

ALL GAMES PLAYED IN ACCORDANCE WITH THE RULES LISTED BELOW.

GAME PERIOD & EQUIPMENT

There will be a five-minute grace period for players to arrive at court. After five minutes, a forfeit will be awarded for the first game. After 15 minutes, the match will be considered a forfeit. Players are responsible for their own paddles. Each team must provide one ball for game play.

OFFICIATING

Games are self-officiated. Players are asked to be honest and play with integrity. If players are found to intentionally and consistently cheat, they may have games forfeited and possibly be asked to leave the league. If a discrepancy occurs, ask all players in the game, and check the league rules. If the discrepancy remains unresolved, ask CERA staff for clarification.

MATCH PROCEDURE

Teams are mixed doubles or doubles consisting of two players and any combination of male or female players. During play, you may sub in and out of the game at any time with any legal roster player from your team. Teams will flip a coin to see who serves first. Each match will consist of the best out of three games. Games will be played to 11 points, and teams must win by two points. Games must be played within 45 minutes. If the last game is not completed at 45 minutes, the team with the most points will win that game.

START SERVE: Once the server announces the score, they have 10 seconds to serve the ball, or a fault is called. Players will serve from behind the baseline with an underhand swing. The ball must land in the opponent's service court.

DOUBLE BOUNCE RULE: After the ball is served to the opponent, it must bounce once on their side and then bounce once on the server's side before the ball can be taken out of the air. Then rally can begin, and the ball can be hit without a bounce.

SERVICE SEQUENCE: Both players on the serving team can serve and score points until they commit a fault. Exceptions are as follows:

- At the beginning of each new game, only one partner on the serving team can serve before faulting, after which the serve passes to the receiving team.
- If a point is scored, the server switches sides and initiates the next serve from the left side of the court.
- When the first server loses the serve, the partner then serves from their correct side of the court (except for the first serve sequence of the game).
- The second server continues serving until their team commits a fault and loses the serve to the opposing team.

- Once the serve goes to the opposition, the first serve is from the right side of the court, and both players on that team can serve and score points until their team commits two faults.

NO VOLLEY RULE IN THE KITCHEN: There is a 7 ft. area on each side of the net. No volleying may happen in this zone. No stepping in the kitchen unless a dink bounce once in the kitchen. The player then may step in the kitchen after the ball bounces, hit the ball, and immediately get out of the kitchen after hitting it.

SCORING: Only the serving team can score points. For the other team to score, they must win the serve back and then win the rally.

FAULTS:

Second Bounce - ball bounces on same side two times

Out of Bounds - ball lands outside the marked boundaries

Net - ball does not clear the net

Kitchen - ball hits in any part of this area on a serve, including the lines

CALLING OUT SCORE: There are three numbers to call out. The first number indicates the serving team's score, the second number is the opposing team's score, and the third number is who is serving (1st server or after fault 2nd server). The call out must be heard by all players.

SCORE REPORT: A member from each team must report scores to CERA staff.

TIME OUT: Each team may have one timeout per game that will last one minute.

TIME LIMIT: 45-minute match play limit.

LEAGUE TIEBREAKER RULE & PLAYOFFS

If teams have a tied record at the end of the season, the tiebreaker rule will be in effect: If the tied record is head-to-head between teams, then the greater number of points scored between each other will win tie breaker. If any team has a forfeit during the season, they are eliminated from all tiebreakers.

FORFEITS

Any team forfeiting three times within the league game schedule may be removed from the program and will lose their right to priority registration. No refunds will be given. If you know before your scheduled game time that you will not be able to field a team, call the Athletics Office at (812) 377-5849 so that we can notify the other team and umpires. The sooner you call the better.

MISCELLANEOUS RULES

- Minimum player age is 18.

- For league information, rules, schedules, rosters and standings, and registration, please visit our website at www.stpeteparksrec.org/adultleagues
- Fighting or arguing before, during, or after a game, on or off the field, will not be tolerated and will be dealt with severely.
- All players must wear closed-toe athletic shoes.
- Team trophies will be awarded at the end of the season for 1st and 2nd place and individual awards to champions.
- The league director reserves the right to monitor and move individual players from leagues in which they are not of level play
- All players must always have their personal identification with them.
- Any team that has illegal players, or someone playing under a different name, will be suspended along with the illegal players.

RAIN OUTS & LIGHTNING

We will attempt to make up all rain outs at the end of the schedule. It is the team's responsibility to contact the Athletics Office for times and dates of rain outs. They will also get posted online and court reserve. Any match discontinued by the league director or CERA staff, due to weather or other conditions, will be rescheduled at a later date and will start over as a brand-new match.

The league director or CERA staff will be watching the weather conditions. If lightning is seen, the league director or CERA staff will determine the proximity of the lighting as follows: Once lightning is seen, begin counting the seconds (one thousand one, one thousand two...) until thunder is heard. If the count is under thirty, ALL activities will be stopped IMMEDIATELY, and ALL players, participants, spectators, etc. must leave the courts and move to a safe location. After 30 minutes, the league director will determine if it is safe to resume play. Sign up for automated texts or emails to be sent to you (and your players) when a rain out occurs or go to www.ceraland.org OR call 812-377-5849 for more information.

UNSPORTSMANLIKE CONDUCT

Players, other team members, and spectators will not make disparaging or insulting remarks to or about opposing players, officials, or spectators or commit other acts that could be considered unsportsmanlike conduct. Penalty could result in player ejection, removal of spectator, and, if needed, forfeit of the match. Any use of cursing, swearing, or profanity of any kind during league play may result in immediate ejection from the match. This is your warning.

UNSPORTSMANLIKE BEHAVIOR WILL NOT BE TOLERATED AND WILL BE SUBJECT TO PENALTY AT THE LEAGUE DIRECTOR'S DISCRETION.

EJECTED PLAYER: An ejected participant must leave the grounds immediately and have no contact with any participants in the match. Failure to comply may result in forfeit or the player may be POLICE TRESPASSED from the park. No substitute is allowed in the ejected player's position. Once ejected from a match, a two-week suspension will follow automatically. The two-week suspension includes all sports and all nights for two weeks of scheduled games. This ejection could carry over into the following season if applicable. The league director has discretion to add a longer suspension due to severity of player actions or if have prior ejections.