



Adult Pickleball Mixed Doubles League

Rules and Regulations

The City of Chino Hills Pickleball League adopts the rules as stated by the United States Amateur Pickleball Association (USAPA), except where the City of Chino Hills' rules modify or supersede those rules, as outlined in this document.

Objective:

To provide a family-friendly, safe, and enjoyable environment for both Level I (1.0-2.5) and Level II (3.0-3.5) pickleball participants who wish to participate in an organized, recreational program emphasizing sportsmanship and fair play.

Liability:

The City of Chino Hills, employees and/or agents are not liable for injuries, losses, and/or damages to a person or property occurring from their participation in the Pickleball League.

League Fees:

League fees cover the cost of one (1) season.

- Registration per player
 - Resident: \$20
 - Non-resident: \$25

NOTE: Returned checks result in an additional insufficient funds fee. Players are not allowed to play until full payment is made to the City of Chino Hills.

Refunds:

A refund request form must be filled out and turned into the Grand Ave Park sports office by the conclusion of the third (3rd) match of the season. A processing fee per player will be deducted from all requested refunds and/or household credits.

Rosters:

1. Players must be 18 years of age or older.
2. Each team must select a team manager. This player will act as a liaison between City staff and their teammates.
3. League play is mixed doubles. Teams must register a minimum of four (4) players to **secure a spot** in the league and may have a maximum of 6 players on their roster. Players may register for one (1) team per season.
4. Teams not meeting the minimum roster count will not be placed on the league schedule.

5. Registered players will NOT be permitted to play without showing a **valid photo I.D.** at the check-in table prior to the start of each game.
6. Rosters will be final at the conclusion of the third (3rd) match of the season.

Ineligible Players:

If an opposing team suspects an illegal or ineligible player on the court, they must notify City staff immediately. Play and game clock do not stop during the questioning and/or removal of illegal or ineligible player.

- For verification, the player in question must be registered on their team's roster and show proof of identification with a valid photo I.D.
- In the event the player cannot prove their identity when requested, the player will be removed from the game and remain out until verification is provided. If the player is deemed ineligible, the game will be forfeited, and further disciplinary action will be taken against the player and team.
- First offense will result in a forfeit of that game. Second offense will lead to a team's dismissal from the league and refunds will not be issued.
- If staff verify the player in question is a legal player, play will resume.

Game Play:

1. One female and one male player from each team must always be on the court during game play.
2. A match will consist of 3 games, each played to 11 points, win by 2. For each game won, teams will receive 1 point towards their league standings. Scores should be submitted to City staff immediately after each game.
3. Matches are non-officiated. Players will call all lines on their end of the court, including non-volley zone and service foot faults. Players may call non-volley zone and service foot faults on the opponent's end of the court. If there is any disagreement among players about the called foot fault, a replay shall occur.
4. If a team feels that one team or another is not calling balls fairly, please contact City Staff to mediate and watch over the game. City Staff will have final decision during any discrepancies.
5. Rally scoring NOT in effect.

6. Lights at Grand Avenue Park must be turned off no later than 10 p.m. Due to this time restriction, game delays are not allowed for any of the following reasons:
 - Substitutions
 - Wasting time
 - Injury to a player(s), unless granted by City staff
 - Removal of injured player(s) from the court of play for treatment, including the use of EMS
7. Matches will be limited to 75 minutes. If the last game is not completed at 75 minutes, the team with the most points will win that match.
8. If a player needs to be subbed out of a game, that player is not eligible to play for the remainder of the night.

Equipment:

1. All teams must provide their own paddles.
2. Game balls will be provided by the City. The official game ball to be used will be the Franklin X40 ball.

Forfeits:

1. If either team is not on the court ready to start the match at the scheduled time, City staff will start their watch.
2. If a team does not have at least 2 players on the court ready to play, the ***grace period*** will begin. Teams will be given a ten (10) minute grace period by City staff. If either or both teams are not ready to play after the grace period has expired, the game will be forfeited. Grace period time is kept by City staff.
3. The forfeiting team will lose the match with a score of 2-0. If both teams have less than 2 players at the end of the grace period and/or are not ready to play, then the game will be declared a double forfeit with a score 0-0. Neither team will receive points in the standings and both teams will split the forfeit fee.
4. If a team is unable to play, they must notify the Grand Ave Park sports office by **12:00 p.m. the day before the scheduled game.**

Teams who meet the deadline will receive a “NO CONTEST” bye and will not be charged a forfeit fee. A “NO CONTEST” is recorded as a loss, and the forfeiting team will lose the match with a score of 2-0.

5. Teams with two (2) or more forfeits in a season will be removed from playoff contention and ineligible for priority registration. Three (3) forfeits in a season will result in removal from league. No refunds will be issued.

Forfeiture Fee:

1. Each team is required to have a \$15 forfeiture deposit on file. Deposit is refundable and may carry over each season.
2. If a team does not inform City staff of their forfeit by 12:00 p.m. the day before their scheduled game, their team will lose their \$15 forfeiture deposit. Teams forfeit deposits must be replenished before the team’s next scheduled game. If the forfeit deposit is not replenished, the team will forfeit the next game and be charged with an additional forfeit fee.
3. Teams with two (2) or more forfeits will be removed from the schedule until the fee is paid. Teams will lose priority registration for the following season and may be removed from the league indefinitely.

Standings:

1. A match win is awarded two (2) points, a loss is awarded zero (0) points and a draw is worth one (1) point.
2. In the event of a tie in the standings, the following ties breaker(s) will be used:
 - Head-to-head record between tied teams.
 - Point differential between tied teams.
 - Point differential against the next-highest team.
 - Coin toss.

Playoffs (if applicable):

Playoff seeding is determined after the regular season. Seeding is determined by league standings. Playoffs are not guaranteed, and eligibility is based on the number of teams registered for each level and/or scheduling availability. Please refer to the season schedule for more information about playoffs and seeding.

Team Relegation

The City reserves the right to relegate teams from Level 1 to Level 2 or Level 2 to Level 1 to ensure league competitiveness.

Cheating:

- If a team is caught cheating (checking in an unregistered player, swapping wrist bands, etc.), the team will forfeit the current game, the following game will be subject to further disciplinary action to the discretion of the Community Services Coordinator and Recreation Specialist.
- Cheating may result in **expulsion** from the Pickleball League.

Profanity/Fighting:

- The use of profanity at Grand Ave Park will **NOT** be tolerated.
- Fighting will result in the immediate removal of player from the league.

Alcohol/Smoking:

- **Smoking and the consumption of alcohol is prohibited at Grand Avenue Park.**
- Players or teams under the influence of any substance will be removed from the game. Non-compliance may result in forfeiture of the game. The first offense results in a minimum two (2) game suspension. A second offense will result in suspension from the season and possible dismissal from the league.

Park Rule Infractions:

Infractions for violating park rules will be reported by City staff. Disciplinary action will be taken by the Recreation Specialist and/or Community Services Coordinator which may result in:

- A one (1) game suspension for the entire team resulting in a loss of points for the next game scheduled. The suspended team must pay a forfeit fee.
- Teams scheduled to play a suspended team because of a park rule violation will be informed in advance.

The Recreation Specialist or Community Services Coordinator will inform the team manager of any infractions reported by City staff. Refer to the Grand Ave Park Rules for more information.

DISCLAIMER: The City of Chino Hills reserves the right to terminate or alter a game, and discipline, suspend or remove a player, coach or team for any action against the league or its participants for the purpose of maintaining a safe and secure environment.