TRIPLE TEAM
PICKLEBALL LEAGUE

Official Rules
2026

TABLE OF CONTENTS

TABLE OF CONTENTS 2
GENERAL 3
I. DIVISIONS OF PLAY 3
II. PARTICIPANT REQUIREMENTS 3
III. SPORTSMANSHIP 4
IV. ROSTER REQUIREMENTS 4
V. ADVANCEMENT REQUIREMENTS 5
VI. SUBSTITUTIONS FOR NATIONAL CHAMPIONSHIPS 6
VII. BALLS 6
VIII. MATCH PLAY 6
IX. OTHER CAPTAIN AND PLAYER RESPONSIBILITIES 11
X. INCLEMENT WEATHER 11
XI. NATIONAL CHAMPIONSHIPS 12
XII. LOCAL COMPETITION RULES AND REGULATIONS 12

GENERAL

The following rules apply to all leagues and tournaments in the Triple Team Pickleball League (referred to as "Triple Team" for short) organization unless otherwise specified. All Triple Team leagues will follow the 2026 USA Pickleball Official Rulebook. If there is a discrepancy, Triple Team Rules will supersede the USA Pickleball Rules.

I. DIVISIONS OF PLAY

A. The 2026 Triple Team Program will offer the following divisions of play. It is required for EACH division that 5 or more teams from across the country attend the national championship event. If 4 or less teams attend, that specific division will not be played at nationals. The deadline to know which divisions will be hosted at nationals will be May 31st, 2026.

	Men's	Women's	Combo
1	Men's 3.0 | 18+	Women's 3.0 | 18+	Combo 3.0 | 18+
2	Men's 3.0 | 50+	Women's 3.0 | 50+	Combo 3.0 | 50+
3	Men's 3.5 | 18+	Women's 3.5 | 18+	Combo 3.5 | 18+
4	Men's 3.5 | 50+	Women's 3.5 | 50+	Combo 3.5 | 50+
5	Men's 4.0 | 18+	Women's 4.0 | 18+	Combo 4.0 | 18+
6	Men's 4.0 | 50+	Women's 4.0 | 50+	Combo 4.0 | 50+
7	Men's 4.5 | 18+	Women's 4.5 | 18+	Combo 4.5 | 18+
8	Men's 4.5 | 50+	Women's 4.5 | 50+	Combo 4.5 | 50+
9	Men's 5.0 | 18+	Women's 5.0 | 18+	Combo 5.0 | 18+

II. PARTICIPANT REQUIREMENTS

A. All participants in Triple Team pickleball are bound by the Triple Team rules, as well as those of USA Pickleball. Not all possible incidents and ramifications may be covered in the following rules. Participants in unusual or undocumented situations will have to abide by the decision of the Triple Team Rules Committee. If there is a conflict in an interpretation of any rule, Triple Team Rules shall supersede. The Triple Team Rules, as provided herein, shall apply to all Triple Team players unless such rules are revised, amended, or otherwise changed by the Triple Team Rules Committee.

B. All leagues are open to male and female players. Players must be 18 years of age or older. Age is determined by the player's age on December 31st of the calendar year of

the national championship event they are competing in. Players may play "down" in age, but not up. For example: a 51 year old may compete in the 18+ division if they choose but an 18 year old may NOT compete in the 50+ division.

C. Players may compete in more than one division of play in their local league, but NOT 2 teams in the same division. For example: A player may compete in the Men's 3.5 18+ and 50+ divisions, but not 2 teams in the 3.5 18+. They may participate in a 3.5 18+ AND a 4.0 18+ team.

D. Players competing in two different divisions of play at the National Championships will NOT be given any scheduling considerations. Both teams could be playing at the same time at the National Championships and players would need to navigate that scenario with their captains.

III. SPORTSMANSHIP

A. Good sportsmanship is absolutely required in Triple Team events. There is no room for belittling yourself, teammates, or opponents. This is a competitive league and playing with passion and energy is highly encouraged but should never lead to degrading others.

B. Cheer for good points, plays and efforts but do not cheer for missed shots, serves or other mistakes. Degrading comments directed at specific players is not allowed and should be reported to the league coordinator. Multiple infractions can lead to league suspension.

C. See Triple Team Code of Conduct for more details.

IV. ROSTER REQUIREMENTS

A. **ROSTER SIZE.** Minimum of 6 players on the team roster for same gender competition is required. A minimum of 2 men and 2 women on the roster for the Combo Doubles Divisions is required. There is NO MAXIMUM number of players on a team. Captains have the discretion to create a team with as many players as necessary in order to avoid defaults of play in both the local and National Championship events. It is highly suggested that teams have at least 10 players to avoid forfeits and unexpected player injuries.

B. **WAIVER.** All players must have agreed to the waiver release of liability prior to participation in the league each season.

C. **PLAYER ELIGIBILITY BASED ON RATINGS:** Team rosters must consist of players with skills that are consistent with the flight skill level in which their team is playing. Captains oversee maintaining the "skill integrity" of their team.

Players competing in each division must have a MAXIMUM rating of the following:

No minimum → **3.0 Division** → 3.499
No minimum → **3.5 Division** → 3.999
No minimum → **4.0 Division** → 4.499
No minimum → **4.5 Division** → 4.999
4.75 → **5.0 Division** → 5.999

There is no MINIMUM rating a player must have to roster on a team, although it is highly recommended that players be no more than 0.5 lower than the listed rating for that division of play. **MINIMUM** ratings *may be* enforced in local leagues based on the local league coordinator's discretion.

D. APPROVED RATING SYSTEM FOR PLAY:

1. While multiple rating systems exist in the pickleball world, the Official Ratings Partner for Triple Team is DUPR.
    a) All players competing in their local league must have a DUPR account.
    b) All players competing in their local league will compete under the rating listed for their DUPR on the day they registered for local play.
    c) All results from local play and the National Championships will be uploaded to DUPR.
    d) If a player has 10 or less matches in DUPR, their DUPR rating will not be used for the local league qualifying season. The player will enter the agreed upon rating as a "SELF RATE" at the level they intend to play.
        (1) 3.0 Self-rate Players will enter 3.0 on their league registration sheet.
    e) Any results garnered during the local league season or other results will NOT impact the player's "division eligibility" for that season.
    f) "Sub-ratings" are not used to determine which division will play in. Only the official **doubles rating** is used for Triple Team purposes. Sub-ratings like "mixed doubles rating", "men's doubles rating", "women's doubles rating", etc. are fun to look at but are not the rating used to determine league eligibility.

Captains are required to research the ratings for each team member and complete a player roster chart to be turned in to the local league coordinator before play begins.

E. RATING CHANGES. As ratings change weekly, a player's rating will "lock" for that season of competition on the day the player is rostered for their local area competition. Players whose rating changes during the calendar year (including **DUPR Resets**) and that moves them out of the range for that division will NOT be required to play at their new higher rating through the end of the current Triple Team Championship season.

F. TEAM MEMBERS. A player who registers for a team may not switch teams within the same skill group once the season has started unless approved by the League Coordinator (LC).

G. TEAM NAMES. Captains will submit an initial team name to the League during team registration. First come first served in case 2 submittals are identical. Team names can be

changed after registration provided no other team in the same flight is using the same name.

H. **ROSTER ADDITIONS.** No roster additions allowed for the National Championship events except as stated in **SUBSTITUTIONS FOR NATIONAL CHAMPIONSHIPS** (Section VI). Roster addition deadlines may apply in local leagues. Check with your local league administrator.

V. ADVANCEMENT REQUIREMENTS

A. **LOCAL LEAGUE PLAY TO NATIONAL CHAMPIONSHIPS.** All players that participate in the Triple Team Championships must have played in a minimum of 2 matches in local qualifying leagues.

B. **MINIMUM TEAM REQUIREMENT FOR ADVANCEMENT.** Local leagues must have a minimum of 4 teams per division in order for that division's champion to be eligible to advance to Nationals. If local leagues have multiple cities, or flights that are competing, it is the total number of teams across all cities or flights that will constitute having 4 teams or more.

C. **TEAM MATCHES REQUIRED.** All teams that intend to qualify for the Triple Team National Championships must play at least 6 (six) matches in the qualifying league. This includes regular weekly play, and any playoff matches if necessary. Exceptions to this rule must be approved by the Triple Team Rules Committee.

D. **TEAM WILDCARDS FOR NATIONAL CHAMPIONSHIP.** The local league coordinator has the authority to send an alternate team to the Triple Team Championship event if the #1 team is unable to go. The local league coordinator may choose the wildcard team at their own discretion.

E. **WILDCARDS AT NATIONAL CHAMPIONSHIPS.** The Triple Team National Tournament Committee has the discretion to choose additional wildcard teams to fill draws at the Triple Team Championship events at their discretion from participating leagues across the country.

VI. ADDITIONAL PLAYERS FOR NATIONAL CHAMPIONSHIPS

If a qualifying team from local competition needs an additional player beyond their originally qualified roster, they may have TWO (2) additional players. These additional players MUST have participated in the local league (on another team) in the same division they would like to substitute into and would need to have played at least 2 matches in their local league.

Additional players must meet all other age and rating requirements and must be approved by the local league coordinator.

The additional player MAY NOT be a player from their qualifying team that did not have enough matches to originally be considered qualified for National level competition.

These additional players may be added at any time before or during the Triple Team Championship tournament but must be approved by the local league coordinator prior to being added to the National Championship team roster.

VII. BALLS

A. LOCAL LEAGUE PLAY. Balls used for local league/tournament play must be new or in good condition. Approved balls for Triple Team league play are synonymous with all the balls approved by USA Pickleball (click the link to see the up-to-date list). A few examples of approved balls are listed below:

1. Franklin X-40
2. Vulcan VPRO Flight
3. Selkirk Pro S1
4. Dura Fast 40
5. Wilson Max 40

VIII. MATCH PLAY

A. SINGLE GENDER FORMAT. All team matches will be three (3) rounds of three (3) lines, two (2) games each. 3 courts required for 2 hours.

1. Round Robin (as follows)
    - **a) Round 1:**
        - (1) Home Team 1 plays Visiting Team 1
        - (2) Home Team 2 plays Visiting Team 2
        - (3) Home Team 3 plays Visiting Team 3
    - **b) Round 2:**
        - (1) Home Team 1 plays Visiting Team 2
        - (2) Home Team 2 plays Visiting Team 3
        - (3) Home Team 3 plays Visiting Team 1
    - **c) Round 3:**
        - (1) Home Team 1 plays Visiting Team 3
        - (2) Home Team 2 plays Visiting Team 1
        - (3) Home Team 3 plays Visiting Team 2
2. Home teams **STAY** on the same courts for each round of play. Visiting teams **SWITCH** courts after each round.
3. See Figure 1 for a visualization of one complete TEAM match (Gender Doubles Format).

Round 1		
Home 1	vs	Visitor 1
Home 2	vs	Visitor 2
Home 3	vs	Visitor 3

Round 2		
Home 1	vs	Visitor 2
Home 2	vs	Visitor 3
Home 3	vs	Visitor 1

Round 3		
Home 1	vs	Visitor 3
Home 2	vs	Visitor 1
Home 3	vs	Visitor 2

B. COMBO DOUBLES FORMAT. All team matches will be three (3) rounds of two (2) lines, two (2) games each. 2 courts required for 2 hours.

1. Round Robin (as follows)
    - **a) Round 1: Gender Doubles**
        - (1) Home (Women) plays Visitor (Women)
        - (2) Home (Men) plays Visitor (Men)
    - **b) Round 2: Mixed Doubles**
        - (1) Home (Mixed 1) plays Visitor (Mixed 1)
        - (2) Home (Mixed 2) plays Visitor (Mixed 2)
    - **c) Round 3: Mixed Doubles**
        - (1) Home (Mixed 1) plays Visitor (Mixed 2)
        - (2) Home (Mixed 2) plays Visitor (Mixed 1)
2. Home teams **STAY** on the same courts each round. Visiting teams **SWITCH** courts after each round.
3. See Figure 2 for a visualization of one complete TEAM match (Combo Doubles Format).

Round 1		
Home (Women)	vs	Visitor (Women)
Home (Men)	vs	Visitor (Men)

Round 2		
Home (Mixed 1)	vs	Visitor (Mixed 1)
Home (Mixed 2)	vs	Visitor (Mixed 2)

Round 3		
Home (Mixed 1)	vs	Visitor (Mixed 2)
Home (Mixed 2)	vs	Visitor (Mixed 1)

C. MATCH DAY LINE-UPS

1. **Gender Doubles Event: Men or Women (6 players)**
   The captain will bring 6 players to play on 3 doubles teams. Line-ups identifying the doubles teams on the scoresheet will be exchanged prior to the start of the match **after which they may not be changed**. The 3 doubles team partners will be fixed for the entirety of the team match (all 3 round robin matchups) unless injuries require a substitution (see injury rules). Captains or their designees are required to be on-site at each match.

2. **Combo Doubles Event: Women/Men/Mixed**
   The 2 women and 2 men who compete in the first round of Gender doubles MAY BE DIFFERENT than the 2 women and 2 men who compete in the Mixed Doubles rounds of play. Team captains do not need to fill in the mixed doubles partnerships until gender doubles finishes. However, once the first round of Mixed Doubles has started, the players must remain the same for the second round of Mixed Doubles.

D. SHORT LINE-UPS.

1. If a captain (from Team "A") cannot field 3 doubles teams from their roster then that captain shall bring 2 doubles teams to play (line 1 and line 2 on the scoresheet) and default all line 3 doubles team games. **The opposing team (Team "B") shall still bring all 6 of its players** as each of its team pairs will play

against the opponent's line 1 team and line 2 team. The scoresheet will reflect a score of 11-0 for each defaulted game in each round and Team "B" will be awarded 2 team points for each defaulted game (i.e., 4 points per round). Scoring of the games played will be the same as found in the "Match Scoring" section.

2. If a captain can only field 1 doubles team, the match will be considered a TOTAL TEAM DEFAULT. Any team in jeopardy of having a TOTAL TEAM DEFAULT must alert the Local League Coordinator in advance. All attempts to reschedule this match will be made. If a reschedule is not possible, the team that needed to have a TOTAL TEAM DEFAULT will be removed from the league and all previous and future match results will be removed from the standings for all teams involved.

E. LATE PLAYER. Unless otherwise specified, the schedule will list the official start times for each match. The following rules apply to late players:

1. Matches shall start no later than 5 minutes after the posted match start time. If a player has not arrived 10 minutes after the posted start time the team will default all games until that player arrives. If the team has a substitute player in attendance in case of injury or illness to a player in the lineup, that player may be used as a substitute and will remain in the match for all rounds of play. Unless a substitute fills in as defined above, all games will be defaulted and scored 11-0 against the team with the absent player. The 5-minute rule applies to the start of each round.

F. MATCH SCORING. To begin a match, the visiting teams choose to serve, receive, side or defer. Each doubles team will play 2 games to 11 (win by 2). Teams shall switch sides after the first game. At the end of the second games (first round), and the fourth games (second round), the visiting doubles teams switch courts to play the next home doubles team noted on the line-up/scoresheet. Therefore, during every match, each doubles team will play 6 games (three rounds): 2 games against the opposing Line 1 doubles team, 2 games against the Line 2 team, and 2 games against the Line 3 team.

1. Depending on the result of each individual game played to 11 (win by 2), a team may earn either two (2), one (1), or zero (0) points towards their overall TEAM score.
    a) *2 points = won the game*
    b) *1 point = lost the game but scored at least 6 points*
    c) *0 points = lost the game and scored 5 points or less*

2. For each TEAM (lineups of 6 players and 3 doubles teams), there are 18 games in which 2, 1, or 0 points can be scored. After all 3 rounds of play, team points earned across all 18 games are totaled and the winning TEAM is determined.

G. OVERALL STANDINGS - TIEBREAKER PROCEDURE.

1. At the Triple Team National Championship events, teams MAY compete in pool play with a pre-determined number of teams advancing to playoff matches. The amount of teams that will advance out of each pool is dependent on the amount of teams in each pool and overall number of teams in the division.
2. Tiebreaker Criteria and definitions
    a) **Matches won** - total number of matches won
    b) **Head-to-head** - which team won the individual team match
    c) **Total Team Points** (TTP) - sum of all Team Points accumulated during matches
    d) **Games Won** - total number of games won
    e) **Total Points Won** - sum of all points scored within every game
    f) **Total Points Lost** - sum of all points scored against your team in every game played

3. **TOURNAMENT FORMAT OPTIONS**
    a) PARTIAL ROUND ROBIN
        (1) Matches Won
        (2) Head-to-head
            (a) Head-to-head does not apply in partial round robins.
        (3) Total Team Points
        (4) Games Won
        (5) Total Points Won
        (6) Total Points Lost

    b) FULL ROUND ROBIN
        (1) Matches Won
        (2) Head-to-head
        (3) Total Team Points
        (4) Games Won
        (5) Total Points Won
        (6) Total Points Lost

    c) DOUBLE ROUND ROBIN
        (1) Matches Won
        (2) Head-to-head
            (a) In a double round robin where the head-to-head between two teams is split, the winner will be determined by proceeding with the tiebreaker criteria, starting with Total Team Points and taking into account **ONLY the head-to-head matches played** between those two teams.
        (3) Total Team Points

(4) Games Won
(5) Total Points Won
(6) Total Points Lost

H. INDIVIDUAL MATCH - TIEBREAKER PROCEDURE.

1. **Total Team Points** - the sum of all Team Points accumulated during the match
    a) 2 points = win
    b) 1 point = lost but also scored 6 or more points
    c) 0 points = loss and scored 5 points or less
2. **Games Won** - total number of games won within the match
3. **Total Points Won** - the sum of all the individual points scored in every game played
4. **Total Points Lost** - the sum of all the individual points scored against your team in every game played
5. **If Total Points Lost are equal, a final game will be played.** The Game will be played to 7 points, win by 2 (switch ends when either team reaches 4 points scored). Combo Doubles format will choose their best mixed doubles pairing (may be completely different from the pairings already used in the current team match). Single Gender Doubles format will put forth their best doubles team (may be a different pairing than all doubles pairings used in the current match).
    a) If you don't want to play another game, then choose one player from each team to play Best 2 out of 3 in rock/paper/scissors. The winning team of rock/paper/scissors will choose "head" or "tails" while a 3rd party flips the coin. (This is a joke. But pat yourself on the back if you read this far because that means you have actually been reading all of the rules and Jeremy loves you for that.)

I. BREAKS. A break of 1 minute is allowed between games. After each round of 2 games, a break of up to 5 minutes is allowed commencing at the time the last 2 opposing doubles teams in the round complete their 2nd game.

J. TIMEOUTS. One (1) timeout is allowed per game per team. Bathroom breaks should be taken between rounds.

K. COACHING. Per USA Pickleball Rules, coaching by anyone is only allowed after completion of each game, between rounds and during timeouts.

L. SUBSTITUTIONS DURING MATCH DUE TO INJURY:

1. If an injury occurs during warm-up before the 1st round of play, a new player may be substituted with no penalty.

2. Once play begins, if an injury occurs during any particular game, that game will be stopped with the score being recorded as 11-"X" with "X" being the score of the team with an injured player at the moment of the injury.

3. The team with the injured player MAY substitute a new player into the next game. They do NOT need to wait until the end of the round.

4. Substitutions are permanent for the remainder of the match. Players removed due to injury or illness may not return to the match. Substitutions may only be made with players on the team roster at the time the match began.
5. COMBO DOUBLES ONLY: Using different players in the Mixed Round as compared to the Gender round is NOT considered a substitution.
6. **Teams are allowed only 1 (ONE) medical substitute PER MATCH**. Players injured that are able to continue play are allowed their legal medical time-out. Medical time-outs are NOT the same as an INJURY SUBSTITUTION. Medical time-outs will follow USA Pickleball Rules for length of time and frequency.

M. WARM UP COURTS. Triple Team does not require facilities to provide warm-up courts before a match is scheduled to begin. Visiting team captains should check with the home team captain in advance of the match to determine if warm-up time is available.

IX. OTHER CAPTAIN AND PLAYER RESPONSIBILITIES

A. SCORE REPORTING. The winning team captain will be responsible for reporting the scores after each team match to the tournament desk.

B. CONDUCT. Captains and players are to monitor behavior to assure conduct is in accordance with the Triple Team Code of Conduct.

C. RULES. Captains and players are to read and understand the Triple Team rules and USA Pickleball Rules.

D. DISPUTES. Players involved in a dispute during a match need to alert an official before they continue play. The official will make a ruling and the match will need to continue based on the official ruling. Players that refuse to continue to play after referee ruling will be considered to be defaulting the remainder of that round of play.

X. INCLEMENT WEATHER

A. MATCH CANCELED PRIOR TO START.

1. In the event a match cannot be played due to inclement weather, the match can be rescheduled. The tournament director will determine the new match date/time.

B. MATCH CANCELED AFTER START.

1. If a match is forced to be discontinued due to inclement weather before the first round is completed, it will be rescheduled and replayed in its entirety.
2. If the first round has been completed and it is discontinued before the second round is completed, it will be rescheduled and replayed at the start of the second round.
3. If both the first and second rounds have been completed and the match is discontinued before the third round is completed, it will be rescheduled and replayed at the start of the third round.

C. LINE-UPS AFTER MATCH CANCELLATION.

1. If the match is to be replayed in its entirety, the captain is not required to field the same team lineup.

2. If at least one round has been completed, the captain may bring 1 different player in the new lineup as the permanent player to replace a player that is unavailable to play in the rescheduled match and 1 different player to serve as the substitute for injury or illness of a player during the rescheduled match.
3. Substitution rules for injury or illness still apply.

XI. NATIONAL CHAMPIONSHIPS

The National Tournament Committee will determine the final number of teams competing in each division and has the right to select Wildcards at their own discretion.

The National Tournament Committee has the authority to approve changes in format for local play based on a request from the local league coordinator.

The Triple Team rules and regulations may be changed at any time by the Triple Team Rules Committee.

Format for the National Championships is intended to guarantee each team multiple matches of play with an expected 3 days of competition per division.

Teams participating in the National Championships will pay a team fee that will be posted on the Triple Team website by a date also posted in order to secure their spot in the National Championship events.

XII. LOCAL COMPETITION RULES AND REGULATIONS

Local providers of Triple Team qualifying leagues will have their own set of regulations and rules that govern local play in addition to the National Triple Team rules. Please refer to these rules for any specifics that will govern your local league play.

REVISION HISTORY

2025.0 - January 15, 2025

- Initial release for 2025 season

2025.1 - March 1, 2025

- Updated Additional Players section to allow (two) players for BOTH single gender and combo formats at nationals (Section VI).
- Added Wilson Max 40 as an approved ball for league play (Section VII).

2025.2 - July 15, 2025

- Clarified tiebreakers for individual matches and standings (Section VIII.G-H)

2026.0 - January 6, 2026

- Initial release for 2026 season
- Added 5.0 divisions for 18+ age groups (Section I)
- Added footer details to each page specifying the version of rules being used.

2026.1 - March 19, 2026

- Added 5.0 division and clarified the 4.75 minimum DUPR requirement for the 5.0 division (Section IV.C).
- Only the DUPR doubles rating is used for Triple Team purposes, not sub-ratings such as mixed, men's or women's ratings (Section IV.D).
- DUPR Reset does not affect current season participation if rating moves outside of league limits (Section IV.E).
- All USA Pickleball approved balls can be used for league play (Section VII).