

# WHCA – Guidelines for Play



## COURT ETIQUETTE

Beyond the standard court etiquette, the following considerations are specific to West Hillhurst:

1. Players finishing a game should immediately vacate the court as a group and put their paddle in the appropriate box – where applicable for the type of play scheduled. Please leave the ball on the court for the next group.
2. All players waiting to play should be on the stage; do not stand behind or beside the courts.
3. The next players due up for a court should be “on deck” and have their paddles in hand and be ready to proceed quickly to the court as a group.
4. All boxes for paddles should be on the stage by court number (where applicable). Court 1 is the court closest to the entry door; Court 4 is closest to the stage.
5. Please ensure players are cognizant that you are passing behind their court. Do not pass while play is in progress.
6. When entering the gym and play is in progress on Court 4, do not open the doors until the point is finished, stay close to the wall, and only pass each court at the conclusion of a point.
7. Please put your name or initials on a sticker so that your paddle is immediately identifiable.
8. The West Court (washroom side) serves first.
9. Nets will be set up as each group of four arrives.
10. All matches end at the end of the specified timeslot regardless of score unless no one is waiting for the court.
11. The last group playing on court each day is to take down the net for that court.
12. The Host will determine whether all nets must be put away before the gym is left vacant (when there are still timeslots scheduled).
13. Be respectful of the Host and fellow players.
14. Verbal abuse will not be tolerated.

## OPEN PLAY

**Objective:** Open Play is designed to ensure that all players get a chance to play with a variety of other players from all skill levels.

**Setup:** When courts are full and waiting players are LESS THAN 2 times the number of courts (ie. 8 or less players waiting on 4 courts or 4 or less players waiting for 2 courts).

**Player Rotation:** The winners of a game to eleven points, and won by two points, will stay on the court and split, each one partnering with one of the first two waiting in order of who has waited the longest. In this situation, two boxes that accept 4 paddles each will be placed back-to-back and the first two paddles will be drawn and those individuals will go on the first open court. People coming off the court will move the remaining paddles forward in the box and put theirs at the end of the pile.

**Setup:** When courts are full and waiting players are GREATER THAN 2 times the number of courts (ie. 9 or more players waiting on 4 courts or 5 or more players waiting for 2 courts).

**Player Rotation:** All players come off the court after the game and place their paddles at the back of the appropriate box: - Winners or Almost Winners. One box is always designated by a marker as to which box is on-deck. The on-deck group takes out their 4 paddles from the front of the box and moves any other paddles forward in the box. At the same time, they move the marker in front of the other box to indicate which group will follow them out. It is important for the on-deck group to be poised and ready to dash on to the court when a match finishes to speed up play.

When courts are full and waiting players are GREATER THAN 4 times the number of courts; (ie. 16 or more players on 4 courts or 8 or more players waiting for 2 courts) matches only go to the first 9 points in order to allow a faster rotation for the individuals waiting to play.

## **MENTOR OPEN PLAY**

**Objective:** Mentor Open Play is simply Open Play. However, for interested Players / Courts, a higher skilled Mentor will be provided as long as he / she is available.

**Setup:** The Player must request a Mentor through the Host. The Host will retain a list of requests and assign the Mentor based on first-come first-served basis (once per day maximum). The Host will have previous daily requests available to ensure that the same person is not monopolizing the Mentor. The Mentor will provide a combination of activities, depending upon availability and demand. This includes:

- Working with individual(s) on the sidelines to answer “how do I” questions; and /or
- Offering advice during the during the game. The Mentor will work to minimize disruption to play. If the disruption becomes substantial (two minutes plus), the game should only go to 9 in order not to consequentially impact those waiting; and or
- Providing feedback after the games; and / or
- In special circumstances, playing with the person on the court.

This assignment would rotate amongst available and interested 3.5+ in order not to monopolize a player’s time.

Our intent is to have all interested mentors provide a consistent message that is directly related to improvement with the IFP Rating Descriptions (positions, movement, serve / return of serve / third shot objectives, dinking, etc.). If mixed messages are provided, please advise your Host and we will work to resolve the situation. Please note this is a new activity so be patient.

Mentors have the ability, where comfortable, to recommend that an individual consider moving to a higher or lower level of play, however this is not their role in a self-regulating system.

## **LEVEL OF PLAY**

**Objective:** Level Play is designated to get individuals at the same level in matches against evenly matched opponents.

**Setup:** Courts will be assigned by the Host or a volunteer they solicit based upon the number of players present and their claimed level of play. Paddles for individuals waiting to play are grouped based on the level play assigned to specific courts (e. 2.5 and Recreational Play, 3.0 and lower competitive play, 3.5 and higher); not Winners / Almost Winners from all courts. As numbers peter out (or increase), court allocations may have to be reassigned however there is a balancing system whereby players can always play down if it will level out the number of people waiting at each court. All should respect the objective of giving everyone the best possible (most enjoyable) game.

Self-regulation is promoted whereby players that are not maintaining the level of play on a higher-level court (eg. Are consistently losing), should move down to a lower level of play court. Players in Level play can play with a partner if they so desire; especially before any upcoming tournament. This could involve waiting longer for a game. You may not move a paddle ahead in the Awaiting Play box to align with your paddle; rather you must move your paddle back to where your desired partner's paddle is.

The Host will have the International Federation of Pickleball (IFP) Rating Descriptions in their binder for unrated players to review and determine their appropriate level. You are always encouraged to start at a Level one lower than you think you belong at and move up through continued success in competitive play.

## **SKILL DEVELOPMENT**

**Objective:** To allow all players to improve their skills through practicing drills.

**Setup:** Each session will be hosted by a 3.5+ rated player with specific skills selected for development (eg. Serve / return of serve, third shot, dinking, court positioning, etc.). All courts will be used. The timeslot may be sub-divided in the future based upon the level of interest.