

Lower Makefield Township Pickleball Club Guidelines

Mission: The mission of the Lower Makefield Township Pickleball Club is to provide social recreation for the enjoyment all members.

By signing up for Lower Makefield Pickleball Club you Commit to these values and expectations:

- I agree to display and be an advocate of good sportsmanship.
- I will treat everyone including staff, club members, volunteers, park visitors and spectators with respect and dignity.
- I will be mindful that the courts are in a residential area and will be respectful of residents; as such, I will not participate in abuse, harassment, or bullying to include physical, sexual, or verbal abuse.
- I will be mindful that the Pickleball courts are in a residential area and I will attempt to be considerate of my language, avoiding foul language as much as possible.
- I understand that players are self-rated as a recreation league, I agree to be respectful of others no matter of their level of play.
- While this program is self-rated a host may make suggestions for players to move up or down to a different level of play. I agree to respect host feedback.
- I will cooperate with Township administrators and volunteer session hosts in the enforcement of rules and regulations, and I will report any irregularities.
- I agree to update my status if it changes to allow waitlisted players the opportunity to attend. I understand that without a reservation I may be turned away.

Rules

- Pets are not allowed on the courts.
- All players must be registered members of the club, guests are not permitted.
- Stereo systems or loud music is not permitted during play.
- Game play is as follows unless otherwise advised by the session host:
 - The games start with service from the team closest to the fences.
 - The score is played to 11 must win by two (2).
 - If others are waiting to play, the score is generally played to nine (9) win by two (2).
 - Rally scoring is acceptable if all players agree who are attending the session.
 - If wind or the sun are factors, at the beginning of the game, players may ask if they want to switch courts. Courts are switched when one side reaches six (6) points if playing to 11 and switched at five (5) points if playing to nine (9).
 - At the end of the game, winners stay on the court and non-winners leave the court. Winners may not play more than two consecutive games and must leave the court after two consecutive games.
 - Players waiting to play should stack their paddles left to right.
 - For court courtesy, players should wait until the point is played out and cross behind existing players to get to another court.

- If a ball goes from the player's court to another court, the player should yell "Ball" and the receiving court should stop play and repeat the point as applicable.
- At the end of the session, if another session or the general public is waiting to play, the current point may be played out before stopping play but no additional points should be played.
- The receiving team makes the call on all balls whether in or out.
- In general, a ball is out if it misses the boundary line and is in play if it touches a boundary line except on a serve. On the serve, the ball may not touch the kitchen line.
- Weather:
 - Sessions may be canceled due to inclement weather.
 - At the sight of lightening or the sound of thunder courts should be vacated
 - In the event of snow, the courts should not be shoveled or salted to protect the court paint. Play may return when the snow melts.
 - Be cautious when playing in the rain as courts can become slippery.
- Players may only attend one session per day.

These rules will be reviewed on a periodic basis and updated as applicable.

Volunteer Statement:

As a volunteer for Lower Makefield Township I commit to serving the program participants with respect and dignity in line with the Lower Makefield Township Parks and Recreation Values. I understand in my volunteer role I am a representative of the Township and my behavior should reflect such. I commit to serving the public in this role and will continue to provide a positive experience to all participants.

Expectations:

1. Be patient, organized and dependable.
2. Attend scheduled sessions (Sessions can only be scheduled within the set court schedule).
3. Read and understand club rules and regulations.
4. Manage participant list.
5. Communicate with participants, be sure to introduce your self at the start of every session.
6. Check the courts before your session to ensure the environment is safe. Report all problems to the Township within 24 hours.
7. Attend any scheduled volunteer meetings.

**Thank you for donating your time to the
sport of Pickleball.**

LMT Session Level Definitions

Not Ready for Prime Time

Beginner and advanced beginners. Also, players wishing to improve his/her Pickleball skills while playing with mixed ability players. While some players come with an athletic background and are in full swing in a short time, others need additional time to develop skills. Many players continue with Not Ready for Prime Time because they feel confident and successful. The sessions' focus is to play Pickleball while having fun and socializing.

Intermediate Level

- Knows the fundamental rules and can keep score
- Always be in the ready position
- Regularly gets serves "in" to mid-court or deeper
- Able to sustain dinking in the game and can dink lover over the net
- Using both forehand and backhand on returns and forehands on overhead returns
- Working at keeping the serve deep and return of serve deep
- Aim for your opponent's feet, not their body
- Anticipate where your opponent is going to hit the ball
- Know where you are hitting the ball
- Moves quickly towards the non-volley zone when opportunity is there
- Trying to make flatter returns (where appropriate)
- Aware of partner's position on the court and moving as a team
- Developing more power and/or softness in their shots
- Somewhat a uni-dimensional player working at broadening their playing repertoire

Advanced Intermediate Level

- Multi-Dimensional player - demonstrates control and consistency in shots. Can hit 6 out of 10 dinks, volleys, returns, serves, third shorts, and ground strokes.
- Places serves and returns deep in the box
- Approaches the net quickly and attempts drop shots to get to the net
- Demonstrates strategy and communicates with partner to cover the court and get to the net
- Specifically places shots not just hits them anywhere
- Can mix shots and apply fast power shots and soft techniques to gain advantage
- Demonstrates good mobility, agility, and hand eye coordination
- Hits overhead shots. Working to develop spin shots. Moderate unforced errors.

Advanced Level

- Consistently hits with depth and control, forehand and backhand.
- Has strong stroke mechanics and can control shots with varying depth and pace.
- Serves with power and accuracy and can vary the speed and spin of serves.
- Can dink consistently and recognizes attackable dinks.
- Selectively mixes up soft shots with power shots to create an advantage.
- Able to volley a variety of shots at different speeds.
- Hits overhead shots consistently, often as a put-away.
- Developing a drop shot as a way to get to the net.
- Aware of partner's position on the court and is able to move as a team.
- Attempts to formulate game plan to attack opponent's weaknesses.
- Strong footwork and mobility, can run back to attempt a return of a lob.

Official Pickleball Rulebook

[Rules Summary - USA Pickleball](#)

[USA Pickleball Official Rulebook and Rules Summary](#)