

Gainesville Indoor Pickleball Showcase Tournament Format

Please carefully read this information in its entirety

- FRIDAY:** Mens, Womens, & Youth Singles - Round Robin followed by a Single Elimination Playoff
SATURDAY: Mens, Womens, & Youth Doubles - Round Robin followed by a Single Elimination Playoff
SUNDAY: Mixed Doubles (Adult & Youth) - Round Robin followed by a Single Elimination Playoff

GENERAL INFORMATION

- a. This event is not sanctioned
- b. Game ball: Onix Fuse Indoor Pickleball – Orange
- c. Game Surface: Indoor Beynon Multipurpose PolyTurf Plus SP Courts with permanent lines and temporary nets. Beynon Multipurpose PolyTurf Plus SP Courts is a new surface that plays like wood for Basketball.
- d. Registration is \$60 for the first event* and \$5 for additional events. Fees include an athlete t-shirt.
*Registration fee includes a NONREFUNDABLE \$10 donation that goes directly to ElderCare of Alachua County.
- e. The tournament link is live and continuously updating as games finish – **THIS TOURNAMENT HAS A ROLLING SCHEDULE.** Arrive **NO LATER** than 15 minutes prior to your first game start. We will not delay any games. If you are late, you will forfeit that game. Be prepared to begin games sooner than listed on the brackets.
- f. Stay near the court you are playing on. You will be playing on the same court numbers throughout the tournament.
- g. Gold, Silver, and Bronze medals will be awarded to the top 3 teams in each division.
- h. Competitors must bring their own paddles. Pickleballs will be provided for matches.
- i. The **ball** and the **pen** must be returned with your score sheet or the score will not be counted.

RANKINGS

- Rankings: 2.0, 2.5, 3.0, 3.5, 4.0, 4.5, 5.0 ****YOU MUST PLAY UP TO THE HIGHEST LEVEL PLAYER** (If you are a 3.0 but your partner is a 3.5, you must register for 3.5)
- Age groups within rankings: 9-13, 14-17, 18-40, 41-50, 51-60, 61 & Over. (The age group you will play in will be determined by the youngest player) ****DEPENDING ON REGISTRATION NUMBERS, AGE GROUPS MAY CHANGE****

SCORING

- a. Round robin play will determine your seed for bracket play. Your seed is based on wins during round robin. Bracket play is single elimination and playing for medals.
- b. Round Robin games will be played to 11, win by 2
 - i. Teams will change sides of the court when the first team reaches 6 points
- c. The Championship Bracket is single elimination: Matches will be played to 15, win by 1
 - i. Teams will change sides of the court when the first team reaches 8 points
- d. Timeouts: 2 timeouts (1 minute each) per match
- e. Tie breakers for seeding:
 - i. Fewest points allowed in matches played
 - ii. Head-to-Head win / lose

MATCH RULES

- a. A coin flip will determine first choice of service or side. If the winner chooses to serve or receive, the loser picks starting side. If the winner chooses starting side, the loser chooses to serve or receive.
- b. All questionable calls must be resolved in favor of the opponent.
- c. Served balls clearing the non-volley zone and landing on any service court line except the non-volley zone line are good.
- d. Balls in play landing on any side or backcourt line are good.
- e. Service Lets are discontinued. If the ball hits the net on the serve and lands in the correct service court, the ball remains in play and should be returned by the receiver.
- f. If your ball hits a floor plate and bounces odd, you can replay the ball.

Format changes are at the discretion of the Event Director

Key points of the 2024 USA Pickleball rules are summarized below for your convenience. However, as a player, you are responsible for being familiar with the rules in their entirety.

- If your apparel color approximates the color of the ball, the Tournament Director may request you to change your apparel. Failure to comply with an apparel change request may result in the forfeit of your match. (Rules 2.G.1, 2.G.4)
FOR OUR TOURNAMENT THE FOLLOWING COLORS ARE NOT ALLOWED: HOT PINK, FLUORESCENT PINK, MAGENTA, ANY SHADE OF RED, ANY SHADE OF ORANGE
- The server must use only one hand to release the ball to serve and must not spin the ball during its release. (Rule 4.A.5)
- If the server calls the wrong score, you can stop play to challenge the score before the return of serve. Otherwise, the correction will be made at the end of the rally. (Rule 4.K)
- If you stop play after the serve is made and the score was called correctly, this is a fault against you.
- If you stop play after the serve is returned, this is a fault against you.
- Players are responsible for calling all the lines on their end of the court. Please make all “out” calls loudly, clearly, and promptly, even if they are obvious. The Code of Ethics for Line Calling requires that you give the opponent the benefit of any doubt.
- The server must not hit the ball to serve until after the entire score has been called. Serving while the score is being called (live ball) will result in a fault. Serving before the score call begins (dead ball) will result in a replay.
- After the score is called, the server has 10 seconds to serve the ball. Failure to do so will result in a fault.
- Coaching - Communication of any information, including verbal, nonverbal, and electronic, from someone other than a player’s partner, that a player or team may act upon to gain an advantage or help them avoid a rules violation (Rule 3.A.3). Except during time-outs and in-between games, receiving coaching from anyone other than a partner is a violation (Rule 13.G.1.j)
- Only 1 ball allowed on the court
- For a volley serve, when the ball is hit:
 - a. The server’s arm must be moving in an upward arc.
 - b. The highest point of the paddle head must not be above the highest point of the server’s wrist.
 - c. The ball must not be above the server’s waist.
 - d. For a drop serve, the ball must be dropped from the hand or paddle, with no force added, from an unaided height. The ball cannot be tossed up or propelled downward, it has to be dropped.
- Catch or Carry Ball on the Paddle (7.L) Rule 7.L now makes catching or carrying the ball on the paddle a fault without having to determine that the catch or carry was deliberately done.
- Medical Time-Outs (10.B.2.c) A player is now allowed to use available standard time-outs after the 15-minute medical time-out has expired to allow more time before the player must retire from the match.

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