



Lowcountry Pickleball Leagues Rules

Team Rosters

- Each team must have a **minimum of 12 players** on its roster by the designated roster deadline each season. The maximum roster size is at the captain's discretion.
- Players may **not “play down”** once they have reached the **50% DUPR reliability threshold**.
 - *Example:* A 3.0-rated player may compete in a 3.5 division; however, a 3.5-rated player may not compete in a 3.0 division once they reach 50% DUPR reliability.
- All league participants **must maintain active, free memberships** on DUPR.com and Pickleball.com to be eligible for league play.
- Captains may add players to the roster **up to two (2) weeks after the start of the season**.
- Captains may replace players who withdraw at any point during the season; however, the **Commissioner must be notified**, and the withdrawing player must be formally removed from the roster.
- All players must be **at least 50 years of age by December 31** of the current calendar year.
- Team Captains are responsible for:
 - Recruiting players
 - Setting weekly lineups
 - Managing team participation

The League Commissioner does not regulate individual playing time. However, Captains are encouraged to **promote fair and equitable participation** across the roster when feasible.

Play Format

- Each weekly match consists of **three courts** (e.g., Team A vs. Team B on Courts 1, 2, and 3).

Lineup Requirements – Order of Strength (OoS)

- Captains must assign players according to **Order of Strength (OoS)**:
 - OoS 1 players: Court 1 or 2
 - OoS 3 players: Court 2 or 3
- The following rules apply: *OoS 3 players may play court 1 under special circumstances and approved by the Commissioner
 - Courts may not be skipped.
 - Players may not be reassigned from Court 1 to 3 (*or vice versa)
 - Exceptions may be granted allowing OoS 3 players to play court 1, by the Commissioner, under special circumstances.
 - If two OoS 1 players are available, both must play on Court 1.
 - Corrections to OoS may be made during a season with approval by the Commissioner.
- Once a player reaches **50% DUPR reliability**, the league's OoS chart must be strictly followed.

Match Structure

- Matches are played **best 3 out of 5 games**, with each game to 11 points (win by 2).

- If a 5th game is required, it will be **sudden victory to 11**.
 - In a 5th game, teams will **switch sides when the first team reaches 6 points**. Service remains unchanged.
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Standings & Tie-Breakers

- Standings are determined by **Win/Loss record**.
 - Tie-breakers (in order):
 1. Total accumulated points (**1 point per court win**)
 2. Head-to-head results
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Lineup Exchange & Substitutions

- Lineups must be exchanged **immediately prior to match start**.
 - After exchange, changes are only permitted in cases of:
 - Injury
 - Illness
 - Player no-show
 - Court assignment changes are only allowed **pre-match** due to injury.
 - **No substitutions** are permitted once match play begins.
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Match Procedures

- Visiting teams are granted a **15-minute grace period**.
 - Teams may warm up for **up to 15 minutes prior to match start**.
 - A **coin toss** will occur on each court:
 - The visiting team calls the toss
 - Winner chooses - serve/receive, starting side or defer
 - Loser selects the remaining option
 - **Home court rules do not apply**.
 - Matches are governed by **USA Pickleball rules** in addition to these league rules.
 - No referees will be provided. Unresolved disputes will be settled by Team Captains when requested and per USAPA rules.
 - Score sheets must be:
 - Signed by both Captains
 - Submitted within **24 hours of match completion**
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League Schedule

- The season will run **6–10 weeks**, depending on the number of teams per division.
- Matches will typically be played on:
 - Saturdays or Sunday afternoons
 - Weeknights (6:00 PM) if additional scheduling is required
- Matches must be completed within a **2-hour time window**:
 - Example: 2:00 PM start → play begins no later than 2:15 PM and concludes by 4:00 PM
- The Commissioner will:
 - Establish the schedule with Community Representative approval
 - Publish the full schedule prior to the season start

League Captains Responsibilities

- Captains must adhere to the **Captain's Code of Conduct**.
- Captains are responsible for the conduct of:
 - Players
 - Spectators

Spectators may not interfere with play or provide coaching during active matches.

- “Court splits” are permitted **only with prior Commissioner approval**, with lineups submitted **48 hours in advance**.
- Home Team Captains must:
 - Enter match scores within **24 hours**
 - Coordinate make-up matches in case of cancellations
 - Notify the Commissioner of rescheduled matches
 - Cover any applicable facility or court fees
- Each Captain must collect a **\$20 player fee per rostered player**, payable no later than the preseason Captain's meeting (single team payment required).

League Players Responsibilities

- Players must:
 - Adhere to the **Player Code of Conduct**
 - Submit registration fees to their Captain
 - Complete all required **liability waivers prior to participation**

Approved League Balls

- All matches must be played using **USA Pickleball (USAPA) approved pickleballs**.
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