

1st Vienna Pickleball League

Organiser:

Pickleball Federation Austria, ZVR-Zahl: 1339798151

Event board:

Peter Robic | peter@playpickleball.at | +4369911334885
Ashley Simpson | ashley@playpickleball.at | +436706555593

Venue:

Vienna Sporthotel, Baumgasse 83, 1030 Wien

Events:

- Tuesday, June 10, 2025 - **2 men, 1 woman**
- Tuesday, June 24, 2025 - **2 women, 1 man**
- Tuesday, July 29, 2025 - **open to all combinations**

Schedule:

Matches will run from 18:00 to 22:00. We will begin with group-stage matches. The top two teams from each group will advance to the semi-finals. Winners of the semi-finals will face off in the final, while the losing teams will compete in a bronze match.

Registration: Registration and payment online via On Your Marks:

www.onyourmarks.app

Only one person per team needs to register. The registering player is responsible for checking the DUPR ratings of all team members. Maximum combined DUPR: 11.0

Entry Deadline: 1 week prior to each date

Entry Fee: 45€ per Team (8 teams max per date)

Included in Entry Fee:

- Court costs
- Balls
- Medals for top 3 teams

Balls: Gamma Chuck

Nets: Gamma

DUPR: All matches will be recorded on DUPR (www.dupr.com). A DUPR account is required for all players.

General Provisions

Team composition:

1. A team must consist of three players (gender depending on date)
2. The combined DUPR rating of all players on a team must not exceed 11.0 at the time of registration. A small buffer of up to 0.2 may be allowed for players with a low reliability score, at the discretion of the event organizers.
3. Each team must appoint a captain, responsible for lineup submissions and adherence to rules.

Match Format:

Each team-vs-team matchup consists of three games:

- Game 1: Mixed Doubles
- Game 2: Gender Doubles
- Game 3: Mixed Doubles
- Each player must play two of the three games per match.

Match Rules:

1. Matches will use MLP-style rally scoring (<https://www.majorleaguepickleball.co/faq/>)

- o Unlike traditional scoring, where a team can only score points when they are on the serving side, in rally scoring, a point is earned after every rally, whether it was won by the serving or receiving team. However, the first team to reach twenty points reverts back to the traditional scoring format (leading team can only score on serve) and needs to win by two.
- o When the other team gets to 20 points as well, rally scoring for both teams is in effect again for 1 point, etc. The match can only be ended on serve, win by two.
- o Side Switch: Teams will switch sides when the first team reaches 11 points.
- o When the serving team's score is odd (1,3,5, etc.), the left-side player serves. When the serving team's score is even (0,2,4, etc.) the right-side player serves. Players stay on the same side (left or right) for the entire game. The server does not switch the side after winning a point.
- o Players may switch sides for serve/return at change of ends or when taking a time out. If players change, they need to make their opponents aware.

2. Coin Toss: Conducted before the first game.

- o The winner gets to "react." They get to see the opposing team's mixed doubles lineup and respond with their own.
- o The loser of the toss then selects one of the following:
 - a) Serve or receive
 - b) Starting side of the court
- o The coin toss winner then selects the remaining option.

Example:

- Team A wins the toss and gets to react.
- Team B selects to start on the left side.
- Team A then chooses to serve.

3. The team that chooses serve will serve first in all three games of the match.

4. Teams start each game on the same side they finished the previous game.

5. Game Length:

First to 21 points, win by 2, and must win on serve.

Rally scoring throughout.

6. Side Switch: Teams will switch sides when the first team reaches 11 points.

7. Each team is allowed one 60-second timeout per game.