

“Club Skill Level” Play Guidelines

For this play, players must be members of the FOS Pickleball Club (FOSPC). The skill levels used by FOSPC are 2.0, 2.5, 3.0, 3.25 and 3.5+. Therefore, there are five (5) different FOSPC “Club Skill Level” play time periods that matches the five different skill levels (e.g., “Club 2.0”). **Players don’t need to sign up for this play. They just “drop-in” anytime during the scheduled time period and put their paddle in the rack.**

Everybody should follow the guidelines listed below to provide the opportunity for all players to maximize their time on the court. We encourage players to meet new people, introduce themselves and mix up play when possible.

Skill Level Designation

- Existing FOSPC members already have a skill level indicated in Pickle Planner (the Administrators have access to everybody’s skill level). You should play at your designated FOSPC Skill Level. New and existing players should periodically review the “FOSPC Skill Level Ratings” document to ensure they are assigned the correct skill level. For new players or new members of the FOSPC, after reviewing the “FOSPC Skill Level Ratings” document, just create an account on Pickle Planner (<https://fospc.pickleplanner.com>) and choose your tier (skill) level. An Administrator will “Approve” your skill level. Players can move up/down on their skill level at their discretion, but the skill level ratings should be fairly stable. If you move up/down, just submit it via Pickle Planner.

When Players are Waiting to Play and Courts are Full

- Players should participate in the appropriate skill level and should only play at one skill level.
- Paddles must always be placed at the end of the line. Waiting players should line up paddles in groups of four to determine who is next to play. Stacking paddles is permitted during “Club Skill Level” play. See “Stacking Paddles” below.
- Four players should play a game to 11 points and then vacate the court.
- If four or more new players are waiting, all players should relinquish the court for four new players and continue the process.
- When only two players are waiting, a 2-on/2-off scenario can be used.
- Next-up players should be ready to enter the open court as a group.

When Players ARE NOT Waiting to Play and there are Available Empty Courts

- Four players should play a game to 11 points.
- If no other players are waiting to play, the same four players may continue to play another game.
- If new waiting players are present, the waiting players have priority for court access.
- During heavy player "traffic" times, please suspend "win by two" scoring and implement "first team to 11" scoring.

Stacking Paddles

If stacking paddles, paddles must always be placed at the end of the line. You may put your paddles down as a single paddle, two stacked paddles or four stacked paddles. Two stacked indicated you want to play partners with the other paddle owner, while four stacked paddles indicate four players who wish to play together.

Laminated Signs

There will be laminated signs for each skill group in the storage lockers that players should attach near the paddle rack during each skill level period. This should help keep players who haven't read the schedule from putting their paddles in the rack if they aren't in that skill group. Please remove the sign and put it back in the storage locker when the time is over.