MLP Format
PVB LEAGUE RULES

1. Time of scheduled match: Match is scheduled to start @ 5:00 PM.

2. Captains, please make sure your team arrives on time; tolerance of 10 minutes max. Failing to comply, the opposite team will get 3 points lead. If the players do not show after 15 minutes, the game will be recorded 1 to 0 on favor to the team who is present.

3. There is no warmup time on the court; players should be ready to play their game once all of them are on the court.

4. Visitor Team will be in red color; the captains will serve, receive, pick the end of the court, or defer using any fair method (e.g., coin flip, paddle handle up or down, etc.).

5. Teams Lineups: The captains should have their lineups ready to exchange with the opposite captain prior going into the court. If the lineup is NOT provided, the opposite team will get 3 points lead on the game they are schedule to play.

6. What type of ball will be used for this league?

a. VPRO FLIGHT (Vulcan) Both teams will need to provide 2 New balls each week. You may not need all balls, but just in case.

7. Timeout: Each team gets 1 timeout of 1 minute. Potential timeouts 2 in one game. 1 timeout per team.

8. Medical timeout - As necessary. Players cannot sub for injured players, if the injured player cannot complete the game, the game will be considered a forfeit.

9. Coaching is only available after a point is completed during the game. Max time allowed to coach 30 seconds. One coaching timeout is allowed per team.

10. Cheering is allowed specially on the dreamtiebraker. , but not during the playing point.

Rally Scoring Important Points

1. Each rally is worth a point.

2. On this format there are no server 1 and server 2 in doubles, each side is only going to get 1 serve, but throughout the game each player will have the opportunity to serve.

3. The right side of the court is even side and left side of court is the odd side.

4. The serving team score determines the side of the court of which the serve will be played (odd score to left side or even score to right side)

5. If the serving team scores, then the same server will change to the other side of court and serve.

6. The receiving team can score if they win the rally.

7. The teams will change ends of the pickleball court when a team reaches 11 points. Per captain strategy, players can switch positions at the same time they are changing court side.
   The first team to 21 points wins (win by 2 points). However, points after the 20th point may only be scored on the serve.

8. Points after the 20th may only be scored on the serve, meaning a receiving team cannot win the game. A receiving team reaching this threshold is frozen until they regain the serve.

9. Only one scoresheet per court. Both captains need to make sure the scores are accurate before turning it in to the coordinators.

Pickleball VB
Virginia Beach, VA, 23451

Additional Information: If we missed a rule, please let us know, so we can add it and update the doc.