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 USA Pickleball (USAP) rules for non-officiated games, unless otherwise noted in these APPL League Rules.

II. PARTICIPANT REQUIREMENTS.

A. All participants in APPL pickleball are bound by the APPL rules, as well as those of the USAP. 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 designee. 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 in their respective birth gender divisions and a mixed division. Players participating in APPL regional leagues must be 18 years of age or older.

C. There are four age defined leagues in each region in each division (Men's, Women's & Mixed).
   1. Open League: No age restriction except players must be 18 years or older by the league start date.
   2. 50+ League: Players must be 50 years or older during the calendar year of the league start.
   3. 65+ League: Players must be 65 years or older during the calendar year of the league start.
   4. 70+ League (gender only): Players must be 70 years or older during the calendar year of the league start.

D. Players may play one or more of the age defined leagues within a region provided they meet the requirements for each league. Players with a Self-Rating or Appealed Rating may ONLY play at their approved roster rating level, and may not play as an Exception on any team at another level (gender or mixed).

E. Players may play in more than one region provided they meet the requirements for the league they are participating in. In the event that more than one of the player's teams qualifies for the same flight in the State Championships, the player must coordinate with the team captains in advance so it is understood which team they are committed to for the Championships.

III. PLAYER ROSTER REQUIREMENTS.

A. **MEMBERSHIP FEE.** All players must have paid the player registration fee for each team they participate in prior to participating in the league each season.

B. **WAIVER & CODE OF CONDUCT DOCUMENTS.** All players are required to acknowledge and agree to the APPL Waiver and Code of Conduct documents at the time of registration.

C. **PLAYER SKILL LEVEL RATINGS.** For all ratings, it is the responsibility of the player and team captain to assure the ratings are accurate and defendable, no matter what the level. Team

rosters must consist of players with skills that are consistent with the flight skill level in which their team is playing. The list below indicates the ratings that will be used for APPL.

1. APPL Index:-If a player has an APPL Index, the skill level they may play in is their APPL Index rounded down to the next 0.5 value. This is the "roster rating".
2. Self-Ratings: The player must print, complete and submit the Player Self Rating Assessment form (APPL website/Player Resources) to the team Captain, once their team Captain has been determined. Their roster rating will show a "S" for Self-Rating. Eligible players for self-rating include:
    a. All players new to APPL.
    b. Returning players who have not played in APPL in the last three (3) or more years will be considered new players and may use the self-rating process.

   Self-Rated players may **ONLY** play at this approved roster rating level, and are not eligible to play as an Exception.
3. Appealed Roster Rating: Roster ratings appeals shall be submitted and ruled upon prior to player registration if possible (see III.D.). If a player has requested an appeal of their roster rating, and it has been approved by APPL, their roster rating will reflect the change and will show "A" for Appealed. Appealed players may **ONLY** play at the approved roster rating level, and may not play as an Exception.

D. **PLAYER ROSTER RATING APPEALS – FAST TRACK OPTION ONLY.** A player may request an automatic Fast Track Appeal up to the next higher roster rating level if their APPL Index is within 0.1 of that higher level AND they played at that higher level in the prior season. To appeal, the player shall submit a request for a roster rating change using the Fast Track Appeal Form online (APPL website/Player Resources).
    1. Appeals are valid for one (1) year or until the next player registration whichever is shorter.
    2. Players with an Appealed Rating may ONLY play at this approved roster rating level, and may not play as an Exception on any team at another level (gender or mixed).

E. **TEAM ROSTER SKILL LEVELS AND EXCEPTIONS.** In the spirit of encouraging players to improve their skills, teams may contain some players with a roster rating of 0.5 points below the team's flight level as Exceptions. NOTE: Players with an Appeal or a Self-Rating are not eligible to play as an Exception.
    1. **Open & 50+ Teams:** Gender (men's or women's) teams may contain up to four (4) players with a 0.5 rating point below the team's flight skill level as Exceptions. Mixed Doubles teams may have five (5) players with a 0.5 rating point below the flight skill level as Exceptions. For example, a 4.0 women's team may include up to four 3.5 players as Exceptions.
    2. **65+ & 70+ Teams:** Teams must have at least four (4) players at the team's flight level. There is no limit on the number of Exceptions for team members with a 0.5 rating point below the team's skill level. For example, a 4.0 team must include 4 x 4.0's, and may include any number of 3.5's.

F. **PLAYING ON MULTIPLE TEAMS.** Players may play in more than one age-defined APPL league (Open, 50+, 65+ or 70+) and/or more than one division (Mixed or Gender Doubles), but cannot be on more than one team in the same flight within a league within the same region. For example, a player may play on a 3.5 Men's division team in the Open league and play on a Men's 3.5 team in the 50+ league but not on two Men's 3.5 teams within the same league, either Open or 50+. NOTE: Players with a Self-Rating or Appealed Rating may ONLY play at

their approved roster rating level, and may not play as an Exception on any team at another level (gender or mixed).

G. **OTHER TEAM MEMBER RULES.**
    1. A player who registers for a team may not switch teams within the same flight once the season has started unless approved by the League Coordinator.
    2. Team members are not required to be from any particular club. Captains may recruit players from any location. It is the captain's responsibility to ensure their roster meets the requirements of their home court venue if there are specified requirements or restrictions defined by the venue.

IV. TEAM REGISTRATION.

A. **DEADLINES.** All teams must have registered online and have a minimum of 6 players registered on their team by the published team registration deadline.

B. **CAPTAINS.** All teams must have a designated captain and co-captain. Captains shall monitor their rosters as players begin to register for correctness and adherence to league rules.

C. **RETURNING CAPTAIN AND TEAM:** A returning captain is someone who was previously a captain or co-captain for any APPL team in any region in any season, OR a returning team of which a majority of the team members were on the same team in the previous season but with a new captain.

D. **TEAM NAMES.** Captains will submit an initial team name to the league during team registration. Team names must be appropriate for a public sports league. APPL reserves the right to require a team to select a different name when a name is deemed inappropriate. If two name submittals in the same flight are nearly identical, and one of the teams is a returning team, the returning team will get preference IF they register the team before new team registration starts. If it is two new teams, it is first come, first served. Team names can be changed after registration provided no other team in the same flight is using the same name.

E. **ROSTER SIZE.** There is no limit to roster size. Captains should be aware that in order for players to participate in the next level of competition (regional playoffs, state championships) players must meet the player playoff qualification criteria.

F. **ROSTER ADDITIONS.** Captains may add players to their roster through the player registration process until the cutoff date published on the APPL calendar (APPL website > Get Started).

V. COURTS, BALLS, PADDLES, STARTING SERVER BANDS.

A. **COURTS AND FACILITIES.** Each team is required to guarantee the use of three hard outdoor courts. Indoor venues are acceptable provided they use typical hard outdoor court surfaces. Courts must be available simultaneously for a minimum of two hours (2.5 hours preferred). Pickleball courts for match play must be at an APPL approved facility. For facility approval, contact your League Coordinator, who must obtain the agreement of the Regional Director.

B. **BALLS.** Balls used for all APPL league games must be **new Franklin X-40** balls in optic yellow. This applies to both indoor (V.A.) and outdoor venues. The team listed as the home team supplies the balls. It is recommended that at least six balls be available at each match. Failure to use the mandated ball will result in a match forfeit for the home team, provided there is a dated photo or video evidence from the match.

C. **PADDLES.** Paddles must be USAP approved for sanctioned tournament play.

D. **STARTING SERVER BANDS.**
    1. The home team shall decide whether to use starting server wristbands, and provide them for all players if required.

2. All stacking teams must use a starting server band.

VI. SCHEDULE AND LOCATIONS.

A. **SCHEDULING REQUIREMENTS.** All league captains must submit their home team match location, day and time when they register online prior to the deadline published. (See Team Registration Section IV.)

B. **MATCH TIMES.** Match times posted on the schedule are the times the match is required to begin, and must not be delayed more than 5 minutes. Captains are expected to contact their opposing captains in advance of the match and inform them if there are courts available prior to the match start time for warm-up.

C. **MATCH LOCATION & FREQUENCY.** Match locations will be published in the schedule. Teams will typically play a minimum of two matches against each team in its flight (one as home team, one as away team). This may change depending on the size of the flight.

D. **SCHEDULE CHANGES.** The schedule is presumed to be final at the end of the rescheduling period. For complete requirements for schedule changes see the APPL Reschedule Policy (APPL website > Captain Resources).

E. **SHORT LINE-UPS FOR STANDARD FORMAT MATCHES.** A "short line-up" is not the same as a "forfeited match" (VI.F.). If a captain (from Team "A") cannot field three doubles teams from their roster, and rescheduling the match is not feasible, then that captain shall bring two doubles teams to play (line 1 and line 2 on the scoresheet) and forfeit all of its line 3 team games. The opposing team (Team "B") shall still bring all six 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 forfeited game in each round and Team "B" will be awarded two team points for each forfeited game (i.e., four points per round). Scoring of the games played will be the same as found in the "*Match Process*" section VII.D. If a captain can only field one doubles team pair, the entire match will be forfeited, earning the winning team 36 points and one win in the standings.

F. **FORFEITS.** A "forfeited match" is not the same as a "short line-up" (VI.E.). Forfeits (less than four players available) are poor sportsmanship and a violation of the APPL Code of Conduct due to their power to change the outcome of a flight by giving the opposing team an automatic 36-0 match win. The following consequences will be applied if a team forfeits a match or matches.

1. First forfeit: The forfeiting team loses a standing point.
2. Second forfeit: The forfeiting team will be removed from the league and all their matches will be removed from the standings.

VII. MATCH PLAY.

A. **FORMATS.** All games are played to 11, win by 2 points. Home teams stay on the same courts for each round. Away teams switch courts after each round.

1. **Standard** APPL matches will be three rounds with two games played on each line as follows (see APPL scoresheet):

   Round 1:

   (1) Home team line 1 plays Away line 1.
   (2) Home team line 2 plays Away line 2.
   (3) Home team line 3 plays Away line 3.

   Round 2:

   (1) Home team line 1 plays Away line 2.

(2) Home team line 2 plays Away line 3.
(3) Home team line 3 plays Away line 1.

Round 3:

(1) Home team line 1 plays Away line 3.
(2) Home team line 2 plays Away line 1.
(3) Home team line 3 plays Away line 2.

2. **Quad gender** team matches will be two rounds of <u>three</u> games as follows:

Round 1:

(1) Home team players 1 & 2 play Away team players 1 & 2.
(2) Home team players 3 & 4 play Away team players 3 & 4.

Round 2:

(1) Home team players 1 & 2 play Away team players 3 & 4.
(2) Home team players 3 & 4 play Away team players 1 & 2.

3. **Quad mixed** team matches will have two men and two women (4 total) per team, playing three rounds of two games as follows:

Round 1:

(1) Home team men play Away team men.
(2) Home team women play Away team women

Round 2:

(1) Home team man1/woman1 play Away team man1/woman1.
(2) Home team man2/woman2 play Away team man2/woman2.

Round 3:

(1) Home team man1/woman1 play Away team man2/woman2.
(2) Home team man2/woman2 play Away team man1/woman1.

B. **MATCH DAY TEAMS.**

1. **Standard APPL matches.** On match day the captain will bring six players to play on three doubles teams.
2. **All Quad Teams.** On match day the captain will bring four players.

Lineups identifying the doubles teams and substitute(s) on the scoresheet will be exchanged at the start of the match. Once provided, teams cannot deviate from the lineup order provided. The doubles team partners will stay together for that day's match unless substitutions are made (see substitution rules VII.K.). Captains or their Designated Decision Maker (DDM) are required to be on-site at each match (see DDM requirements in VIII.A.).

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 five (5) minutes after the posted match start time. If a player has not arrived by then, the identified substitute may be utilized in the place of the late player or the game(s) can be forfeited.
2. Upon arrival, if games(s) were forfeited, the late player may play in any ensuing rounds.
3. If the sub has played, the late player will fulfill the role of substitute for the remaining games.
4. No warm-up time is allowed.

All games forfeited will be scored 11-0 against the team with the late player.

D. **MATCH PROCESS.** To begin a match, the away teams choose end, serve, receive, or defer. The home team then picks from what is left of the choices, except for defer. Each lineup of

doubles teams will play two games to 11 (win by 2) in each round. Teams shall switch sides after the first game. At the end of each round the away doubles teams will switch courts to play the next home doubles team noted on the lineup/scoresheet according to one of the formats above (VII.A.)

E. **MATCH SCORING.** 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 flight team standings.
    1. The scoresheet entries for games using subs shall reflect the name of player who completed each round(s).
    2. Retirements occur when a player decides to discontinue playing in a match in progress and no sub is available. If the retiring team stops play in the second game of a round, they will retains their game points and the opposing team's score will be changed to 11. Team points are awarded based on the revised score. For example, if a player retires when their score in the second game is 8-4, the final score is recorded as 8-11 on the scoresheet. The retiring team gets 1 team point and their opponents get 2 team points for the game. If the retirement occurs during the first game of the round, the round will be marked as a forfeit and will not count towards the players' APPL Index (VII.3.).
    3. Forfeited games are recorded with a score of 11-0 on the scoresheet. Online entry requires entering the winning team's names and checking the "Win by Forfeit" box for the round(s) forfeited. Forfeits will not count toward the players' APPL Index.

F. **BREAKS BETWEEN GAMES/ROUNDS.** A time out of one minute is allowed between games to switch ends. 70+ Quad gender teams get 2 minutes. Refer to VII.G. for time out rules. After each round of two games, a break of up to five minutes is allowed commencing at the time the last two opposing doubles teams in the round complete their second game. Players may talk to anyone during these breaks. Bathroom breaks should be taken between rounds.

G. **TIME OUTS.**
    1. A single one minute time out is allowed per game per team.
    2. The end switch between games is a separate time out not charged to any team.
    3. Players may talk to anyone during a time out.
    4. If a team is not in the court and on their way to their positions within one minute, the other team, if serving, may call "Time In", call the score and serve the ball, even if the players are not back and ready.
    5. One medical time-out is allowed per player per match, limited to 5 minutes, at which time the player may continue, a substitute may be used, or the line forfeited.

H. **WATER BREAKS.** Water breaks are not meant to be time outs (sip, then go), and shall be limited to a maximum of 15 seconds with no talking to anyone including partners, players, coaches or spectators. If time is exceeded or players talk to anyone, they must use their time out.

I. **COACHING.** Per USAP rules, coaching by anyone is only allowed after completion of each game, between rounds and during time outs (not during water breaks). Coaching is verbal or nonverbal communication during a game from anyone other than a player's partner, that is offered to assist a player in a match (i.e. providing direction for strategy, line calls, time outs, etc.). Outside coaches, who are not registered team members, do not possess any authority at matches, as that rests solely with the team captains or their designee (VIII.A.).

J. **STACKING.** Stacking is allowed, but teams will only be allowed 3 stacking errors during a 6 game match (i.e. the wrong server or wrong receiver). After the third violation, the team may no longer stack for the remainder of that match. Starting server bands are required for stacking teams.

K. **SUBSTITUTIONS DURING MATCH DAY.** Each team is allowed one substitute per gender, per match, once play has begun, but only if the substitute(s) had been identified on the line-up sheet prior to the start of the match. One substitution per gender may be made for any reason. Any such substitution is permanent for the remainder of the match. Substitutions may only be made with players on the current team roster. There is no warm-up time allowed for the substitute unless a time out is used. Captains should not include in the line-up players who are injured or sick prior to the start of a match. See VII.C.1. for completing the scoresheet.

L. **WARM UP COURTS.** APPL does not require facilities to provide warm-up courts before a match is scheduled to begin. The home team captain should advise the away team captain in advance of a match if warm-up time is available. In any event, teams are allowed a five minute warm up after the posted match start time, to be monitored jointly by the team captains.

M. **MATCH PLAY OVER THE ALLOTTED RESERVATION BLOCK.** If a match or game exceeds the allotted reservation block, the players must relinquish the court if other people are waiting to play. The game(s) in process can be completed on an open court abiding by the rules of the venue (i.e. paddle rotation system, etc.). The games cannot be rescheduled to another day. If no other court options are available, all games in process will terminate and scoring will be recorded as follows:

    1. The team with the highest score will be the winner and will get two team points. If the losing team has scored at least half or more of the points of the winning team, they will be awarded one team point.
    2. If the game is tied, a sudden death point shall be played. The winning team will get two points and the losing team will get one point.
    3. If there are unplayed games, they will be scored 0-0.

N. **USAP RULES FOR NON-OFFICIATED GAMES.** USAP rules for non-officiated games apply to all APPL regional in-season matches. These include the USAP line call rule 8.E. “Players must not call a ball “out” unless they can clearly see a space between the line and the ball as it hits the ground.” And USAP Section 9 rules for how to handle faults other than line calls (revised each January) are included in Appendix A of these rules for quick reference.

VIII. OTHER CAPTAIN AND PLAYER RESPONSIBILITIES.

A. **DECISION MAKER.** Captains or their designee are required to be on-site at each match. All designees must be registered team members. If both the captain and co-captain are playing or not present at a match, and they have not appointed a designee to take their place, their scorekeeper will be the designated decision maker for their team as long as they are a registered team member.

B. **SCORE REPORTING.** The home team captain must report the match scores within 48 hours of the match. After the score is posted, the away team captain will have 48 hours to contest the score. The score will become official if not contested after the 48 hour time period. If a substitute was used, refer to rule VII.E.1. for instructions on completing the online scoresheet. If there was a forfeit, refer to VII.E.3. and if there was a retirement, refer to VII.E.2.

C. **RECORDS.** All captains are to keep records of all match results until the end of the season in case of discrepancies or disputes.

D. **CONDUCT.** Captains and players are to monitor behavior to assure conduct is in accordance with the APPL Code of Conduct.
E. **RULES.** Captains and players are to read and understand both the APPL rules and USAP rules.
F. **DISPUTES.** Players involved in a dispute during a match that cannot be resolved on the court can declare that the match is being played "under protest" and must continue the match to its conclusion. Following the match, a single grievance form may be filed by the team who played the match "under protest". See Rule VIII.G. for the grievance procedure.
G. **GRIEVANCES.** A formal grievance may be filed online within 72 hours for a Rules, Sportsmanship or Code of Conduct issue (APPL Website > Player Resources).
H. **VIDEOTAPING**. Videotaping is allowed by APPL unless a home team's local club policy prohibits its use (private courts only).

IX. INCLEMENT WEATHER.

A. **RESCHEDULING.** For complete requirements for schedule changes see the APPL Match Rescheduling Policy (APPL website > Captain Resources). Rescheduling of matches due to inclement weather is warranted in cases of rain and/or sustained winds of at least 20 mph. **The match to be cancelled shall NOT be called any earlier than the planned travel time for the Away Team plus 2 hours.** Both Captains must agree that a reschedule of the match is warranted under APPL policy. If for any reason the Captains cannot agree, then the League Coordinator shall be contacted to decide whether the match should go forward or be rescheduled. To reschedule the match, Captains must follow the Rescheduling Policy instructions to identify a new match date.
B. **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 shall follow the procedures for rescheduling the match and notifying the League Coordinator as outlined in the APPL Rescheduling Policy. 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.
C. **MATCH CANCELLED AFTER START.** Once both games are completed in a round, that round is considered completed for those two teams, and will not be repeated or replayed. Any games not completed in a round will be replayed from the beginning of the unfinished game. Captains will reschedule the match to play the incomplete games, and the remaining games and rounds for the match. All games completed before the cancellation will stand and be recorded, and retained for score reporting when the rescheduled match is completed.

   EXAMPLE: A match is cancelled in the middle of round 2. Three games have been completed and the fourth game was not finished by all the teams (i.e. all of round 1, and game 1 of round 2, have been completed). Captains will record the scores for round 1 and the completed game of round 2. Then they will reschedule to play the remaining game of round 2 and all of round 3. **NOTE:** The most efficient way to accomplish this reschedule is to have players play round 3 first (using all players), and then only the affected players have to stay to play the unfinished game(s) of round 2.

   If only the third round needs to be completed, it is not required that the players all convene to play at the same time and location. Captains/players may arrange their own independent foursome and report the third round scores to their captains.
D. **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 one different player in the new lineup as the permanent

player, to replace a player that is unavailable to play in the rescheduled match, and one different player to serve as the substitute during the rescheduled match. Substitution rules still apply (VII.K.).

X. PUBLISHED REGULAR SEASON FLIGHT STANDINGS.

A. **STANDINGS.** 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 Points (SP) 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. **PUBLISHING OF TIES DURING THE SEASON.** In case of a tie in Standings Points (SP), the team with the highest Total Team Points (TP) is placed higher in the published standings during the season. In case of a tie in Total Team Points the team with the lowest Total Opponent Points (OP) is placed higher in the standings. The published flight standings are NOT used to determine the Regional winner in the event of ties in Standing Points (SP). **Refer to XI.A. and B. for end of season Regional tiebreakers.**

XI. REGIONAL PLAYOFFS & TIEBREAKERS.

A. **FORFEITS.** Forfeits are poor sportsmanship and a violation of the APPL Code of Conduct due to their power to change the outcome of a flight by giving the opposing team an automatic 36-0 match win. If forfeits are present in the record of the teams **tied in Standings Points at the end of the season**, the forfeited match score(s) will be manually substituted with the teams' average points won and lost during the season. The teams' total points will then be recalculated manually for the tied teams. This new total points calculation will be used for tiebreakers under B.2. and B.3. below.

B. **END OF REGULAR SEASON TIEBREAKERS.** At the end of the season, if there are two or more teams tied in flight or sub-flight Standings Points, the tiebreakers below will be used to **eliminate one team at a time**, restarting the process after each elimination until a flight (A/B) or sub-flight (a1/a2, b1/b2, etc.) winner is determined.

1. Head-to-head results between the tied teams. Eliminate the team with least wins. Start process over if more than one team remains.
2. Lowest total team (TP) points amongst the tied teams. Eliminate the team with the lowest total team points. Start process over if more than one team remains.
3. Highest total opponent points (OP) amongst the tied teams. Eliminate the team with highest total opponent points.

The winning team will advance to the Regional playoff, if necessary, or will be named the Regional champion.

C. **NUMBER OF REGIONAL TEAMS TO QUALIFY FOR STATE CHAMPIONSHIP.**

1. In the case of flights with 3-15 teams, one team will qualify for the State Championship. A Regional playoff will be required if there is more than one flight.
2. In the case of flights with 16-23 teams, two teams will qualify for the State Championship. A Regional playoff will be required if there are more than two flights.
3. In the case of flights with 24-31 teams, three teams will qualify for the State championship. A Regional playoff will be required if there are more than three flights.
4. In the case of flights with 32-47 teams, four teams will qualify for the State championship. A Regional playoff will be required if there are more than four flights.

D. **REGIONAL PLAYOFF PLAYER QUALIFICATION CRITERIA.** In order to participate in a flight playoff, players must have played in at least one complete APPL regular season match.

E. **REGIONAL PLAYOFF FORMATS.** All playoff matches will be scheduled by the Regional Director or League Coordinator, as required, and played after the regular season games are completed.

1. **TWO FLIGHTS or SUB-FLIGHTS.** The winners of each flight (A/B) and/or sub-flight (a1/a2, etc.) will play each other in a single playoff match using the standard APPL match format. The winners of a sub-flight match (a1/a2) will go on to play another playoff level (A/B) as the winner of the A flight. The winner of the final Regional playoff will be declared the Regional champion and will qualify to play in the State Championship.
2. **THREE FLIGHTS or SUB-FLIGHTS.** If there are less than 24 teams, the winners of each flight will play in the Regional playoffs in a round robin format. The size of the flight will determine the number of Regional winners who will advance to the State Championship.
3. **FOUR FLIGHTS OR SUB-FLIGHTS.** If there are less than 32 teams in the flight, the winners of each sub-flight will play in the Regional playoff. The format will be either round robin OR the four teams will play a semifinal playoff match, with the winners of the semifinal rounds playing for the final Regional playoff. If a semifinal/final format is used, the four teams will be seeded using each team's Percentage of Total Matches Won during the regular season multiplied by the average of their top 7 players' APPL Indexes at that time. Semifinal format will play seed 1 vs 4, and seed 2 vs 3. The winners will play in the Regional final. The size of the flight will determine the number of Regional winners who will advance to the State Championship.

F. **REGIONAL PLAYOFF TIEBREAKERS.** If two teams tie in a Regional playoff match, the tiebreakers outlined below will take effect until a winner is determined:

1. Most games won in that match.
2. Most game points earned in that match.
3. Most rounds won in that match.

XII. STATE CHAMPIONSHIPS & TIEBREAKERS.

A. **MATCH AVAILABILITY.** State Championship matches are held based on the overall number of teams within a given division/age/skill level. All merged flights will be separated. Flights with a limited number of similar teams in other regions may not be eligible for a State Championship.

B. **PLAYER QUALIFICATION CRITERIA.** In order to participate in a State Championship players must have played in at least two complete regular season matches or one complete regular season match and a complete regional playoff match.

C. **FORMATS FOR STATE CHAMPIONSHIP MATCHES:** Under normal circumstances, these are the formats for State Championship matches:

1. Three teams – Round Robin
2. Four teams – Semifinals (generally seed 1 vs 4, and seed 2 vs 3) and Finals
3. Five or more teams – Quarterfinals, Semifinals and Finals

The final decision for format and seeding lies with the Tournament Director.

D. **SEEDING FOR STATE CHAMPIONSHIPS:** Teams will generally be seeded using each team's Percentage of Total Matches Won during the regular season, not including regional playoffs, multiplied by the average of their top 7 players' APPL Indexes at that time. The final decision for format and seeding lies with the Tournament Director.

E. **STATE CHAMPIONSHIP TWO TEAM MATCH TIES.** If two teams tie in a State Championship match, the tiebreakers outlined below will take effect until a winner is determined:

1. Most games won in the that match.
2. Most game points earned in that match.
3. Most rounds won in that match.

The winning team will be named the State champion.

F. **STATE CHAMPIONSHIP ROUND ROBIN TIES.** If more than two or more teams have the same win/loss record, the tiebreakers below will be used to **eliminate one team at a time**, restarting the process after each elimination until final standings are determined.

1. Head-to-head results amongst the tied teams. Eliminate the team with least wins. Start this process over if more than one team remains.
2. Lowest total match point differential between the tied teams, using only match results amongst the tied teams. Eliminate the team with the lowest total match point differential. Start this process over if more than one team remains.
3. Highest opponent total match points allowed amongst the tied teams. Eliminate the team with the highest opponent total match points. Start this process over if more than one team remains.
4. Lowest total match points scored amongst the tied teams. Eliminate the team with the lowest total match points scored.

The winning team will be named the State champion.

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APPENDIX A

Section 9 Dead Balls, Faults, and Hinders

9.A Stopping a Rally. Any action that stops play results in a dead ball.

9.A.1 Fault - Stopping a Rally. When a player stops a rally before the ball otherwise becomes dead, it is a fault against the player unless the stoppage is to call a hinder (see Rule 9.C), to correctly identify a player position or server error (see Rule 5.C.1.a), or to ask for correction of an incorrect score before the return of serve (see Rule 6.F.1).

9.B Faults. A called fault or a fault committed by a player results in a dead ball.

9.B.1 Fault Occurrence. A fault only occurs while the ball is live, except for non-volley zone violations involving momentum. (See Rule 11.A.2.

9.B.2 Fault Call Responsibility. Players are expected to call faults on themselves or on their partner as soon as the fault is committed or detected.

9.B.3 Calling Non-Volley Zone Faults and Service Foot Faults on Opponent. Players may only call non-volley zone faults and service foot faults on an opponent.

9.B.3.a Fault Call Timing. A fault should be called as soon as the claimed fault is committed or detected. The fault must be called before the serve is hit to begin the next rally.

9.B.3.b Disagreement Between Teams. When there is any disagreement between teams about a fault call, the rally must be replayed.

9.B.3.c Disagreement Between Partners. Any disagreement between partners on a fault call will be decided to the benefit of their opponents.

9.B.4 No Enforcement of Other Faults. If a player believes an opponent has committed any type of fault other than a non-volley zone fault or a service foot fault, they may mention the specific fault to the opponent upon completion of the rally, but they have no authority to enforce the fault. The final decision on fault resolution belongs to the player that allegedly committed the fault.

APPENDIX A

9.C Hinders. A called hinder results in a dead ball.

9.C.1 Who Can Call Hinder. Any player may call a hinder.

9.C.2 Replay - Hinder. When a hinder is called, the rally must be replayed.

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