

SINGAPORE PICKLEBALL NOVICE 2025



RULES & REGULATIONS

1. Rules

- 1.1 The tournament shall be governed in accordance with the General Rules and Regulations of the Singapore Pickleball Novice 2025 set out herein, the SPA Sanctioned Tournament Structure and Tournament Participant's Code of Ethics (**Appendix A**).
- 1.2 Tournament is open to SPA Members and Members of SPA Affiliates only who are residents of Singapore, i.e. Singapore Citizens, Permanent Residents and Valid Pass Holders excluding Short Term Visit Pass Holders.
- 1.3 Unless otherwise stated, we shall be adopting the latest edition of the USA Pickleball Official Rulebook.
- 1.4 Scoring system shall follow the SPA Rally Scoring System. Player may refer to **Appendix B** for Rally Scoring Rules.
- 1.5 We shall be using USA Pickleball approved **Franklin X-26 (Lime Green)** for this tournament.
- 1.6 Any queries can be sent to Singapore Pickleball (SPA) by WhatsApp to 97871512, or info@singaporepickleball.com.sg.

2. Tournament Registration

- 2.1 Registration shall be on Singapore Pickleball website only – SingaporePickleball.com.sg
- 2.2 For registration of Doubles events, please note that details of both players are required.
- 2.3 Before the Registration Locked Date, substitution of up to one (1) player in Doubles teams shall be allowed for medical or compassionate reasons only. If both players need to be replaced, it shall be deemed a withdrawal and the slot will be reopened for registration. Note that all changes shall be subjected to an administration charge of \$10.50.
- 2.4 Therefore substitution for Singles shall not be allowed.
- 2.5 There shall be no transfer of registrations across divisions.
- 2.6 After the Registration Locked Date, there shall be no more changes to the players. Players/Teams affected for whatever reason shall have to forfeit.
- 2.7 Registrants shall be solely responsible in ensuring the commitment of their playing partners. If there are any duplicated partners within a Doubles Division after Registration Locked Date, one of the teams shall face expulsion from the division, with no refund.
- 2.8 Falsified registrations shall be immediately deemed incomplete even if registration fees are paid. There shall be no refund and the slot shall be reopened for public registration again. All refunds shall be subjected to an administrative charge of \$10.50.
- 2.9 All forms of change request to deviate from the information submitted during registration shall be subjected to an administrative charge of \$10.50. Participants requesting changes shall write in to info@singaporepickleball.com.sg. Whatsapp requests shall not be admissible.

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3. Event Details

Venues	1Clementi Sport Hall (Sector C), 1Pasir Ris Sports Hall Note - Tournament venue is a timber floored multi-purposed sports hall with multiple court lines, Non-Volley Lines shall be marked with removable vinyl court tapes.	
Dates / Time	8, 9, 15, 16 February 2025 / 8:30am to 10pm	
Registration Dates	Opening	20 Dec 2024 (12pm)
	Closing (or when specific divisions are filled, whichever earlier). (where no new registrations will be accepted)	17 Jan 2025
	Locked Down Date (where no more changes will be accepted)	24 Jan 2025
Registration Fee	<u>SPA Individual Members or Members of SPA Affiliates Only</u> \$50 per player per division Fee includes one complimentary sport towel per registration.	
Subscription to SPA individual Membership can be found on the SPA Website. <u>Note that processing time is at least one (1) week.</u>		
Eligibility	Only Novice Players with Pickleball playing experience of 2 years or less who had not medalled in any Intermediate or above SPA Sanctioned Events in the past 52 weeks (reference from start of registration period)..	
Participant Briefing	Briefing Slides will be sent out by 3 Feb 2025.	

4. Venue Addresses

Venue	Address
Clementi Sport Hall	518 Clementi Ave 3 SG 129907
Pasir Ris Sport Hall	120 Pasir Ris Central SG 519640

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5. Tournament Age Groups

Age Group (based on Year of Birth)	Description
Non-Senior	13 to 54 years (born between 2012 and 1971)
Masters	35 to 54 years (born between 1990 and 1971)
Senior	55 years and above (born 1970 or earlier)

6. Division Details

There is a total of 10 divisions, played over the stated period at 2 venues. Their respective maximum capacities are detailed in the table below, on a first-come-first-served basis. There shall be no waiting list. Depending on the final registration numbers and court schedule, Organiser may at their own discretion increase the participation capacities.

Division Capacity					
Age Group	Men's Doubles	Women' s Doubles	Mixed Doubles	Men's Singles	Women's Singles
Non-Senior	56 pairs	32 pairs	32 pairs	64 players	22 players
Masters				16 players	
Senior	20 pairs	22 pairs	22 pairs	16 pairs	

Division Acronym					
Age Group	Men's Doubles	Women's Doubles	Mixed Doubles	Men's Singles	Women's Singles
Non-Senior	NMD	NWD	NXD	NMS	NWS
Masters				MMS	
Senior	SMD	SWD	SXD	SMS	

7. Tournament Format

- 7.1 Round 1 shall be Group Play in Round Robin format; and Round 2 onwards, shall be Single Elimination format.
- 7.2 Round Robin Groups shall be arranged by closed chance draws. The Tournament Committee reserves the rights to move players to even out the Groups, or according to skill level.
- 7.3 If a Division has 4 or less entries, the Division shall be withdrawn and the participants shall receive a full refund.
- 7.4 Only the top 2 performers in the individual Round Robin groups shall proceed to play Single Eliminations in Round 2. All other players in the group shall be eliminated. .
- 7.5 The Organisers and Tournament Committee shall have the right to modify the Divisions and Match Format.
- 7.6 The first player/team to reach the stated points below shall be the winner,

Matches	Number of Games per Match	Rally Scoring
Group Play Round Robin Round of 32, Round of 16, Quarterfinals	1	21 points with deuce at 20-20. After which win by 2 consecutive points. Maximum point shall be 30 points.
Semi-finals	Best of 3	15 points with deuce at 14-14. After which win by 2 consecutive points. Maximum point shall be 21 points.
Finals		

- 7.7 In the Group Play, all players/teams shall play each other in Round Robin format. Group Winners are determined by the number of matches won. If two or more teams are tied, ties shall be resolved comparing won/loss differential in the following order,

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- 1st Tie Breaker – Comparing Overall Match Differential (where applicable)
- 2nd Tie Breaker – Comparing Overall Game Differential
- 3rd Tie Breaker – Comparing Overall Point Differential
- 4th Tie Breaker – Winner of the Head to Head Match

7.8 Matches in the Group Play shall be played “follow on”, meaning the round robin matches will play on, one after another.

7.9 Only Semi-finals and Medal Matches shall be Officiated. Therefore, for all other matches being Non-Officiated, players shall track and call their own scores in accordance to guidelines spelt out in the Official Rulebook.

7.10 Losers of the Semifinals shall share the Bronze Medal. Only winners of the Semifinals shall play the Championship match.

7.11 Tournament Committee may at their sole discretion assign or add officials to officiate any match. This can be done before the match commences, and during the match.

8. Prize Money and Medals

Medals (Gold, Silver & Bronze) shall be awarded for all the Divisions listed.

There shall be no Prize Money for winners in this tournament.

9. Supplementary Rules

9.1 The tier level for this Tournament shall be Tier 3.

9.2 The skill level for this Tournament shall be **Intermediate**.

9.3 Players may use any USA Pickleball approved paddle that are posted on the USA Pickleball website. Players are to note that paddles falsely marked with USAP Approval markings shall not be allowed in the Tournament, and shall be subjected to non-approved paddle rules as spelt out in the USAP Official Rules.

9.4 Apparels and/or clothing (shirt and shorts) of similar colour to ball shall not be allowed.

9.5 Late Reporting:

9.5.1 10 mins – 1st Game Forfeit of Multiple Game Match / Match Forfeit for Single Game Match.

9.5.2 15 mins – Match forfeit for Multiple Game Match.

9.6 The Organisers and Tournament Committee reserves the right to amend the rules and regulations or schedule the fixtures of the tournament as deemed fit. Participants shall be informed before the competition, and such decisions shall be final.

9.7 Any protest shall be made in writing accompanied by a protest fee of \$150.00 and must be lodged in person to the Organisers.

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- 9.8 The Prize Presentation Ceremony shall be held with the conclusion of each Division. All prize winners or nominated personnel must be present in neat attire (no singlet, slippers and sandals) to receive the prize. Failing which, the Organisers reserves the right not to award the medal, prize money (if any) and trophy to the winner.
- 9.9 All media or photographs taken in the Tournament by the Organisers will belong to the Singapore Pickleball and may be used for general publicity for the further promotion of the sport.
- 9.10 Marketing Consent - all registrants shall note that their contact details as listed with the tournament registration may be shared with Event Sponsors, and they may be contacted by means of post, voice calls and/or electronic transmission via email/messaging app, sms/mms.

Appendix A

PICKLEBALL TOURNAMENT PARTICIPANT'S CODE OF ETHICS

1 INTRODUCTION

- 1.1 Pickleball was created to be a fun, competitive, and highly social sport. It embodies an ethic of good sportsmanship that includes respect, fair play, and graciousness in winning and losing. We hope all players in Singapore will help promote these foundational values and maintain a positive environment for all.
- 1.2 Ethics refers to the generally accepted norms of right or wrong behaviour, often based on universal values. Ethics is not about legality nor is it meant to be legalistic.
- 1.3 Athletes during Tournament, due to the strong pressure to win, and exposure to the public, are potentially vulnerable to various forms of ethical issues and concerns.
- 1.4 In order to maintain fair and reasonable standards of conduct by participants and players, to protect their respective rights, the rights of the public and the integrity and image of sport and that of pickleball, the Singapore Pickle-Ball Association has drawn up the Code of Ethics set out herein.

2 RESPECT FOR INDIVIDUAL

- 2.1 Treat and respect everyone equally, regardless of race, language, religion, culture, gender or physical ability.
- 2.2 Shall not use objectionable language directed at another person.
- 2.3 Shall not use profanities of any sort (audible or visible) for any reason.
- 2.4 Shall not argue aggressively with officiating team, opponents or spectators that disrupts in the flow of play.
- 2.5 Shall not make taunts, threats or challenges of any nature toward or against any person.
- 2.6 Shall not use ethnic, religious, racial, sexist or homophobic slurs.

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3 INTEGRITY IN ACTIONS AND SPORTSMANSHIP

- 3.1 Protects the image of Pickleball and Sports in general, such as avoiding making a scene in public view.
- 3.2 Players shall at all times conduct themselves in a sportsmanlike manner and give due regard to the authority of officials and the rights of opponents, spectators and others.
- 3.3 Not disrupt the flow of play, e.g. taking time between rallies unnecessarily, repeatedly appealing line calls, challenging the referee's interpretation of a rule to lose the challenge subsequently, requesting for medical time out without a valid medical condition, etc.
- 3.4 Not abuse the ball, purposely breaking or stepping on the ball.
- 3.5 Shall not portray unsportsmanlike behaviour, such as making repeated questionable "OUT" calls that, upon appeal, are overruled by the Officiating Team.
- 3.6 Always exhibiting "Best Effort", that not deliberately playing down, defaulting, forfeiting or not giving best effort in matches, whether for their own benefit or otherwise.

4 SAFETY

- 4.1 Consider the safety of other participants, spectators and general public in the same venue space.
- 4.2 Shall not aggressively or recklessly throw a paddle, or striking a ball in frustration or anger, with negligent disregard of the consequences.
- 4.3 Shall not strike any other person, damage or vandalise venue property and fixtures.
- 4.4 Shall not get into fights, or cause injury to player, official or spectator at any time during the tournament.
- 4.5 Shall not spit or cough on a person.

5 PROHIBITIONS

- 5.1 Consumption of alcoholic beverages is strictly not allowed in the venue.

6 SOCIAL RESPONSIBILITY AND CIVIC-MINDEDNESS

- 6.1 Dispose waste in proper manner and keep the tournament venue clean.
- 6.2 Shall not damage or vandalise venue property and fixtures.

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Appendix B

SPA RALLY SCORING SYSTEM

Introduction

In Rally Scoring, points are awarded for every rally. The side that wins the rally, scores a point as well as the right to serve. The first side that reaches the game point wins the game. Each side shall have only one serve before Side Out.

In any game of Doubles, after Side Outs, when serve is won back after a rally for any side, the server will be alternated from their previous server.

There shall be only ONE time out of 60 seconds per side, per game.

Before the Game

- Chance Draw to determine side to serve/choose ends.
- In Doubles, both sides Starting Server and Starting Receiver shall wear the Starting Server ID

Singles

- As long as the side holds serve, after scoring each point the server will alternate serving from the right/even and left/odd sides of the court.
- If the side's score is even (0, 2, 4 ...), the serve must be made from the right/even serving area and be received in the right/even service court by the opponent.
- If the side's score is odd (1, 3, 5 ...), the serve must be made from the left/odd serving area and be received in the left/odd service court by the opponent.
- When the receiving side wins a rally, a point is scored and the serve is passed to them. The subsequent serve is then made from the service court with reference to the score.
- The side to reach the game point first wins the game.

Doubles

- As long as the side holds serve, after scoring each point the server will alternate serving from the right/even and left/odd sides of the court. There is no restriction on the position of the partners of the correct server and receiver as long as they are on their respective team's side of the net. They can be positioned on or off the court.
- If the side's score is even (0, 2, 4 ...), the serve must be made from the right/even serving area and be received in the right/even service court by the opponent.
- If the side's score is odd (1, 3, 5 ...), the serve must be made from the left/odd serving area and be received in the left/odd service court by the opponent.
- When the receiving side wins a rally, a point is scored and the serve is passed to them. In Doubles, the receiving side never change their service courts.
- The side to reach the game point first wins the game.

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Date	Time	Clement Sports Hall					Pasir Ris Sports Hall									
		1	2	3	4	5	1	2	3	4	5	6	7	8		
1	8-Feb	Sat	730	Day 1 Set Up												
			800	Day 1 Set Up												
			830	Day 1 Set Up												
			900	Day 1 Set Up												
			930	Day 1 Set Up												
			1000	NWD Group 1 (4 Teams)	NWD Group 2 (4 Teams)		NWD Group 7 (4 Teams)	NWD Group 8 (4 Teams)								
			1030	NWD Group 1 (4 Teams)	NWD Group 2 (4 Teams)		NWD Group 7 (4 Teams)	NWD Group 8 (4 Teams)								
			1100	NWD Group 1 (4 Teams)	NWD Group 2 (4 Teams)		NWD Group 7 (4 Teams)	NWD Group 8 (4 Teams)								
			1130	NWD Ro16 (Group 1)												
			1200	NWD Ro16 (Group 1)												
			1230	Day 1 Set Up												
			1300	NWD Group 3 (4 Teams)	NWD Group 4 (4 Teams)		NWD Group 5 (4 Teams)	NWD Group 6 (4 Teams)								
			1330	NWD Group 3 (4 Teams)	NWD Group 4 (4 Teams)		NWD Group 5 (4 Teams)	NWD Group 6 (4 Teams)								
			1400	NWD Group 3 (4 Teams)	NWD Group 4 (4 Teams)		NWD Group 5 (4 Teams)	NWD Group 6 (4 Teams)								
			1430	NWD Group 3 (4 Teams)	NWD Group 4 (4 Teams)		NWD Group 5 (4 Teams)	NWD Group 6 (4 Teams)								
			1500	NWD Ro16 (Group 2)												
			1530	NWD Ro16 (Group 2)												
			1600	NWD Ro16 (Group 2)												
			1630	NWS Group 1 (5 Players)			NWS Group 2 (6 Players)									
			1700	NWS Group 1 (5 Players)			NWS Group 2 (6 Players)									
			1730	NWS Group 1 (5 Players)			NWS Group 2 (6 Players)									
1800	NWS Group 1 (5 Players)			NWS Group 2 (6 Players)												
1830	NWS Group 1 (5 Players)			NWS Group 2 (6 Players)												
1900	NWS Group 4 (5 Players)			NWS Group 3 (6 Players)												
1930	NWS Group 4 (5 Players)			NWS Group 3 (6 Players)												
2000	NWS Group 4 (5 Players)			NWS Group 3 (6 Players)												
2030	NWS Group 4 (5 Players)			NWS Group 3 (6 Players)												
2100	NWS QF															
2130	NWS QF															
2	9-Feb	Sun	830	SWD Group 1 (5 Teams)		SWD Group 2 (6 Teams)										
			900	SWD Group 1 (5 Teams)		SWD Group 2 (6 Teams)										
			930	SWD Group 1 (5 Teams)		SWD Group 2 (6 Teams)										
			1000	SWD Group 1 (5 Teams)		SWD Group 2 (6 Teams)										
			1030	SWD Group 1 (5 Teams)		SWD Group 2 (6 Teams)										
			1100	SWD Group 1 (5 Teams)		SWD Group 2 (6 Teams)										
			1130	SWD Group 1 (5 Teams)		SWD Group 2 (6 Teams)										
			1200	SWD Group 4 (5 Teams)		SWD Group 3 (6 Teams)										
			1230	SWD Group 4 (5 Teams)		SWD Group 3 (6 Teams)										
			1300	SWD Group 4 (5 Teams)		SWD Group 3 (6 Teams)										
			1330	SWD QF (8 Teams)												
			1400	SWD QF (8 Teams)												
			1430	SWD SF												
			1500	SWD SF												
			1530	SWD SF												
			1600	SWD SF												
			1630	SMD Group 1 (5 Teams)	SMD Group 2 (5 Teams)	SMD Group 4 (5 Teams)										
			1700	SMD Group 1 (5 Teams)	SMD Group 2 (5 Teams)	SMD Group 4 (5 Teams)										
			1730	SMD Group 1 (5 Teams)	SMD Group 2 (5 Teams)	SMD Group 4 (5 Teams)										
			1800	SMD Group 1 (5 Teams)	SMD Group 2 (5 Teams)	SMD Group 4 (5 Teams)										
			1830	SMD Group 1 (5 Teams)	SMD Group 2 (5 Teams)	SMD Group 4 (5 Teams)										
1900	SMD QF (8 Teams)															
1930	SMD SF															
2000	SMD Finals															
2030	SMD Finals															
2100	SMD Finals															
2130	SMD Finals															
3	15-Feb	Sat	730	Day 1 Set Up												
			800	Day 1 Set Up												
			830	Day 1 Set Up												
			900	Day 1 Set Up												
			930	Day 1 Set Up												
			1000	SXD Group 1 (5 Teams)	SXD Group 2 (6 Teams)											
			1030	SXD Group 1 (5 Teams)	SXD Group 2 (6 Teams)											
			1100	SXD Group 1 (5 Teams)	SXD Group 2 (6 Teams)											
			1130	SXD Group 1 (5 Teams)	SXD Group 2 (6 Teams)											
			1200	SXD Group 4 (5 Teams)	SXD Group 3 (6 Teams)											
			1230	SXD Group 4 (5 Teams)	SXD Group 3 (6 Teams)											
			1300	SXD Group 4 (5 Teams)	SXD Group 3 (6 Teams)											
			1330	SXD QF												
			1400	SXD QF												
			1430	SMS Group 1 (4 Players)		SMS Group 2 (4 Players)										
			1500	SMS Group 1 (4 Players)		SMS Group 2 (4 Players)										
			1530	SMS Group 1 (4 Players)		SMS Group 2 (4 Players)										
			1600	SMS Group 3 (4 Players)		SMS Group 4 (4 Players)										
			1630	SMS Group 3 (4 Players)		SMS Group 4 (4 Players)										
			1700	SMS Group 3 (4 Players)		SMS Group 4 (4 Players)										
			1730	SMS QF												
1800	NMD Ro16 (Group 1)															
1830	NMD Ro16 (Group 2)															
1900	NMD QF															
1945	SMS SF		NMD SF													
2030	SMS Finals		NMD Finals													
2115	SMS Finals		NMD Finals													
4	16-Feb	Sun	900	MMS Group 1 (4 Players)		MMS Group 2 (4 Players)										
			930	MMS Group 1 (4 Players)		MMS Group 2 (4 Players)										
			1000	MMS Group 1 (4 Players)		MMS Group 2 (4 Players)										
			1030	MMS Group 4 (4 Players)		MMS Group 4 (4 Players)										
			1100	MMS Group 4 (4 Players)		MMS Group 4 (4 Players)										
			1130	MMS Group 4 (4 Players)		MMS Group 4 (4 Players)										
			1200	MMS QF												
			1245	NWD QF												
			1330	MMS SF												
			1415	MMS Finals												
			1500	MMS Finals												
			1545	NMS QF												
			1630	SXD SF												
			1715	NWS SF												
			1800	NWS Finals												
1845	NWS Finals															
1930	NWS Finals															
2000	NWS Finals															
2100	REINSTATE															