



Fun Play Formats

LEAGUE PLAY

USA Team Pickleball

Team Size: Teams can be as few as two men and two women or as many as four men and four women to complete the required matches.

Courts: USA Team Pickleball Leagues can be played on one court, two courts, or four courts. It fits all facility sizes. For one and two court situations, matches are played in rounds. See below:

- **One Court Format** - Round 1: Men's Doubles. Round 2: Women's Doubles. Round 3: Mixed Doubles. Requires a minimum of two men and two women to play or a maximum of three men and three women. Teammates cheer on their friends in a social atmosphere.
- **Two Court Format** - Round 1: Men's and Women's Doubles. Round 2: Two Mixed Doubles. Requires a minimum of two men and two women per team or a maximum of four men and four women per team.
- **Four Court Format** - Men's Doubles, Women's Doubles, Mixed Doubles (1), Mixed Doubles (2). Requires four men and four women to play per team. Matches are completed more quickly than the one and two court formats because of the extra courts.

Match Format: Each match can be one round, two out of three rounds, or two rounds with overtime to break the tie (first team to have a margin of two points, i.e. 2-0, 4-2).

Levels: Play can be based on self-ratings with levels within each league. Refer to the ratings guidelines at [USAPickleball.org](https://www.usapickleball.org). Established UTPR ratings would not be required.



ROUND ROBIN EVENTS

It is recommended that round robin events are half day in length and completed within 2-4 hours. Refreshments and prizes can be provided. Below are some options for Round Robin Play:

Choose Your Partner - Players sign up with a partner and play based on skill level. Teams are put in brackets and each doubles team plays every other team in their bracket. After matches are completed, a final round can be included in which teams play against other teams in brackets of similar skill level based on how they finished.

Random Draw - Doubles pairings are formed by pulling names out of a hat. Pairings can stay the same for the event or be changed after every round. The player with the highest number of games earned after all the matches wins!

Musical Courts - Have players find an open court and begin play. Use music to start and stop activities. As soon as the music stops, players find a new court and partner.

Hello/Goodbye - Have players play matches on each of the courts. When time is called or when a match is finished (i.e. games to 7 or 11), the winning team moves up a court and the losing team moves down a court. When moving up or down, players split and play with a new partner.

Team Round Robin - League Teams can be entered into brackets to play against other teams of similar skill level using the USA Team Pickleball Format for match play.

DROP-IN FORMATS

- **“Paddle-in-Line”** - When players show up, they lean their paddle against the wall or fence in order of players arriving. When a court opens up, the players take their paddles and the remaining paddles are moved forward. After players finish their match, they place their paddles back in the line and await an open court.
- **Challenge Court** - Players fill the courts and begin their matches. Winning teams stay on and players wanting to challenge a particular team wait near the court and replace the team that loses. Players can rotate and challenge on different courts based on ability.
- **Bump Out** - This works well when there are 5-6 players or friends waiting for just one court. Four players fill the available court and extra players wait on-deck to rotate in. When a player makes two errors, they are replaced with a player waiting on-deck. This helps alleviate longer delays for players waiting for a complete match to finish and allows friends to socialize and share the court.

