



## SUMMER PICKLEBALL TRAVEL LEAGUE RULES

Provided by PickleballZone.com

May 12, 2026

The goal of the league is to provide fun, skill-based pickleball, knowing that some players are new to the sport and that they will rapidly improve from attending clinics to become a more competitive player. If the need arises, there may be rule changes, so always refer to the date at the top of this document. Captains will be notified via email of rule changes. **The substantive changes for 2026 are highlighted in yellow.**

These leagues will be far more social than in regular tennis, and PickleballZone.com will facilitate this with its player photos and heavily linked content.

**Coed Leagues:** Takes place on Sundays with typical start times between 11:00 am and 3:00 pm. Match times are set by the host team.

Coed leagues are comprised of men and women separated into four skill level groups. Players must be old enough to be a high school graduate to participate. Coed means that there is a mix of men and women playing. There could be 80% women or 80% men on a given team. There is no requirement that teams have a certain number of men or women. At higher skill levels there tends to be more men on the teams.

### Coed Skill Levels:

- 1) Level 1 (2.5 – 2.9)
- 2) Level 2 (3.0 – 3.5)
- 3) Level 3 (3.6 - 4.1)
- 4) Level 3 (4.2+)

**Women's 50+ and Men's 50+ Leagues:** Takes place on Friday mornings from 9:00 am – 10:30 am. Since several of our 50+ men still work, there will be some accommodation between captains to schedule matches earlier or start times may be staggered. For example, court 2 could play at 7:00 am and other courts at 9:00 am.

Players of the 50+ teams must be at least 50 years old during the current year to play on a team.

**Men's 50+ players must have a skill rating of around 3.2 or higher.**

**The Women's 50+ Level 1 and Level 2 leagues will be modified to be the Women's 50+ league this year (2026).** There were not enough clubs that could field a Women's 50+ Level 2 team. This means for the Women's 50+ team, players can have a skill level of 2.5 and higher, but you can have no more than 50% of the players with a rating of 3.5 or higher on the team roster.

**Women's Wednesday League:** The Women's Wednesday league players must have a skill rating from 2.5-3.4.

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To determine skill level, some clubs may offer a rating clinic. Please review the skill rating levels by the USA Pickleball association via this link.

<https://usapickleball.org/tournaments/tournament-player-ratings/player-skill-rating-definitions/>

Each club can have any number of teams at any level, but need to be mindful they need to have enough courts to support home matches. There is no requirement to have a Level 1, Level 2, Level 3, Level 4, or Women's 50+ or Men's 50+ teams. A club may have more than one team in any skill level.

Players must be a member of a club participating in the league. \*\* A member is defined officially by the general manager of the club. They could be a member of a country club, a member of an indoor club, or a city park and recreation department. Players that have aged out of a junior membership at a club are not eligible to play unless they have their own membership. Individuals that are being paid to work for a club can also play in the league.

Individuals can play on multiple teams. For example, an individual can play on a coed Level 2 team and the Women's 50+ Level 1 team with the same club. An individual can play on teams associated with a different club, as long as they are a member of both clubs, but they cannot play in the same league. For example, they could play on a Level 2 team for one club and Women's 50+ for another. Individuals cannot play on the same level for two different clubs.

When a club does not have enough players for a specific team, some accommodation may be made for players to play on court 1 of a lower level team or the lower level court of a higher skilled team. Club reps or captains must clear these exceptions with league management.

\*\* To facilitate play where there are not enough players to field a team for a specific team, players may be combined with players from one or more other clubs. The make-up of this type of team needs to be reviewed and approved by league management.

### **Costs:**

The cost per player charged by PickleballZone.com is \$29/player. Clubs may charge other fees associated with the league. League specific fees will be collected by the club and forwarded to PickleballZone.com.

Players who "play up" on their club's next higher level team are not charged an additional fee.

Individuals that play on multiple teams, i.e. a coed team and a Men's 50+ team will be charged \$29 for each team.

### **DUPR:**

Match results will be entered into DUPR for the Men's 50+ league. For 2026, we are also trying to record match results in DUPR for the front draw of the playoff matches and the end of season tournament.

## Team Rosters:

Preliminary rosters are typically due and entered into the PickleballZone.com by May 1. Preliminary rosters are subject to review and modification by league administration and club representatives.

**Team roster additions and changes are allowed until the end of June.** Player changes may be allowed to accommodate late entries, realignment of players based on demonstrated skill level and possible unforeseen circumstances. All changes are to be submitted by the captain or club rep of the team via email to Kathy Gerber at [kathygerber@cs.com](mailto:kathygerber@cs.com).

For example, there may be a case in which a player clearly does not have adequate skills to participate on a Level 2 team. After consulting with the PickleballZone.com league management, that player might be moved down to that club's Level 1 team. This will not change any previous match results.

All rosters entered online will be final as of July 1 and clubs will receive invoices based on their rosters. Invoices for player fees will be sent via email to the club representative. They will be payable within two weeks after distribution. Membership fees are not refundable.

While we use DUPR as a basis to help identify the skill level for a player, we also use the players prior year's match performance for team and court placement. For example, if a player competing on Court 1 of a Level 2 team is winning roughly 65–70% of their points, they should be considered for advancement to the next level. Additionally, if a Court 3 player on a Level 1 team wins approximately 65–70% of their game points, they should be considered for a move up to Court 2 within the same team. Note that these are guidelines and not hard and fast rules.

Clubs that submit a team and then withdraw that team after schedules are created (typically after May 7<sup>st</sup>), may be charged a \$250 penalty fee.

## Team Substitutions:

All players must be registered to a team, regardless of the frequency of play. **The only “substitution or sub” allowed is a player that is already registered on a club's team that plays up on the next higher-level team.** For example, a Level 1 player playing on the same club's Level 2 team or Women's 50+ Level 1 player that plays on the same club's Women's 50+ Level 2 team.

Players may “play up” on the next higher level team at their club to avoid a default at the next higher level team. This will NOT be considered a default, and the team will receive credit as appropriate for any wins. When playing up, the substitute would normally be placed on a lower-level court, but that may depend on the skill level of his/her partner.

Higher-level players may not “play down” on a lower-level team. If that were to happen, that court and any underlying courts would be defaulted.

Individuals playing on a coed team, cannot sub on a Women's or Men's 50+ team and vice versa.

If a club has two or more teams in a specific league group, ie two level 2 teams, they can not sub for the other Level 2 team.

If a club should have more than one team at the same level, individuals may substitute on only one higher level team for the entire season. Each lower-level team player is limited to **three times** as a substitute and they cannot play in the playoffs for the team they subbed on.

Examples:

Team ZZZ has the following teams: ZZZ Level 1, ZZZ Level 2-AB, and ZZZ Level 2-CD. A player on the ZZZ Level 1 team, can sub on the Level 2-CD team up to three times during the season, but then cannot sub on the Level 2-AB team. The player is not eligible to play on the Level 2-CD playoffs.

If a club has one ZZZ Level 1 team and two ZZZ Level 2 teams (ZZZ Level 2-AB and ZZZ Level 2-CD), a player on the ZZZ Level 1 team can substitute “play up” on the ZZZ Level 2-AB team but not on the ZZZ Level 2-CD team. If they did play on the ZZZ Level 2-CD team to allow more individuals to participate, they would need to play on court 3 of the ZZZ Level 2-CD team and it would be a default.

Each team should have between 12-15 players. Higher level teams may have less players because of the potential of team players “playing up”.

Substitutes must be included on one of the team roster’s for the club. When playing up a level for a match the scores will be reported and be clearly marked in the score-reporting function as a substitute.



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HOME	PART. CLUBS/SITES	TEAM LOOKUP	RESULTS   INFO	CAPTAIN'S TOOLS	PHOTOS	ABOUT PBZ
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Step 5 of 7 - PickleballZone Score Sheet: ZZZ Test Team Coed Level-2

Match Date: June 4, 2023

Save Changes and Proceed to Printable Page

Team	ZZZ Test Team Coed Level-2	Opponent	Worthington Hills Coed Level-2
Captain	Lauren Gerber	Captain	Patti Price

[Click for help](#)

**NOTE:** Always enter the winning scores, for example, 15-12, 15-8, not 12-15, 8-15. A 3-set score would be 15-11, 12-15, 15-9.

Doubles:	Won	Lost To	DNF	Game 1	Game 2	Game 3	Opponents
1) Gerber, Kathy Nohat, Scooter	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	15-6	15-9	Set 3	1) Herrel, Grant Herrel, Angie
2) Krush, Kyle Gerber, Lauren	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	15-10	15-17	15-9	2) Price, Patti Price, Sid
3) Nohat, Scooter Gerber, Zoey Smith, John	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	15-3	15-9	Set 3	3) Heil, Pam Carter, Pat
<b>MATCH COMMENTS</b> (To be viewed by others):	John Smith played up from ZZZ Test Team Level 1 / Pat Carter played up from WHCC Level 1						

Enter scores from a winner's perspective, even if it is a loss.

Type in player's name if they are not on your roster or the opponent's roster.  
Include comments about the match. These will be seen by others.

## Player Waiver Forms:

Captains will be required to obtain signed league waiver forms for each team member at the start of the season.

## Match Scoring (all leagues):

Each club will field three double teams for each match, although a fourth court for an exhibition match is encouraged if players and courts are available. Exhibition match results are not recorded in the system. Each team will play the best two out of three games. Games will go to 15 points, win by two.

The league aims to schedule matches and play time to last between 1.5 to 2 hours. If a match finishes early, players are encouraged to keep playing—possibly by mixing up teams. Since players have set aside this time for pickleball, we're not enforcing this with any penalty, but we do strongly recommend that everyone makes a good-faith effort to use the full 1.5 to 2 hours for play.

The league rankings will be based on the Match Winning Percentage of each team. If two teams have the same Match Winning Percentage, then the team that won the head-to-head matchup will be ranked higher. If each team had a win, the match scores will be compared (i.e. 2-1), followed by the total number of games won, and then followed by the total number of points won.

League Matches Won / Lost

Team	Matches Won / Lost	Match Winning %
<a href="#">Lakes-KK Coed Level-1</a>	6 / 1	86%
<a href="#">Wedgewood Coed Level-1</a>	6 / 2	75%
<a href="#">Kinsale-TJ Coed Level-1</a>	4 / 3	57%
<a href="#">Worthington Hills Coed Level-1</a>	4 / 3	57%
<a href="#">Lakes-MJ Coed Level-1</a>	3 / 3	50%
<a href="#">TCC at Muirfield Village-KL Coed Level-1</a>	3 / 3	50%
<a href="#">Brookside Coed Level-1</a>	2 / 5	29%
<a href="#">Kinsale-JH Coed Level-1</a>	2 / 5	29%
<a href="#">New Albany Coed Level-1</a>	1 / 6	14%

## Match Preparation:

Before each match played, the captain or other representative of the host club is required to reach out to the other team's captain to confirm match location and time of play early in the week, preferable on Sunday, or Monday. If you are the visiting team and have not been contacted by the home team, please reach out to the other team to confirm match details.

Players should bring their own water. There will be no snacks or beer provided for the matches.

## Court Assignments:

Each team must play their teams in order of strength. Teams need to be given some latitude as they sort out player skill levels.

The PickleballZone.com software will make it easier to scan for potential problems on all matches that are played by all teams. Similar graphs are currently used on OhioTennisZone.com. The graphs provide a quick visual scan of potential issues (i.e. court one is sacrificed to obtain wins on courts two and three). The results shown to the right reflect players that are positioned on the correct courts.

**New Albany-RF Coed Level-2 - Team Results and Schedule** [TOP](#) [LEAGUE](#) [SCORES](#)  
**Dual Match Results and Line-ups by Court - 2021 Season** - Sorted chronologically.  
 Green Game Winning % indicates a win for for that court. Red is a loss. Blank results indicate no details are available.

Date Played	Opponent	% Points Won By Court	Result
Sun, Jun 6	<a href="#">Brookside Coed Level-2</a>		W, 2-1
<b>Court 1</b>	<b>Court 2</b>	<b>Court 3</b>	
T.Puleri-W.Poll	D.Fishman-J.Fishman	R.Feibel-S.Puleri	
44%	67%	55%	
14-16, 15-12, 15-6	15-5, 15-10	15-13, 15-12	
D.Watson-K.Close	K.Brooks-S.Levine	J.Brooks-L.Teteris	
Sun, Jun 13	<a href="#">Scarborough Coed Level-2</a>		L, 1-2
<b>Court 1</b>	<b>Court 2</b>	<b>Court 3</b>	
J.Tennenbaum-K.Friedman	W.Poll-S.Friedman	S.Puleri-T.Puleri	
50%	49%	60%	
15-13, 11-15, 15-13	15-11, 9-15, 15-12	15-10, 15-10	
A.MalloyMcCoy-H.Chang	H.Matthews-M.Venkataraman	M.Levin-T.Freeman	
Sun, Jun 27	<a href="#">Kinsale Coed Level-2</a>		W, 3-0
<b>Court 1</b>	<b>Court 2</b>	<b>Court 3</b>	
J.Tennenbaum-G.Hough	J.Duebel-D.Fishman	K.Friedman-J.Fishman	
77%	65%	77%	
15-7, 15-2	15-10, 15-6	15-1, 15-8	
Y.Maseck-D.Hayes	P.Johnson-C.Svec	C.Richardson-H.Schumm	

## Exhibition Matches:

Teams are encouraged to play exhibition matches when extra players and extra courts are available. Exhibition matches do not count as an official league match and are just for fun, but they may still be helpful for a captain to better determine player skill levels. The results are not reported into the PickleballZone.com system.

In addition, the league is experimenting with allowing younger players to participate in exhibition matches with their parents as long as the players are 13 years or older. The junior players' skill levels should be similar to other players on the parents' teams. When scheduling an exhibition match that includes a junior player, always make sure that the opposing captain is aware of this and is comfortable with this. If the opposing captain does not wish to play against a junior player, then the junior player cannot participate.

## Match Information:

**Match Lineup:** Captains will exchange their PickleballZone.com line-ups sheets simultaneously, **prior** to the beginning of the team matches. This is facilitated by entering line-ups using the Captain's Tools on PickleballZone.com. **Both captains or their representative should bring two copies of their lineup to each match to exchange with the other captain.** No substitutions may be made in an individual match after the lineup has been presented, except for injury, illness, no show, or disqualification of a player, prior to the start of match (first point played). If the substitution is made during warm-up, the substitute player is entitled to a five minute warm-up. Captains are to sign their own copy and the copy of the opposing team line-up sheet at the end of the match.

**Inability to Field Players:** If a team cannot field the required number of players for the match, the lowest court (i.e. court 3) will be defaulted. Contact the opposing team captain if you are unable to fill all positions. **Having insufficient players is not a valid reason to reschedule.**

Changing your match time to accommodate your best players is not permitted — for example, moving the match from 11:00 a.m. to 3:00 p.m. because your stronger players are unavailable until later in the day.

**Start Time and Warm-up:** At the assigned start time, each captain or other designated individual from each team will introduce their players, and direct players to assigned courts. There will be a warmup period up to 10 minutes after the assigned start time.

**Default:** Match default time is 15 minutes after scheduled start time, provided the court is available. Please use discretion when calling for a default. If the opponent is late for just cause, please try to be understanding and play the match. Defaulted matches are recorded as 0-0, 0-0 in the score-reporting system.

## Results Reporting and Verification:

The captain or a designated individual from the host team will post the match results by 7:30pm on the same day of the match via the PickleballZone.com score-reporting software. These results will be shared with players early the following morning. If the opposing team identifies any inconsistencies in the score results, they need to email [pickleballzonehelp@gmail.com](mailto:pickleballzonehelp@gmail.com) by 5:00pm the following day, but should first try to contact the host team captain to attempt to clarify the score or issue.

If play will not be completed as scheduled, the host captain will send an email to [pickleballzonehelp@gmail.com](mailto:pickleballzonehelp@gmail.com) by 7:30pm the day of the originally scheduled match to notify league administrators and provide status of when the match will be rescheduled.



## Game Rules:

Print a copy for your fans!

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WORTHINGTON HILLS COED LEVEL-3 vs. TCC AT MUIRFIELD VILLAGE COED LEVEL-3 - May 31, 2024


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TEAM	Worthington Hills Coed Level-3		TEAM	TCC at Muirfield Village Coed Level-3
CAPTAIN	Patti Price		CAPTAIN	Carolyn Welch
SCORE			SCORE	


  

DOUBLES:	WON	LOST TO	DNF	GAME 1	GAME 2	GAME 3	OPPONENTS:
1) Sid Price	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	-	-	-	1)
1) Patti Price	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	-	-	-	1)
2) Jeff Fox	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	-	-	-	2)
2) Jodi Fox	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	-	-	-	2)
3) Mary Riddle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	-	-	-	3)
3) Joe Giannetti	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	-	-	-	3)



Worthington Hills Coed Level-3 Roster - Jeff Fox, Jodi Fox, Scott Gerber, Joe Giannetti, Pam Heil, Frank Heil, Kevin Lickman, Tara Meadors, Rob Napier, Sid Price, Patti Price, Mary Riddle.



TCC at Muirfield Village Coed Level-3 Roster - Barri Akbar, Pam Austin, Rob Crane, Shannon Crane, Peggy Davis, John Harrison, Brian Klass, Grant Mooi, Brian Moore, Stacy Nordahl, Jodi Rhodes, Lori Russell, Carrie Tarrant, Carolyn Welch.

MATCH COMMENTS:

Member is logged in as: kathygerber@cs.com - Access level is: xcoach + all

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Game rules should be followed as outlined by the USA Pickleball Association, unless stated differently in this document. Click the following link for direct access to the rules:

<https://usapickleball.org/what-is-pickleball/official-rules/>

### **Game Rule Highlights:**

Selection of Side, Serve, Receive, or Defer: Any fair method shall be used to determine which team has first choice of side, serve, receive, or defer (e.g., a 1 or 2 written on the back of the line-up sheet, flipping a coin). If the winner chooses to serve or receive first, the loser chooses the starting side. If the winner chooses the starting side, the loser chooses to serve or receive. Once a selection has been made, it cannot be changed.

Teams may change their starting server between games.

The serving team for the second game will be the team that “did not” start serving the first game. If a third game is played the team that served the first game will serve again.

Change of Sides: Teams switch sides upon the completion of each game. If the match goes to three games, the teams will switch sides when the first team reaches eight (for a 15 point game). The player locations and the server remains the same after the switch.

Time Between Games and Time-outs: Play should be continuous, although players are permitted to quickly towel off or take a drink between rallies, as long as the flow of the game is not adversely impacted. A team is entitled to two time-outs per game, of up to one minute each. The standard time break between games is two minutes. We understand that some play will take place during the hottest part of the day, please be reasonable in allowing more time for breaks as needed.

Serves: The league will use the following service rules:

- If the serve hits the net and then lands in the correct service box (crosscourt from the server), it is a live ball.
- If the serve hits the net and then lands in the kitchen (or NVZ zone), including on the kitchen line, it is a fault.
- If the serve hits the net and then lands outside of the correct service box, it is a fault.
- If the serve hits the net and then hits the post, it is a fault.

### **Grievances / Conflict Resolution:**

Any conflicts between teams should first try to be addressed by the team captains and or club representatives. If the issue cannot be addressed under the current rules, then this issue can be escalated to PickleballZone.com management where it will be reviewed with two representatives from clubs not associated with the issue in question and penalized or addressed appropriately. Any issues should be sent via email to [pickleballzonehelp@gmail.com](mailto:pickleballzonehelp@gmail.com).

### **Facility Requirements:**

All participating facilities must have courts available for home matches and reserve them for two hours. League approval is required for exceptions to this rule. If a facility has more league teams than courts available per home match time slot, they must provide stagger play times or provide an alternate home match time.

Every effort will be made by PickleballZone.com to reduce the occurrence of having multiple home matches on the same day, but due to the number of teams participating in the league this is unavoidable. Please make sure to review the match schedule and reserve courts accordingly.

Some facilities use their platform tennis for pickleball. Those courts may not be used for league play.

Clubs will provide the balls for the matches. See “Equipment” section for more information.

### **Equipment:**

USA Pickleball is the national governing body for pickleball and provides the official rules for the sport, as well as equipment.

#### Balls:

The brand of ball is significant in pickleball because of the bounce. The league will use the Franklin X-40 ball. This is a moderately priced, popular, and durable ball that should last teams all season. New balls are unnecessary for each match, but they should be gently used, not worn as with balls used during clinics.

While it is the host’s club responsibility to provide balls for the match, the visiting team should bring a few extra balls just in case the wrong brand is offered. It is recommended to provide two balls per court for warm-ups and in the chance a ball gets cracked during the match. Players can also bring their own Franklin X-40 balls if they want to ensure new balls are used.

#### Paddles:

USA Pickleball specifies the size, material, and hitting surface restrictions to ensure fair and consistent play of paddles used.

If you have questions about your paddle, you can verify that it is approved by going to this website: [Paddle List | USA Pickleball Approved Equipment](#).

### **Inclement Weather:**

Both captains need to agree on a rain out decision. Just because it is raining at your location doesn’t mean that it is raining elsewhere. Don’t assume matches are cancelled. On rain dates, matches should take place indoors (Olympic, Life Time Easton, Paddle Taps, MatchPoint, NewGen, Pickleball Kingdom). The location will be selected by the host captain. Captains should follow the Procedures for Use of Indoor Facilities posted within the “Captain’s Tools” portion of PickleballZone.com. When the weather conditions for a match looks questionable, the host captain should contact an indoor club to determine what courts are available. This way, the match could be played on the same date and approximate time in which the players have already committed. The individual players will be responsible for the nominal fees. If the match cannot be played indoors, the host captain will provide the visiting captain with two dates/times that will work for the host team. If there are any questions, please contact us at [pickleballzonehelp@gmail.com](mailto:pickleballzonehelp@gmail.com).

Make-up matches should be done within two weeks if possible, but definitely by the end of the season. If the match has started and rain occurs, the original lineup must be used. Any court that cannot be played

with the same players will be recorded as a default. The exact score, game and set will be recorded, and play will begin at that score. All completed games, sets and individual matches will count as played. Captains should meet, agree, and write down the suspended match information, including serve, rotation and side of all players. Make-up matches are to be held at the host location, or other location as agreed to by both captains. If you can't reschedule all courts at the same time and location, you can play each court separately at times and locations agreed upon. Report the scores once the match is completed. Note, you don't have to play all three courts, just until a team wins two out of three courts.

Please abide by all facility rules when lightning is suspected. If there are no facility rules, the Ohio High School Athletic Association rules on lightning are as follows:

- Evacuation – If lightning is imminent or a thunderstorm is approaching, all personnel, athletes and spectators shall evacuate to available safe structures or shelters. A list of the closest safe structures should be announced and displayed on placards at all athletic venues.
- Thirty-minute rule – Competition or practice shall be suspended once lightning has been recognized or thunder is heard. It is required to wait at least 30 minutes after the last flash of lightning is witnessed or thunder is heard prior to resuming practice or competition. Given the average rates of thunderstorm travel, the storm should move 10-12 miles away from the area. This significantly reduces the risk of local lightning flashes. Any subsequent lightning or thunder after the beginning of the 30-minute count shall reset the clock, and another count shall begin.

### **Playoffs:**

There will be a league playoff for the top teams.

- Players must compete two times for their team in order to be eligible to play in the playoffs. (Defaulted matches do not count toward this total.)
- No substitutes can participate in the playoffs.
- For more information on league rankings, refer to the Match Scoring section above.
- The higher ranked team will typically be offered to host the playoffs, but this may not occur based on court availability or if the same club qualifies for multiple playoffs.
- Players that have played on a specific court all season (for example on court 1) cannot play on a lower court in the finals, even as a result of injury or sickness.
- Team line-ups are to be provide to PickleballZone.com league management a few days before the playoffs, so they can be gathered and then distributed to other captains simultaneously for review. There should be no "surprises" with the line-ups. If a team wishes to play a different line-up to get more of their players to play in the playoffs, a separate line-up will need to be provided. More information will be provided closer to the playoffs for participating teams.
- Details regarding playoffs will be sent to captains closer to the end of the season.

Large number of teams at each level will cause multiple divisions for various leagues. The monikers, North, South, East and West may be used as division names for various levels even though many of the teams do not fall geographically into this description. Since the strength of each division is unknown and likely to be unequal, simply having the best team in each division may not be the best way to select teams for the playoffs. Instead, the top two teams in each division are included in the playoffs for their level. The playoffs will take place in back-to-back matches at the same time and date.

For example, the West's Team A and Team B have a Match Winning Percentage of 75% and 65%, respectively. The East's Team C and Team D are the best two teams and their Match Winning Percentages are 80% and 60%, respectively. Team A will play Team D in the first round and the winner of that match will play against the winner of Team C and Team B for the championship. Regular scoring will be used and the championship and the third and fourth place matches will take place 30 minutes after the last semi-final match is completed (or as agreed to by both teams).

For divisions that have three groups (i.e. Level 2 has West, East, and North), the two teams with the highest Match Winning Percentage will have a bye in the first round of the playoffs and the remaining four teams will play. The two highest Match Winning Percentage teams will then face the winners of the first round.

PickleballZone.com league management may alter the number of teams eligible to participate in the play-off based on the number of teams in each grouping.

PickleballZone.com league management may alter the format of playoff matches based on time, weather or complications that may arise.

Please refer to the tiebreak considerations below if the Match Winning Percentages are the same for two or more teams.

If two teams have the same Match Winning Percentage, then the team that won the head-to-head matchup will be ranked higher. If each team had a win, the match scores will be compared (i.e. 2-1), followed by the total number of points won. These comparisons will be done between the two teams.

If three or more teams have the same Match Winning Percentage, then head-to-head comparisons will be made and the team that won the head-to-head matchups will be ranked higher. If each team had a win, the match scores will be compared (i.e. 2-1), followed by the total number of points won. Again, these comparisons will only be done among the teams that are tied. If there is still some combination of ties that are not included in these rules, the PickleballZone management will determine the playoff contestants.

During the playoffs, it may be necessary to stop play as soon as a match is clinched (i.e. two courts have won) to ensure that the playoffs finish in a timely manner.

### **Photos:**

Photos will play an important role in making the league more social. PickleballZone.com plans to travel to facilities to take numerous team photos, but is unlikely to get photos of all of the teams. For those teams without photos, captains will need to take team photos as soon as practical and identify the players in the photo. For more information on how to take a high-quality cell phone team photo, please refer to the following link:

[https://ohiotenniszone.com/how\\_to\\_team\\_photos](https://ohiotenniszone.com/how_to_team_photos)