



## WELCOME TO PICKLEBALL AT THE COMOX COMMUNITY CENTRE

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

**Court Safety:** do not chase your ball onto the other court, call “ball” so the other team can stop playing; that team gets a re-serve.

**Registration:** 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](http://comox.ca/recreation)

### PLAYING LEVELS

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](http://www.ipickleball.org)

**0 to 2.5:** 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.

**2.5 to 3.5:** This time is for players consistent in serving, returning and volleying; knowing the rules and basic fundamentals of the game.

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

**4.25 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.

**All Level play:** These times are allocated for everyone no matter what level they are.

### AVAILABLE COURT METHODS:

**Bench System:** When there are players waiting to play with all courts full we will ask the players to sit on the bench with the longest waiting players closest to the door. When a court becomes available at the conclusion of a game, the first 2 players in line choose a partner from those sitting on the bench. If there are 4 or less players on the bench, then all players on the bench will take the available court with the appropriate number of players remaining from the previous game. Winners do not stay and split.

**Gold and Silver System:** When there is a larger amount of players waiting to play with all courts full we will ask the players to divide into two benches a gold and silver. When a game ends the winners go to the end of the gold bench, the others to the end of the silver bench. 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 next 4 players take the available court and the baton is passed to the other bench. If players leave and there are 9 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 and continue play using the bench system.

## SCORING METHODS:

**Normal Scoring:** In this method a point is scored only when the serving team wins the rally. The first team to 11 points is the winner.

**Rally Scoring:** In this method a point is scored whether your team is serving or receiving. The side that wins the rally wins the point. The first team to 15 points is the winner.

**At check in, the below bench system will be followed as soon as you enter the gymnasium.**

When **1 gym** is open for play (16 players max):

*Note: There will only **bench system** played when 1 gym is available (no gold and silver system)*

Play Level	Players on Bench	Available Court Method	Scoring Method
All	0	Bench System	Regular to 11
	1-8	Bench System	Rally to 15
0 to 2.5	0	Bench System	Regular to 11
	1-8	Bench System	Rally to 15
2.5 to 3.5	0 to 4	Bench System	Regular to 11
	5 to 8	Bench System	Rally to 15
3.5 to 4.25	0 to 4	Bench System	Regular to 11
	5 to 8	Bench System	Regular to 9
4.25 +	0 to 4	Bench System	Regular to 11
	5 to 8	Bench System	Regular to 9

When **both** gyms are open for play (32 players max):

Play Level	Players on Bench	Available Court Method	Scoring Method
All	0	Bench System	Regular to 11
	1-16	Bench System	Rally to 15
0 to 2.5	0	Bench System	Regular to 11
	1-16	Bench System	Rally to 15
2.5 to 3.5	0 to 4	Bench System	Regular to 11
	5 to 9	Bench System	Rally to 15
	10 – 16	Gold and Silver System	Rally to 15
3.5 to 4.25	0 to 4	Bench System	Regular to 11
	5 to 9	Bench System	Regular to 9
	10 – 16	Gold and Silver System	Rally to 15
4.25 +	0 to 4	Bench System	Regular to 11
	5 to 9	Bench System	Regular to 9
	10 – 16	Gold and Silver System	Rally to 15