



2022 Fall Play Schedule and Guide

CSPA now consists of over 300 members with a wide range of experience and skill levels. This guide will help you understand our current playing schedule and choose the best match for your skill level and preferred playing format.

Schedule Summary

A summary of the schedule and targeted skill levels is shown below. Remember that the courts are also available at other times of the day on a first-come, first-served basis for self-arranged groups to play. The tennis group generally has courts reserved Sunday–Friday from 8-11 am.

Sign up for play on [SignupGenius.com](https://signupgenius.com)

Start Time	Sun	Mon	Tue	Wed	Thu	Fri	Sat
11:30 am	Open Play and Challenge Courts	Competitive Round Robins Schedule Rotates Weekly Start Times: 8:00am, 10:00am, 12:00pm, 2:00pm Skill Levels: Novice Novice/Int Int/Advanced Advanced					
1:00 pm		Mentoring Court 1	Reserve Courts 1 & 2	Reserve Courts 1 & 2	Round Robin		
Evening		Clinics		Round Robin			
		Beginner/Social Play					

Key



Play Formats

For our 2022 schedule, we have the following play formats on the schedule:

Beginner/Social Play: Non-competitive play that provides a welcoming opportunity for new and developing players to exercise and improve their skills and meet other players, and for more advanced players to meet newer players and work on their soft game and consistency. Sign up for this specific format, but players may choose to rotate around social play courts.

Open Play with Challenge Courts: Players rotate on and off of courts on a first-come, first-served basis, placing paddles in a rack to “wait in line.” Challenge courts provide a more competitive, don’t-hold-back challenge for more advanced players using a separate queue. See detailed Open Play/Challenge Court guidelines, attached. Registration for open play is to manage overall court capacity so that wait times don’t grow too long.

Round Robin: Structured round robin where each player plays with and against different players each game. Register for the round robin and the host will assign specific teams and courts for each game at the time of play.

Competitive Round Robin: The same as Round Robin but with skill level specific sessions for more competitive play. The Saturday Round Robin has 4 skill levels are: novice (3.0+), novice/intermediate (3.2+), intermediate/advanced(3.5+) and advanced(4.0+). Refer to ‘The Gurus Ratings Finder’ guide below to find the best fit skill level. Members will self-assess the best fit skill session to provide competitive play for all. We suggest that: If you’re losing most of your games by large margin (e.g. 11-4), then think about moving down a level. If you’re winning most of your games, by a large margin, think about moving up.

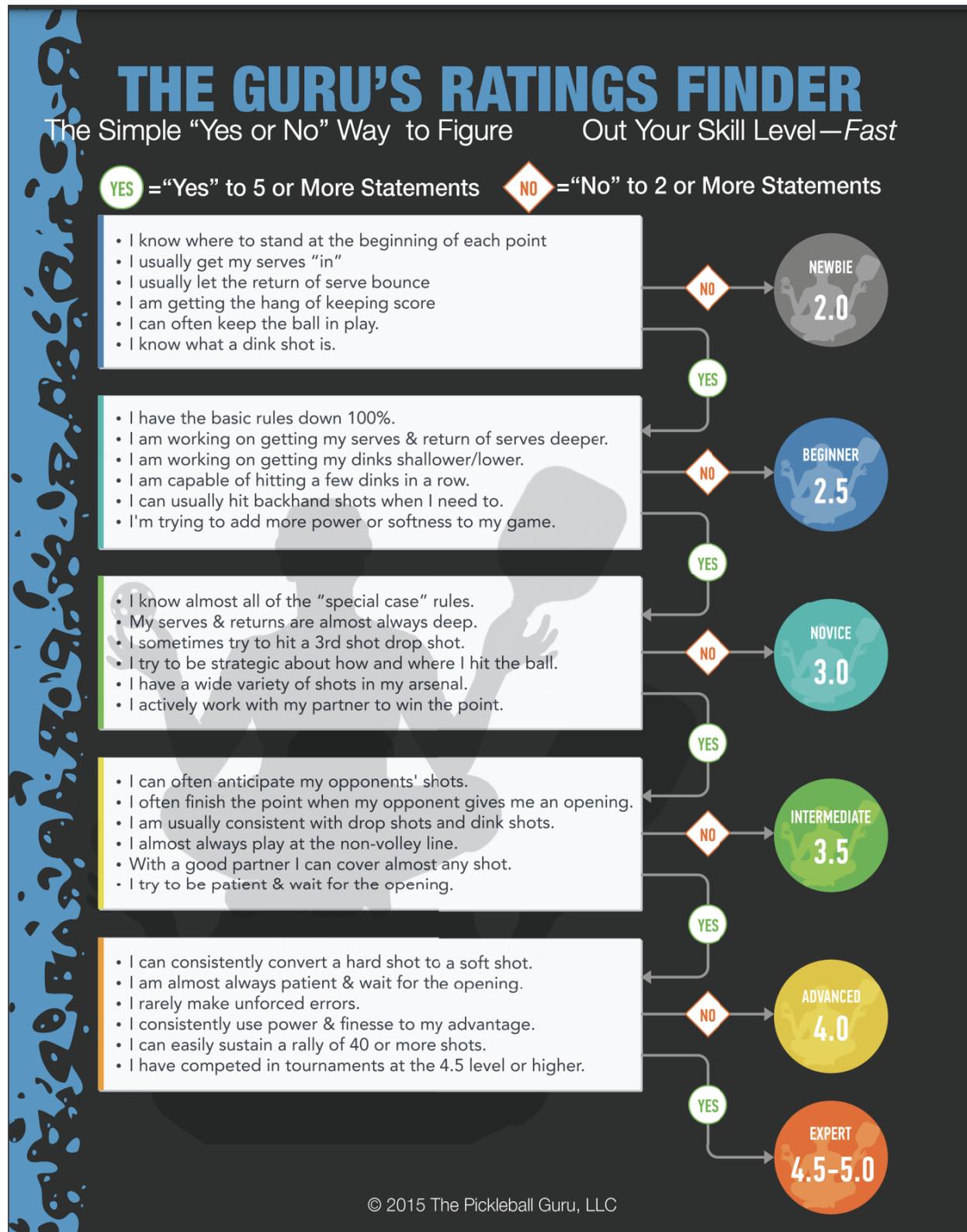
Note: there is no competitive beginner level round robin at this time.

Clinics: Formal instructional clinics targeted at specific skills and skill levels. Requires clinic registration, and may require an additional fee.

Mentoring: Informal but structured play where mentors and experienced players help less experienced players with drills and playing tips. Players interested in a mentoring session will be able to sign up at SignUpGenius.com, and coordinate with the program director for more information.

Find Your Skill Level

From The Pickleball Guru LLC



Open Play/Challenge Court Guidelines

Adapted from Kona Pickleball Hui

Challenge Court – Courts 4 & 6

The purpose of a challenge court is to:

- Allow advanced players the opportunity to play competitive games.
- Provide intermediate players the opportunity to step away from open play and test themselves.

Challenge Court Rotation of Play Guidelines

- Paddles must be queued up for play on the challenge court.
- 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.
- 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.
- Teams stay together on this court.
- No team or individual player plays more than two consecutive games on the challenge court.
- When a game ends and there are 7 or fewer players waiting for the challenge court, the winning team stays on and stays together after their first win, and a new team comes in to challenge them. The second-place finishers come off the court.
- If a team wins a second consecutive game or there are 8 or more players waiting to play, then all players exit the court and two new teams (4 players) come on.
- Players are encouraged not to play exclusively on the challenge court. Our most advanced players should consider themselves ambassadors of the sport, and as such, are encouraged to play some games on the open play courts and to use those games to mix with other players and to practice aspects of their soft game.

Open Play Courts – Courts 1, 2, 3

The purpose of open court play is to:

- Play and socialize with ALL members of our pickleball community
- Provide a variety of mixed-skill level games, so that
 - Players with similar skill levels have opportunities for competitive games.
 - Players with less advanced skills have opportunities to challenge themselves against players with more advanced skills
 - Players with more advanced skills have opportunities to practice the soft game elements of pickleball (dinking, placement, soft third shots, soft blocking, etc.)

Open Court Rotation of Play Guidelines

- Paddles must be queued up for open play.
- Standard play rotation is “2 out, 2 in”; once 8 or more paddles are in queue, rotation will be “4 out, 4 in”.
- Under “2 out, 2 in”, when a game ends, the winners stay on and split up. The second-place finishers come off the court and rejoin the end of the queue.
- Under “4 out, 4 in”, when a game ends, all 4 players come off the court and both teams rejoin the end of the queue.
- If a player or group of players is next in the queue but wishes to delay their play (e.g., waiting for a specific opponent to become available or waiting for a less challenging opponent), they can allow the player(s) behind them to move ahead.