

SUMMERLAND PICKLEBALL CLUB

CODE OF CONDUCT

Guidelines of Behaviour

1. Learn and play by the official rules of pickleball as set out by the IFP (International Federation of Pickleball).
2. **Call out the score every time you serve so that your opponents can hear the score.** Call out your score first, then the opponents score, and finally, if you are the first server or the second server.
3. **Call “ball” immediately when your stray ball rolls on to another court.** (No point is worth tripping over a ball and hurting yourself or other players).
4. Return the ball on the outside of your court, not through neighbouring courts. Make eye contact with the person you are returning the ball to, then roll or throw the ball to them.
5. **Do not take advantage of an opposing team whose skill level may be lower by running up the score.** In one-sided games use such opportunities to practice different shots or even coach the other team (in a positive, helpful manner) on ways they might improve.
6. Under no circumstances **act in an intimidating manner or use any form of foul or abusive language or gesture.**
7. Proper pickleball attire is expected on the pickleball courts during Club time. Clothing considered in poor taste such as bathing suits, bikini tops, cut-offs, etc. should not be worn. Proper court shoes, which will not mark or damage the court surface are required.

LINE CALLING CODE OF ETHICS

1. **Players will call the lines on their side of the court.**
2. **Spectators should not be consulted on any line calls.**
3. **No player should question an opponent’s call unless asked.**
4. **All “let” or “out” calls must be made instantly,** otherwise the ball is presumed in and still in play.
5. **In doubles play, if one player calls the ball “out” and the partner calls it “in”, then doubt exists and the ball must be declared “in”.**
6. **Line calls should be promptly signaled by hand or voice,** regardless of how obvious they may seem.
7. **If you or your partner are not sure if the ball is “in” or “out” and you refer to your opponents, the call is always in favour of your opponent.**
8. **The opponent gets the benefit of the doubt on line calls made.**