

In an effort to move matches along quickly and efficiently the following instructions are provided to tournament players. **It is your responsibility to read these instructions fully before you play your first match.**

CHECK IN:

- Players are required to check-in at least **30 minutes** prior to their event start time.
- Please note that you must **check-in each day you play.**
- Brackets can start 30 minutes earlier than scheduled.

WARM UP:

- We won't have a warm up court but MAY have a temporary net available set up on the parking lot. Tournament Director will decide.
- Schedule your warm up time (if available) prior to the start of your bracket.
- Subsequent Matches: Once a match has been called, players will have either 5 or 8 minutes (whatever time the Tournament Director decides) to arrive at their court to warm up. Play will begin promptly at the designated time.

FACILITY:

- ONLY APPROVED VENDORS** allowed into the facility
- LEASHED PETS ONLY** allowed
- Players can bring chairs and sunshades. Any sunshades that might block views of the courts should NOT be placed next to the fences.

COURTS:

We ask that you bring **NO FOOD OR BAGS** onto the courts. You may bring a towel, water or sport drinks onto the courts. Store them off to the **SIDE** of the court. This is for safety. We also ask that you bring **NO CHAIRS** onto the courts.

PADDLE: It is **YOUR** responsibility to confirm you are using an approved paddle. You can go to usapa.org, click on USAPA Approved Paddle List for approved paddles. If you switch paddles during a game, the referee must inspect the new paddle for compliance prior to play.

WRIST BANDS: First server identification bands will be provided for the tournament and must be worn by each first server, no exceptions. No substitute bands allowed. Please keep your wrist band for subsequent matches and for subsequent days of play.

PLAYER/REFEREE PRE-MATCH BRIEFINGS: Your referee will NOT be providing instructions, other than to determine serve, end, receive or defer and check your paddle.

PLAYERS ARE RESPONSIBLE FOR reading and understanding all IFP Rules as stated in the 2020 OFFICIAL PICKLEBALL RULEBOOK and the Pre-Match Briefing Instructions which are outlined below.

1. Wait for the referee to call the complete score before you begin your service motion. Failure to do so will result in a Fault.
2. Players call all lines on their side of the court with the exception of service foot faults and NVZ foot faults which are called by the Referee. All calls should be called LOUDLY and PROMPTLY and may be accompanied by an arm raised high. If the referee doesn't hear a loud prompt "OUT" call, the ball will be considered "IN." Players may appeal line calls to the Referee. Referees WILL NOT give their opinion unless asked. [Exceptions to this will be matches using line judges]

A player may appeal to the referee to make the call if he or she did not clearly see the ball land. If the referee is unable to make the call, the ball is "IN."

3. Players call the center line on serves. Referee will call short serves.
4. Serving team players may ask "Am I the correct server?" and "What is our score?" (Rule 4.B.9) They may not ask if they are in the correct position.

The receiving team may ask "What is our score?" not if they are the correct receiver. (Rule 4.B.10) They may not ask if they are in the correct position.

The Referee will only answer the question you have asked.

5. Once the score has been called, if the receiver becomes not ready, it is NOT a fault, but the referee will IGNORE the receiver unless there is a valid hinder. (Rule 4.C.2)
6. Each team gets two 1-minute time outs per-game. Referee will announce, "15 seconds," and players must then get into position by the end of the 1-minute timeout. Referee will then call the score, server will have 10 seconds to serve and the receiver must immediately be ready to receive.
7. Inappropriate behavior (verbal or physical) will NOT be tolerated. This is your warning. A Technical Warning may be issued. Or a Technical Foul may be issued with a point being awarded to your opponent. Any second Technical Foul being issued will result in a match forfeiture.
8. Head Injury....**ANY PLAYER SUSTAINING A HEAD INJURY WILL NOT BE PERMITTED TO RESUME PLAY THAT DAY. THERE ARE NO EXCEPTIONS.**

Page 3 of 3

SAMPLE OF REFEREE PRE-MATCH BRIEFING

The referee will ask the players if they have read the pre-match instructions and

understand the rules. Players will answer, "yes."

Referee will do introductions, verify players, ID first servers with proper wrist bands, check paddles, inform players of format (2 out of 3 to 11 win by 2 or 1 to 15 win by 2.

Select a player to choose a "1 or 2." Winner of that choice will be the first to select "serve, end, receive or defer." Once a team selects they may NOT change their decision.

Any questions?

FORMAT:

- Top side of bracket: Match is played best 2 out of 2 to 11 win by 2.
- Bronze and bottom side of bracket: 1 game to 15 win by 2.
- Gold Medal matches: Line judges provided. Match is played best 2 out of 3 to 11 win by 2. If the consolation team (bottom side of bracket) beats the winner of the top side of the bracket then a match of one game to 15 win by 2 will be played, with 10 minutes between matches.