



Lower Mainland Pickleball League

Objectives:

The objectives of the Lower Mainland Pickleball League (LMPL) are to promote the playing of pickleball on a competitive basis, in a friendly and enjoyable atmosphere.

The LMPL is being organized by the NorthShore Pickleball Club (NSPB). Any reference to website is to the NSPB website.

Eligibility:

No player may play for more than one team in a calendar/league year. An exception will be made to allow a player from a lower division to play for a team in a higher division, however, the player will then only be eligible to play for the team in the higher division for the remainder of the season. See "Divisions" below.

Players:

We will post an on-line list of players who are available as spares. To have your name posted on this list, which will include your contact information, send an email to fred.j.patterson@gmail.com. Please include where you live, a phone number and (an estimate of) your rating.

Teams:

Teams will consist of a minimum of four (4) players whose names must be submitted to LMPL with the team entry. Each team will nominate a captain, his/her telephone number and/or e-mail address, to be used as contact information by the other team captains. As back-up, we recommend an alternate captain be named. An eligible substitute player can be added to a team at any time during the regular season. It is the responsibility of the team captain to ensure that all their players are aware of and abide by the rules.

To limit the number of matches a team would be required to play during the season there would be a maximum of 4 teams in a division.

Divisions & Ratings:

There will be divisions, composed of teams of similar skill levels.

If there is enough interest more than one division will be established, based on the team member abilities, as determined by the 'League Committee'. (The 'League Committee' will consider player ratings and/or tournament results of team members in determining the appropriate division).

Possible Divisions - Novice, Intermediate and Advanced.

At the end of the season the team finishing last in Division 1 will play the team finishing top of Division 2, in a playoff match, the winner of which will play in Division 1 the following season, the losing team playing in Division 2. This playoff format will be repeated throughout the League if there are more than 2 divisions. No players can be added to a team for a playoff match.

Please note: all players from a relegated team will be ineligible to play, for the following year, in the division from which they were relegated.

Matches:

Each 4-player team would play the other teams in their division once - venues to be mutually agreed (see "Venues" below). For each 'league match' every player on the team would play 4 doubles matches. Each match will be one game to 21 points (switch ends when one team reaches 11 points), win by 1 point.

The format would be: A&B vs 1&2, C&D vs 3&4, A&C vs 1&3, B&D vs 2&4, A&D vs 1&4, B&C vs 2&3, A&B vs 3&4 and C&D vs 1&2. So each 'league match' would be made up of a total of 8 doubles games.

Cost:

No cost, except see "Balls"



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Balls:

Each team will provide two yellow Onix Pure 2 balls - indoor outdoor as appropriate.

Rules: - IFP**Venues:**

Hosting a 'league match' requires the exclusive use of 2 *outdoor or indoor* courts for up to 3 hours. The 8 games that comprise a 'league match' do not have to be played on the same day, but should be completed within 48 hours.

Results will not be recorded until all games are completed.

Time:

All league games are to be completed between Aug. 15th and October 1st. The time may be extended to October 15 if required. Arrangements for time and place to be made between the captains. In the event an agreement cannot be reached the matter will be referred to the 'League Committee' for a final decision.

Score Sheets:

Blank score sheets should be available on the website.

Either captain may request that the names and sequence of play be recorded in writing by each captain prior to revealing the same to the opposite team. Once the names have been recorded in writing they can only be changed with the consent of both captains. The captains will be responsible for e-mailing the score sheet to LMPL (fred.j.patterson@gmail.com), within 24 hours of the fixture. These team results, together with individual player results and league standings will then be posted on the LMPL web site.

Points:

One point is awarded to the team for each game won. Therefore the highest number of points one team can obtain in a league match is 8 points. The team with the most points at the end of the season will be declared the champion.

No-shows/Injuries:

A team not turning up for a match shall be penalized by loss of points - minus 8 points. The opponents being awarded the match 8-0. These results will not be used in the individual player statistics. A player not turning up for a match will default all games in which s/he was scheduled to play. These results will not be used in the individual player statistics. In the event of an injury preventing a player from continuing a match, and/or playing in subsequent matches, these matches will be awarded to the opponent(s). These results *will* be used in the individual statistics of the injured player.

Deadline:

The deadline to register a team to compete in the 2017 season is Aug. 15th - 2017.

Registration:

We will add registered teams to our website as they come in.

League Committee:

In the event of a question or dispute arising which is not provided for in the above rules, such question or matter shall be referred to the 'League Committee', whose decision shall be final.

Notice:

It is important that scheduled League matches are treated as a commitment by all participants.

We do not want a situation where players turn up expecting to play and are unable to do so because of no-shows on the other team. If you are unable to play please make every effort to find an eligible substitute.