

RMPC Tournament 2025 USA Pickleball Rules Apply

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Tournament Director: Gary Ramella

A player//team may appeal any decision to the Tournament Director or their designee. The Tournament Director, however, retains the final decision-making authority while following the applicable rule in the official rulebook.

Of Note:

- Starting servers visibly wear a form of identification such as a wristband etc.
- There will be a draw to determine which team has choice of serve/ receive and side of court.
- There will be a change of ends at the 8-point mark(15pt), 6 points (11pt).
- A team may have two one-minute time outs during a game.
- A team may stop for water at any point.
- A medical time out may be called at any time with a 15-minute window to resume play. If unable to resume play the game will be considered retired. A team that retires will have all played game results eradicated as well.

Announce the Score:

- **Announce the score, clearly and loudly, and gain acknowledgement that it is correct before serving the ball – EVERY TIME.**
- If a player thinks a wrong score has been called, the player may stop play to ask for a correction **BEFORE** the ball is served with no fault called if score is correct.
- Once a ball is served and before a return is made a player/team asking for a score correction when in fact the score was correct will have committed a fault and lose the rally.
- Once a ball is served and before a return is made a player/team asking for a score correction is not penalized if score was incorrect.
- Additionally, once the serve has been returned, the rally is to be played out and the score correction (if any) is made before the next serve occurs.
- If a team/player stops play after a ball is served and returned because they disagree with the score call or no score called, the team stopping play loses that rally regardless of correctness of the issue.

Code of Ethics for Line Calling:

- Only make line calls on your side of the pickleball court and always strive for accuracy.
- Only call “out” balls when space is clearly visible between the line and where the pickleball lands.
- Call “out” balls promptly. An “out” call prior to the ball bouncing, is communication between partners, not a line call.
- If you and your partner disagree, the ball is “in.”
- **Spectators may NOT ever make a line call; nor be asked for their opinion.**
- **Players will ignore nor debate spectator input on line calls.**
- Do not question opponents’ line calls. You may ask if both opponents agree with the call, but if they agree, that’s the call. Accept it and move on. If they disagree, there then is doubt and ball is in.
- You MAY overrule a line call that is to your advantage, and in favor of your opponents, at any time.
- There are no “do-overs” or “replays” due to uncertainty or claims of not seeing the ball; in those cases, the ball is considered “in” and can only be overturned by the opposing team calling it “out” on themselves.
- Remember, if in doubt, it’s IN.
- A served ball even if a net cord that clears the non-volley zone and its lines and lands in the correct service court or on any correct service court line is in. Any other ball in play that lands in the court or touches any court line is in.
- A ball contacting the playing surface completely outside of the court is “out.” A served ball that lands in the opponent's non-volley zone, including on the non-volley zone lines, is "out".
- Only call “out” balls when space is clearly visible between the line and where the pickleball lands. Players should only call a pickleball “out” when looking across a line on the pickleball court if they can clearly see space between the line and the space where the pickleball lands. This means that close calls will be best viewed by a player that is looking from the inside of the pickleball line across the applicable line in question to the outside of the pickleball court, as opposed to a player that is on top of the line or looking from the outside of the pickleball court across the applicable line to the inside of the pickleball court. This is because the player looking from the inside of the court to the outside of the court will have the best angle to see whether there is space between the line and where the pickleball landed.
- Players may call non-volley zone faults and service foot faults on opponents end of the court. They must be called as soon as detected. If any disagreement between

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teams about the called fault, a replay shall occur. If a second occurrence, teams may request for a referee to be assigned.

- If a player/team believes a rule is being consistently and deliberately violated by an opponent, they may request a referee.
- Players are expected to call faults upon themselves and/or partners as they occur.

Runaway Balls:

- If a ball from another court comes onto your court or you hear “Ball on!” or “Ball on court!”, STOP PLAY AT ONCE and replay the point once the ball has been returned/retrieved.
- If your ball lands or rolls onto another court, do not chase the ball onto that court during play. Yell, “Ball on!” or “Ball on court” and wait for their play to stop before retrieving it.

Tie Breakers

- First tie-breaker: head-to-head matches won among the tied teams.
- Second tie-breaker: point differential of all games played.
- Third tie-breaker: head-to-head point differential.
- Fourth tie-breaker: point differential against next-highest player/team (e.g., if the players/teams are tied for second, use point differentials against the first-place team.)
- Fifth tie-breaker will be a 9 point game, win by 1. Draw for serve etc., switch sides at 5 points.