VEGAS AAPI PICKLEBALL LEAGUE

2027 WINTER CLASSIC | PLAYER RULEBOOK

Celebrating AAPI culture through competitive pickleball.
Let's Play Pickleball.

1. Rules priority

The league uses the current USA Pickleball (USAP) Official Rulebook and applicable Equipment Standards Manual. Standard play, legal serves, score calling, officiating, line calls, Non-volley zone (NVZ) rules, appeals, medical procedures and conduct penalties follow USAP. The express AAPI league variations in this handbook govern team format, rosters, scoring targets, rotating singles, local breaks and attendance forfeits.

Read this handbook together with the official rules. It does not reproduce or replace the USAP rulebook. If a playing situation is not addressed here, apply USAP. The director will review the current edition before Week 1 and communicate applicable updates before they take effect. Do not change a rule retroactively to decide a dispute.

Official rules: usapickleball.org/rules/
Official PDF: USAP Official Rulebook

2. Season and team matchup format

Eight teams play over eight weeks. Weeks 1-7 are a single round robin: each team faces every other team once. Week 8 has semifinals (#1 vs #4; #2 vs #3), then third place and the championship. The director publishes the playoff timetable separately.

Saturdays, 8 AM-2 PM; one indoor court. Each team receives an assigned matchup time. The one-hour regular-season target includes warm-up and breaks; it is not a hard scoring limit. Check in 15 minutes early.

Order	Game
1	Men's Doubles
2	Women's Doubles
3	Mixed Doubles 1
4	Mixed Doubles 2
At 2-2	Rotating singles tiebreak

Regular season: play all four doubles games, including at 3-0. Semifinals, third place and championship: the first team to win three games wins the matchup; stop at 3-0 or 3-1. At 2-2, the singles tiebreak decides it, 3-2.

Venue partners: Dinkers Pickleball Lounge • Dill Dinkers Henderson • Mr. Pickleball Indoor • The Courts LV. Follow the published venue assignments.

3. Rosters and eligibility | AAPI league rules

• Core roster: two men and two women. One male reserve and one female reserve are optional, for a maximum of six registered players. A team may register its core four and add eligible reserves before the roster lock.

• A player may register for only one team. Every player and reserve must complete registration and their own waiver before participating. Captains cannot sign another adult's waiver.

Open Division: all skill levels welcome. No rating or heritage restriction applies.

• Rosters lock before Week 1. A later permanent replacement requires written director approval for injury, withdrawal or unavoidable unavailability. No borrowing players from another team; no roster additions during Week 8.

4. Captains, active players and lineups

• Name a captain and an acting captain. The captain manages check-in, lineups, administrative appeals and score confirmation.

• Submit four active lineup slots, normally two men and two women, and both mixed pairings at least 10 minutes before the assigned start. Identify any vacant slot and the intended late player. The official reveals both teams' lineups together.

• Each active player plays the applicable men's or women's game and exactly one mixed game. A player cannot appear in both mixed games. Mixed 2 uses the other man and woman.

• For a short-handed lineup, players present may play their eligible games. A declared late player may fill their vacant slot for a game not yet called. Completed or forfeited games are not replayed. See Section 10.

5. Reserve use and injury replacements

The following reserve policy is carried forward from the prior handbook as a proposed policy pending committee adoption. It must be confirmed and circulated before competition:

• Any registered reserve may be selected as an active player before lineup submission. Once submitted, the active lineup is fixed; no tactical substitutions during the matchup.

• If an active player cannot continue for medical or safety reasons, an eligible same-category registered reserve may fill that player's slot between games with official approval. The replaced player cannot return in that matchup.

• No mid-game or mid-tiebreak substitutions. If a player cannot safely resume under USAP medical procedures, record the affected game as a retirement. An approved reserve may fill the slot in later games, but cannot occupy a second mixed slot.

• The tiebreak uses the four active players after any approved medical replacement. No fresh tactical changes for the tiebreak.

Example: a male reserve can be chosen before the matchup in place of another man. This policy does not allow bringing him in partway through a game because the team is losing.

Playoff eligibility carried forward as proposed: at least one doubles game played during Weeks 1-7. A director-approved emergency exception must be disclosed to captains before participation. The committee must confirm this policy before the season.

6. Scoring | AAPI league variations

Stage	Doubles	Rotating singles at 2-2
Regular season	Side-out to 11; win by 1	Rally to 11; win by 1; rotate every 2 completed rallies
Semifinals, third place and championship	Side-out to 15; win by 2	Rally to 21; win by 2; rotate every 4 completed rallies

In side-out doubles, only the serving team scores. Use the USAP doubles service sequence. The league's regular-season win-by-one target is an express exception. In the rotating-singles tiebreak, every completed rally awards a point; there is no scoring freeze or win-on-serve requirement.

Rotating singles procedure

• At 2-2, captains secretly submit the order of the four active players: two men and two women, in any order. Reveal together. The order stays fixed: Player 1, 2, 3, 4, then repeat. Different-gender opponents are allowed.

• Use the full singles court. Before play, toss for first serve or starting end; the opponent receives the other choice. Both teams rotate simultaneously after every two completed rallies in regular season or four in playoff/placement rounds.

• Count actual completed rallies, regardless of which team scores. A replay does not count. A penalty score adjustment does not consume a rally in the rotation.

• The rally-winning team serves next. Serve from the right at an even team score and left at an odd score. A player change does not independently change possession.

• Regular season ends when a team reaches 11, including 11-10. Playoff/placement tiebreaks require at least 21 and a two-point lead. The tiebreak winner wins the matchup 3-2.

Rotation example: after regular-season rallies 1-2, both teams move to Player 2; after rallies 3-4, Player 3. In playoffs, Player 1 takes rallies 1-4 and Player 2 takes rallies 5-8. Rotation is based on the total rallies played, not either team's individual score.

7. End changes, breaks and court time

• Switch ends when a team first reaches 6 in an 11-point game, 8 in a 15-point game, or 11 in a 21-point game. Preserve the score, service and tiebreak rotation count.

• At the regular-season switch at 6, take one shared 60-second timeout. This applies to doubles and the singles tiebreak. It is separate from requested team timeouts and occurs only once per game.

• Local allowance: one requested 60-second timeout per team per game, including the tiebreak; unused timeouts do not carry over. End-change breaks at 8 or 11 may last up to one minute. Other timeout procedures follow USAP.

• Allow five minutes of shared warm-up before the matchup and two minutes between games. Officials may stop play for safety. Medical pauses follow USAP, not a fixed local five-minute allowance.

If court access ends before play finishes, record score, server, ends, rotation and penalties and arrange continuation. The one-hour target or 2 PM reservation end does not award a winner automatically.

8. Standard play, officiating and appeals | USAP

Legal serves & the official: refer directly to the current USAP Official Rulebook for serve legality, service foot faults, readiness, score calling, service order and referee duties. A neutral official is assigned to each game.

Other playing situations: USAP governs body contacts, the two-bounce rule, Non-volley zone (NVZ) infractions, line calls, dead balls, hinders, paddle contacts, net contacts and permanent objects. Use “Non-volley zone” or “NVZ” throughout league communication.

Appeals: use USAP procedures for line-call reviews and appeals of officiating decisions. A routine rules question is distinct from a formal appeal to the Head Referee or Director. USAP governs timing, available remedies, timeout charges and any resulting penalties; there is no league appeal-token quota.

The Head Referee or League Director fills the corresponding tournament administrative role. Livestreaming does not establish video review. No personal-phone or spectator-video review is available; any future authorized replay process must be published equally before use.

9. Conduct, penalties, equipment and safety

Respect opponents, partners, officials, volunteers, venue staff and spectators. Captains help maintain an orderly bench. No harassment, discriminatory remarks, threats, fighting, deliberate cheating, intimidation, equipment abuse, intentional injury, score manipulation, match-fixing or participant wagering on league matches.

Penalties: adopt the current USAP unsportsmanlike-conduct provisions, including warning, technical-foul, forfeiture, ejection and expulsion procedures. The official records the conduct, rule applied and consequence. Do not substitute an automatic local warning/point ladder. Attendance forfeits in Section 10 do not excuse misconduct.

For team-format administration, a league game is one men’s, women’s, mixed or rotating-singles contest; the team matchup contains those contests. Apply USAP sanctions to the appropriate contest and participants. Any ejection, expulsion or broader disciplinary effect is documented by the director under USAP; ordinary lateness alone does not forfeit the whole matchup.

Outside coaching, medical procedures and equipment compliance follow USAP. Use court-appropriate shoes and currently approved, compliant paddles. The league supplies the match ball. Stop for an unsafe court or genuine emergency and follow venue safety requirements. No injured player must continue to preserve a result.

Players complete the required waiver and a separate media acknowledgment/release. This handbook is not a liability waiver or media release.

USAP reference guide

Topic	Official rulebook reference*
Scoring, positions, readiness and serving	Sections 4-7
Line calls, faults, rallies, NVZ, paddle and net	Sections 8-13
Referees, tournament line calls and appeals	Sections 17, 19 and 20.J
Timeouts, penalties and retirements	Sections 21-23

*References checked November 17, 2026. If the current edition renumbers provisions, use the corresponding topic in that edition. The league’s adopted variations remain expressly stated here. Independent league organization does not imply USAP sanctioning.

10. Late arrivals, missing players and forfeitures

Attendance exception: late arrival or fewer than four players does not automatically forfeit the entire team matchup. Forfeit only a game for which the team cannot supply the required eligible lineup; continue every remaining eligible game in the published order.

Game	Required players
Men’s Doubles	Two eligible men
Women’s Doubles	Two eligible women
Each mixed game	One eligible man and one eligible woman; each active player may appear in only one mixed game
Rotating singles at 2-2	Four eligible active players: two men and two women

• The first affected game has a 10-minute grace period from its official call after the court is available. Do not restart the grace period for each missing player or later game. Venue delays do not count as lateness.

• Call subsequent games in order after the preceding game ends or is forfeited, using the normal two-minute transition. A late player can fill their previously declared vacant slot before that game is called. No borrowing, tactical relining after results, or replay of a forfeited game.

• With two men and one woman: play Men’s Doubles; forfeit Women’s Doubles; play the mixed game assigned to the available woman. Forfeit the other mixed game unless the declared missing woman arrives before its call. The team can still earn points from games it plays.

• At 2-2, failure to provide the required rotating-singles lineup forfeits that tiebreak only. It decides the matchup 3-2; it does not erase completed doubles results.

• Record an unplayed forfeit as FF, using the target score: 11-0, 15-0 or 21-0. Count the game win/loss for matchup and standings purposes. Exclude unplayed games from rating submissions and played-point differential. Mark retirements RET and apply USAP retirement scoring.

11. Standings and results

Existing handbook formula retained: one point per doubles game won, plus one bonus point for winning the matchup. The tiebreak has no separate doubles-win point.

Matchup result	Winning team	Losing team
4-0	5 points	0 points
3-1	4 points	1 point
3-2 (tiebreak)	3 points	2 points

Rank by total standings points, then: matchup wins; head-to-head if exactly two teams remain tied; regular-season doubles game differential; played doubles point differential; witnessed random draw. When a multi-team tie reduces to two, check head-to-head before the next criterion. Exclude singles-tiebreak points and unplayed forfeit points from played-point differential.

Captains verify the scoresheet, including game scores, FF/RET results, penalties and standings points. File administrative or rule-application protests within 24 hours to vegaspbleague@gmail.com. Include the matchup, rule, remedy and evidence. The director hears both sides; a neutral reviewer handles conflicts. Routine judgment calls are not reopened after play.