



1 – SPORTSMANSHIP

A. This rule is the most important. Everyone is here to have fun, meet new people, play, and partake in events. Be respectful and conscious of your actions. We take this rule very seriously, as members of FwF Sports we expect fun and inviting games full of sportsmanship and good will. Anyone found to be harassing, threatening, or otherwise a detriment to the FwF standard, will be removed from the game immediately, and further discipline will be enacted post game to the extent of suspensions or league banishment.

B. If the above sportsmanship rule is broken then the commissioner, ump or ref (pending which league) will issue 1 warning to the player and make the team captain aware. Our league staff has the discretion at all times to skip a warning when any player(s) language or behavior is hostile or threatening in any way.

•The 2nd warning, in the same game to the same individuals, will result in the player being removed from that game roster. If the team does not have enough players, they will have to play short or take a forfeit. The player removed from the game will be asked by us to exit the area of game play all together. The player cannot sit on the sidelines or be within hearing distance in the chance that they decide to further yell, taunt or threaten.

•If the player does not leave, the game will be called and the team will take a forfeit. We will also get the location involved if need be.

•If a player is ever tossed from a game, the team captain can ask that we remove that player from their roster permanently, if they so wish. That player will not be reimbursed if this does occur.

•If a player is tossed from more than 1 game in ANY of the FwF leagues over 1 season, that player will be banned from the league permanently.

•This behavior and the sportsmanship rule also does apply to how you talk to our staff as well. If our staff is threatened and no longer feels safe, the player who made the threat will be removed from the league.

•If we must issue warnings to multiple players on the same team, the entire game will be called. The opposing team will take an automatic win. Be respectful and make for a comfortable playing and working environment for all. Aggressive behavior is not welcome in this league.

•If a player has received any form of suspension in any FwF league they will not be permitted to be near any FwF games until their suspension is lifted.

C. Any player that is suspended or removed from the league will not receive compensations for games not played. Players may request a review of their status after season's end for the upcoming seasons. ***Harassing, threatening, or attitude detrimental to FwF includes, but is not limited to, unnecessary roughness, fighting, verbal confrontations, threatening harm, and excessive arguing causing play stoppage. Our staff have the discretion to determine if any of the above or other situations might violate FwF standards.

2 – GENERAL RULES

- A.** All players must be 18+ to play in our adult leagues.
- B.** There are NO substitute players allowed at any time regardless of reason. This is not a rule up to teams to decide and will not be “agreed upon” by teams. Only players on that dedicated team’s roster may play for their team only. If this rule is broken, it will result in an automatic forfeit for the entire evening of games. If it’s broken a second time, the team will be removed from league play completely without a refund. Even if it’s not caught until after the fact. Any member of your team can email us at sports@fwfknoxville.com to request a review of their game and the players from the opposite team. This must be sent within 6 days of the games ending. If you notice a sub during gameplay or just wish to roster check, please attempt to address this on site with the designated league commissioner in private. If you do not meet the roster requirements for an evening, you can add players to your team up until the start of games for week 4. You may also just play for practice and fun if you have to take the forfeit that evening.
- C.** All players present must get playing time. However, if your team has enough required players present, you may choose to just observe the games. This has to be YOUR choice and not something you’re told to do. How teams rotate their players into gameplay is up to them. They are allowed to rotate throughout each game or take turns on games. **NOTE: this rule does not apply in playoffs.** In playoffs, teams can choose to utilize players however they agree to.
- D.** Teams must meet the minimum required players. If your team does not meet the minimum required players, this results in an automatic forfeit the night before games (at midnight). This will repeat every week up until you meet the minimum. Ask for help or recruit players.
- E.** One female is required to play at all times. Two women can play at once but two men can’t. This is to keep our league in the co-ed spirit. We suggest having more than one woman rostered.
- E.** Cucumber Division (1.0-2.5 skill level) must meet a minimum requirement of 5 players, 7 players max, with at least 2 women (no max women). Cucumber Division teams can move divisions if we see they are a better fit there.
- F.** Pickled Division (3.0+ skill level) must meet a minimum requirement of 4 players, 6 players max, with at least 2 women (no max women). Teams who register as Pickled will NOT move down to Cucumber UNLESS they have 5 players registered. If you go with the minimum of 4, you remain in the 3.0+ division for the season. Pickled teams with 5 players can be moved down to Cucumber if we see they are a better fit there.
- G.** You play 3 sets of games, even if a team wins the first 2. All matches count and points will impact tie-breakers. We rent the courts for 60 minutes. If you finish your 3 sets of games before then, feel free to practice for the remaining hour.
- H.** Each team needs 1 ball to use for the season. Teams and players will be responsible for their own paddles. We do have limited ones to loan out, see the commissioner if needed. Make sure you are wearing indoor court appropriate shoes. Ask commissioner if unsure.
- I.** Teams should try to match in a shirt color but there is no penalty for not. NO player should wear colors that closely resemble the color of the ball (neon lime green/yellow).

3 – GAME START & SERVING

- A.** A game may start and end with a minimum of 2 players (1 female minimum) without being declared a forfeit. If the game begins and you have only 1 player present then you have a 15 minute grace period for the other to show before a forfeit is declared on all matches that evening.
- B.** At the beginning of the evening, either a coin toss OR rock, paper, scissors will determine which team starts. The game will start with server 2 from winning team. If they keep winning, they get the point and keep going. If they lose the point, it goes to the other team who starts with server 1.
- C.** When serving, all of the following must be abided by:
1. Both players must stand outside of the lines but stay within the box. Not outside of box.
 2. The server's arm must be moving in an upward arc when the ball is struck.
 3. Paddle contact with the ball must not be made above the waist level.
 4. A 'drop serve' is also permitted. Which is when you drop the ball in front of you on the court and then hit it to serve. If doing a drop serve, none of the elements above apply.
 5. At the time the ball is struck, the server's feet may not touch the court or outside the imaginary extension of the sideline or centerline and at least one foot must be behind the baseline on the playing surface or the ground behind the baseline.
 6. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court (not the kitchen).
 7. Receiving team must allow the ball to bounce when served to them. Serving team must also allow the ball to bounce once upon the initial return. After that, you may hit it before the bounce, if you wish.
 8. Only one serve attempt is allowed per server.
- D.** Serving team will announce their score before serving, followed by 1 or 2, depending on which server they are. For example, 1-0-1 would mean your team has 1 point, the opposite team has 0 and you are the first server on your team. When it switches to your teammate, it would be 1-0-2.
- E.** If on the serve the ball hits the net but lands in correct territory, it is fair.

4 – DIVISIONS

A. Pickled Division Breakdown:

1. For more advanced players. Suggested skill level of 3.0 and higher.
2. Inform the commissioner, via your team captain, what your team's division should be.
3. Agressive hits are allowed in this division in line with how typical advanced games are played but be a good sport. Do not attempt to hurt another player. If we find you are intentionally attempting to (it continues to happen) we will have to take action against your team.
4. This is our top division and winners of it will be considered the league wide champs. Each team is playing to win their team on the trophy and their choice of custom medals, champ shirts, discounts or more.

B. Cucumber Division Breakdown:

1. For beginner or basic skill level players. Suggested 1.0-2.5 skill level.
2. Inform the commissioner, via your team captain, what your team's division should be.

4

3. Due to this division having beginners, there will be NO spiking (aggressively hitting) the ball at the opposition at close range. This is unsafe and could hurt newer players. First offense is given verbal warning, 2nd offense, player will be suspended from gameplay for the rest of the day. Further offenses could result in forfeits or players being removed from the league.
4. Teams in this division play to win their team name on the trophy and additional perks.

5 – SCORING

- A. Points are scored only by the serving team.
- B. Each game scores to 11 and must win by 2 points. Which means, games can go over 11 points since teams must win by 2.
- C. 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/even court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left/odd court when serving or receiving.
- D. You will keep track of your own score. This is also why you announce your score. That way the other team can confirm as well. If a score is being disputed, locate the commissioner to assist.
- E. A forfeit score will be 0-33.
- F. If match runs past the 60 minute mark, the team who is in the current lead (2 games won, going into their 3rd, or team with the most points attained) will automatically win the match.

6 – GAMEPLAY

- A. See “3 - GAME START & SERVING” prior to reading this section.
- B. The honor system is used in Pickleball. Please be honest on calls. If disputes arise, have the commissioner come to assist and watch.
- C. A ball contacting any part of any line, is considered “in”.
- D. The non-volley zone is the court area within 7 feet on both sides of the net. Commonly referred to as “the kitchen.”
- E. Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.
- F. 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.
- G. It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone (the kitchen line), even if the volleyed ball is declared dead before this happens.

- H.** A player may legally be in the non-volley zone any time other than when volleying a ball.
- I.** A fault is any action that stops play because of a rule violation. A fault by the receiving team results in a point for the serving team. A fault by the serving team results in the server's loss of serve or side out.
- J.** A ball in play that contacts a player (or anything the player is wearing or carrying) results in a fault against that player/team.
- K.** If a ball is hit up high and touches part of the building (light fixture, beam, etc) then that will result in a re-do.
- L.** If a ball is hit up high and touches part of the building (light fixture, beam, etc) then that will result in a re-do.
- M.** No team member should be yelling at their teammates or the opposition during a match. This includes teammates on the sideline observing. If you have a question on the score or otherwise, ask your own team when they are between serves. This is highly distracting. We will only give 1 warning on this before we give your team an auto forfeit for the evening.

7 – SCHEDULING & COMMUNICATIONS

- A.** Up to week 4 of games will be posted prior to the beginning of the season. We will assess the remainder of the match-ups based on performance after week 3.
- B.** Once finalized, the playoff schedule will be posted on the FwF Sports website. This schedule is made the week AFTER regular season games. Teams are responsible for checking the site for updates with scores, standings, and stats.
- C.** There is a captain's chat for quick communication. The captain should be relaying information to their team/players. We will never send emails so always ask your captain for information. They are your point of contact for the league. You may also email us.

8 – PLAYOFFS

- A.** Playoffs is a single elimination tournament for each division.
- B.** In playoffs you will play best 2 out of 3 games. Once a team gets 2 wins, they advance and don't need to play the 3rd game.
- C.** League standings are based on win, loss and tie record first. "Runs scored" (RS) are used to for tie-breakers. If a further tie-breaker is necessary, runs allowed break that tie.
- D.** In playoffs, teams can play their teammates however they wish and use strategies. If two players are doing really well and the rest of the team wishes to sit and have them play, they may. Unlike regular season where everyone must get equal playing time. However, this must be in aggrecance amongst team players and not the decision of one.

E. Players must participate in at least 2 matches throughout the regular season in order to be eligible for playoffs.

F. For playoffs only, the higher seed team will automatically start the match.

CONTACT INFORMATION:

COMMISSIONERS

[Rules](#) • [Player Relations](#) • [Complaints](#) • [Etc](#)

fwfpickleball@gmail.com

LEAGUE OFFICE

[Payment](#) • [Shirt](#) • [Website Issues](#) • [Sponsorship](#) • [General Questions](#)

sports@fwfknoxville.com

PO Box 70784

Knoxville, TN 37938