

2/18/2022 CAMBRIA PICKLEBALL ORGANIZED/CLUB PLAY WITH CHALLENGE COURTS FORMAT & RULES

OUR AIM FOR ORGANIZED/CLUB PLAY

- Formatting a play structure to equally serve different levels of players is tricky.
- Our aim is to provide Organized Play that is welcoming, not exclusive. The aim is to provide play that serves beginner/intermediate/advanced/tournament skill level players alike, at the same time every day of the week. The goal is for everyone to enjoy good, fun, competitive games.
- Cambria Pickleball is trying out a Challenge Court System & splitting the courts into two (2) groups based on skill level, which will be re-evaluated on an on-going basis. Flexibility is key and adjustments can be made. To give feedback on or suggest changes to these rules please do so in writing to Richard Davega (richdavega@sbcglobal.net)

DAYS AND TIME

- There is Organized/Club Pickleball Play from 8AM until Noon, Monday through Sunday.

MEMBERS/NON-MEMBERS WELCOME

- Play is open to all, both members, and non-members/guests, who pay the daily \$3 Drop-In fee and sign a permanent liability waiver. No exceptions. Visitors are welcome!

RECREATIONAL/SOCIAL PLAY (COURTS 1, 2, & 3 EVERY DAY)

- These courts are for RECREATIONAL play, defined as social play and generally speaking, players with a skill level rating of 3.5 or less.
- Players should try to play on courts that are aligned with their skill level. If you are unsure of your level of play, or do not have an USAPA Rating, it is recommended that you start on COURTS 1, 2, & 3 to assess your level with the players present. Players should not put their paddle in a court rack that is not aligned with their skill level just because it is the shortest queue at the time.

COMPETITIVE/HIGHER LEVEL PLAY (COURTS 4, 5, & 6 EVERY DAY)

- **Any player may elect to play COMPETITIVE and other players shall not actively discourage or restrict them from doing so.** However, players electing to play on a COMPETITIVE Court should understand that players on these courts are more advanced players (often 4.0 and higher) seeking higher level/competitive play & expecting a challenging game and they will not be expected to “go easy” on anyone during the game.

LESSONS (RESERVED-BEGINNERS) (COURT 3 FRIDAY)

- On Friday from 9AM to 11AM, COURT 3 is reserved for free lessons, when there is an on-site volunteer instructor for beginners, defined as any player(s) who is below a 3.0 rated player or whose ability is comparable to one who has played 6 months or less. If there are no lessons being conducted on Friday from 9AM to 11AM, COURT 3 may then be used for RECREATIONAL Play during these hours.

LESSONS WITH PAID INSTRUCTORS

- Players are encouraged to take lessons with instructors any day but only after Noon.

ROUND ROBIN PLAY (MONDAY AND WEDNESDAY)

- On Monday and Wednesday from 8AM to Noon, COURTS 3 and 4 may be used on a first come first served basis for RECREATIONAL or COMPETITIVE organized Round Robin Play or ladder play for up to TWO (2) hours but only if open courts remain available.

CHALLENGE COURTS

- Who doesn't enjoy a Challenge? Competition is about pushing oneself. Cambria Pickleball is trying out a Challenge Court system for RECREATIONAL and COMPETITIVE play on a provisional basis. Challenge Court Play is designed to offer a more competitive environment for play emphasizing balancing skill level on each court.
- Challenge Court Play means any club member or non-club player/visitor may “challenge” players holding COURTS 1 or 6, stating their intention to play on that court when the match currently in progress ends.

- A “challenge” means, that one or two players of similar skill level as the group of four currently playing individuals, give notice to challenge the winners of the current game of 4 players. Notice must be given by hanging 1 or 2 paddles in the rack system for that particular Challenge Court.

MONDAY THROUGH SATURDAY: CHALLENGE COURT 1 & CHALLENGE COURT 6

- COURT 1 is designated for Recreational Challenge Court Play from 8AM-Noon, Monday through Saturday.
- COURT 6 is designated for Competitive Challenge Court Play from 8AM-Noon, Monday through Saturday.

SUNDAY ONLY (CHALLENGE COURTS 1 through 6)

- On Sunday from 8AM to Noon, all COURTS (1 through 6) will be used and operated as Challenge Courts.

CHALLENGE COURT ROTATION RULES & PADDLE RACKING SYSTEM

- Play one game (11 points, win by 2)
- Winners may remain on the Challenge Court until defeated (up to a maximum of 3 consecutive games). If the winning team chooses not to accept the challenge, the winning team must leave that court and put their paddles back in the racking system.
- The challenging pair shall play together as a team. They will play against the team that won the previous game. If the winning team and the challenging pair both agree, they may split up partners.
- Losers must leave the court and put their paddles back in the racking system.
- If there are NO paddles in the racking system for this Challenge Court at the end of this game, then the losing partners may again challenge the winners and remain on the court for another game.
- If there is only 1 paddle in the paddle rack for this Challenge Court, then the one challenging player shall select a player from the losing team to challenge the winning team.
- If there are 2 paddles in the paddle rack for this Challenge Court, then the losers must leave the court and the 2 players at the top or next in line will challenge the winners.
- If there are 3 or more paddles in the paddle rack for this Challenge Court, then the next 2 players go on to the court and the next paddles move up for the next game.
- A winning player/partner may only play a maximum of THREE (3) consecutive games before that player must leave the court and place his/her paddle on the Challenge Court paddle rack again. [This arrangement will prevent one team or winning players from continuously occupying a Challenge Court.] However, if there are no paddles in the paddle rack after the winners third consecutive game, the winning players may stay on and play another game until a paddle is placed in the Challenge rack.
- COURTS 1 and 6 may be used for non-challenge play when not being used as a Challenge Court. Once a challenge exists, following completion of the game in progress, all of the existing players must abide by the challenge court rules or move to another court.

NON-CHALLENGE COURT ROTATION RULES & PADDLE RACKING SYSTEM

- There are two separate paddle racks, one for COURTS 1, 2, & 3 and one for COURTS 4, 5, & 6.
- CHALLENGE COURT Play is separately labeled for COURT 1 and COURT 6.
- If there are NO paddles in the paddle rack for the court level you are playing on, players may stay on a court and continue to play another game.
- If there are 1 or more players waiting to play on a non-challenge court, then the waiting player(s) have priority for the first available court and should ask one or more of the players leaving this court to remain.
- If there are 4 or more players waiting to play on a non-challenge court, then the 4 on 4 off rule applies.
- If you want to play a game with a specific person or group, you must stack your paddle with the other player(s) only when all in the group are actually waiting to play. Adding paddles to add to or create a stack moves the stack back to the location of the last paddle added to the stack.
- All players must exit the Court upon completion of their game and place their paddle(s) in the paddle rack(s) before going back out to play if there are any players with paddles in the rack who are waiting to play.
- Winning players and partners are encouraged (but not required) to split up after winning (unless preparing for a tournament and other players agree it is OK).