



## Major League Pickleball League

### **ALL WOMEN'S INTERMEDIATE MLP EARLY SPRING LEAGUE MARCH & APRIL 2025**

The USA Pickleball Association (USAPA) rulebook governs all pickleball play unless stated otherwise by Pickleball & More (P&M). P&M reserves the right to modify game times, dates, or formats.

#### **LEAGUE OVERVIEW:**

- Eight weeks of play - Mondays from 5:00 to 7:00 pm, March 3<sup>rd</sup> to April 21<sup>st</sup>.
- \$65 per player; payment is due at registration.
- A minimum of four teams and a maximum of six teams are required.
- Players must be members of the Pickleball & More Court Reserve.
- Each player is required to complete a Waiver Form before the first scheduled game of the season.
- Playoffs TBD. Last week of season.

#### **REGISTRATION:**

Players may register individually or as a team for the MLP League.

##### *Registering as an Individual:*

Players wishing to register for the MLP league should do so on Court Reserve, where the league is listed as an event.

Once registration is closed, individually registered players will be assigned to teams.

##### *Registering as a Team:*

If registering a Team, please call or email Pickleball & More (774-628-9193 or [info@pickleballandmorema.com](mailto:info@pickleballandmorema.com)).

The front desk staff will take Team members' names, register the team in court reserve, and notify team members of their registration and payment due.

To ensure competitive play, P&M reserves the right to evaluate a player and deny participation in a specific league level if, in the opinion of qualified pickleball personnel, the player's ability is either below or above the expected level of play for that league.

## REGISTRATION DEADLINE

Registration will close when the league is full or 24 hours before the first game day, unless otherwise specified by P&M.

## TEAMS:

Each Team has four players – all women (This is an adjusted MLP format)

Individuals signing up without an established team will be assigned a team.

Teams will be chosen by P&M using a random method.

Each team will designate a team Captain who serves as the liaison with P&M.

## SUBSTITUTES:

To ensure continuity of play, teams must have approved substitutes on their rosters. Teams need to find at least two substitute players to add to their rosters. Substitutes must be approved by P&M. Once approved, they will be included on the team roster and may play at any time during the season as needed.

P&M will maintain a list of subs and strive to provide them when needed. However, **P&M does not guarantee substitutes for teams.** MLP is a TEAM format, and each team must ensure that it has a complete roster every game day.

## REPLACEMENT PLAYERS:

Replacement players who join the league to permanently substitute another player are responsible for paying the fee for the remaining game days. All replacement players must be approved by P&M.

## MAJOR LEAGUE PICKLEBALL FORMAT

### Start of Games

A coin toss or other agreed-upon fair method determines who will choose to **serve or receive** - The team selecting to serve or receive will then defer to the other team to decide which side of the court they want to start the game. A coin toss or other agreed-upon method will precede each game played.

### Matches:

In this modified MLP session, **six (6) games will be played**, not four. Games are rally scoring to 21 (win by 2) and the team must win the game on their serve. Each winning game is worth one point. Players will change ends when one team's score reaches 11.

If the score is 3-3 after the six game match, a DreamBreaker™ (7<sup>th</sup> Game) will be played to determine the match winner (see below).

This expanded format will allow for increased playing time. Each player on one team will compete against every player on the opposing team. In this ALL-WOMEN'S format,

each week, every team ranks its players, with the top two ranked players competing in game #1. The remaining two players then participate in game #2.

After game #2 is completed - follow the EXAMPLE format below - starting with game #3

Team 1 ranks players A,B,C, and D (from highest (A) to lowest (D)), while Team 2 ranks players 1, 2, 3, and 4 (from highest (1) to lowest (4)). The top two players from each team compete in Game 1, followed by the remaining two players from each team in Game 2. When the teams reach Game 3, a coin toss determines who will serve and who will choose their lineup first for the remaining games.

- Game 1 = A and B play against 1 and 2 (coin toss for serve, pre-set players)
- Game 2 = C and D play against 3 and 4 (coin toss for serve, pre-set players)
- Game 3 = A and C play against 1 and 3 (coin toss for serve, winner chooses players first).
- Game 4: B and D compete against 2 and 4 (coin toss for serve)
- Game 5: A and D compete against 1 and 4 (coin toss for serve)
- Game 6: B and C compete against 2 and 3 (coin toss for serve)

Games #3 - #6 can be played in any combination, but the first two games of the session cannot be replayed (i.e., A&B vs. 1&2).

Each player participates in only 2 games during games #3 - #6.

### **Scoring:**

Each game will be played with rally scoring to 21 points (win by 2). Players will switch ends when the first team reaches a score of 11. Rally scoring will continue until a team reaches 20 points, at which point the team that reaches 20 is subject to a freeze in rally scoring and must score all future points while serving. Their opponent, however, is not frozen and can continue to score in rally style until they reach game point. The leading team must remain frozen until game point is won on the serving side or the trailing team ties the score at 20-20. A team can only win a game while serving.

### **Serve/Receive:**

Partners do not switch sides of the court when serving or receiving. There will be a right-side (even) player and a left-side (odd) player. The right-side player will serve when their team's score is even and will receive when the opponent's score is even. The left-side player will serve when their team's score is odd and will receive when the opponent's score is odd. Players do not switch sides after winning points. The score is announced using just two numbers. There is no designated first or second server.

**Timeouts:** Each team has one timeout per side per game.

### **DREAMBREAKER™ (Singles Tiebreaker):**

A DreamBreaker™ is a singles' game, played to 21 (win by 2) with rally scoring, and the team must win while serving. Each team must rotate its four (4) players for four (4) singles rallies in a set order. A coin toss or spin of the paddle determines which team

chooses their first signal player. That team will have one (1) minute to designate their first player in the order of rotation of its four (4) singles players. That team's first player will be revealed to the opponent, and then they will have one (1) minute to designate their opposing first player. This process will repeat back and forth until all four (4) players on each team are declared. The DreamBreaker™ will use the same rally scoring in each game described in this guide. All team members will play in four (4) rally rotations until the DreamBreaker™ is concluded (player 1 plays four (4) rallies, then player two (2) plays four (4) rallies, then player three (3) plays four (4) rallies, then player four (4) plays four (4) rallies, and then the rotation repeats in the same order).

In the DreamBreaker™, players serve from the left or right side of the court based on their team's score. A player will serve on the right side when their team's score is even and on the left when their score is odd. During the DreamBreaker™, each team will be allotted one (1) time-out. Teams will change ends when one team reaches a score of eleven (11).

### **REGULAR SEASON STANDINGS:**

The Teams' weekly standings will be determined by the games they win. The percentage of points won will be used as the tiebreaker for games won. P&M will provide the weekly rankings before each game day.

### **PLAYOFFS:**

The playoffs will be held during the last week of the league season. The top two teams with the highest scores will play each other, and the remaining teams will be matched accordingly. Playoff matches will be played until a team wins five (5) games.

### **FAULT:**

A fault is committed when the ball:

- Touches any part of the non-volley zone on the serve (including the line)
- Is hit out of bounds
- Does not clear the net
- Is volleyed before a bounce has occurred on each side of the net
- If the ball hits the ceiling
- The serve hits an opposing player, and the serving team wins the point

### **REFEREES:**

All games will be self-refereed. Teams will call all scores before each serve, and the receiving team will be responsible for calling the ball "in" or "out." All players are expected

to be honest throughout the league. If teams are having trouble with this, a staff member on site will help if they can, or call the game if needed.

### **CANCELLATION/REFUNDS**

A player's registration can be canceled within seven days of the league's start. Refunds can be made using the original payment method or the member's account.

A refund will only be issued within 7 days of league play if an approved replacement player is provided and signs up for the league. Prorated refunds to the member's account credit will be issued when a replacement is found.

Withdrawal from the league after the league has begun will only result in a refund if a permanent replacement player is provided and signs up for the league.