



Kitchen Cleaner: Challenger Pickleball League

GamePlay

1. We will host a Mens 3.5 and Mixed Doubles 3.5/4.0 leagues.
2. There will be no officials, so be fair and courteous. If you lose, don't be upset, you can challenge again and always have good sportsmanship in all conditions.
3. Standings will be kept up to date on a google doc that will be shared with all league participants to be used to challenge the correct opponents.
4. All participants will be added to a GroupMe to be able to challenge opponents and report scores for the league you are involved in.
5. All participants will be required to submit a gmail to be added to the GroupMe.
6. League is ages 18+ with NO Exceptions.
7. A match will consist of a best of 3 games played to 11, win by 2.

Accepting and Extending Challenges/Standings

1. You may only be involved in one challenge at a time if you challenge someone or accept a challenge you must tell any future challengers you are currently unavailable. NO EXCEPTIONS.
2. You may challenge up to 2 spots/standings above or below you. You may not re-challenge someone you lost to or beat within at least 72 hours of the previous match.
3. If you challenge a team above you and win, you take their spot. If you challenge a team below you and win, you move up 1 spot and they stay in the same position.
4. If you challenge a team above you and lose, the winning team moves up one spot and you stay in the same position. If you challenge a team below you and lose, you remain at the same spot and the team below you moves up 1 spot automatically.
5. If challenged, you have 12 hrs to respond. If you deny or do not respond within 12 hrs it will be considered a "forfeit" and the challengers will be granted the win.



A challenge should not be withdrawn if someone takes longer than 12 hrs to respond.

6. By accepting a challenge, you agree to start the match within 72 hrs of your acceptance.
7. The challenged team must provide at least 3 options to play within a 72 hr window and provide a Dura ball to play with. If at least 3 reasonable options are provided and nothing can be agreed upon, then either team can effectively cancel the existing challenge.
 - a. Unreasonable example: We can play Wednesday at 6pm, 7pm, or 8pm.
 - b. Reasonable example: We can play Wednesday evening 6pm-8pm, Tuesday 7am-9am or 8pm-10pm.
8. Once a challenge is canceled your next challenge must be to a different team, and cannot be to the same team previously challenged.
9. If you cannot play within 72 hours of being challenged, simply “Deny” the challenge and the challenger will be awarded the win and can move on.
 - a. Sundays equal a free 24 hours to be added to the 12 hr response requirement and 72 hr play rule.
10. The winner of the match is responsible for reporting the results to GroupMe within 2 hours. Any results reported later than 2 hours after the scheduled match time will be voided.
11. Players must agree on a location to play and a ball to play with.

The default ball that will be required will be a Dura, in cold temperature conditions teams may agree to use a Franklin ball instead.
12. Do NOT make exceptions to timeline requirements listed above.

If you try to be “cool” and extend deadlines for people as you challenge other teams it will create an issue for the entire league. Doing this creates a bottleneck and reduces the amount of matches that everyone can play. If you play according to the timelines listed everyone will get to play more matches.

Substitutions

1. If a player cannot play the match AND a reschedule within 72 hours of the original challenge doesn't work, then a substitute player can be found as long as everyone involved is in agreement with who the sub is.



2. All challenges will be made through GroupMe and need to have at least ONE opponent tagged. You must accept or deny the challenge on the app. The winning team must report the match score within 2 hrs on GroupMe.
3. Final 2 weeks of season and tournament substitutions would be prohibited.

Frozen Teams and Minimum Matches

1. At any point in the regular season you may freeze your team for up to 1 week. This simply means someone cannot directly challenge you. However, people can challenge below and above you thereby hurdling you while you are frozen.
2. If a team above you is frozen, it is as if they don't exist and you can challenge one extra spot above you.
3. To qualify for the end of season tournament you must compete in and complete at least 6 matches. There is no maximum amount of matches that each team can play.

Group Chat/GroupMe

1. If any profanity, trash talk, or unsportsmanlike behavior exist in the group chat the individuals that have sent the message will have their team removed from the league without refund.
2. Group chat/GroupMe is for the use of extending, accepting, denying challenges, and reporting scores of matches only. All communication to set up your matches after a match has been accepted must be done in a separate chat that you can create with each other.
3. All challenges will be made through GroupMe and need to have both opponents on the team tagged if possible, with a requirement of one opponent tagged. You must accept or deny the challenge on the app. The winning team must report the match score within 2 hrs of completion on the GroupMe.

End of Season Tournament

1. We will host an end of season double elimination tournament for all teams in each division and league. Prizes will be awarded.
2. To qualify for the tournament your team must have competed in at least 6 separate matches
3. No substitutions will be allowed in the tournament
4. If you are unable to make the tournament date, let us know and we will adjust the standings accordingly.