

HKPL Rules and Regulations 2025

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Unless otherwise stated in the HKPL rules and regulations 2025, rules of the latest edition released annually in January by the USA Pickleball (USAP) will apply. USAP Official Rules HKPL reserves the right to modify rules at any time during the season, if necessary.

1.0 Team Registration & Eligibility

1.1 General Requirements

- Any registered Club/Association or Team with court access in Hong Kong may apply.
- Each Club/Association may enter multiple Teams, provided each Team has a unique name (e.g., Team A1, Team B1, Team B2).
- All communications must go through the team's registered Captain or Co-Captain.
- Player registrations are only accepted via official roster form (no WhatsApp/email additions) submitted to HKPL via our digital portal.
- Team registration deadline: 17 Apr 2026.
- Home match day(s) must be determined at registration (Monday to Friday evenings).
- Teams should indicate their home court location on the registration form. A home court is required, with standard dimensions of 13.4m x 6.1m. It is recommended to maintain a minimum clearance of 1.3m from the baseline to the boundary and 1m from the sideline to the boundary.
- If the home courts do not meet the minimum clearance requirements, the court cannot be used for post season games. A separate venue will need to be booked by Home Team for Home Courts that do not meet the clearance requirements.
- HKPL retains the right to evaluate and approve courts that are slightly below the recommended minimum clearance requirements.
- Each team must register a minimum of 2 male players and 2 female players. Teams MUST ensure player availability for each weekly match to prevent forfeiture.

1.2 Division Eligibility

Division	DUPR Rating Requirement
A	No restrictions
B	3.0 - 3.699
C	NR - 2.999

1.3 Player Management

- Deadline for registering players is 27th Apr 2026.
- Division B additions must maintain >2.999 and ≤ 3.699 DUPR (as of 6 Apr 2026).
- Division C additions must maintain ≤ 2.999 DUPR (as of 6 Apr 2026).
- NR players are only allowed to play in Div A or C.
- For players with a DUPR below 3.0, you can email HKPL to request to play in Div B if there is strong rationale (e.g. played in Div B previously or Div 2 in HKCTA).
- Limit of 20 players per Team.
- All players must be added via HKPL website by the Captain / Manager.
- **DUPR Requirements:** Must register using DUPR-registered full name. Accounts: mydupr.com/signup. Players with multiple accounts: Higher rating applies.
- Players must be over the age of 18 as of 1 Jan 2026. For any player below the age of 18, an indemnity form is required to be signed before they will be accepted. The indemnity form can be obtained via email from HKPL.
- Emails and phone numbers are required for player registration to allow for score submissions and communications by HKPL.

1.4 Match Scheduling

- Days: Monday-Friday (exc. public holidays).
- First game should not start before 7:30PM and no later than 8PM.
- Subsequent games: 2-minute warm-up.

1.5 Player Rules

- Players may only register for one team.
- **Substitutions:** Max 3 upward subs total per Team (e.g. a Div A team can only accept up to 3 players from Div B, C for up to 3 matches each player).
- Penalty: Forfeit any games with unregistered players.

2.0 Match Format

Each team is limited to a maximum of 5 men + 5 women and a minimum of 2 men + 2 women on match day.

Matches will consist of:

- GAME 1: Women's Doubles
- GAME 2: Men's Doubles
- GAME 3: Mixed Doubles – 1
- GAME 4: Mixed Doubles - 2
- GAME 5: Mixed Doubles – 3

No repeating pairs across Mixed Doubles games. Before commencement of play, both teams need to provide their lineup and record on the score sheet. Once submitted, no changes unless due to injury during play. If a player is involved in two consecutive matches, the rest periods should not last more than 5 minutes. Each Match will follow the game order above unless agreed by both teams.

2.1 Game/Match Scoring

- Rally scoring will be used for each game to 21 game-points.
- Serve location is based on Serving Team's score (Odd on Left, Even scores on Right). Server changes sides upon consecutive points won.
- Teams change sides when one team reaches 11 game-points.
- First team to 21 game-points win. NO win-on-serve required.
- At 20/20, the next point will be played as "sudden death" game-point. NO win-by-2. NO win-on-serve.
- 2 League Points awarded to match winner.
- 1 League Point to the loser.
- 0 League Points for match forfeit, walkovers and no-show.

2.2 Timeouts

- 1 timeout per game per team (1 minute).

2.3 Injuries / No Show

- In the event of an injury during a game, a player may take a 10-minute injury timeout. A player may only take 1 injury timeout per match.
- If the player is unable to continue the game, the team will lose that game. The opposing team will be awarded 21 points, and the retired team's score will be the score at the time of retirement. At least 1 point must have been played to be counted as a loss otherwise the game is counted as a forfeit.
- If there is a 3rd player, he/she may substitute the injured player for the next game. Mixed doubles rules still apply.
- If there is a no-show/walkover by a team, the opposing team will be awarded 2 points. For the purpose of wildcard tie-breaker calculations, all 5 individual games of a forfeited match will be recorded as a 21-0 score in favor of the winning team.

3.0 Match Protocol/Conduct

3.1 Pre Match Requirement

- Home team must provide: 1-week advance notice of location, surface, ball color.
- The Home Team may change play location but it needs to be advised 1-week in advance.
- To confirm the number of guests allowed by the club (if any limitations).
- Designated Captain or acting Captain, if necessary.
- Home teams are advised to allocate 150mins for Home games if only 1 court is available. If 2 courts are available, it is recommended that Home teams allocate 120mins for Home games.

3.2 Equipment Check

- Paddles – USPA/UPA approved. Challenges only permitted before first game.
- USPA approved balls relevant to court surface.

3.3 On Court Conduct

Prohibited: Non-Player Interference, unapproved music/recordings, use of mobile phones on court, video recording unless agreed by both teams, coaching (except during time-outs), checking ball marks on opponent's court, clothing matching ball color, unsportsmanlike behavior, foul/abusive Language.

4.0 Score Submission

- Home team submits photo of signed score sheet and inputs scores digitally on HKPL website and sends by WhatsApp to Division representative within 3 days after the match.
- Must include all players' DUPR registered names & numbers.

5.0 Dispute Resolution

- Must be emailed by Captain/Co-Captain within 48 hours to HKPL.
- No late submissions will be accepted.

6.0 Weather Policy

In case of adverse weather on the competition day, the home team and away captains have the right to decide whether the games can continue in a safe manner. Either captain can request a postponement due to unsafe weather and court conditions that could lead to injury. Any unfinished games will be replayed at a later date; this must be completed before or during the season's rain-off week, before playoffs. Both teams must agree on a date that can accommodate players.

6.1 Postponements

Outdoor matches: Decision made 2 hours pre-match. Requires mutual agreement. Automatic for Typhoon 8/Black Rain alerts.

6.2 Rescheduling

Home team proposes 2 dates within 48 hours. Away team responds within 48 hours. Completion deadline: Season's rain-off week.

6.3 Suspended Matches

Only completed games count. Unfinished games restart from 0-0.

7.0 Rankings

The team with the highest total of League Points will be the winner of their division. If 2 teams have won the same League Points, the winner of their head-to-head match will be

ranked higher.

If more than 2 teams have the same number of League Points, the ranking will be determined by most GAMES won during the Season (and not just Head-to-Head).

If the winner remains undecided, the rankings will be determined by most NET-POINTS (game-point differential) (even if the match was a loss). [Calculating Formula: NET-POINTS = game-points won – game-points lost]

If the result is still the same, a re-match for the teams concerned will be arranged. [This item only applies to teams in the preliminary round].

7.1 Post Season Eligibility

DIV A

- Top 4 teams in each group will qualify for post season (starting at quarterfinals).

DIV B

- Top team in each group qualifies for post season (6 teams total).
- The remaining 2 playoff spots will be awarded to **wildcard teams**, which will be determined by the highest win % across the remaining teams across the groups.
- If teams are tied on win %, the first tie-breaker is the highest percentage of games won (Games Won / Games Played). If teams still remain tied, the secondary tie-breaker will be determined by the highest average Net-Points per played match (Total Net-Points divided by total matches played).
- These wildcard teams (qualifying not as the top of each group) will play the team (or teams) with the best win % (or the best tie-breaker metrics if multiple teams are tied on win %).

DIV C

- Top team in each group qualifies for post season (7 teams total).
- The remaining playoff spot will be awarded to a **wildcard team**, which will be determined by the highest win % across the remaining teams across the groups.
- If teams are tied on win %, the first tie-breaker is the highest percentage of games won (Games Won / Games Played). If teams still remain tied, the secondary tie-breaker will be determined by the highest average Net-Points per played match (Total Net-Points divided by total matches played).
- This wildcard team (qualifying not as the top of each group) will play the team with the best win % (or the best tie-breaker metrics if multiple teams are tied on win %).

7.2 Semi-finals and Finals

- Playoff arrangements and schedules will be shared at a later date.
- For games hosted at a neutral venue by HKPL, both teams need to accommodate; otherwise, they will be counted as forfeiting the match.
- For non-HKPL hosted games, the higher ranked team will be considered as the Home Team, unless their match day falls on a holiday.

- Players must have played at least 1 match in the season to play in the playoffs.
- Div B players playing for Div A playoffs are not eligible to play in Div B playoffs.

8.0 Dress Code

- Appropriate attire required.
- Non-marking shoes mandatory.
- No ball-color matching clothing worn on court (home team declares ball color).

9.0 Liability Waiver

HKPL and its Sponsors assume no liability for injuries/damages. By participating, players agree to: HKPL rules and regulations 2025, media/promotional use of images, DUPR data sharing for ratings. PLAYERS PLAY AT THEIR OWN RISK AND HKPL WILL NOT HOLD ANY RESPONSIBILITY FOR ANY INJURIES AND/OR DAMAGES.

10.0 Media Release and Publicity Disclaimer

By participating in HKPL, all players hereby grant to the HKPL, its organizers, sponsors, and affiliates (collectively, "Released Parties") the irrevocable, perpetual, royalty-free, worldwide right and permission to photograph, record, film, and otherwise capture my likeness, voice, and participation (collectively, "Images") during League events, matches, and related activities...

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