

# Irvine Team Pickleball League

Summer 2026

## League Director - Matt Yuen

Phone #: (657) 644-1202

Email: [coachmatt@insightsportsconsulting.com](mailto:coachmatt@insightsportsconsulting.com)

## **Upper Division** - Level 3.0 - 3.5 DUPR (Intermediate)

Location: Mike Ward Community Park - Pickleball Courts

Address: 20 Lake, Irvine, CA 92618

Time: Tuesdays 6/2/26 to 7/28/26 - 6:30pm - 10:00pm

## **Lower Division** - Level 2.5 - 3.0 DUPR (Advanced Beginner)

Location: Portola Springs Community Park - Pickleball Courts

Address: 900 Tomato Springs, Irvine, CA 92618

Time: Thursdays 6/4/26 to 7/30/26 - 6:30 - 10:00pm

## Registration Deadlines

- **Registration Opens:** Wednesday, 4/15 at 12:00 AM
- **Player Registration Closes:** Sunday, 5/18 at 11:59 PM
- **Sub Registration Closes:** Sunday, 6/14 at 11:59 PM
- **Roster Assignments Issued:** Monday, 5/25

## Fees:

- **League Players:** \$40 per person
- **Substitutes:** Free, though playing time is not guaranteed

# Rules

## 1. Etiquette

*Irvine Team Pickleball (ITP) is a socially competitive and recreational pickleball league.*

*The league staff encourages cheering for teammates, with respect to the players on the court. Opponents must be respectful of each other before and during match play. Players need to refrain from any form of obscenity and taunting of opponents.*

## 2. Age Requirement

Must be at least 18 years of age prior to registering for any given ITP season.

## 3. Equipment

Players are expected to provide their own court-appropriate equipment.

**Each team will receive twelve (12) pickleballs prior to the start of the season.** Teams are each required to bring two (2) of the allotted unplayed pickleballs to each match. During warm-ups or in between games, personal balls can be used. A total of three (3) fresh balls should be used for Games 1-3, 4-6, and 7-9 respectively. The final fresh ball should be saved for the next match. Captains will keep the used pickleballs or distribute them among their teammates. Captains can pick up additional balls from the League Director as needed for the playoffs.

## 4. Warm-Up Time

Official warmup time begins at 7:00pm. Prior to each team match, if the public is playing on the designated courts, please politely warn them that the ITP matches will be starting on the courts. Allow the public at least 10 minutes to finish playing before taking the court over.

All team matches have a scheduled warm-up time of 15 minutes prior to the match amongst team members. There is NO warm-up time before the first games played.

A five-minute warm-up is allowed between games. The warm-up time between games must start within 5 minutes of the previous set finishing.

## 5. Game Rules

ITP follows USAPA rules, including the list of approved equipment. Please refer to the websites below for quick reference and for access to a complete downloadable rulebook.

Complete Rulebook: <https://usapickleball.org/what-is-pickleball/official-rules/rules-summary/>  
Approved Paddle List: <https://equipment.usapickleball.org/paddle-list/>

Traditional side-out scoring to 11 points is used. After one team reaches 6 points in the game score, players change ends. Players are allowed 1 minute between the start of changing ends and resuming play.

Instead of traditional win-by-2 game scoring, **ITP follows a win-by-1 game scoring system.** The first team to score 11 points wins a game.

**Service lets are played.** When a serve hits the net and bounces within the service court, the ball is playable. If the serve hits the net and bounces into the non-volley zone, the serve is counted as a fault.

## 6. Match Rules

A team match consists of nine (9) games scored first-to-11, win-by-1 and includes 3 men's doubles, 3 women's doubles, and 3 mixed doubles games. The order of play is Women's Doubles, then Men's Doubles, then Mixed Doubles repeated until 9 games are played.

*Note: During the regular season, if an opponent is running late, teams are encouraged to play whichever matches are possible (e.g., if only men are present, play Men's Doubles first). In the playoffs, the order of play will be strictly enforced.*

**Service order is determined by "the toss,"** which can be a paddle spin, coin flip, etc. The team that wins "the toss" can choose whether to serve the first 4 games or the last 5 games. The team who isn't serving first for each game can choose which side they start on.

At the end of each match, all respective point scores from each team are added together to determine the final point value of the match. **The team with the highest amount of total points wins the match.**

**If there is a tie in total points, a tiebreaker "showdown" is played scoring first-to-7 points, win-by-1.** Another "toss" will determine who decides which team serves first. No changing ends during a tiebreaker when one team reaches 6 points.

If all games are not finished before the end of the allotted time, then scores from all games (including the one currently in progress) are tallied and the winner is determined.

## 7. Substitutions

**A team can at any point substitute a player (same gender) into a set for any reason.** Once a player is replaced, he/she cannot return to play for the duration of the game they were subbed out from. The substituted player must follow the odd-even score position established by the

previous player they are substituting out. There is no warm-up time for substitutes coming into the match.

In a tiebreaker “showdown”, all players who were previously substituted out become eligible for play. Substitutions during tiebreakers can be made for any reason, but the player substituted out cannot return to play for the duration of the game.

## **8. Time Outs**

Standard timeouts can be called before or after any point. Standard timeouts last up to one minute. Each team is entitled two (2) standard timeouts for each game to 11.

In the case of a medical timeout, a substitution occurs. If no suitable substitution is available, a medical timeout can last up to 15 minutes. If the player is unable to resume play, the game will be declared defaulted. Each player is entitled to one medical timeout for the entire match, not per game.

In the case of an equipment timeout (which includes issues with paddle, apparel, etc.), players will work out a reasonable accommodation amongst themselves for malfunctions. Equipment timeouts are not counted as standard timeouts, but time spent resolving the equipment issue must be within reason for the sake of the match’s continuation. For serious or prolonged equipment issues, a substitution occurs. If a substitution cannot be found, the game is considered defaulted by the team unable to field the proper players.

## **9. Coaching**

Coaching is allowed throughout the match as long as it does not interfere with continuous play. Spectators cannot coach. For example, coaching is allowed during time outs, changing ends, or warm-ups at any time. Coaching is not allowed during points or between points.

## **10. Line Calls/Foot Faults/Serve Faults**

Only the four players (doubles and mixed doubles) can make line/foot/serve fault calls. Line calls include in/out-balls on any point including serves. Foot fault calls include non-volley zone violations. Serve fault calls include improper serve motions concerning the ball or the swing, or stepping over the baseline before the paddle makes contact.

Line calls are reserved for the team whose side the ball landed on. Foot faults and serve faults are reserved for the team who sees the violation happen.

If a line call is disputed, the point is played again from the same serve and score as when the point began. If a foot fault call is made, the team which committed the fault defaults that point immediately. If a serve fault call is made, the point is served again from the same serve and score as when the point began.

Please remember that this is a recreational league. Giving your opponent the benefit of the doubt is always preferable to escalating a small situation. The 4 players on the court are not the only people watching the match.

Upon a player request, one of the captains will act as the line judge for the match. Only the players in the match may ask for a line judge. If the captains are unavailable, a volunteer from another team will be the line judge. Line judges can only help with any disputed calls **only when asked by the players playing**. The call the line judge makes is final.

### **11. Scoresheets and Recordkeeping**

Scoresheets are provided by the league director. Recordkeeping for each season is kept by the League Director including total player points, total matches, and W/L ratios. Season tallies are sent with each weekly update email.

### **12. Sub Pool and Default Rule**

If a required teammate is not available on match day, a gender-appropriate sub will be provided from the sub pool for that date.

If the required player does not show up on time for his/her game, **there will be a 10-minute default time** beginning from the time the game should have started (ex: 7:15pm start, 7:25pm default). If during the default time the player does show up, there will be no additional warm-up time allotted to the arriving player.

**If a game is defaulted, the score should be recorded as 11-0 in favor of the players present.** If a match is defaulted, the score should be recorded as 11-0 for all games in favor of the team present. If a team defaults a match, the courts where the match was scheduled are considered public courts and cannot be used for team practice.

### **13. Match Cancellations**

The League Director reserves the right to cancel matches for any reason. Most commonly, matches will be cancelled by inclement weather such as rain, extreme winds, or fires.

Matches which are cancelled will not be made up.

### **14. Registration**

Players will register as free agents. Once players have registered, please email the League Director with the following details:

- **Full Name**
- **Gender** (Male/Female)

- **Preferred Contact Method** (e.g., phone or email)
- **Current DUPR Rating** (If unrated, please provide a self-assessment estimate)
- **Teammate Requests:** If you would like to be paired with a specific person, please include their name in your email.
- **Captain Volunteering Requests**

To ensure balanced competition, the League Director will assign players to teams prior to the start of the season. Teams are minimum 4 players (2 male and 2 female) and maximum 6 players (3 male and 3 female) or any combination thereof.

Captains are chosen from each team on a volunteer basis. If no one on the team steps up, a captain will be assigned at random.

Players can only be on one team each night. Players cannot switch teams once the season starts. No inseason trades of players.

All players must complete the City of Irvine waiver before playing their first match. Please register at [yourirvine.org](http://yourirvine.org)

## 15. Duties of the Captain

Both Captains must submit the starting line-up to the opposing team captain before the start of each game. Each team captain has until the end of a three-minute break between games to submit the starting line-up for the next game. Once line-ups are submitted to the other captain, any changes made to the line-up will count as a substitution.

**There is no restriction on which players play what matches.** The captain must ensure teammates get a fair amount of playing time. Any decisions regarding playing time made by the captain is final.

**All captains must report scores for every match** and submit them before the start of the next match. To report scores, please text/email a picture or scanned document to the League Director. All unreported scores after the deadline will be recorded as a default for the team with unsubmitted scores.

On scoresheets, please use a first name and last initial format. If a substitution occurs, put a line through the player's name and write the subbed-in player's name next to it. Please circle the ending score of the subbed-out player and write the final game score next to it.

Captains are responsible for contacting the League Director in case of needing to pull players from the sub pool. **Please allow a lead time of at least one week prior to requiring a sub player** for the League Director to provide the information of an appropriate sub. The captain should be the one that reaches out to the sub and coordinates their participation thereafter.

## **16. Playoffs**

Every team plays in the final week of playoffs. A team's total cumulative points will determine seeding position in the playoffs. The top two seeds compete for 1st/2nd place, the next two seeds compete for 3rd/4th, and so on.

League playoffs scoring will be the same as the regular season. The team with the most points at the end wins the match. Tiebreaker showdowns are played normally in the event of a tie.

In the playoffs, the team with the higher seed will get to choose whether to serve/receive first.

## **17. Self Rating information**

Players are expected to compete at their true skill level. To ensure fair play, DUPR ratings must be verified. If a player doesn't have a DUPR rating, please send a self-rating to the League Director for approval.

Participating in a lower division than the one you competed in during the previous season is not permitted. If you are a self-rated player and you want to change your rating to a lower rating, you must justify your lower rating to the League Director directly.

## **18. League Director Rulings**

The League Director will make decisions and deliver punishments if "spirit of the league" type violations occur throughout the season. For example, if a person misrepresents themselves as a rostered person on a team. Punishment can include, but are not limited to, set defaults or full team disqualification.

Match disputes and grievances will be handled by captains only and in this process:

1. Match disputes must be e-mailed to the League Director within 48 hours. Once e-mailed, a decision will be made within another 48 hours.