

Carson City Multi-Purpose Athletic Center

Pickleball Court Rules and Guidelines



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Carson City Nevada, 89706
775-887-2339

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Facility Code of Conduct and Court Rules

**Any rule is subject to change at any time by MAC Staff to accommodate facility needs.*

Code of Conduct:

- Unsportsmanlike or discriminatory behavior **WILL NOT** be tolerated and may result in **AUTOMATIC** removal from the facility without refund.
- Please remember that the MAC is a public drop-in facility open to all skill levels, players, ages, and needs. Any players found to be discriminating against other players may be removed from the facility without a refund.
- The storage room is for City staff only. Public participants found to be in the storage room without permission may be removed from the facility without a refund.
- Amplified music is prohibited at the MAC.

The purpose of skill level play is to:

- Play and socialize with ALL members of the pickleball community.
- Players with similar skill levels have opportunities for competitive games.
- Allow advanced players the opportunity to play competitive games.

All Court Rules:

- Paddles must be queued up for court play in one of the queues.
- Each game is played to 11 and must win by 2.
- Rotation into the next game is then done from the queue matched to that court(s).
- Players must keep paddles in order while in the queue but may move paddles up/forward in the queue to keep the rotation moving. Players may **NOT** rearrange paddles forward to manipulate potential partners or order in rotation when in queue.
- Separate labeled queues will be provided for beginner, open play and challenge courts. The primary goal of having queues is to better mix up the players or teams and prevent pairs coming off a court from potentially playing together over and over.
- When a game ends, the winning team stays on and stays together after the first win, and a new team comes on to challenge them. The second-place finishers come off the court.
- Standard play rotation is “**2 ON, 2 OFF**”, once **10** or more paddles are in the queue, rotation will be “**4 ON, 4 OFF**”. Parks and Recreation staff will announce when courts move to “**4 ON, 4 OFF**”.
- Under “**2 ON, 2 OFF**,” after one win the winners stay on, after the second game, win or lose, the players who won the first game must exit the court and place their paddles in the queue. This is done for the sake of consistent rotation. The second-place finishers come off the court and place their paddles into the queues provided.
- Under “**4 ON, 4 OFF**,” when a game ends **ALL 4 PLAYERS** come off the court and both teams place their paddles into one of the queues provided.
- Under “**4 ON, 4 OFF**,” the beginner and challenge courts will be rotated in as open play courts for 30 minutes or until the open play queue is consistently under 10 paddles. Once “**4 ON, 4 OFF**” is cleared by MAC Staff then the beginner and challenge courts may resume play.

Challenge Court Rules:

- Players electing to play on a challenge court should understand that all players on this court are expecting a challenging game and **will not** be expected to go “**easy**” on anyone.

- While the challenge court is intended for intermediate to advanced play, **ANY** player may elect to play on the challenge court, and **no other player may discourage or restrict them from doing so.** (Unsportsmanlike or discriminatory behavior may result in **AUTOMATIC** removal from the facility without refund.)
- Teams may stay together on the challenge courts. If a team wins a third consecutive game, they must exit the court along with the second-place team and two new teams come onto the challenge court.
- No team or individual player plays more than three consecutive games on the challenge courts.
- **“4 ON, 4 OFF”** also applies to the challenge courts once **10** or more paddles are in the queue.

General Reminders:

- This is a drop-in facility for all skill levels.
- Multiple queues are provided so groups can appropriately select a court, challenge other groups, and minimize wait time.
- If beginner courts are not being utilized, participants may use those courts as open play until beginners are ready to play. Court priority **must** be strictly adhered to.
- Court signs are to stay on the nets and queues at all times, no exceptions.
- The Carson City Multi-Purpose Athletic Center may not always be able to provide 6 courts for play. Please see court priority list below for designated court allocation.
- Carson City Parks and Recreation scheduled programs and classes have priority booking.
- Players are encouraged **not to** play exclusively on the challenge court. Advanced players should consider themselves ambassadors of the sport, and as such, are encouraged to play games on the other courts and to use those games to mix with other players and to practice aspects of their soft game.

Number of Available Courts	Number of Available Beginner Courts	Number of Available Open Play Courts	Number of Available Challenge Courts
1 Available Court	0	1	0
2 Available Courts	0	2	0
3 Available Courts	0	3	0
4 Available Courts	0	4	0
5 Available Courts	0	5	0
6 Available Courts	1	4	1
7 Available Courts	1	5	1
8 Available Courts	1	6	1
9 Available Courts	2	5	2
10 Available Courts	2	6	2
11 Available Courts	2	7	2
12 Available Courts	2	8	2