

## OPEN PLAY

Pickleball at the JCC Rockland is a recreational and social activity which is open to members of all skill levels. Players rotate amongst all available courts to ensure equal access for everyone. JCC etiquette rules are in place for rotating players in and out of games. Stacking may be used to allow groups of people with similar skills to play together while still allowing rotation amongst all players.

## Reservation System

All Pickleball reservations are posted on the My Wellness App. JCC Rockland requires reservations for Pickleball. Reservations open three days prior to the date you want to play. We can allow up to 36 players per reservation when all 4 courts are available (full gymnasium), and up to 18 when two courts are open (half of the gymnasium). Once players arrive, they self-select which court to play on, and who to play with. See the sections below on "JCC Pickleball Rotation Etiquette," and stacking for details. From time to time, you may see there is a waiting list on the app. We strongly encourage you to add your name to the waiting list, and come to the J. The protocols described below are intended to allow court time for as many players as possible. Also, please note many players do not stay for the full length of their reservation.

Similarly, if you book a timeslot and decide not to play, kindly unbook yourself. When spots become available, everyone on the waitlist receives a notification at the same time. Bookings then happen on a first-come, first serve basis.

## PICKLEBALL SAFETY:

- If you hit a ball onto the other court, call out "Ball on court."
- Do not run onto another court unannounced.
- Come prepared with proper footwear.
- Stretch before and after you play.
- Never dive in order to hit a ball.

## EQUIPMENT

- All players are expected to supply their own pickleballs and paddles.

## JCC Pickleball Rotation Etiquette

Paddles are placed in a single line and a "**Next**" indicator is used to identify the upcoming players. People play in the exact order in which the paddles were placed in the line.

- **Games are 11 points, win by 2**, each game determines **Winners** and **Runner Ups**
- Paddles are always added farthest away from the "**Next**" selector in the following sequence **Winners (W), Runner Ups (RU), Arriving Players (AP)**
- For safety, it is encouraged to yell "**Ball on Court**" when a stray ball enters another court

*Players may move another person's paddle to help in the process of moving all the paddles (in original order) closer to the "**Next**" indicator*

## When 1-4 players are waiting

- Winners may remain on the court
- No Stacking allowed

## When more than 4 players are waiting begin 4 on/off

All paddles are added to the end farthest away from the "Next" indicator. The first four paddles closest to the Next indicator get the available court.

- When more than 8 players are waiting games should be played to 9 points, win by 1
- Stacking is allowed



*If there are less than 4 paddles in front of a stack of paddles(S) it is up to the stacked players to either break up or allow other players to jump ahead.*

*As a courtesy to all players if there are not enough players of similar skills please volunteer to jump in with the other players or stacking should stop.*

## Stacking

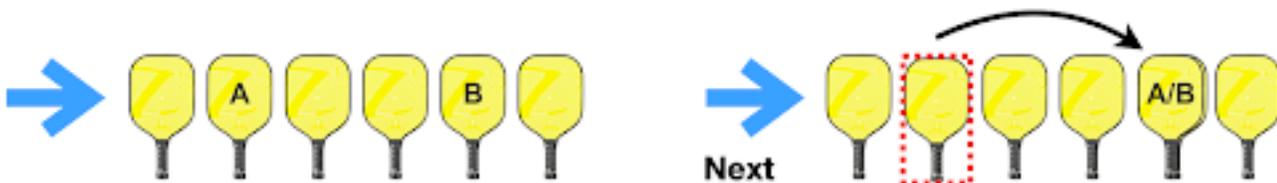
To address the various skill levels of all the players a process that involves stacking is used. This allows groups of people with similar skills to play together while still allowing rotation amongst all players.

Paddles should be "stacked" together using an elastic band.

*To ensure this is fair and not used to "jump ahead": People who want to play together stack their paddles together with the player's paddle that is farthest from the Next indicator.*

## Examples:

- If player A agrees to play with player B (whose paddle is in line behind player A's paddle, player A must move their own paddle and place it with player B's paddle.



- If four players choose to play a game together, all four players will place their paddles with the paddle belonging to the player of the group that is farthest from the Next indicator.

*\*\* When the group of four finishes their game please do not stack the same four paddles at the end of the line, player rotation is key for open play.*