



ARIZONA INDO AMERICAN PICKLEBALL LEAGUE

General Rules:

- Arrive 30mins prior to your scheduled game.
- CHECK-IN at the registration desk is MANDATORY.
- Teams should stay near assigned courts so next matches can go as per schedule.
- The team which arrives more 15 minutes late than scheduled game time will be forfeited.
- Please avoid SANDBAGGING

Scores:

- Check AZIAPL.com for scheduling and scoring.
- Responsibility of both teams playing to make sure scores are added correctly in scoresheet and playpass.
- Group standings are ordered by: points, points difference, points for, points against.
- Leagues: 15 points with two-point difference. Men's Singles ONLY will be played for 11 points
- Playoffs: Best of 3 with 11 points.
- Side change after 8 points in League matches. In Playoff's matches if the match extended to 3rd set you get to do a side change after reaching 7 points.
- Coin Toss will be done, the winning team will choose the side of the court or serve first.

Tournament Format:

- General Rule Additions: During games, each team is entitled to 1 timeout per set, with each timeout lasting 30 seconds.
- **Women's Doubles:**
Structure: Four teams will engage in a round-robin format.
Ranking Determination: Will consider several factors and tiebreakers, detailed above.
All teams will advance to Playoff's.
Match Pairings: RANK 1 vs. RANK 4 and RANK 2 vs. RANK 3
- **Mixed Doubles:**
Team Allocation: Four groups are formed, each featuring four teams in each group.
Progression: Upon initial ranking determination, the top four teams from each group will advance to the playoffs, leaving one team from each group eliminated.
Match Pairings: Q1: A1vsB2 and Q2: B1vsA2; Q3: C1vsD2 and Q4: D1vsC2; S1: Q1 vs Q4; S2: Q2 vs Q3

- **Men's Singles:**

Grouping: Four groups are formed, each containing four teams.

Cup Competitions: Top two teams from each group compete in the Platinum Cup, 3rd/4th teams play in the Gold Cup.

- **Men's Doubles:**

Division: Eight groups, six teams in each.

Cup Assignments: RANK 1 competes for the Platinum Cup, RANK 2 for the Gold Cup, Rank 3 plays for Silver Cup and Rank 4 is for Bronze Cup.

Ranking and Match Pairings: Will adhere to the above-stipulated formats.

Ranking considers most points won, with tiebreaker rules applied as above and only 4 teams advance to the next stage.

- **Junior & Senior Smash:**

Grouping: Two groups are formed, each containing seven teams.

Cup Competitions: Top four teams from each group will move to Playoff's.

Match Pairings: Q1: A1vsB4 and Q2: B1vsA4; Q3: A2vsB3 and Q4: B3vsB2; S1: Q1 vs Q4; S2: Q2 vs Q3

Rules & Regulations:

- Umpire Authority: The umpire's calls are final and indisputable. Players are expected to maintain decorum and avoid engaging in arguments, or exhibiting any abusive or provocative behavior towards players, teams, umpires, or any individual present. Non-compliance will result in disqualification and forfeiture of subsequent games. Feedback and viewpoints should be expressed respectfully.
- Apparel Guideline: We employ neon green balls for the games; thus, players are requested not to wear neon green or similarly colored attire to avoid confusion during play. Ensure you adhere to this to be permitted to play.
- Ranking will be determined as follows:
 - Points Difference = Total Points Scored – Points Conceded
 - Teams will be ranked based on highest points difference.
 - In case of a tie, a coin toss will decide the winner.
- For more detailed Pickleball rules refer to: <https://tinyurl.com/USA-Pickleball-Rulebook-2026>

Delay Start:

- All teams are required to arrive at the game venue at least 30 minutes before the scheduled start time.
- The scheduled start time for each game will be communicated to all teams and officials involved in advance.
- If a team is unable to start the game at the scheduled time due to unforeseen circumstances (such as traffic delays), they will be given a grace period of 15 minutes to arrive and prepare for the game.
- If a team is more than 15 minutes late without a valid reason, they will forfeit the first set of the game. If they are still unable to start the game after another 5 minutes, they will forfeit the entire game.
- If a team has a valid reason for being late (such as a medical emergency), they will be given the opportunity to make up the game at a later date, subject to the availability of both teams and officials.
- If a team is late and forfeits the first set, they will still be allowed to play the remaining sets of the game. The score for the first set will be recorded as a 15-0 win for the opposing team.

- The penalties for lateness will be communicated to all teams before the start of the season and will be enforced consistently throughout the season.

Code of Conduct:

- Participants must conduct themselves with sportsmanship and respect towards opponents, partners, and officials.
- Unsportsmanlike behavior, including verbal abuse or physical altercations, will not be tolerated.