



Lowcountry Pickleball Leagues Rules

Team Rosters

- Each team must have at least **12 players** before submitting a Captain Interest form. 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 participants **must maintain active free memberships** on DUPR.com and Pickleball.com and submit a Player Liability Waiver before 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.

The League Commissioner does not regulate playing time, but Captains are encouraged to promote fair participation 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
- OoS 3 players may play on Court 1 only under special circumstances and with Commissioner approval.
 - Players may not be reassigned from Court 1 to 3.
 - If only two OoS 1 players are available for a match, 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.

Standings & Tiebreakers

- 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

Lineup Exchange & Substitutions

- Lineups must be exchanged **prior to the coin toss for each match**.
- After the lineup exchange, changes are only permitted prior to the start of a match in cases of:
 - Injury
 - Illness
 - Player no-show

- Court assignment changes are only allowed **pre-match** due to injury or illness.
- **No substitutions** are permitted once match play begins.

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 under USA Pickleball rules and these league rules.
- Score sheets must be:
 - Signed by both Captains
 - Posted on Pickleball.com by the Home Captain within **24 hours of match completion**.
- The home team is responsible for any additional court fees.

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 Captain Responsibilities

- Captains must adhere to the **Captain's Code of Conduct**.
- Captains are responsible for:
 - Player conduct
 - Spectator conduct
 - Recruiting players
 - Setting weekly lineups
 - Managing team participation

Spectators must not interfere with play, call faults, or coach during active matches.

- “Split Courts” 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
- Each Captain must collect a **\$20 fee per rostered player** by the preseason Captain's meeting; one team payment is required.
- Monitor player waivers, DUPR player ratings, and reliability threshold percentages.

League Player Responsibilities

- Players must:
 - Adhere to the **Player Code of Conduct**
 - Submit registration fees to their Captain prior to the preseason Captain's meeting.
 - Complete and submit all required **player liability waivers** before **participation**.
 - Maintain one DUPR Player ID.
 - Submit and maintain a Player Availability Calendar on Pickleball.com.

Approved League Balls

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

Weather Safety Guidelines

Thunder/Lightning: Stop play immediately and seek shelter. Wait 30 minutes before resuming; if storms continue, vacate the courts and notify the Commissioner. Suspended matches resume where they stopped. Lightning detection devices take precedence where available.

Heat Index:

- **Extreme Caution:** Matches may be rescheduled. If play continues, timeouts and game intervals may be extended to 5 minutes for rest and hydration. Brief hydration breaks of up to 15 seconds are permitted if they do not disrupt play.
- **Danger:** Matches must be rescheduled. Captains and players who choose to play during a Danger Heat Index assume all liability.