

Council Bluffs Parks and Recreation PICKLEBALL DOUBLES LEAGUE Fall 2021

OPEN HOUSES:

Two open houses will be hosted by the Council Bluffs Area Pickleball Club at the Iowa West Field House. Individuals can learn more about pickleball, the league, meet potential playing partners, and there will be open play. These two events are free, no registration is required for attendance.

Open House 1: Sunday, October 17, 2:00pm-4:00pm

Open House 2: Wednesday, October 20, 6:00pm-8:00pm

REGISTRATION:

September 29 – October 18 by 11:59pm. Register on-line at [CB Parks and Recreation CivicRec](#). All players register individually. If a doubles partner is known they can be requested in the registration. Registered players without a requested partner will be paired up with another individual registrant and formed into a doubles team. Players will self-rate their skill level (see end of document for rating information) and select as being either “Recreational” or “Competitive.” Recreational players are newer to the sport and are playing for fun. Competitive players have prior experience and are playing to win.

FEES:

\$20 per player.

LOCATION:

Iowa West Field House
5 Arena Way
Council Bluffs, IA 51501

The entrance is located in the southwest corner of the field house, under the “Iowa West Pickleball” sign.

LEAGUES:

39 and Under: All skill levels, all genders, for player ages 10 to 39. Players that turn 40 on December 1, 2021 or earlier will play in the 40 and Over League. League schedules may be split into divisions by skill level if there are enough team entries.

40 and Over: All skill levels, all genders, for players 40 and Over as of December 1, 2021. League schedules may be split into divisions by skill level if there are enough team entries.

TIMES:

All matches will have scheduled start times in the 6:00pm-9:00pm range on Wednesday evenings.

SEASON DATES:

The regular season will be four weeks in length and run from October 27- November 17. November 24 will be an open date, with double-elimination playoffs taking place on December 1.

SCHEDULE:

All teams will have eight scheduled regular season matches. Two matches will be scheduled each Wednesday evening for four consecutive weeks.

END OF LEAGUE TOURNAMENT:

Each doubles league will have a double-elimination tournament on Wednesday, December 1 in the 6:00pm-10:00pm time range. The tournaments for each age division may be divided into a "Top Flight" and "Second Flight" tournament based on the regular season results. The division of the brackets will be decided on more than just win/loss record, but also strength of schedule, the scores of matches, and the competitiveness of matches. The tournament schedules will be released following the completion of the last regular season matches on November 17. Teams will have the opportunity to opt out of the tournament by Thursday, November 18 if they are unable to play on December 1.

ROSTERS:

The standard roster is two players, but doubles teams are allowed to have one "alternate" added to their roster, in case of injury or scheduling issues. The alternate will have to pay a \$5 facility fee on-site each week that they play. To be eligible for playoffs each member of the doubles team, including the alternate, must have played in a regular season match. Regular season matches can only have two players participate in a match, no subbing of players mid-match. Players are not allowed to switch teams once the season has started. League players should not sub for another league team.

MATCHES:

All matches are made up of three games to 11, win by 2. All three games of a match are played during the regular season – only the playoffs will have the best 2 out of 3 game format. Teams will switch court sides for each new game. After a match is finished the teams will record the scores of each game of the match on the results sheet located at the front desk of the facility. If an alternate player was used as a substitution in the match, the name of the alternate must be noted on the results sheet.

STARTING A MATCH:

Before play begins, opponents toss a coin or spin a paddle, to decide choice of court side. The court side opposite of the entry to the facility always serves first.

SCORING:

Only the serving player/team can score. Doubles games consist of 11 points, winning by 2. When the serving team's score is even (0, 2, 4, 6, 8, 10) the player who was the first server in the game for that team will be in the right-side court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left-side court when serving or receiving.

OFFICIATING:

All league games are self-officiated. Players will call foot faults, no volley zone violations, and in/out calls. For in/out calls the rule of thumb is that if you can see the ball 'out' (a gap between the ball and the line) it's 'out'. If you do not see a gap and can't determine if the ball is out, call it 'in'. Players on the side of the ball are responsible for in/out calls. If a shot is not seen, the default ruling is that the ball is 'in'.

EQUIPMENT:

Balls will be provided on site by the Council Bluffs Area Pickleball Club. The club also has an assortment of paddles that can be checked out for free. Shoes worn on the court must be carried into the facility.

DEFAULT LOSS/FORFEIT:

1. If you cannot make a scheduled match you must notify the Parks and Recreation office (712-890-5291) by 12:00pm the day of the match to record a default loss. No fee is assessed and the team will remain in good standing.
2. A forfeit will be recorded when a team fails to play a scheduled match without notification. A \$10 reinstatement fee will be charged to the team in order to complete the season.
3. Two weeks of forfeitures without notification will remove a team from the league.

RESCHEDULING:

1. Only Wednesday evenings are reserved for the Pickleball League, so the ability to reschedule a match will be very limited.
2. Contact the Parks and Recreation office at least two days prior to your match to inquire about the possibility of rescheduling a match.
3. All matches must be completed and scores reported by the evening of Wednesday, November 17.

CONTACT INFORMATION:

Council Bluffs Parks and Recreation
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Council Bluffs Area Pickleball Club
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GENERAL RULE EXPLANATION

DOUBLE BOUNCE RULE:

I. Doubles

- A. When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces.
- B. After the ball has bounced once in each team's court, both teams may either volley the ball (hit the ball before it bounces) or play it off a bounce (ground stroke).
- C. The double bounce rule eliminates the serve and volley advantage and extends rallies.

NON-VOLLEY ZONE:

I. Doubles

- A. The non-volley zone is the court area within 7 feet on both sides of the net.
- B. Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.
- C. It is a fault if, when volleying a ball, the player steps on the non-volley zone, including the line and/or when the player's momentum causes them or anything they are wearing or carrying to touch the non-volley zone including the associated lines.
- D. It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before this happens.
- E. A player may legally be in the non-volley zone any time other than when volleying a ball.
- F. The non-volley zone is commonly referred to as "the kitchen."

SERVICE:

I. Doubles

- A. The serve must be made underhand.
- B. Paddle contact with the ball must be below the server's waist (navel level).
- C. The serve is initiated with at least one foot behind the baseline; neither foot may contact the baseline or court until after the ball is struck.
- D. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- E. Only one serve attempt is allowed
- F. If a serve touches the net and still lands in the proper service court the ball must be played.

SERVING SEQUENCE:

I. Doubles

- A. Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault *(except for the first service sequence of each new game).
- B. The first serve of each side-out is made from the right-hand court.
- C. If a point is scored, the server switches sides and the server initiates the next serve from the left-hand court.
- D. As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
- E. When the first server loses the serve the partner then serves from their correct side of the court (except for the first service sequence of the game*).

F. The second server continues serving until his team commits a fault and loses the serve to the opposing team.

G. Once the service goes to the opposition (at side out), the first serve is from the right-hand court and both players on that team have the opportunity to serve and score points until their team commits two faults.

*At the beginning of each new game only one partner on the serving team has the opportunity to serve before faulting, after which the service passes to the receiving team.

FAULTS:

I. Doubles

A. A fault is any action that stops play because of a rule violation.

B. A fault by the receiving team results in a point for the serving team.

C. A fault by the serving team results in the server's loss of serve or side out.

D. A fault occurs when:

i. A serve does not land within the confines of the receiving court

ii. The ball is hit into the net on the serve or any return

iii. The ball is volleyed before a bounce has occurred on each side

iv. The ball is hit out of bounds

v. A ball is volleyed from the non-volley zone

vi. A ball bounces twice before being struck by the receiver

vii. A player, player's clothing, or any part of a player's paddle touches the net or the net post when the ball is in play

viii. There is a violation of a service rule

ix. A ball in play strikes a player or anything the player is wearing or carrying

x. A ball in play strikes any permanent object before bouncing on the court

GENERAL:

1. The server may not serve unless their opponent is ready. HOWEVER, the opponent shall be deemed ready if a return of the service is attempted.

2. A player may take up ANY position on the courts provided they do not obstruct an opponent in any manner.

3. State the score before each service.

4. Lines are in (the exception is the non-volley zone line during the service, if a served ball lands on the non-volley zone line it is a service fault); players will self-officiate and use the honor system. If a call cannot be clearly made, then a re-play of the serve shall take place.

5. A server, in attempting to serve, misses the ball, it is not a fault but if the ball is touched by the paddle, a service is thereby delivered.

6. Serving out of turn, or from the incorrect side is a fault and loss of service.

ALL OTHER RULES NOT COVERED WILL BE BASED ON:

www.usapa.org/

SKILL EXPECTATIONS FOR EACH LEVEL OF PLAY

Note: Above the 2.0 level, all levels should be able to demonstrate most of the skills for their level plus most of the skills from preceding levels. Thus a 2.5 level player, for example, demonstrates most skills in the 2.5 level list as well as most skills in the 2.0 level list, and so on.

2.0 Skill Level

- Has taken a beginner's class (or demonstrates equivalent knowledge)
- Moves around court in balanced, safe manner
- Gets some serves "in", perhaps not regularly
- Realizes aspects of score-keeping, rules and where to stand on court during serve, receipt of serve, and general play
- Has some basic stroke skills

2.5 Skill Level

- Knows two-bounce rule and demonstrates it most times
- Knows where to stand on the court during serve, receipt of serve and general play
- Able to keep score.
- Is able to hit at least 50% of serves "in".
- Is able to hit at least 50% of forehand returns.
- Is able to hit at least 50% of backhand returns.
- Is able to hit at least 50% of forehand volleys.
- Is able to hit at least 50% of backhand volleys.

3.0 Skill level. Also possesses all 2.5 Skills

- Knows the rules and can keep score.
- Aware of partner's position on the court & moving as a team
- Aware of hitting a drop shot and moving quickly towards the non-volley zone.
- Is able to sustain a dinking rally in the game.
- Is able to hit at least 70% of serves "in".
- Is able to hit at least 70% of forehand returns.
- Is able to hit at least 70% of backhand returns.
- Is able to hit at least 70% of forehand volleys.
- Is able to hit at least 70% of backhand volleys.

3.5 Skill level Also possesses all 3.0 Skills

- Demonstrates strategies of playing during games
- Actively works with partners in communicating, covering court, moving to net
- With varying consistency executes: forehand/backhand ground strokes, overheads, net volleys, and sustained dinking
- Specifically places shots rather than just hitting shots anywhere
- Selective mixing up soft shots with power shots to create an advantage
- Is able to hit at least 50% of drop shots successfully.
- Is able to hit at least 80% of serves "in".
- Is able to hit at least 80% of forehand returns.
- Is able to hit at least 80% of backhand returns.

- Is able to hit at least 80% of forehand volleys.
- Is able to hit at least 80% of backhand volleys.

4.0 Skill Level. Also possesses all 3.5 Skills.

- Players at or above 4.0 will generally have earned their rating through tournament play.
- Primarily plays in an offensive mode rather than reactively
- Controls and places serve and return of serve to best advantage
- Puts advanced playing strategy into the game, particularly in dinking
- Consistently varies shots for competitive advantage, uses power shots selectively
- Communicates and moves well with partner — easily “switches” court positions
- Very comfortable playing at the non-volley zone. Works with partner to control the line, keeping opponents back and driving them off the line.
- Can block hard volleys directed at them
- Has good footwork and moves laterally, backward and forward with ease.
- Hits overhead shots consistently, often as put-aways
- Ability to change a hard shot to a soft shot
- Consistently executes effective drop shots that are not easily returned for advantage
- Can effectively poach
- Hits a low # of unforced errors per game
- Regularly demonstrates “anticipation of play”
- Self-correcting during play
- Consistently is a multi-dimensional player and/or is exceptionally dominant in a limited playing repertoire.
- Is able to hit at least 70% of drop shots successfully.
- Is able to hit at least 90% of serves “in”.
- Is able to hit at least 90% of forehand returns.
- Is able to hit at least 90% of backhand returns.
- Is able to hit at least 90% of forehand volleys.
- Is able to hit at least 90% of backhand volleys.