



Oakville Recreational Pickleball League (ORPL)

Rules and League Standards

Revised: November 2022

Oakville Recreational Pickleball League Rules and Regulations

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ORPL STAFF & CONTACTS

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All ORPL Schedules and Standings can be found at:
>>>[CLICK HERE](#)<<<

The Oakville Recreational Pickleball League (ORPL) reserves the right to amend these rules and policies at any time in order to improve the quality and effectiveness of the league along with player safety. Changes will be posted immediately to the website and announced to the league when appropriate.

SECTION ONE: LEAGUE FORMAT

1.1 *FORMAT*

Adult (18+) Co-ed Indoor Court Pickleball

1.2 *LEVELS OF PLAY:*

Level 3.0

Consistent serve, able to make all basic strokes and returns medium-paced balls reliably. Attempts lobs and dinks.

Level 3.5+

Consistent control and placement of medium-paced shots. Able to return fast-paced shots with some success. Demonstrates shot variety and anticipates opponent's shots. Can play aggressively at the non-volley zone, dink often and have dinking rallies. Learning the strategy of doubles play.

1.3 *DAYS OF PLAY*

Thursdays and Saturday at Oakville Trafalgar Community Center

1.4 *SESSION SET-UP*

12 weeks of play per season including playoffs (possible division rebalancing after week 4). All teams qualify for the play-offs.

5-6 division teams – 3 weeks of playoffs

3-4 division teams – 2 weeks of playoffs

**Session set-up are subject to change.*

1.5 *GAME DAY SET-UP*

Regular Season

Each team will play two matches (totalling 50 min, each week)

A Match will be 25 min. in length. You will play best 2/3 games per match. A game is played to 11 points. A team shall only score a point when serving (regulation Pickleball scoring)

If time is remaining after the 2/3 regulation games, then teams can play for fun.

If a team beats the other team 2-0, the winning team gets 2 points, with no points awarded to the losing team. If the match results is 2-1, the winning team will get 2 points, and the losing team will get 1 point.

If the time 25 min game time has ended, the game is over and the score is taken as is. If it's a tie each team will be rewarded 1 point.

Playoffs

Each team will play one match(team) – 50 min in length and will play best 3/5 games.

SECTION TWO: LEAGUE FORMAT

2.1 PLAYERS

All players must be 18+ years of age at the start of the league. All games will be Doubles and will follow a round-robin format. This will allow all teams to Play against all the other teams in the league.

2.2 NET HEIGHT

Net Height- Standard Pickleball net height of 34" in the middle and 36" at the ends.

2.3 MATCH SETUP

Matches will be based on customary Pickleball scoring system in which points are only awarded to the serving team if that team wins the rally.

2.4 MATCH START UP

Please ensure you arrive at the gym 10 minutes in advance of game start time of the league play. This will allow players to adequately warm up before starting play.

The Home team will choose end, and the Away team will always choose to serve or return serve at the start of each match.

2.5 TIMEOUTS

There will be one sixty-second timeout per game if needed.

2.6 OFFICIATING

All games are self-officiated. If there is a rules dispute, teams are encouraged to re-serve the point. There will be a convener at all games should there be any disputes. The convener's rulings are FINAL.

2.7 SPORTSMANSHIP

Players are expected to be sportsmanlike at all times and treat all players and league officials with respect. Any unsportsmanlike conduct may result in a loss of point and side out. Should there be a subsequent offence it may result in removal of the player(s) up to removal from the league.

2.7 SUBSTITUTIONS

Substitutions are allowed only during round robin game play. Players must notify orpl@oakville.ca in advance to locate a sub for their game. If the full team is away, the game will be a forfeit. Players must play in a minimum of 4 weeks of regulations play in order to qualify for the playoffs.

Substitution Options:

First Step: Contact the orpl@oakville.ca and we will contact the sub list to find a sub for you. We will ask players of the same level of play first, before contacting a sub that play at a lower level. If a sub is found, we will notify your team with the players name. **Unfortunately we will not be able to release the list of subs currently registered with the ORPL.*

OR

If you have a friend that wants to play as a sub and/or fill in for you while you are away, this is great! Please have them register on the ORPL: Sub list (See link below) and email orpl@oakville.ca letting us know who the sub is.

Register for the ORPL Sub List under www.oakville.ca, program registration. Under Sports Leagues & Tournaments – Adult Sports Leagues - ORPL

Second Step: We will reach out to another division (current level or lower) of current league players to see if someone wants to fill in.

Final Option: Someone in your current division can fill in to sub. We must follow the first three steps first, before proceeding with the final option.

Please note, during PLAYOFFS, substitutions are not allowed. Every team makes the playoffs, and they occur the last 2-3 weeks (weeks 10-12) of each season.

SECTION THREE: CLARIFICATION OF SPECIFIC RULES

3.1 DURING PLAY

All the customary Pickleball rules apply; e.g., two-bounce rule, non-volley Zone rules, etc.

3.2 SERVING

A ball hitting the net on serve is a live ball and in play as long as the ball lands in the area of the court clearly beyond the non-volley zone.

The server must be behind the baseline, the partner can be positioned on or off the court waiting to receive.

Both Pickleball volley serve and drop serves are allowed:

Volley Serve: You must toss or release the Pickleball and then hit the Pickleball with your paddle without allowing the Pickleball to bounce on to the court.

Drop Serve: You must drop or release the Pickleball from any natural height and then hit the Pickleball with your paddle after the Pickleball bounces on the court.

The serve is made diagonally cross-court and must clear the non-volley zone, including the line. A serve that hits the non-volley line is out.

A served ball making contact with an overhead obstacle (basket, supports etc.) is considered out and a point will be awarded to the other team.

At the start of each new game, the first serving team is allowed only one fault before giving up the ball to the opponents. Thereafter both members of each team will serve and fault before the ball is turned over to the opposing team. When the receiving team wins the serve, the player in the right hand court will always start play.

Serving team, both players remain behind the base line. The server (Always starts on the right side) must serve diagonally across the court to player 3 (standing outside of court) on the receiving team, the player not being served too must stand inside the court by volley line.

Once the serving team scores a point, the serving team's player's switch sides of the court and the same player will continue to serve. When the Serving team makes its first fault, the serving team's players will stay in the same side of the court, and the second player will then serve. When a serving team makes their second fault, they will stay in their same court positions and turn the ball over to the other team to serve. Players switch sides of the court only after scoring.

3.3 VOLLEYS

To volley means to hit a ball in the air without first letting it bounce. In Pickleball, this can only be done when the player's feet are behind the non-volley zone line (seven feet behind the net). Note: It is a fault if the player steps over the line on

his volley follow-through

3.4 *DOUBLE-BOUNCE RULE*

Also called the Two Bounce Rule, each team must play their first shot off the bounce. That is, the receiving team must let the serve bounce and the serving team must let the return of the serve bounce before playing it. Once these two bounces have occurred, the ball can either be volleyed or played off the bounce.

3.5 *FAULTS*

A fault is committed when the ball:

- Touches any part of the non-volley zone on the serve (including the line).
- Is hit out of bounds
- Does not clear the net
- Is volleyed from the non-volley zone
- Is volleyed before a bounce has occurred on each side

3.6 *SCORING*

If playing doubles, each player on a team shall keep serving until their team makes a fault, then the serve moves to the opposing team - this is called a Side Out. The game is played to 11 points, however a team must win by 2 points it tied.

3.7 *BALL HANDLING*

The same player cannot contact the ball twice in succession.

If the ball was hit out and played by the opposing team, the ball is still live!

3.8 *NET PLAY*

Touching any part of the net at with the paddle when returning a ball is a foul. A player may reach over the net while attempting to return a ball (that has bounced in the kitchen) or in follow-through of a hit ball, but cannot reach over net in attempt to intercept ball until opponent has completed attack.

Players may not step into the non-volley zone and hit the ball unless the ball has bounced into the non-volley zone first.

3.9 *END OF GAME*

The team that scores 11 points first wins the game.

SECTION FOUR: TEAMS

4.1 TEAM ROSTERS

All players participating in the league must be 18 years of age or older at the start of the league.

If injuries occur or there are extenuating circumstances, the League Supervisor will make a final decision regarding allowing players that may be on a waiting list into the league once the season has started. All players in the league are also required to sign a liability/waiver form prior to the first game of the season. Players will be required to sign e-attendance at the Convener's table prior to each game.

Each player must check in with convener before each game. The convener will mark them present on the online game sheet on Sport Engine, which will track their games played, and their playoff eligibility.

4.3 SINGLE GAME SUBSTITUTION

If a team is going to be short players, the first option is to utilize subs off the team's roster. It must be reported to the league convener as soon as possible.

Players from another team in the league can be used, but must be approved by the league office before the game. If subs are being used the opposing team will be consulted by the convener and must agree beforehand in order for the game to be official. Once approval has been given, the result of the game will be final.

If a sub, from within the league is not available. The league will email the sub list of registrants to find a sub for the team.

SECTION FIVE: PLAY-OFFS

For a player to be eligible for playoff competition, the rostered player must have played in **FOUR** regular season games during the session. If there are extenuating circumstances, please discuss with the League.

All team's qualify for the play-offs and will play all weeks of the playoffs

Substitutions during playoffs may be approved under special circumstances, please reach out to orpl@oakville.ca

Playoff match ups will be determined based on regular season results.
In the case of teams being tied after the season, Ties will be broken by:

1. Head to head results on the season

2. Team's points scored minus team's points allowed on the season
3. Fewest points allowed on the season
4. Coin toss

ORPL prizes will be awarded to the winning team in each division.

SECTION SIX: ACCIDENTS / INJURIES / INSURANCE CLAIMS

All accidents must be reported to league convener or Town of Oakville staff immediately after the accident has occurred.

If for whatever reason an injury is not reported the day it occurs it must be reported to orpl@oakville.ca the next day.

The Town of Oakville insures all players. To make an insurance claim contact the League Supervisor. Claims must be submitted no more than 90 days after the injury occurs. Claims are to be sent directly to claims@oakville.ca