



2024

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 FORMS TAB & DOWNLOADABLE FORMS TAB TO FIND THESE NETT DOCUMENTS

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

Link to
NETT PICKLEBALL



2024 NETT PICKLEBALL RULES

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. 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 required fees to NETT prior to participation 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
 - No more than fourteen (14) players for LADIES and MEN Leagues
 - d. **Players' levels of 4.5 or above (DUPR Rating system) in the LADIES league must play in the Open Flight.**

C. ILLEGAL PLAYER

1. Someone played by a team who is not on that team's roster before the match begins and the first ball is struck.
 - a. Someone who is not a member of NETT Pickleball, or
 - b. 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.

Items highlighted in RED represent changes or updates to the NETT Pickleball Rules.

D. REGISTRATION

1. TEAMS 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. A team that fails to participate once a roster has been submitted **and the registration deadline has passed** 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 VP of Pickleball 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.
5. WITHDRAWAL OF TEAMS
 - a. Teams are allowed to withdraw prior to the registration deadline. Any league fees paid will be refunded.
 - 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. 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 on-line to the League Coordinator prior to the deadline.
 - e. No refunds will be issued.
 - 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 that 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 VP of Pickleball 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 that would affect the team's status as either a new or existing team.
8. 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 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 play at the conclusion of the spring and fall seasons.
- 2. The VP of Pickleball ultimately has discretion in placing teams in their flight.

C. NEW TEAM PLACEMENT

- 1. The VP of Pickleball is responsible for determining the placement of new teams. The decision 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 VP of Pickleball will use their judgment for conditions not covered by these rules.
- 2. The Rules Committee will review any unusual circumstances identified and recommend refinements at the end of every fall season.

IV. COURTS AND BALLS

A. COURTS AND FACILITIES

1. Each team is required to guarantee use of 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 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. Indoor balls should be used for indoor play unless the indoor facility has an outdoor surface.
 - b. 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. 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.

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.
2. 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.



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3. Round-robin rotation with each round playing 2 games to 11 points (win by 2).
4. 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.
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. 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.
4. 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.
5. 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 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 **to the team found to be coaching their players**.

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. 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 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. Written score sheets are recommended and should be retained in the event of a discrepancy. Scores should be verified with opposing team before leaving the match. If you fail to retain a signed copy of the score sheet and there is a discrepancy, you forfeit 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. A player must verify that they are on the roster before playing any NETT match.
3. LINE-UPS
 - a. Know the lineup (playing position) and the names of the opponents before starting the match.
4. DISPUTES
 - a. Disputes can arise on the court.
 - b. Attempt to resolve any dispute with your opponent on the 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 RULE VIOLATIONS/UNRESOLVED DISPUTES/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
 - Pattern of questionable calls
 - Questionable sportsmanship behavior

I. FORFEIT AND RETIRED MATCHES

1. FORFEITED MATCHES
 - a. If a player or players arrive on court after fifteen (15) minutes of the scheduled match time, the line is a FORFEIT. For Example:

- | |
|--|
| <ol style="list-style-type: none">I. Your match is scheduled for 9:30 a.m.II. Line-ups must be exchanged at 9:30 a.m.III. Warm-ups may take place BUT play may not begin untilA. All lines are present or |
|--|

- b. 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 FORFEIT. The score is **recorded without names as 11-0, 11-0**. Once a default has been given, the default 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 time piece" (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, 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
 - 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 play.
- 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, 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 set.**
 - b. **In an emergency situation, bathroom breaks are allowed during a set/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 at the next change over.
 - 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 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.
5. If play is not resumed within the required time, the injured player must retire the match.
6. 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 - Rain is defined as liquid falling from the sky in the form of rain, dew, snow or ice, making the courts unplayable.
 - c. Significant Pickleball Tournaments - NETT will no longer allow match rescheduling for Pickleball Tournaments.
2. Extreme Temperature Conditions
 - a. First and foremost, no players 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 the match. NETT is a recreational sport. Your health and well-being come first. If extreme weather is forecast for an upcoming match, and if both captains agree, a

match start time may be adjusted for the match day. Note that this does not allow for changing the match date. If you reschedule to a different location, we recommend that you share the court fees since the adjusted start time benefits everyone.

- b. Day of match protocol:
 - The HOME captain/player determines the conditions at the match site using www.weather.com
 - The HOME captain/player should then notify the VISITING captain/player no more than three (3) hours prior to the match start time on the scheduled day of the match.
 - BOTH must verify through www.weather.com
 - EITHER may choose to reschedule the match.
- c. Match Reschedule Guidelines
 - Cold Guideline
 - (i) Determine if the Hourly “FEELS LIKE” reading on www.weather.com based on the zip code of the home facility, at the start time of the match, is 32 degrees or lower.
 - Hot Temperature Guidelines
 - (i) Determine if the Hourly “FEELS LIKE” reading on www.weather.com based on the zip code of the home facility, at the start time of the match, is 103 degrees or higher.
 - Wind Guidelines
 - (i) Determine if the wind speeds at the facility, at the start time of the match, is in excess of 25 mph.

L. WEATHER DELAYED MATCHES

1. In the event of extreme weather conditions, match start time may be delayed, not to exceed one (1) hour. Be certain to discuss with facility in the event there is an earlier match that may have been delayed due to extreme temperatures.
2. In the event of weather delayed matches, all players must be ON SITE before 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.
3. 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. Failure to have ALL players in attendance at the schedule time of the match is subject to forfeit at the forfeit time.
 - a. Home team captains with a later start time should call their facility to determine the start time of the earlier matches.
 - b. 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 originally scheduled match.
4. BOTH team Captains and/or designate must submit a Rain Make-up Report with the rescheduled date and time of these matches (and lines) by midnight of the 4th day from the scheduled match.
For Example: Monday matches that are rescheduled need to be posted by Friday midnight.

- a. Rain Make-Up reports can be found on the NETT website in the ADMIN section
 - b. Failure to submit a Rain Make-Up report by the deadline will result in a one (1) point penalty.
 - c. If a Captain and/or designate fails to submit a Rain Make-Up report within the designated time-frame, the report submitted by the opposing team shall stand.
5. 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 rain out to complete your match.
6. EXCEPTION: All matches that are rescheduled due to weather conditions the last week of the season will have one (1) week to make up the match.
7. Once a match is officially rescheduled, it cannot be changed unless the above conditions exist.
8. 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.
9. In matches where rosters have been exchanged, but the match 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.
10. 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.
11. All rounds must play at the same time, line-ups must be made out and ready to exchange by the designated match time.
12. In the event that only Round 3 remains to be played, lines may be played at different times and locations.

M. CHILDREN & PETS

1. Children **and pets** 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, except between rounds. Devices include, but are not limited to, cell phones and smart watches.
 - a. Smart watches may be worn during a match. If the smart watch 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 current game.
 - b. Second Offense – Current game claimed.
 - c. Third Offense – Disqualification from the 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 COURT.

P. SPORTSMANSHIP

1. The purpose of NETT Pickleball is to promote competitive pickleball, good fellowship, and SPORTSMANSHIP in accordance with NETT Pickleball 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.
3. If the NETT Rules Committee deems a Sportsmanship complaint to be valid, the following procedure may be taken:
 - a. First Offense – Warning;
 - b. Second Offense – match is forfeited by the offending player, and
 - c. Third Offense – player will be asked to leave the league.

Q. RULES/SPORTSMANSHIP VIOLATIONS – GRIEVANCES

1. Should a Rule Violation, Unresolved Dispute or Sportsmanship Issue 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
 - c. Grievances must be filed within five (5) days from the date of the offense.
2. UNRESOLVED DISPUTES
 - a. If you played a match “Under Protest” (see Player Match Responsibilities), you are entitled to report the protested match. **Ensure your captain reports the score as DISPUTED when entering scores.**
 - b. Then, contact the proper Flight Coordinator within 48 hours for clarification and a ruling.
 - c. If not resolved with your Flight Coordinator, the player may submit a Grievance Form.
 - Grievance Forms can be found on the NETT website under the Forms Tab.
 - Rules Violation Grievances must be filed within five (5) days from the date of the offense.
 - Sportsmanship Violation Grievances must be filed within 48 hours of the time of the match.

3. GRIEVANCE PROCEDURES

- a. 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.
- b. Once responses have been received, the Rules and Procedure Committee will judge the situation and provide a ruling.
- c. 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 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. Fewest games lost among tied teams (head-to-head)
 - c. Fewest games lost against all opponents.
 - d. Toss of coin.
4. Awards will be given to all members of the FIRST-place teams in each flight.

Amended and approved December 5, 2023