



2025

PICKLEBALL LEAGUE RULES

WEB PAGE LINKS

USA PICKLEBALL OFFICIAL RULES

[HTTPS://USAPICKLEBALL.ORG/WHAT-IS-PICKLEBALL/OFFICIAL-RULES/](https://usapickleball.org/what-is-pickleball/official-rules/)

Link to
THE RULES

DUPR PICKLEBALL RATING

[HTTPS://MYDUPR.COM/](https://mydupr.com/)

Link to
RATINGS INFO

WEATHER WEBSITE

[WWW.WEATHER.COM](http://www.weather.com)

Link to
WEATHER

NETT - LEAGUE RULES, SCORESHEETS & GRIEVANCE FORM

CLICK ON THE FORMS TAB & DOWNLOADABLE FORMS TAB TO FIND THESE NETT DOCUMENTS

[HTTPS://NETTPICKLEBALL.TENNISCOPES.COM/?MOD=NNDZ-TJJIOWTOR2SXTNHI](https://nettpickleball.tenniscopes.com/?MOD=NNDZ-TJJIOWTOR2SXTNHI)

Link to
NETT PICKLEBALL

I. GENERAL

1. All participants in NETT Pickleball are bound by NETT Pickleball Rules, as well as those of the USA Pickleball.
2. 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.
3. If there is a conflict in an interpretation of any rule, NETT Pickleball Rules shall supersede.
4. 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 of Directors. In such event, the revised NETT Pickleball Rules shall be updated on the NETT Pickleball website.

II. ROSTER REQUIREMENTS

A. LEAGUE FEES

1. All NETT members must pay the required fees to NETT before participating in any NETT league match.
2. No player will be added to a team roster until his or her league fee has been paid.
3. No refunds will be given after the registration deadline has passed.

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 NETT Pickleball Leagues.
 - b. Minimum Roster size will be at least six (6) members.
 - c. Roster maximum number of players:
 - No more than eighteen (18) players are allowed for MIXED League. **There MUST be a minimum of three (3) men and three (3) women at REGISTRATION.**
 - No more than fourteen (14) players for LADIES and MEN Leagues
 - d. Players' levels of 4.5 or above (DUPR Rating system) in **both** the LADIES and MIXED leagues must play in the **highest** flight.

C. ILLEGAL PLAYER

1. An illegal player is defined as:
 - a. Someone played by a team who is not on that team's roster before the match begins and the first ball is struck,
 - b. Someone who is not a member of NETT Pickleball, or
 - c. Otherwise deemed illegal by NETT Pickleball Rules or the Rules Committee.
2. A 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 forfeit.
3. Any additional penalties to the captain and the illegal player will be determined by the Rules Committee.

D. REGISTRATION

1. TEAM REGISTRATION
 - a. All teams must have a designated Captain.
 - b. All teams, and members, must register electronically through the NETT registration process before the published registration deadlines. Membership and eligibility for play will be effective upon the receipt of all required information and fees by NETT.
 - c. Fees must be paid to be eligible to play.
 - d. If a team fails to participate once a roster has been submitted and scheduled, it is ineligible to play for the current season and may be ineligible the following season.
2. RETURNING TEAMS
 - 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. Captains should confirm court availability with their facility PRIOR to registration.
3. NEW TEAMS
 - a. New teams must secure facility approval for playing out of their requested facility PRIOR to registration.
4. REGISTRATION DEADLINE
 - a. The registration deadline is the last date a team may be added to the league in a season. The date will be set by the NETT VP of Pickleball Leagues and posted on the NETT website PRIOR to the first day of registration.
 - b. After midnight on the registration deadline, no more teams may be added to the league and no players may be removed from a roster.
 - c. **Rosters are permanent ON the published registration deadline, except for Frozen Players and Player Adds.**
5. WITHDRAWAL OF TEAMS
 - a. Teams are allowed to withdraw PRIOR to the registration deadline. Any league fees paid will be refunded **less any transaction fees.**
 - b. Withdrawal of a team after the registration deadline creates significant issues in the planning of the upcoming season. If you are unable to field the minimum roster size, you must withdraw your team PRIOR to the registration deadline. If a team withdraws after the registration deadline, no league fees will be refunded and the withdrawing team may be sanctioned, including suspension from the league for the following season.
 - Circumstances behind the withdrawal of a team after the registration deadline will be reviewed by the Rules Committee.
 - Teams subject to suspension will be reviewed by the NETT Board of Directors.
6. FROZEN PLAYERS
 - a. A frozen player is a player who is not able to finish the season.
 - b. Up to two (2) players on a roster may be frozen.

- c. The frozen player deadline will be two (2) days prior to the fifth scheduled match of the season for each league.
 - d. Requests must be submitted online to the NETT VP of Pickleball Leagues PRIOR to the deadline.
 - e. No refunds will be issued after the registration deadline.
 - f. Frozen players will not count towards a team's roster total.
 - g. 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.
 - h. A player may not be frozen which would affect the team's status as either a new or existing team.
7. ADDING PLAYERS
- a. After the registration deadline, players may still be added to a roster up to midnight on the Player Add Deadline. The Player Add Deadline is set by the NETT VP of Pickleball Leagues and posted on the NETT website PRIOR to the first day of registration.
 - b. The addition of these players may not cause a team to exceed the published maximum number of players for a roster.
 - c. A player may not be added which would affect the team's status as either a new or existing team.

III. TEAM PLACEMENT

A. TERMS

- 1. A FLIGHT is a designation for a group of teams beginning with Flight 1, Flight 2, etc.

B. TEAM MOVEMENT AMONG FLIGHTS

- 1. Existing teams may move from flight to flight based on the results of the previous season.
- 2. The NETT VP of Pickleball Leagues ultimately has discretion in placing teams in their flight.
- 3. No team position is secure nor is upward or downward movement guaranteed.
- 4. Existing teams may move up or down depending on the placement of new teams and/or openings in the flights above.
- 5. Because of the fluctuation in the number of teams participating from season to season, the team movement as described above may be altered to allow for the best possible flight construction.

C. NEW TEAM PLACEMENT

- 1. New teams will be required to complete the New Team Information Form located on Tenniscores.
- 2. Placement of the new team will be evaluated by the NETT Placement Committee.
- 3. Placement will be based on:
 - a. Prior performance of players in NETT leagues
 - b. Overall player experience
 - c. Individual player ratings

D. UNUSUAL CIRCUMSTANCES

1. The NETT VP of Pickleball Leagues will use their best judgment for conditions not covered by these rules.
2. The NETT Rules Committee will review any unusual circumstances identified and recommend refinements at the end of every fall season.

IV. COURTS, BALLS AND PADDLES

A. COURTS AND FACILITIES

1. Each team is required to guarantee the use of three (3) hard outdoor or indoor pickleball courts each week for match play at an approved NETT facility.
 - a. If home courts are not available or not playable, the home team must make arrangements for an alternate approved site.
2. Home teams MUST provide two (2) hours per match.
3. Teams that use unapproved facilities may be subject to penalty.

B. BALLS

1. Home teams must supply six (6) pickleballs from one of the following brands in good condition:
 - a. Franklin X-40 or DuraFast 40 outdoor pickleballs, yellow or neon in color.
 - b. Indoor balls should be used for indoor play unless the indoor facility has an outdoor surface.
 - c. **The same brand and color of pickleball must be used on all lines during match play.**
 - d. One (1) ball per line will be used for all three (3) matches.
 - e. The remaining three (3) balls will be available for backup should any become cracked/defective.

C. PADDLES.

1. **Only USA Pickleball-approved paddles will be allowed during league play.**

V. MATCH PLAY

A. SCHEDULING

All scheduled NETT matches are considered official league matches. Matches may be added to the schedule (i.e., Preseason) to afford additional weeks of play. These matches are considered official league matches and all league rules apply.

1. Matches must be played at the designated/scheduled times unless postponed by weather conditions or NETT Board decision except in conditions of extreme weather. See EXTREME WEATHER GUIDELINES for more information.
 - a. MIXED League match start times will be between 9:00 a.m. and 1:00 p.m.
 - b. LADIES and MEN Leagues match start times will be between 9:00 a.m. and 12:00 p.m.
2. All lines must play at the same time.

3. After Home match times have been posted, ANY time and/or location changes must be agreed upon by BOTH captains, reported to the League Coordinator, and updated on the NETT website.
4. **Spectators are not allowed in the court area during match play.**

B. MATCH FORMAT

1. All team matches will consist of three (3) lines, two (2) games each. For Mixed Doubles, each line must be comprised of one (1) male and one (1) female player.
2. Each team will provide three (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.
3. Round-robin rotation with each round playing two (2) games to 11 points (win by 2).
4. The visiting team chooses either serve, receive, end, or to defer the first game of each round. Teams shall switch sides after each game. The team that initiated the serve in the first game shall receive in the second game.
5. Round Robin (as follows):

ROUND 1

Home Line 1 vs Visiting Line 1
Home Line 2 vs Visiting Line 2
Home Line 3 vs Visiting Line 3

ROUND 2

Home Line 1 vs Visiting Line 2
Home Line 2 vs Visiting Line 3
Home Line 3 vs Visiting Line 1

ROUND 3

Home Line 1 vs Visiting Line 3
Home Line 2 vs Visiting Line 1
Home Line 3 vs Visiting Line 2

C. WARM-UP

1. 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.
2. A maximum warm-up of five (5) minutes will be allowed at the start of Round 1 only.

D. START TIME

1. Play must begin no later than fifteen (15) minutes after the scheduled match time.
2. Warm-up and practice serves must be taken within this fifteen (15) minute time period.
3. **Score sheets must be made out and exchanged prior to the designated match time.**
4. Should a player arrive late to the court, but prior to the forfeit time, the player must be given a warm-up period not to exceed five (5) minutes.
5. **Sixteen (16) minutes past the scheduled match time, the line(s) are a FORFEIT.**
6. **Play may not begin until all players are present (6 players) or until a forfeit has been declared.**
7. Play is continuous from the first ball served in the match except when interrupted by rain or when the match exceeds the two (2) hour court time limit.
8. FACILITIES WITH MULTIPLE START TIMES.
 - a. 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 fifteen (15) minutes to complete their match.

E. SCORING

1. Two (2) points will be scored for each game won. A losing team scoring six (6) or more points in a game will be awarded one (1) point.
2. 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 fifteen (15) minutes to complete their match.
 - a. If after 2 hours and 15 minutes, the match(es) are still in play, whichever team is ahead wins. If the teams are tied, a sudden death point will be played.

F. COACHING

1. Coaching is defined as any advice, signal, or comment relayed by any means to the participants in a match by anybody, whether a bona-fide coach, teammate, or bystander.
2. Coaching will be allowed between games and between rounds not to exceed allocated time limits.
3. If coaching occurs during a game, a grievance may be filed, and penalty points may be assessed.

G. CAPTAINS' RESPONSIBILITIES

1. RULES
 - a. Read and know NETT Pickleball Rules, USA Pickleball Rules, and your facility rules so you are prepared for any situation that may arise.
 - b. It is advisable to DOWNLOAD a copy of NETT Rules and Pickleball Rules to your phone or PRINT a copy and have them available at the court.
2. ROSTERS

A captain must verify that players are on their team's roster before playing any NETT match.
3. LINE-UPS
 - a. Each Team Captain, or Designate, must have their line-ups made out and ready to exchange by the designated match time.
 - b. 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 player does not show up and an eligible replacement is available before default time.
 - An injury or emergency during the warm-up occurs and an eligible replacement can be made within the default time.
 - An eligible replacement player is a player whose name is on the team's roster but is not on the current match score sheet.
4. SCORE SHEETS / SCORING
 - a. **A hard copy of the score sheet must be completed, signed, and retained by each captain in the event of a discrepancy.** Scores should be verified with the opposing team before leaving the match. If you fail to retain a signed copy of the score sheet and there is a discrepancy, you relinquish your right to challenge the discrepancy.
 - b. Either the Home Team Captain/Co-Captain or the Visiting Team Captain/Co-Captain or a Designate may enter the match scores on the NETT website. Ultimately, the Home Team Captain is responsible for the scores being entered.

- c. Scores must be entered by midnight **ON THE DAY THE MATCH IS COMPLETED.**
- d. Failure to enter match SCORES by the deadline will result in a five (5) point penalty for each day they are late.
- e. Both 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.
- f. Score sheets can be downloaded from the NETT website.

H. PLAYER RESPONSIBILITIES

1. RULES

- a. Read and know NETT Pickleball Rules, USA Pickleball Rules, and your facility rules so you are prepared for any situation that may arise.
- b. It is advisable to DOWNLOAD a copy of NETT Rules and Pickleball Rules to your phone or PRINT a copy and have them available at the court.

2. ROSTERS

A player must verify that they are on the roster before playing any NETT match.

3. LINE-UPS

Know the lineup (playing position) and the names of the opponents before starting the match.

4. DISPUTES

- a. Disputes can arise on court.
- b. Attempt to resolve any dispute with your opponent on court.
- c. If you are unable to resolve the issue, declare that the match is being played “UNDER PROTEST” and continue to play to the match’s conclusion.
- d. Should you decide to PROTEST the match, see GRIEVANCES section for procedures on reporting UNRESOLVED DISPUTES.
- e. Players who encounter problems during match play (the players on the court are unable to continue play without coming to an agreeable conclusion), players may request assistance during play and request a Pro of the facility or a representative from both teams to assist with the completion of a match.
- f. Some reasons for requesting assistance include:
 - Flagrant Foot Faults
 - Scoring Disputes
 - A pattern of questionable calls
 - Questionable sportsmanship behavior

I. FORFEIT AND RETIRED MATCHES

1. FORFEITED MATCHES

- a. If a player or players arrive on the court after fifteen (15) minutes of the scheduled match time, the line is a FORFEIT. For Example:
 - Your match is scheduled for 9:30 am.
 - Line-ups must be exchanged by 9:30 am.

- Warm-ups may take place, but play may not begin until:
 - (i) all lines are present or
 - (ii) until a forfeit has been declared.
 - A line is considered a forfeit at 9:46 am.
- b. EXCEPTIONS:
- 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 the 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 FORFEIT. The score is recorded without names as 11-0, and 11-0. Once a forfeit has been given, the forfeit stands.
2. DAY OF MATCH FORFEIT PROTOCOL
- a. If at all possible, let your opposing captain know in advance you are forfeiting a line. In the event of a player arriving late to a match; choose an "official match timepiece" (i.e., a cell phone or a specific watch)
 - b. Exchange line-ups at the designated match time.
 - c. No line may begin until all players are present or a forfeit has been declared and the score sheet names have been altered. At forfeit time, sixteen (16) minutes after the designated match time, edit the score sheet to show the forfeit.
3. FORFEIT PENALTIES/SCORING
- a. To score a forfeited match, no names should be entered. Record each game as 11-0 and 11-0 and record the win as Win by Forfeit. Two points per game shall be awarded to the team not forfeiting the line.
 - b. All forfeit time limitations shall apply to rescheduled matches.
 - c. Any time a team WILLFULLY FORFEITS an entire match (all lines) in one (1) week, that team and all players may be disqualified for that season and may be barred from playing the next season. Any team subject to disqualification will be reviewed by the NETT Board of Directors.
 - d. Penalties will be assessed as follows for excessive defaults in one (1) season:
 - Twelve (12) line forfeits – warning issued to Captain.
 - Thirteen (13) to twenty (20) line forfeits – three (3) point penalty per line.
 - Twenty-one (21) line forfeits 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.
 - e. Once a forfeit has been given, the forfeit stands.
 - f. If a forfeit 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 forfeit is voided.
4. RETIRED MATCH/SCORING
- a. An incomplete match is considered a "Retired" match when one player/team does not continue the match. Circumstances may include:
 - Cannot continue due to injury or illness.
 - A player leaves due to personal reasons.

- A player refuses to complete a match due to a disagreement.
- b. If a match is RETIRED, 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 playing.
 - Any subsequent rounds not played and affected by a retirement shall be recorded as RETIRED and the points credited to the team not having to retire. The score is recorded without names as 11-0 and 11-0 by RETIRE.

J. BREAK TIME LIMITS / TIME-OUTS

1. CHANGEOVER BREAKS
 - a. A maximum break of two (2) minutes is allowed on the changeover between games 1 and 2.
 - b. A break of up to five (5) minutes is allowed between each round.
2. TIMEOUTS
 - a. Two (2) one (1) minute time-outs are allowed per game per team.
3. BONA-FIDE BATHROOM BREAKS
 - a. Bathroom breaks should be taken at the end of a game.
 - b. In an emergency, bathroom breaks are allowed during a game.
 - C. A bathroom break allows for a reasonable amount of time, but there is no specific time limit.
4. MEDICAL/ACCIDENTAL INJURY/BLEEDING TIMEOUTS
 - a. Timeouts may be taken at the time of the injury or the next changeover.
 - b. A medical timeout shall begin when a player states the need for one.
 - c. No more than 15 minutes is allowed for medical/injury/bleeding-related timeouts in aggregate.
 - d. A player may not take more than one (1) medical timeout for the same condition.
 - e. Time out during play – play must resume within three (3) minutes after the injury and the server must strike the ball within 25 seconds thereafter.
 - f. Time out at a changeover – play must resume at the end of four and one-half (4-1/2) minutes and the server must strike the ball within 25 seconds thereafter.
 - g. If play is not resumed within the required time, the injured player must retire from the match.
 - h. Blood or other bodily fluids must be adequately cleaned from the court before resuming play.

K. MATCH RESCHEDULING

1. NO MATCHES ARE TO BE RESCHEDULED UNLESS POSTPONED DUE TO:
 - a. Decision by the NETT Board of Directors
 - b. Rain or Extreme Weather Conditions

First and foremost, no player should play in weather conditions that they are not comfortable playing in. If a player opts to play and feels the conditions are compromising their health, the player should retire from the match. NETT is a recreational sport. Your health and well-being comes first.

 - Rain - Rain is defined as liquid falling from the sky in the form of rain, dew, snow, or ice, making the courts unplayable.

- Cold Guideline – Determine if the Hourly “FEELS LIKE” reading on www.weather.com based in the zip code of the home facility, at the start time of the match, is 32 degrees or lower.
 - Hot Temperature Guidelines - Determine if the Hourly “FEELS LIKE” reading on www.weather.com based in the zip code of the home facility, at the start time of the match, is 103 degrees or higher.
 - Wind Guidelines – Determine if the wind speeds at the home facility, at the start time of the match, is in excess of 25 mph.
- c. **SPRING BREAK/FALL BREAK.** If a team cannot field enough players for a designated schedule match during Spring Break or Fall Break and if **BOTH** captains agree, they may reschedule lines.
- **BOTH** captains **MUST** agree to reschedule. Either Captain has the right of refusal for rescheduling.
 - Approval must be obtained from the flight coordinator before rescheduling.
 - Captains must verify court availability at a NETT-approved facility.
 - The captain requesting a reschedule must contact the opposing captain no less than five (5) days before the original schedule match date.
 - Each captain is required to submit a Match Reschedule Report (MRR) no later than midnight the day before the originally scheduled match.
 - All lines must be completed within two (2) weeks of the original scheduled match date.
 - A rescheduled line may be played before the original scheduled match date.
 - The rescheduling rules for a rainout will be applied.
 - Caution to teams agreeing to reschedule – one agreed upon, the match must be played as rescheduled. If a rescheduled line rains out, follow the rainout procedure.
2. NETT will no longer allow match rescheduling for Pickleball Tournaments.

L. WEATHER-DELAYED MATCHES

1. In the event of weather-delayed matches, all players must be ON SITE before the forfeit time of the designated match time and for at least one (1) hour beyond the time of scheduled match play unless BOTH team captains agree otherwise.
 - a. If teams opt to go to the courts, forfeits may be issued (which will be binding even if the match is ultimately rescheduled because of weather) if all players are not present before forfeit time.
 - b. Failure to have ALL players in attendance at the scheduled time of the match is subject to forfeit at the forfeit time.
2. Match start time may be delayed, not to exceed one (1) hour.
3. Day of match protocol:
 - a. The HOME captain and/or designate determines the conditions at the match site using www.weather.com
 - b. The HOME captain and/or designate should then notify the VISITING captain and/or designate no more than three (3) hours prior to the match’s start time on the scheduled day of the match.
 - c. BOTH must verify through www.weather.com.

- d. EITHER may choose to reschedule the match.
4. Home team captains with a later start time should call their facility to determine the start time of the earlier matches.
5. If the earlier match time has been delayed up to one (1) hour, the home team captain MUST call the visiting team captain and inform them of the delay. They will then assume control of the courts no later than one (1) hour past the originally scheduled match.
6. BOTH team captains and/or designate must submit a Match Reschedule Report (MRR) with the rescheduled date and time of these matches (and lines) by midnight of the 4th day from the scheduled match. For example:
 - a. Tuesday matches that are rescheduled need to be posted before midnight on Saturday.
 - b. Match Reschedule Reports can be found on the NETT website in the ADMIN section.
 - c. Failure to submit a Match Rescheduled Report by the deadline will result in a one (1) point penalty.
 - d. If a captain and/or designate fails to submit a Match Reschedule Report within the designated timeframe, the report submitted by the opposing team shall stand.
7. Rescheduled matches must be played within a two (2) week period of the originally scheduled match. Rescheduled matches that require rescheduling due to weather conditions will be allowed the greater of a one (1) week extension from the rescheduled date or the remainder of the two (2) week period. For example:
 - a. If a match is rescheduled for the following day and the rescheduled day rains out, you still have 13 days to complete the match. You will NOT be granted a 1-week extension.
 - b. If a match is rescheduled 10 days after the original date of play, you will be granted 1 week from the 2nd rainout to complete your match.
8. **EXCEPTION: All matches that are rescheduled due to weather conditions during the last week of the season will have two (2) weeks to make up the match.**
9. Once a match is officially rescheduled, it cannot be changed unless the above conditions exist.
10. Incomplete matches will be continued by the same players at the exact place halted – game, point. Indicate such on the back of both score sheets to prevent controversy when resuming play.
11. In matches where rosters have been exchanged, but the match has not begun, a NEW roster may be exchanged for the make-up match. If a forfeit has been issued, it is now voided. However, if a minimum of one (1) court has served the first ball, the roster is locked in and cannot be changed.
12. Home team captains must be flexible in designating three (3) or more alternate days and times, not to be consecutive days, for make-up matches. Night times will not be considered reasonable times, however, both team captains may agree to play at these times. Captains unable to agree on rescheduling are subject to playing at a time designated by the Rules and Procedures Committee.
13. All rounds must be played at the same time, line-ups must be made out and ready to exchange by the designated match time.
14. If only Round 3 remains to be played, lines may be played at different times and locations.

M. CHILDREN & PETS

1. Children and pets **belonging to players** are not allowed on or around the courts during NETT match play. Penalty points may be assessed.

N. ELECTRONIC DEVICES.

1. A player may NOT use any device capable of receiving communication during the match. Devices include but are not limited to, cell phones and smartwatches.
 - a. Smartwatches may be worn during a match. If the smartwatch becomes a distraction to your opponent and the opponent notifies you of the distraction, this is considered a WARNING.
 - b. If a second infraction occurs, this is considered a “deliberate hindrance.”
2. Devices that emit a noise or ring during play are considered a “deliberate hindrance.”
3. A Deliberate Hindrance penalty for USING an electronic device or allowing the device to emit any noise will be assessed by the opponents in the following order:
 - a. First Offense – Point claimed in the current game.
 - b. Second Offense – Current game claimed or entire tiebreak.
 - c. Third Offense – Forfeit of match.
4. A spectator’s phone ringing is not considered a hindrance.
5. Cameras and video cameras are not allowed.

O. WATER

1. Each player is responsible for providing his or her own water on the court.

P. SPORTSMANSHIP

1. NETT’s goal is to promote competitive pickleball, good fellowship, and SPORTSMANSHIP in accordance with NETT Bylaws and Rules, NETT Pickleball Rules and USA Pickleball Rules.
2. There is a ZERO TOLERANCE policy for any and all offensive and aggressive contact with another player in any and all situations regarding a NETT-scheduled match. This behavior may result in removal from the league.

Q. GRIEVANCES

1. Should a Rule Violation, Sportsmanship Issue or Unresolved Dispute arise among members, the proper steps to take shall be:
 - a. First, contact the proper Flight Coordinator within 48 hours for clarification and a ruling.
 - b. If not resolved, the player may submit a Grievance Form
 - RULES VIOLATIONS
 - (i) Grievances must be filed within five (5) days from the date of the offense.
 - SPORTSMANSHIP VIOLATIONS
 - (i) Grievances must be filed within 48 from the date of the offense.
2. If a Rule Violation or Sportsmanship Grievance is determined to be valid, the following procedure may be taken:
 - a. First Offense – Warning.

- b. Second Offense – The match is forfeited by the offending player, and
- c. Third Offense – The player will be asked to leave the league.
- 3. UNRESOLVED DISPUTES
 - a. Ensure your captain reports the score as DISPUTED when entering scores.
 - b. The rules committee will determine the disposition of grievance.
- 4. GRIEVANCE PROCEDURES
 - a. Grievance Form can be found on the NETT website under the Forms Tab.
 - b. After receiving the submission, the VP of Rules will forward the complaint to the player/players involved, who will have seven (7) days to respond.
 - c. Once responses have been received, the Rules and Procedure Committee will judge the situation and provide a ruling.
 - d. Documentation of Grievances will be retained for 5 years.

VI. FLIGHT WINNERS

- 1. A total of all points at the end of the regular season will determine the order of finish in a division.
- 2. Standings are not final until all scores are corrected, ties are broken and finalized by the NETT VP of Pickleball.
- 3. Ties for all positions will be broken by one of the following methods, in this order:
 - a. Match score among tied teams (head-to-head)
 - b. The fewest games lost among tied teams (head-to-head)
 - c. The fewest games lost against all opponents.
 - d. Toss of coin.
- 4. Awards will be given to the 1st place team in each flight. All team members will receive an award.

Amended and approved 10/29/2024.