

Pickle X Cup Invitational

RULES & REGULATIONS

1. Rules

- 1.1 The tournament shall be governed in accordance with the latest edition of the USA Pickleball Official Rulebook.
- 1.2 The scoring system shall follow the Rally Scoring System. Player may refer to *Appendix A* for Rally Scoring Rules.
- 1.3 We shall be using USA Pickleball approved Franklin X-40 (Yellow) for this tournament.
- 1.4 Any queries can be sent to via email to therallydistrict@gmail.com or WhatsApp to [+65 8083 9483](tel:+6580839483)

2. Event Details

Venue	¹ The Sports Arina @ Expo 9 Somapah Road Hall 7 Singapore Expo, S487370
Dates/Time	26 th March 2026 / 5pm to 10pm

3. Tournament Format (Refer to Appendix B for more details)

- 3.1 The first team to reach the stated points below shall be the winner,

Matches	Rally Scoring (First to 21 Points)
Group Play Round Robin	<ol style="list-style-type: none"> 1. Men's Doubles 1 2. Men's Doubles 2 3. Ladies Doubles 4. Mixed Doubles <p>First team to reach 21 points win with sudden death at 20-20 (Winner of next point wins)</p>
Semi-finals	Same as Round Robin
Finals	<p>If teams are tied at 2-2, a Dream Breaker will be played.</p> <p>Dream Breaker Format Rally scoring to 20 (win by 2), with each team's four pairs rotating for four rallies</p>

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	at a time. Teams first declare their 4-pairs lineup, Captains will submit their lineups to the officials at the same time. Players rotate through serving for four points each until a winner emerges.
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- 3.2 In the Group Play, all players/teams shall play each other in Round Robin format. Group Winners are determined by the number of points won. All matches must be played regardless of the scoreline.
- 3.3 Win – 2 Points
Draw – 1 Point
Lose – 0 Points
- 3.4 If two or more teams are tied, ties shall be resolved comparing won/loss differential in the following order,
- 1st Tie Breaker – Comparing Overall Match Differential (where applicable)
 - 2nd Tie Breaker – Comparing Overall Game Differential
 - 3rd Tie Breaker – Comparing Overall Point Differential
 - 4th Tie Breaker – Winner of the Head to Head Match
- 3.5 Matches in the Group Play shall be played “follow on”, meaning the round robin matches will play on, one after another.
- 3.6 All Matches shall be Officiated. There will be 1 Referee per court for all matches.
- 3.7 Tournament Committee may at their sole discretion assign or add officials to officiate any match. This can be done before the match commences, and during the match.
- 3.8 Each team will consist of 7 players with a minimum of 3 ladies with 2 optional reserve players.

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Appendix A

RALLY SCORING SYSTEM

Introduction

In Rally Scoring, points are awarded for every rally. The side that wins the rally, scores a point as well as the right to serve. The first side that reaches the game point wins the game. Each side shall have only one serve before Side Out.

In any game of Doubles, after Side Outs, when serve is won back after a rally for any side, the server will be alternated from their previous server.

There shall be only ONE time out of 60 seconds per side, per game.

Before the Game

- Chance Draw to determine side to serve/choose ends.
- In Doubles, both sides Starting Server and Starting Receiver shall wear the Starting Server ID

Doubles

- As long as the side holds serve, after scoring each point the server will alternate serving from the right/even and left/odd sides of the court. There is no restriction on the position of the partners of the correct server and receiver as long as they are on their respective team's side of the net. They can be positioned on or off the court.
- If the side's score is even (0, 2, 4 ...), the serve must be made from the right/even serving area and be received in the right/even service court by the opponent.
- If the side's score is odd (1, 3, 5 ...), the serve must be made from the left/odd serving area and be received in the left/odd service court by the opponent.
- When the receiving side wins a rally, a point is scored and the serve is passed to them. In Doubles, the receiving side never changes their service courts.
- The side to reach the game point first wins the game.

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Appendix B

8-Team Tournament Format

- 2 Groups of 4 teams
- Round-robin within groups
- Top 2 teams → Championship Bracket · Bottom 2 teams → Loser Bracket

Group A

Rank	Team	Team A1	Team A2	Team A3	Team A4	Total Points Won
1	Team A1					
2	Team A2					
3	Team A3					
4	Team A4					

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Group B

Rank	Team	Team B1	Team B2	Team B3	Team B4	Total Points Won
1	Team B1					
2	Team B2					
3	Team B3					
4	Team B4					

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Championship Bracket

Semifinals

Final

3rd Place Playoff

Match	Teams
SF1	Group A 1st vs Group B 2nd
SF2	Group B 1st vs Group A 2nd

Match	Teams
Final	Winner SF1 vs Winner SF2

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Match	Teams
3rd Place	Loser SF1 vs Loser SF2

Loser Bracket

Loser Bracket Semifinals

5th Place Match

7th vs 8th Place Match

Match	Teams
LSF1	Group A 3rd vs Group B 4th
LSF2	Group B 3rd vs Group A 4th

Match	Teams
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5th Place	Winner LSF1 vs Winner LSF2
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Match	Teams
7th Place	Loser LSF1 vs Loser LSF2