

Pickle X Cup Finance
Championship
2026

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 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 **Joola HC-40 (Yellow)** for this tournament.
- 1.4 Companies are able to register more than 1 team. Registration will close once 20 teams have registered.
- 1.5 Companies can invite anybody to join their team. (Maximum 50% Non-Employee allowed)
- 1.6 Minimum 3 Men and 3 Women per team with a maximum of 4 reserve players
- 1.7 Any queries can be sent to Jason by WhatsApp to 91553449

2. Event Details

Venue	¹ The Sports Arina @ Expo 9 Somapah Road Hall 10 Singapore Expo, S487370
Dates / Time	17 th October 2026 / 2pm to 11pm

3. Tournament Format

Round 1 shall be Group Play in Round Robin format. Teams will be split into 2 groups of 5 teams. Round 2 onwards, will be a Single Elimination format.

- 3.1 Round Robin Groups shall be arranged by closed chance draws. The Tournament Committee reserves the rights to move players to even out the Groups, or according to skill level.
- 3.2 All teams will move onto the single elimination round after the group stage has concluded
- 3.3 Teams will then be seeded during the single elimination phase based on their positioning during the group stage
- 3.4 The Organisers and Tournament Committee shall have the right to modify the Divisions and Match Format.

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Matches	Number of Games per Match	Rally Scoring
Group Play Round Robin	4	1. Men's Doubles 1 2. Men's Doubles 2 3. Women's Doubles 4. Mixed Doubles First team to reach 15 points win with sudden death at 14-14 (Winner of next point wins)
Round of 16 Quarter-finals Semi-finals		Same as Round Robin If teams are tied at 2-2, a Dream Breaker will be played. Dream Breaker Format Rally scoring to 21 (Sudden Death at 19-19), with each team's four pairs rotating for four rallies at a time. Players rotate through serving for four points each until a winner emerges.
Finals		

3.5 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.

3.6 Win – 2 Points
Draw – 1 Point
Lose – 0 Points

3.7 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

3.8 Matches in the Group Play shall be played “follow on”, meaning the round robin matches will play on, one after another.

3.9 All Matches shall be Officiated. There will be 1 Referee per court for all matches.

3.10 Losers of the Semifinals shall share the Bronze Medal. Only winners of the Semifinals shall play the Championship match..

Appendix A

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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 change their service courts.
- The side to reach the game point first wins the game.