



SUMMER

MIXED LEAGUES RULES

Game Rules

- Games are self-officiated. All games will be played according to the USAPA Rulebook.
- [CLICK HERE](#) for the rulebook. 2025-USA-Pickleball-Rulebook.pdf
- Questions: email info@pickleballvb.com (Please do not contact the front desk with questions about this league).

Registration and League Format

- Both partners of a doubles team must be individually registered prior to the registration deadline to participate in the League.
- Any players that do not have a partner should register in the “No Partner” section. The League Coordinator will contact individuals if/when another individual is available to play. If for any reason we can not find you a partner we will refund your registration
- Participant’s skill levels are listed with registration and are self-rated.

Equipment

- Participants are required to bring their own paddles.
- Type of ball used for this league - Silkirk or Lifetime. Each team must bring one new ball each week.



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Schedules

- The schedule will appear each week on the mobile app SWISH or may be provided by the coordinator.
 - No adjustments will be made once the schedule has been created.
- Make-Up Matches: not allowed unless for league cancellation due to weather or other.
- Any team or player that cannot attend a scheduled match must notify the League Coordinator as soon as you can. You may suffer a penalty if you have already had a bi week. Failure to provide any notification will lead to forfeiture of the match. The opposing team will be credited with the victory.

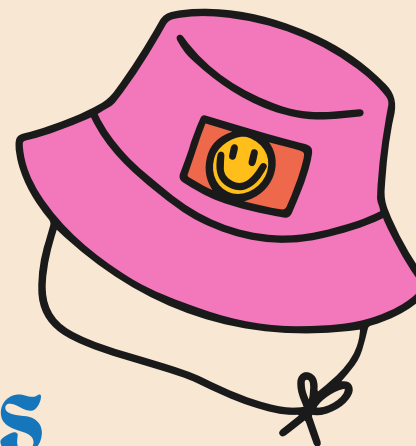
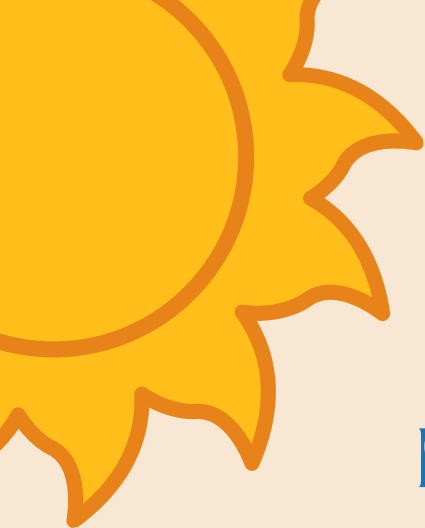
Inclement Weather and Cancellations

- In the event of inclement weather or unforeseen circumstances the League Commissioner reserves the right to cancel or reschedule games.
- Canceled games will be rescheduled at the end of the league session at the discretion of the League Coordinator.



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- Starting Time: Matches will start as scheduled. Teams will be given a 15-minute grace period before a forfeit is announced.
- Coin Flip: Teams will flip a coin to determine which team will serve first.
- Games: Teams will play the best three out of five games to 11 points (win by two points) each week. Teams shall switch sides at 6 points (5th game only when applicable).
- Time Cap: There is a 2-hour time limit on matches.
- Time Outs: Each team will be granted one 60-second timeout per game.
- Game Scores: Both teams are required to send the scores to the League Coordinator or enter them on the mobile app SWISH. Scores should be reported before players exit the facility/courts each week. Any scores not received within 24 hours of match completion will result in a double forfeit in which both teams will receive a loss for the match.
- Substitution: Sub players are not allowed w/out league coordinator approval
- Medical Timeout: Players may pause for injuries. If unable to continue, please notify the League Coordinator ASAP
- DUPR will not be used in this league.



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