT Pickleball match is played. Severe penalties, including indefinite suspension from NETT Pickleball, will apply.

VI. RULE/SPORTSMANSHIP VIOLATIONS – GRIEVANCES.

- ### A. RULES VIOLATION.
- Should a Rule violation or dispute arise among members that cannot be resolved among themselves, the proper steps to take for a filing shall be:
1. Contact the League Coordinator for ruling. If not resolved;
 2. Contact the League Director for ruling. If not resolved;
 3. Submit a current Rule/Sportsmanship Violation Form within seven (7) days from the date of the offense to the Rules Director and Rules Committee with commentary by the players involved. A \$25 check payable to NETT must accompany the form. The check will be destroyed if the ruling is in favor of the complainant. Proper procedure must be followed to assure the right of appeal. If not resolved;
 4. Submit in writing to the Presiding President within seven (7) days of receiving the Rules Committee ruling details concerning the dispute and all previous actions taken for a final ruling by the Board. A \$25 check payable to NETT must accompany the appeal. The check will be destroyed if the ruling is in favor of the complainant.
- ### B. SPORTSMANSHIP VIOLATION.
- If the Rules Committee deems a Sportsmanship complaint to be valid, the following procedure may be taken:
1. First Offense – Warning;
 2. Second Offense – Five (5) Point Penalty to offending team, and;
 3. Third Offense – Player or team may be suspended.

VII. DIVISION WINNERS

- A. A total of all points at the end of the regular season will determine the order of finish in a division.
- B. Standings are not final until all scores are corrected, ties are broken, and finalized by League Coordinator.
- C. Ties for all positions will be broken by one of the following methods, in this order:
 1. Match score among tied teams (head-to-head)
 2. Fewest games lost among tied teams (head-to-head)
 3. Fewest games lost against all opponents.
 4. Toss of coin.
- D. Awards will be given to all members of the FIRST-place teams in each division.

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