

WELCOME TO PICKLEBALL AT THE COMOX COMMUNITY CENTRE

To help your transition from beginner to advance, please check the rating system on the link below. Ratings are based on the International Federation of Pickleball - www.ipickleball.org

Warm-ups: are to be kept to two minutes max.

<u>Court Safety</u>: do not chase your ball onto the other court, call "ball" so the other team can stop playing; that team get a re-serve.

<u>Registration</u>: Daily **online** pre-registration is required for all pickleball sessions. Registration is open 5 days prior (to the hour) of the respective session. Register through your ActiveNet Account online by visiting comox.ca/recreation

<u>Bench system</u>: Less the 10 players waiting to play with all courts full. In either gym starting from the bench closest to the door, the first 2 players in line chooses a partner from those sitting on the bench.

More than 10 players waiting to play with all courts full, the bench system works as the following: Gold and Silver system. (*Note: At the start everyone gets to play before the gold and silver system is put in place.*) There will be two benches a gold and silver. When a game ends the winners go to the end of gold bench the others to the end of the silver. There will be a Baton (any object) that will be held by the bench that is due to go on next. Once a court opens; the side with the Baton will go on the court. The baton will be passed to the other bench. The first 2 players in line; EACH chooses a partner from those sitting on their bench. Gold only picks gold and silver only picks silver. Once there are 10 or fewer on both benches combined and baton is on the gold side both benches combine to one bench with the silver sliding over to join the gold side.

<u>SCORING</u>: Rally Scoring: In this method that a point is scored whether your team is serving or receiving. The side that wins the rally wins the point. (Note: there is only one serve fault per side and only your score and the other teams score called). The first team to 15 points is the winner. Normal Scoring: In this method that a point is scored only when the serving team wins the rally. The first team to 9 points is the winner.

PLAYING LEVELS

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<u>0 to 2.5</u>: learning the basics of the game (scoring, serve, ground strokes and volley) and to meet other beginning players. Informal instruction is provided most times and equipment is available. Scoring: Rally to 15

<u>2.5 to 3.5</u>: This time is for players consistent in serving, returning and volleying; knowing the rules and basic fundamentals of the game. Scoring: Rally to 15

3.5 to 4.25: should have dependable strokes and with directional and control, aggressive net play, show teamwork in doubles and use of the short game (dink and drop shot) as part of the game strategy. Scoring: Normal to 9

<u>4.25</u> and up: Players who feel they are ready to play at this level are invited to come out to evaluate their own skill level to determine if they are competitive at this level. Scoring: Normal to 9

All Level play: These times are allocated for everyone no matter what level they are. Scoring: Rally to 15