

PCPC Pickleball Safety and Etiquette

Fair play and sportsmanship are keys to success and enjoyment in any sport. Failure to comply with safety and etiquette puts all the players on the court at risk of injury and disrupts the playing time for every player. The PCPC has adopted Pickleball Safety and Etiquette practices to support play so that no one gets hurt, and everyone gets to enjoy their time on the court without interruption by injuries or bad feelings. This document is a PCPC Governing Document, and as such, must be followed as amended from time to time, to maintain membership in the PCPC.

Court Safety

1. Wear appropriate court shoes.
2. PCPC is committed to the health, safety and well-being of our members during play sessions. Of particular concern are injuries to the eyes caused by the ball or paddle. To this end, the Club mandates that all players must wear some form of eye protection when participating in all Club-sponsored play/events.

Preferred eye protection includes:

- Safety glasses or other eye protection such as those used in pickleball, squash, or racquet ball.
- Safety frames (no lenses) that are sturdy and that are of a size to keep the ball from penetrating the eye.
- Regular eyeglasses are acceptable but not preferred. Prescription safety glasses are available.

If a playing member does not wear eye protection and/or refuses to wear eye protection their play will be restricted.

- First non-compliance: the player will be given a verbal warning.
 - Second non-compliance: will result in 2 weeks restriction from play.
 - Third non-compliance: will be restricted from further play indefinitely until the member agrees to comply.
3. Do NOT back up on the court. For safety's sake, turn and move sideways to reach balls that are beyond your reach. In addition, do not try for an unplayable ball and end up falling to the ground or running into the wall. Trying to play unreachable balls can cause damage to you and other players on the court from wild paddle action or errant ball returns. Just let the ball go and try for the next point.
 4. Do NOT run into other active courts when playing your point.
 5. Do NOT chase your ball through other active courts – wait for others to return your ball to you. Raise your arm to indicate you can receive the ball.
 6. When retrieving a loose ball, look for players waving at you to receive the ball and, when possible, return ball behind courts. Don't just slam the ball out of the way, ensure a loose ball is returned to the proper court.
 7. Players should shout PICKLE and stop play immediately if a loose ball comes on your court and creates a hinder, fall hazard, or other distraction that keeps you

from focusing on the game. Return the loose ball to a player that is ready to receive it and replay your rally.

Players on adjacent courts should also shout “PICKLE” if their balls rolls onto an adjacent court if it is clear that their ball is going to create a hinder or fall hazard on another court. We want everyone to be safe from tripping hazards and hinders, but please use good judgement and do not interrupt a point if there is no safety issue or risk to another player’s focus.

Remember the rule:

3.A.16. Hinder – Any transient element or occurrence not caused by a player that adversely impacts play, not including permanent objects. Examples include, but are not limited to, balls, flying insects, foreign material, players, or officials on another court that, in the opinion of the referee impacted a player’s ability to make a play on the ball.

Of all the rules in pickleball, hinders may be the most subjective. You will work with your teammate and opponents to determine what constitutes a hinder and what does not, but it’s important to remember that the goal of the hinder rule in pickleball is to keep you 1. safe, and 2. focused on your game.

8. Spectators shall not call “pickle”. The call “pickle” belongs to the players on the various courts. A spectator calling “pickle” is not considered to be acting in accordance with this policy.
9. When going to and from a court be aware and stay well clear of other active players and courts.
10. Keep yourself well hydrated and wear sun protection.
11. Before the game begins, discuss with your partner how you will identify which player will take the ball. Have a system for “calling” the ball (such as “yours” or “mine”) and agree that if your partner calls the ball, you will get out of the way to ensure that they can play the ball safely.
12. You are expected to be in control of the balls that you hit and to be able to choose to hit the ball in a way that does not target or risk injuring another player. This includes being mindful of the “level” of play for the court and playing within that level.

Court Etiquette

Etiquette: [ET - i - kit] defined as: “conventional requirements as to social behaviour; prescribed or accepted code of usage.”

1. At the beginning of the game introduce yourself, if not familiar with your partner or other players.
2. Call immediately and loudly if you or your partner land in the NVZ (kitchen) on a volley.

3. Be familiar with the Pickleball Official Rulebook Global Pickleball Federation Edition of Pickleball as amended from time to time. For example,
 - a. Rule 13.D.1.a In the spirit of good sportsmanship, players are expected to call any type of fault on themselves or their partner as soon as the fault is committed or detected. The fault call must happen before the next serve occurs.
 - b. Rule 13.D.1.c “Players may call non-volley zone faults and service foot faults on the opponent's end of the court. Claims of non-volley zone faults and service foot faults on opponents must be called as soon as the claimed fault is detected. If there is any disagreement between teams about the called fault, a replay shall occur
 - c. Rule 13.D.1.d For non-officiated matches, if a player believes an opponent has committed any type of fault other than a service foot fault or non-volley zone foot fault as noted in section 7—Fault Rules, they may mention the specific fault to the opponent(s) upon completion of the rally but they have no authority to enforce the fault. **The final decision on fault resolution belongs to the player that allegedly committed the fault.'**

4. You are expected to call any type of fault on your side of the court promptly, and the only faults you may call on your opponent during recreational play are foot faults (service and non-volley zone.) Those are only enforceable as a fault *if* the person allegedly committing the foot fault agrees with your call; otherwise, it's a replay.

In non-officiated matches, you can certainly mention other faults (like double bounces on the other side of the net) you think your opponent committed, but you have no authority to enforce them. If you and your partner disagree about a call, you must resolve it in favour of your opponents. Finally, you may not ask a spectator for their opinion on a call. Again, refer to the rules when in doubt:

6.C.4. Spectators shall not be consulted on any line call.

7.0. Any disagreement between partners on a fault call will be decided to the benefit of their opponents.

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5. When you are playing in a non-competitive situation take time once in a while to play with weaker players – they will be thrilled to have the experience, and you can practice specific slower skilled shots. If you are playing with weaker players work on shots that they can return and learn from.
6. If you are playing a stronger player, you can also benefit by hitting to them– it will make you a better player plus keep the game interesting for all who are playing.

7. Do not deliberately slam the ball at weaker opponents. There is a line between hitting a winning shot and hitting an unnecessary shot. You should always be in control of the ball that you hit.
8. Sign up for the appropriate level of play (e.g., Beginner, Advanced, Intermediate.) It is expected that every member will be aware of the level of the court and play according to that level. Everyone has a bad day when they don't play as well as they would like, but if you are consistently not up to the level of the court, there are lots of options for play, just try another level. Any comment on level of play that is raised to the PCPC Board will be investigated in accordance with the PCPC Issues and Feedback Policy.
9. Be aware of the player rotation format when you show up at a court and agree to follow the specified group process for that play event. You may not get to play with a specific pairing every game. Be ready to play when it's your turn.
10. Restrain from providing unsolicited coaching on the court. If someone asks for your input, do so briefly being mindful of the flow of the game. You can ask if a person wants feedback but respect their answer.
11. When a ball on your side is out of bounds, call "out" loudly and immediately, as well as using a hand signal with your hand/arm pointing up.
12. - Communication with your partner about strategy and positioning during play is expected and helpful, but random comments during play are discouraged as distracting to the other players.
13. Life sometimes gets in the way of your game and our system is designed to allow for cancellations and rescheduling. However, chronic, short-notice, repetitive cancellations are no fun for the other players or the administrative team and are not considered good member conduct.

PB RULES as well as Etiquette

1. You must call out the score, so your opponents can hear, before serving the ball.
2. The server must wait for the receiver to be ready before serving, but after the score is called, the server may serve.
3. You may ask the opposition to help with a call, and if you do, their decision is FINAL .
4. If you did not see whether a ball bounced in or out on your side of the net—it is IN.