

2026 FOS PICKLEBALL CLUB (FOSPC) TOURNAMENT—RULES

The tournament rules are as follows:

1. Have fun!
2. Replacement of a Player:
 - a. If a player is medically injured during a certain subcategory play (e.g., 3.0 mixed doubles) and is also playing in another subcategory play (e.g., men's doubles), if the other subcategory play has not yet begun (e.g., men's doubles), then a player may be replaced with another player. The naming of the replacement player must be made to one of the Tournament Committee members by 8 am of the day the subcategory play (e.g., men's doubles) is to begin.
 - b. If a team member is medically injured or absent and can not play or finish a game, then there are no replacements. If it is a A-side game, any forfeited games are scored as 11-0 if the game has not finished and the match is forfeited. If it is a B-side game, the game is forfeited and recorded as 15-0. If it is a round robin game, then all the forfeited team's games played against the other teams are erased from the draw. For example, a 5-team round robin would be modified to a 4-team draw. A 6-team draw would keep the pools but one pool would have just two teams.
3. If you have played at a certain skill level during Round Robin for all or most of the year, that is the skill level you must play in the tournament. **If you recently moved up to a higher level in RRs, you should play the tournament at that higher level.** If you enter as a team, you must enter the skill level of the player with the highest skill. For example, Player A is a 3.0 skill level and their partner is a 2.5 skill level, you must enter your team at the 3.0 skill level. The Tournament Committee will have the final determination in what skill level a person will play for the tournament.
NOTE: For the 2026 tournament, there will be four skill levels: 2.5, 3.0, 3.25, and 3.5+.
4. Each team can take a 5-minute warmup.
5. Teams can use a coin flip or rock/paper/scissors to decide choice of who serves first or choice of side.
6. Teams must call their own kitchen violations.
7. The serving player must state the complete score before they serve. In a match where officials are used, the official will announce the score.

8. In/Out Calls: The team on the side where the ball bounces make the In/Out call. If they are not sure, then they must rule the ball in. This team may ask the other team if they saw it. If they do ask the other team if they saw it, they must accept their In/Out call. In a match where officials are used, the official(s) may be asked to decide. When in doubt, always call the ball in.
There is never a re-serve, unless decided by an official.
9. One 30-second time out is allowed per team per game.
10. Players are allowed to drink water during the game. If you need a drink, take a drink when your team is serving.
11. When taking a time-out or a water break, place your paddle at your position on the court. If you are serving next, place the ball under your paddle. Announce the score so that all players can hear the score before taking the break.
12. The first person to serve on each team wears a wrist band to identify them as first server.
13. Report your match scores to the tournament official as soon as possible at the conclusion of the match. Tell the official who won and the score.
14. All medal matches will be refereed.
15. The Daily Coordinators will keep the starting times of games as close to the published schedule as possible.
16. Players should be present at least 30 minutes prior to their scheduled play times.
17. If at all possible, all medal games will be played on either Court #2 or Court #3.
18. Courts #2 and #3 can not be used for open play until tournament play is finished on those courts for the day. For instance, if a tournament match is playing on Court #2 and Court #3 is open, players can not use Court #3 until the tournament play is finished on Court #2.