



The logo features the word "ARIZONA" in a stylized, multi-colored font. The letter "O" is replaced by a yellow pickleball with a green leaf and the letters "APPL" on it. Below the logo, the text "Pickleball Players League" is written in a bold, black, sans-serif font, followed by "League Rules" in a slightly smaller, bold, black, sans-serif font.

ARIZONA

APPL

Pickleball Players League

League Rules

- I. **GENERAL.** The following rules apply to all leagues in the Arizona Pickleball Players League (APPL) organization unless otherwise specified. All APPL leagues will follow current IFP Pickleball rules other than those noted in the APPL Rules.
- II. **PARTICIPANT REQUIREMENTS**
 - A. All participants in APPL pickleball are bound by the APPL rules, as well as those of the IFP. Not all possible incidents and ramifications may be covered in the following rules. Participants in unusual or undocumented situations will have to abide by the decision of the Rules Committee and/or the Board of Directors. If there is a conflict in an interpretation of any rule, APPL Rules shall supersede. The APPL Rules as provided herein shall apply to all APPL players unless such rules are revised, amended, or otherwise changed by the APPL Board of Directors and/or the Rules Committee. In such an event, the APPL Rules shall be updated on the APPL website.
 - B. All leagues are open to men and women players. Players participating in APPL regional leagues East Valley APPL, Casa Grande APPL, Southern APPL and West Valley APPL must be 18 years of age or older. Players participating in APPL regional league East Valley EVIL must be 50 years of age or older.
- III. **ROSTER REQUIREMENTS**
 - A. **MEMBERSHIP FEE.** All players must have paid the player registration fee prior to participating in the league each season.
 - B. **WAIVER.** All players must have agreed to the waiver release of liability prior to participation in the league each season.
 - C. **PLAYER SKILL LEVEL RATINGS.** Team rosters must consist of players with skills that are consistent with the flight skill level in which their team is playing. The most recently published USA Pickleball (USAP) UTPR rating at the time of player registration will be used for players with such a rating throughout the season. Players with UTPR ratings for both gender and mixed will use the appropriate rating for the league they are in. Note: A player's APPL performance has no effect on a player's UTPR rating. Players without UTPR rating or players having a UTPR rating that is "stale" or inaccurate, may use the following other approaches to define their rating in this order:
 1. Rating by a Certified Ratings Clinician: There are certified raters (e.g., IPTPA.com and IFPickleball.org) throughout Arizona. See their websites for information.
 2. Club Rating: If a rigorous process is in place at a player's club that is based on published ratings criteria a club rating is acceptable
 3. Captain's Rating: If a player doesn't have a UTPR, Rating by a Certified Ratings Clinician or Club rating, the player is required to discuss the rating to be entered with the captain and will enter the agreed upon rating as a Captain's rating.
 4. For all ratings, (UTPR, Rating by a Certified Ratings Clinician, Club ratings, Captain's), it is the responsibility of the team captain (and club administrator where applicable) to assure the ratings are accurate and defensible to IFP and USAP rating criteria no matter what the level.
 - D. **TEAM ROSTER SKILL LEVELS.**
 1. Single Skill Level Flights: Teams in single skill level flights (ex. 3.0, 3.5, 4.0) must contain at least 50% of players with the same rating as the flight. Teams may contain up to 50% of players rated one half of a rating point below the flight skill level.
 2. Combined Skill Level Flights: Teams in combined skill level flights (ex. 4.5/5.0) may contain up to 25% of players rated one half of a rating point below the lower of the combined skill levels. In addition, the 4.5/5.0 combined skill level flight may not contain more than 50% players rated 5.0 or above.

3. For both flights, player count fractions .5 and higher round up, below .5 round down to the nearest whole number.
 4. In no case may a player play in a skill level flight that is below the player's rating.
- E. PLAYER UTPR RATING EXCEPTIONS.** On occasion, a player's UTPR rating does not accurately reflect the player's skill level. To request a player rating exception, the captain shall contact the League Coordinator on behalf of the player(s). It may be required to request a rating exception from the rating organization prior to APPL approval of a ratings exception request. **Note:** Players who request a rating change from APPL that is eventually approved may only play in the flight skill level of the new approved rating. They are not eligible to play in flights with higher skill levels.
- F. UTPR RATING CHANGES.** If a player's quarterly UTPR Tournament Rating changes upward during the APPL season and the player wishes to play for a higher skill level team, contact the League Coordinator (LC). If a player's UTPR rating changed downward since the previous APPL season and the player played in the associated skill group that season, the player will be "grandfathered" and allowed to continue to play in the higher skill group.
- G. TEAM MEMBERS.** Team members may play in more than one regional APPL league and more than one division (Mixed or Gender Doubles) but cannot be on more than one team in the same flight within a regional league. (Example: a player may play on a Men's division 3.5 East Valley Region EVIL team and a Men's division 3.5 East Valley APPL team but not on two 3.5 teams within the Men's 3.5 EVIL league. A player who registers for a team may not switch teams within the same skill group once the season has started unless approved by the LC. The following requirements apply to the specific Regional Leagues:
1. East Valley APPL, Southern APPL, West Valley APPL: Team members are not required to be from any club. Captains may recruit players from any location.
 2. East Valley EVIL: Teams must be from specific pickleball clubs. Teams may consist of players that are not members of the club if the club permits but the total non-club players on the team roster must not exceed 50%.
 3. Casa Grande APPL: Team members must be first from the community participating. If there are not enough players to fill the community's roster at a specific flight skill level, other players outside of the community may be recruited to complete the team roster with approval from the League Coordinator. However, if the recruiting Community Administrator is recruiting players from other Casa Grande Regional communities, then the recruiting Community Administrator shall let the other Community Administrator(s) and League Coordinator know of the recruiting outside their community so that the ramifications of the recruiting can be understood by all parties.
- H. TEAM NAMES.** Captains will submit an initial team name to the League during team registration. First come first served in case 2 submittals are identical. Team names can be changed after registration provided no other team in the same flight is using the same name.
- I. ROSTER SIZE.** Rosters are restricted to a maximum of 16 players.
- J. FROZEN PLAYERS.** A frozen player is a player who is not able to finish the season due to a compelling reason such as injury, illness, or travel. To request a player be frozen, the captain will notify the League Coordinator with a suitable explanation as to why it is necessary for approval. Frozen players are not permitted to participate in matches and will not count as one of the 16 players.
- K. ROSTER ADDITIONS.** Captains may add players to their roster through the player registration process until their team has played their fifth match.

IV. TEAM REGISTRATION

- A. DEADLINES.** All teams must have submitted a 'Pre-Registration' form by the published registration deadline.
1. Home court location, match days and times is not required for pre-registration but must be completed by the end of the registration period.
 2. When there are at least 3 teams in a flight skill level the captains will be notified that their team is registered, and that player registration is open for their team.
- B. CAPTAINS.** All teams must have a designated captain and co-captain.
1. Captains shall monitor their rosters as players begin to register for correctness and adherence to league rules.

V. COURTS AND BALLS

- A. COURTS AND FACILITIES.** Each team is required to guarantee the use of 3 hard outdoor pickleball courts for match play at an approved facility.
1. For facility approval contact your League Coordinator.
 2. Courts must be available simultaneously for a minimum of 2 hours (2.5 hours preferred).
- B. BALLS.** For all APPL leagues balls must be Dura 40 or Franklin X and either new or in good condition.
1. The team listed as the home team supplies the balls.
 - a) It is recommended that at least 6 balls be available at each match.

VI. SCHEDULE AND LOCATIONS:

- A. SCHEDULING REQUIREMENTS.** For all leagues captains must submit their home team match location, days, and times when they register online prior to the deadline published. (See Team Registration Section IV)
- B. MATCH LOCATIONS.** Match locations will be published in the schedule. Teams will typically play a minimum of 2 matches against each team in its flight (1 - home, 1 - away). This may change depending on the size of the flight.
- C. SCHEDULE CHANGES.** Changes to the published schedule must be reported to the LC. Schedule changes may not be requested less than 1 week before the scheduled match unless due to inclement weather (see inclement weather rules).
- D. SHORT LINE-UPS.** If a captain (from Team "A") cannot field 3 doubles teams from their roster, and rescheduling the match is not feasible, then that captain shall bring 2 doubles teams to play (line 1 and line 2 on the scoresheet) and default all line 3 doubles team games. **The opposing team (Team "B") shall still bring all 6 of its players** as each of its team pairs will play against the opponent's line 1 team and line 2 team. The scoresheet will reflect a score of 11 - 0 for each defaulted game in each round and Team "B" will be awarded 2 team points for each defaulted game (i.e., 4 points per round). Scoring of the games played will be the same as found in the "Match Process" section. If a captain can only field 1 doubles team pair the match will be defaulted earning the winning team 36 points and 1 win in the standings.

VII. MATCH PLAY

- A.** All team matches will be three (3) rounds of three (3) lines, two (2) games each.
1. Round Robin (as follows)
 - a) Round 1:
 - (1) Home team line 1 plays Visiting line 1.
 - (2) Home team line 2 plays Visiting line 2.
 - (3) Home team line 3 plays Visiting line 3
 - b) Round 2:
 - (1) Home team line 1 plays Visiting line 2
 - (2) Home team line 2 plays Visiting line 3
 - (3) Home team line 3 plays Visiting line 1
 - c) Round 3:
 - (1) Home team line 1 plays Visiting line 3
 - (2) Home team line 2 plays Visiting line 1
 - (3) Home team line 3 plays Visiting line 2
 2. Home teams stay on courts each round. Visiting teams switch courts after each round.
- B. MATCH DAY TEAMS:** On match day the captain will bring 6 players to play on 3 doubles teams. Line-ups identifying the doubles teams on the scoresheet will be exchanged prior to the start of the match after which they may not be changed. The 3 doubles team partners will stay together for that day's match unless substitutions are made (see substitution rules). Captains or their designees are required to be on-site at each match.
- C. LATE PLAYER:** Unless otherwise specified the Schedules state the time matches are to start. It is always a good idea to verify the start time with your opposing team captain a few days prior to the match. The following rules apply to late players.
1. Matches shall start no later than 5 minutes after the posted match start time. If a player has not arrived 10 minutes after the posted start time the team will default the game the

player would have normally played. If the team has a substitute player in attendance in case of injury or illness to a player in the lineup, that player may be used as a substitute until the late player arrives and the game will be played in its entirety and will count. If the late player has arrived during the game the late player will wait until the end of the game and then replace the substitute player. It is the captain's prerogative to switch the late player to the role of substitute for injury or illness purposes in which case the player that replaced the late player will continue as the lineup player.

2. Unless a substitute fills in as defined above, all games will be defaulted and scored 11-0 against the team with the late player until the late player arrives. The 5-minute rule applies to the start of each round. Once the next round has started the late player has 5 minutes to arrive or the first game will be defaulted. If the late player arrives during the 2nd game, in any round, more than 5 minutes after the other pairs have begun play, that game will also be defaulted 11-0.
- D. MATCH PROCESS:** To begin a match, the visiting teams choose to serve, receive or side. Each doubles team will play 2 games to 11 (win by 2). Teams shall switch sides after the first game. At the end of the second games (first round), and the fourth games (second round), the visiting doubles teams switch courts to play the next home doubles team noted on the line-up/scoresheet. Therefore, on team match day, each doubles team will play 6 games (three rounds): 2 games against the opposing line 1 doubles team, 2 games against the line 2 team, and 2 games against the line 3 team. Two team points are awarded for each game won by a doubles team. If the losing team scores 6 or more points in a game they are awarded 1 team point. No team points are awarded for a score of 5 points or less. Whichever team earns the most team points in all the games played in a match, will be the winner of the match and will be awarded a win in their league skill group team standings.
- E. BREAKS:** A break of 1 minute is allowed between games. After each round of 2 games, a break of up to 5 minutes is allowed commencing at the time the last 2 opposing doubles teams in the round complete their 2nd game.
- F. TIME OUTS:** One (1) time out is allowed per game per team. Bathroom breaks should be taken between rounds.
- G. COACHING:** Per IFP rules coaching by anyone is only allowed after completion of each game, between rounds and during time outs.
- H. SUBSTITUTIONS DURING MATCH DAY:** Each team is allowed 1 substitute once play has begun. The substitute shall be identified on the line-up sheet and may only be used due to injury or illness. Substitutions are permanent for the remainder of the match. Players removed due to injury or illness may not return to the match. Substitutions may only be made with players on the current team roster.
- I. WARM UP COURTS:** APPL does not require facilities to provide warm-up courts before a match is scheduled to begin. Visiting team captains should check with the home team captain in advance of the match to determine if warm-up time is available.

VIII. OTHER CAPTAIN AND PLAYER RESPONSIBILITIES

- A. SCORE REPORTING:** The home team captain must report the score within 48 hours. After the score is posted, the visiting team captain will have 48 hours to contest the score. The score will become official if not contested after the 48-hour time period.
- B. RECORDS:** All captains are to keep records of all match results until the end of the season in case of discrepancies or disputes.
- C. CONDUCT:** Captains and players are to monitor behavior to assure conduct is in accordance with the APPL Code of Conduct.
- D. RULES:** Captains and players are to read and understand the APPL rules and USAP rules.
- E. DISPUTES:** Players involved in a dispute during a match that can't be resolved on the court can declare that the match is being played under protest and must continue the match to its conclusion. The player may file a formal grievance for a Rules/Sportsmanship issue with the League Coordinator.

IX. REGULAR SEASON FLIGHT STANDINGS

- A. STANDINGS PUBLISHING:** Throughout the season the standings of each division skill group will be posted and updated on the APPL Regional website. Placement in the standings is based

on Standings Pts and is determined and published as follows: Teams get 2 points for a win, 1 point for a tie and 0 points for a loss.

- B. TIES:** In case of a tie in Standings Pts, the team with the highest Total Team Pts is placed higher in the standings. In case of a tie in Total Team Pts the team with the lowest Total Opponent Pts is placed higher in the standings.
- C. FINAL STANDINGS:** Section A and B above illustrates how the standings will be published throughout the season. At the end of the season, if there is a 2-way tie in the Standings Points, head to head results will determine the winner of the flight. If there is a tie in head-to-head results highest Total Team Points will be used followed by lowest Total Opponent points if necessary. If there are more than two teams tied in Standings Points the teams with the lower Total Points will be eliminated until there are two teams remaining. At that point the 2-way tie process will take effect.

X. CHAMPIONSHIPS FLIGHT STANDINGS AND MATCH TIES TIEBREAK CRITERIA

- A. INDIVIDUAL MATCHES:** If both teams have an equal number of team points at the end of a championship playoffs match the team with the most games won will be declared the winner. If both teams have an equal number of games won, the team with the most game points earned will be declared the winner. If both teams have an equal amount of game points earned, then the team with the fewest game points allowed will be the winner.
- B. ROUND ROBIN FLIGHTS:** If two teams have the same win/loss record, the head-to-head winner of their match will be declared the champion. If more than two teams have the same win-loss record, the team(s) with the fewest total team points will be eliminated until there are two teams remaining. If more than two teams have the same win/loss record, and there is a tie in total team points, the team(s) with the fewest games won will be eliminated (or fewest game points if games won is tied) until there are two teams remaining. Then the head-to-head winner of their match will be declared the champion.

XI. INCLEMENT WEATHER

- A. MATCH CANCELLED PRIOR TO START.** In the event a match cannot be played due to inclement weather the match can be rescheduled to play any time prior to the end of the season. Captains must determine an agreed upon reschedule date within 72 hours. The rescheduled date must be reported to the League Coordinator (LC). Matches that are rained out during the last week of the season will not be rescheduled. If this happens the team's winning percentage will be used to determine the final standings.
- B. MATCH CANCELLED AFTER START.** If a match is forced to be discontinued due to inclement weather before the first round is completed it will be rescheduled and replayed in its entirety. If the first round has been completed and it is discontinued before the second is completed it will be rescheduled and replayed at the start of the second round. If both the first and second rounds have been completed and the match is discontinued before the third round is completed it will be rescheduled and replayed at the start of the third round. However, it is not required that the players all convene to play at the same time and location if only the third round is needed to be completed. Captains/players may arrange their own independent foursome and report the third round 2 game scores to their captains.
- C. LINE-UPS AFTER MATCH CANCELLATION.** If the match is to be replayed in its entirety the captain is not required to field the same team lineup. If at least one round has been completed, the captain may bring 1 different player in the new lineup as the permanent player to replace a player that is unavailable to play in the rescheduled match and 1 different player to serve as the substitute for injury or illness of a player during the rescheduled match. Substitution rules for injury or illness still apply.

Rev: 9.29.21

Revision History:

9/29/21: Section VI-D: Removed old reference to substitution pool.