



# Pickleball

## 4-on-4-off Court Rotation

**Courts #2,4,5,6,7,8 (sometimes #1 & #3)**

- Groups of 4 play one game to 11 (win by 2) then rotate off.
- Players enter on Court #6. When the next court opens, players on Court #6 can move off that court or stay. If the existing players elect to stay on court #6, then the new players take the open court.
- Do not place incomplete groups of 1-3 paddles in the queue unless you are planning to drill or play singles. Incomplete groups cannot “save a spot” in queue while waiting for latecomers or players in other games. All 4 players must be present with their paddles before securing a spot in the queue to play doubles.
- Incomplete groups of 2-3 players can only enter the queue for drilling or singles for 15 minutes (please set your phone timer). If you put 2-3 paddles in queue with the intention to play singles or drill, then someone later adds their paddle completing the group, please move all 4 paddles to the back of the line when groups are waiting behind you. Once on the court you cannot convert your drilling or singles game to doubles when others are waiting above.
- Court #1, when not used by pros, becomes part of 4-on-4-off. Challenge Court #3 becomes part of 4-on-4-off when there are 4 players on the challenge court, and no one is waiting over there.
- Starting the Day: Do not hold a court waiting for the rest of your group to arrive. All 4 players in a group must be present before claiming a court. Incomplete groups of 2-3 players must give priority to groups of 4 when starting the day. No singles or drilling during the opening round of play if groups of 4 are waiting to play.
- Please limit warmups to 5-min at 9:00 am & 2 minutes thereafter.



# Challenge Court

## Court #3 Only

- If wait times are too long on court #3, you are encouraged to form your own group of 4 from those waiting and move your paddles to the faster moving 4-on-4-off queue found above Court #6.
- If no paddles are waiting to challenge, then all 4 players must come off since Court #3 then becomes part of the 4-on-4-off queue. All 4 players can then place their paddles above Court #6 to join those waiting for the next available court.
- If there are only 2-3 players and no one is challenging them, these players may drill or play singles until others arrive.
- Winners may stay on Court #3 for only 2 games when other players are waiting for the Challenge Court.
- After winning two games, all 4 players should come off when 3 or more players are waiting. Only the winning 2 players come off if 2 or less paddles are waiting (and the losing team may stay on for the next game).

**Note:** Court #3 is NOT meant for pre-arranged groups of 5-7 players to rotate around indefinitely. However, if a group allows random solo members or couples to rotate in, then they may continue to play without waiting in the 4-on-4-off queue above court #6.