



**SINGAPORE
PICKLEBALL
NOVICE**

**PARTICIPANTS BRIEFING
(Team Challenge)**

Dates of Tournament –
31 Jan, 1, 7, 8 Feb 2026

(version – 26 Jan 2026)

Foreword

Preliminaries and Reminders

1. Participants who are Singapore Citizens and Residents of Singapore who are not yet members of any SPA Affiliated are reminded to apply for SPA Individual Membership. Link for Individual Membership application is given below

<https://app.joinit.com/o/singapore-pickleball/>

2. All participants are reminded to submit the Indemnity Form. Participants who has not done so, **shall not** be allowed to participate in the event. Participants may submit their indemnity via the links on our website

<https://www.singaporepickleball.com.sg/novice-26-general-information>

Advisory – Prohibition of Counterfeit, Misrepresented and Unapproved Paddle in SPA Sanctioned Tournaments (Updated 13 Dec 2025)

1. There is growing incidence in paddles falsely labelled or misrepresented as USA Pickleball (USAP) approved. These may include:
 - Counterfeit copies of certified paddles
 - Legitimate paddle brands using incorrect “approval” labelling on newer, uncertified models.
2. Using of counterfeit or illegitimate paddles does not align with the spirit of sportsmanship.
3. Players are reminded that they remain fully accountable for both the authenticity of their paddle and for presenting evidence to confirm its legitimacy when called upon.
4. Counterfeit and misrepresented paddles are classified under the broader category of unapproved paddles. The use of any unapproved paddle is strictly prohibited and will be subject to the applicable rules.
5. A copy of the Advisory is attached.

Spent/Cracked Ball Recycling Programme

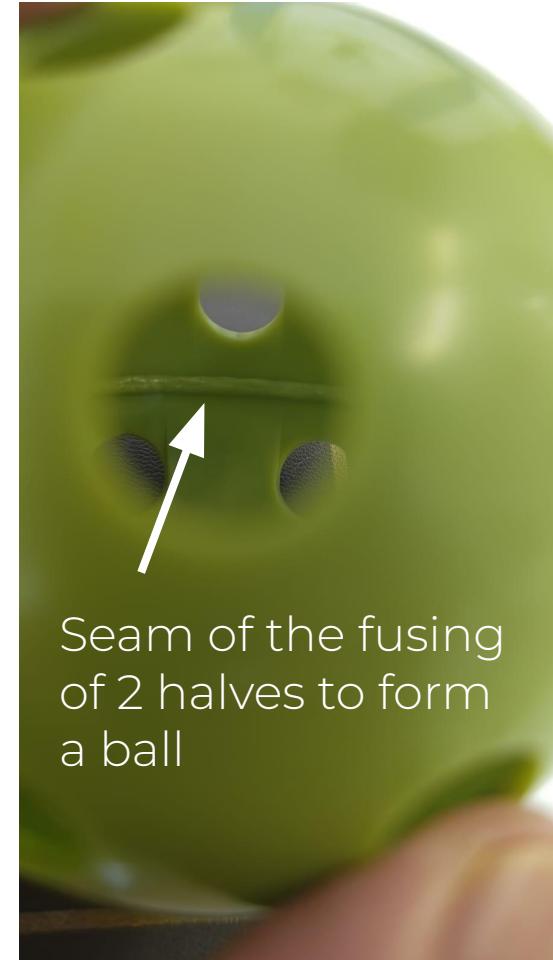
Since 2022, Singapore Pickleball had started a spent/cracked ball recycling programme where we collect back from the community, fused indoor/outdoor balls to remould back into balls to gift to Schools with Pickleball programmes. Currently, we are only able to recycle fused type balls.



Spent/Cracked Ball Recycling Programme

Participants may drop spent/cracked fused balls to the organisers at either Tournament Venue.

Note – How to recognise a fused type ball? Peer inside one of the perforations and see if there is a fused seam on the inside of the ball.



Seam of the fusing
of 2 halves to form
a ball

Venue Information

Venue Information

Venue	Address	Other Info
Our Tampines Hub	Community Auditorium 1 Tampines Walk, Level 3, Singapore 528523	https://www.activesgcircle.gov.sg/facilities/our-tampines-hub-community-auditorium

Note:

Strictly no food and beverages allows inside the Sport Hall. Only plain water and isotonic drinks are allowed.

Only water bottles with water-tight caps shall be allowed into the Sport Hall. Open cups, even with lid are not allowed.

Division Information

Participating Teams

1. B.E.A.R.S.
2. Barracudas
3. Bionic Pickles
4. BreezyBalls
5. Cai Fan
6. CSC Dink Dynasty
7. CSC Team Novice
8. Delta Hobos
9. Don't Dink and Drive
10. Evergreen
11. F.A.P. SINGAPORE TEAM A
12. FAP Singapore Team B
13. Game Point
14. GEM SQUAD
15. Heng Ong Huat
16. HSBC Singapore
17. Joo Chiat CSN
18. Joy at the Courts
19. Lob'sters & Dinks
20. LPC Novice Team

Participating Teams

21.	Merry Picklers Club	31.	Pickling All Day Long
22.	Mid Court Crisis	32.	Rally Rascals
23.	Net Saviours	33.	SassY Saints
24.	NUS Pickle Pals	34.	STRUOC Raiders
25.	NUSS Novice Team 1	35.	Sunday Pickleball
26.	NUSS PickleTon	36.	Supr Dupr
27.	PCS ONE	37.	TEAM LUXE
28.	Pickle Bears	38.	Team Love-15
29.	Pickle Boleros	39.	Team Mmoka
30.	Pickle Enforcers	40.	Team PickleTickle

Participating Teams

41. Team TBPK
42. TEBING TITANS
43. The Dinkredibles
44. The Exclusives
45. The Smashing Dinkins
46. Tickler
47. Unforced Error 404

Groupings

Group 1	Group 2	Group 3	Group 4
Pickling All Day Long	BEARS	PCS ONE	Pickle Bears
Mid Court Crisis	NUSS Pickleton	Cai Fan	Heng Ong Huat
Tickler	Game Point	F.A.P. SINGAPORE TEAM A	Barracudas
	Sunday Pickleball	The Smashing Dinkins	Pickle Enforcers
Group 5	Group 6	Group 7	Group 8
Delta Hobos	Rally Rascals	TEAM LUXE	Merry Picklers Club
Team Love-15	Unforced Error 404	HSBC Singapore	Don't Dink and Drive
Supr Dupr	NUSS Novice Team 1	Team PickleTickle	Joy at the Courts
Lob'sters & Dinks	CSC Team Novice	The Exclusives	Net Saviours

Groupings

Group 9	Group 10	Group 11	Group 12
The Dinkredibles	BreezyBalls	TEBING TITANS	GEM SQUAD
NUS Pickle Pals	Pickle Boleros	STRUOC Raiders	Evergreen
Bionic Pickles	Joo Chiat CSN	Team Mmoka	SassY Saints
CSC Dink Dynasty	LPC Novice Team	Team TBPK	FAP Singapore Team B

Tournament Format

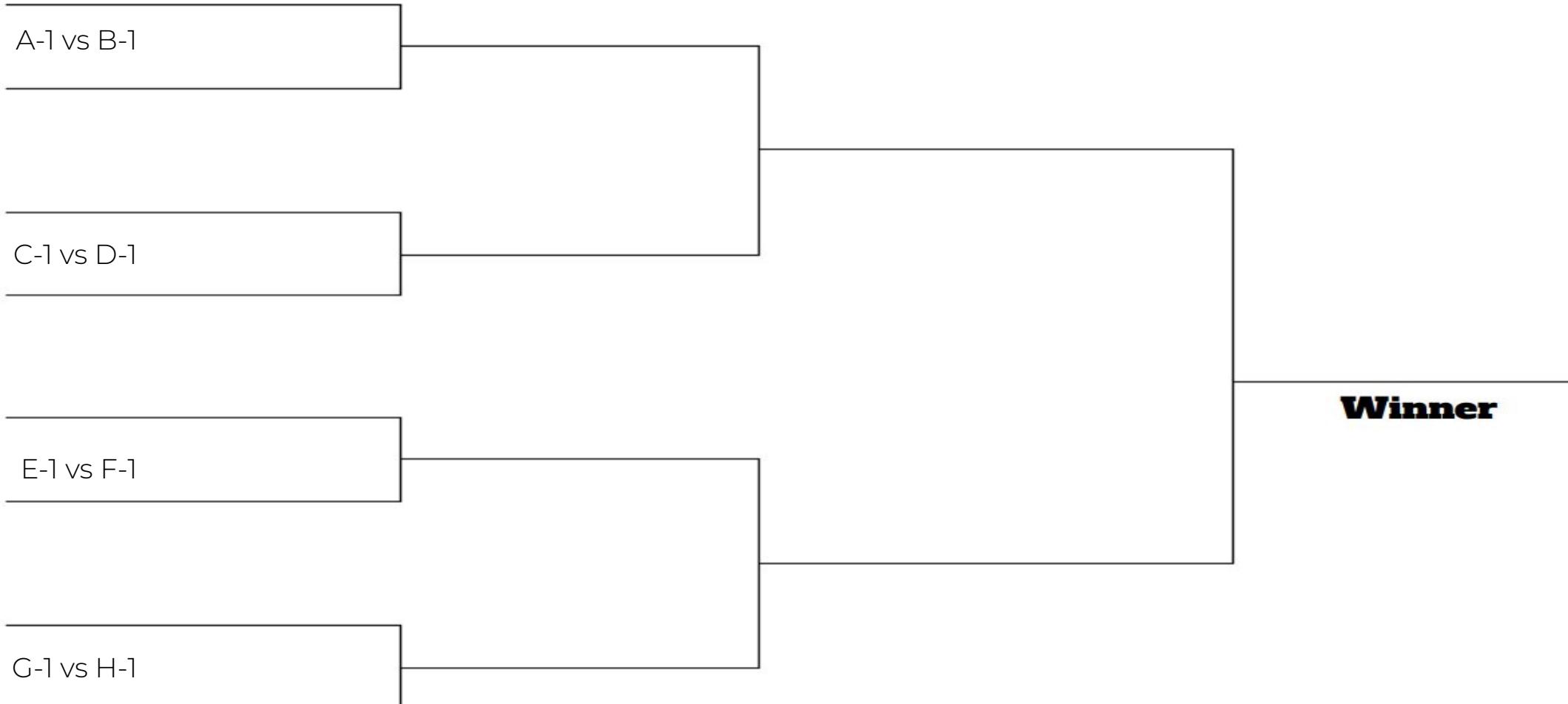
Tournament Format

- Round 1 shall be Group Play, Round Robin Format.
 - Match Fixtures shall be shown on our website, SingaporePickleball.com.sg
 - Top two teams from each group shall proceed to Round 2, all other teams shall be eliminated.
 - Therefore a total of 24 teams will proceed to Round 2
- Round 2 shall also be Group Play, Round Robin Format.
 - 24 proceeding teams shall be randomly drawn into 8 Groups of 3 at the venue after the conclusion of Round 1. Team Managers of proceeding teams may wish to witness the draw.
 - All the Top Teams shall be drawn into groups first. With 12 Top Teams and 8 Groups, 4 groups shall have 2 top teams.
 - The balanced 12 teams shall be randomly drawn into the 8 Groups, with the condition that teams from the same Round 1 Groups shall not be placed together again.
 - Only the Top Team from each Round 2 Group shall proceed to Round 3, all other teams shall be eliminated.
 - Round 3 shall be Single Eliminations.

Round 3 - Single Eliminations

Round 3 shall be Single Elimination where the Teams shall be arranged according to the following fixture.

Note – “X-1” refers to Top Team of Group X



Overall Schedule

Schedule

Reporting Time

Note

- Reporting Time – 30 mins before Scheduled Time of Group's 1st Match
- Organisers reserve the right to request for photo ID for all Team Members
- Organisers may start a match upto 30 mins before scheduled time.
- Subsequent matches in the Group shall follow on after completed matches

IMPORTANT - Match Line Up Submission

- Match Line Ups shall be submitted by Google Form latest 20 mins before the scheduled time of the match. Teams may submit before the date of matches as well.
- Late submission or failure to do so will result in walkover of the affected match(es)
- Teams may submit revised line ups to supercede and replace any previous ones before the deadline. For multiple submissions, only the latest one submitted before the deadline will be referred.
- The timing deadline on 31 Jan 2026 is listed below. Any submission received after the deadline will not be considered.

Groups	Match 1	Match 2	Match 3	Match 4	Match 5	Match 6
1	8:40 am	9:10 am	9:40 am	NA	NA	NA
2, 3, 4, 5, 6	8:40 am	9:10 am	9:40 am	10:10 am	10:40 am	11:10 am
7, 8, 9, 10, 11	11:40am	12:10pm	12:40 pm	1:10 pm	1:40 pm	2:10 pm
12	10:10 am	10:40 am	11:10 am	11:40 am	12:10 pm	12:40 pm

Novice 2026

QR code for
Team Challenge
Match Line Up submission form



<https://forms.gle/X5ypLSqvWZSbYbNYA>

Particular Briefings

Particular Rules and Regulations

- A. Franklin X-26 (Blue) Tournament Ball
- B. Rally Scoring
- C. After matches are completed, the other matches shall follow on.
- D. If players are involved in a match just concluded, there will be 10 minutes between matches.
- E. Organisers reserve the right to start matches upto 30 mins before schedule time
- F. All Round Robin, Round of 32 and Round of 16 matches shall be Single Game Matches to 21 points, with deuce to final 30 points
- G. Quarterfinal, Semi-Finals and Medal Matches shall be Best of 3 Matches shall be to 15 points, with deuce to final 21 points.
- H. Only Semi-Finals and Medal Matches shall be Officiated. All other matches shall be non-officiated.
- I. Tournament Committee may assign additional officials to officiate any match - before the match commences, or during the match.
- J. There will be mid-game end change for Single Game Matches, and the 3rd game of Best of 3 Matches.

Particular Rules and Regulations

- K.** Each Team Match shall consist of the following doubles matches
 - Men's Doubles
 - Women's Doubles
 - Mixed Doubles
- L.** For every Team Match, any team member fielded shall play in one of the doubles only.
- M.** Proceedings from the Round Robin Group Play shall be based on total points scored, not the number of team matches won, i.e. with the highest cumulative points scored. This shall be the sum of every point a team scores in every doubles match of all its Round Robin matches

- N.** In event of a Tie,
 - 1st Tie Breaker – Comparing Overall Point Won/Loss Differential
 - 2nd Tie Breaker – Winner of Head to Head Match
 - 3rd Tie Breaker - Chance Draw
- O.** If a Team is unable to fulfil any of the doubles matches, the Team will be deemed incomplete and a walkover 21-0 or 15-0 shall be recorded accordingly.
- P.** Team Managers shall share and introduce their line up to their opponents before the Team Match commencement.
- Q.** Fielding the wrong players will result in forfeiture of the affected double(s).

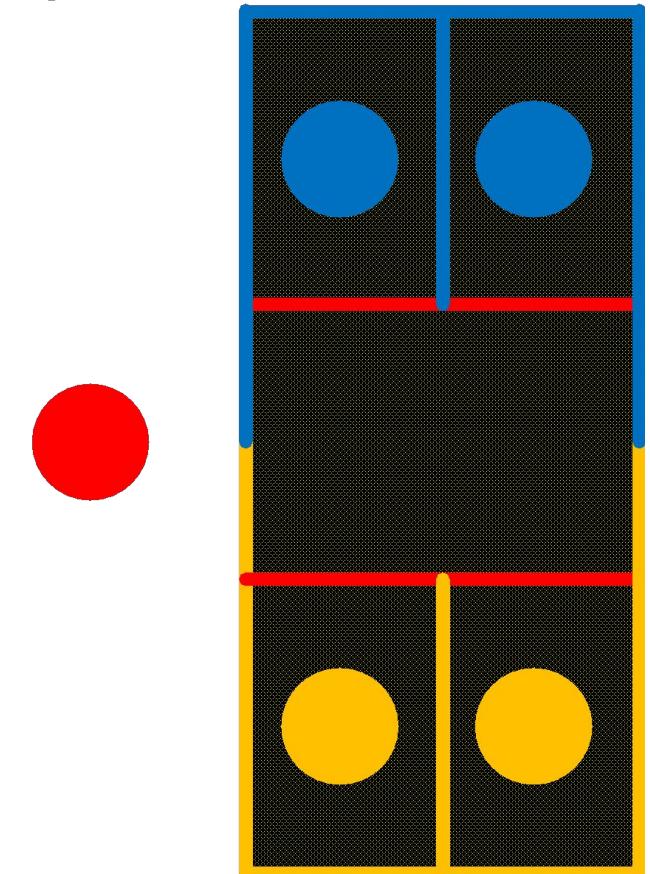
Non-Officiated Matches

- Players' Responsibilities
 - Tracks the score and player positions
 - Call the scores (loud and audible)
 - All line calls (prompt, loud, audible or visual signal) on respective court to preserve fair play and prevent players from making delayed calls for their own advantage.
 - Extend benefit of doubt to opponents
 - Spirit of Sportsmanship
- Request for Referee
 - Reasonably believes that a rule is being consistently and deliberately violated
 - Players are not able to quickly and easily resolve a dispute
 - Referee shall resolve the rally under dispute, and oversee the match only. Player responsibilities remains unchanged.
 - Note - Limited number of Referees on duty



Officiated Matches (No Line Judges)

- Referee Responsibilities
 - Tracks the score and player positions
 - Call the scores
 - Non Volley Zone faults, Service faults
 - Appeals
- Players' Responsibilities
 - All line calls (prompt, loud, audible or visual signal) on respective court to preserve fair play and prevent players from making delayed calls for their own advantage.
 - Players should not question or comment on an opponent's call except through an appeal to a Referee.
 - Extend benefit of doubt to opponents
 - Spirit of Sportsmanship



Rule Reminders and Best Practices

Out Calls

Players must not call a ball “OUT” unless they can clearly see a space between the line and the ball when it lands.

Non-Officiated Play

- Player may call NVZ and Service Foot Faults on opponents. If there is a disagreement, a replay shall occur [13.D.1.c]
- Players are expected to call fault on themselves, as soon as the fault is committed, e.g NVZ fault, 2nd bounce rule.

Rule Reminders and Best Practices

Hinder

- Expect high occurrence of rollaway balls
- Definition - Any transient element or occurrence not caused by a player that adversely impacts play, not including permanent objects.
- E.g. - balls, foreign material, players encroaching from another court, etc.
- Players shall make prompt hinder calls, a player is deemed to have given up his ability to call hinder if he chose to hit the ball.
- In officiated match, the referee will determine if the hinder called by the player was valid. Valid will be replay, invalid will be fault.
- Players shall refrain from exploiting hinders to their own advantage.

Rule Reminders and Best Practices

Hinder

- Safety shall be the primary basis of hinder calls
- Players are reminded NOT to encroach into other players' courts to retrieve rollaway balls. Wait at the side for the ball to be returned.
- Any player shall call hinder immediately for safety reasons, e.g. if stray ball can cause tripping hazard to the opponent, rolling near the feet from blind side.
- Allow the opponent whose side has the hinder to call the hinder, unless it is at his blindspot and poses an immediate safety concern. Therefore players should focus on the rally first.
- If ball is far and does not affect the opponent's play, player should focus on rally instead. If opponent then backs towards the stray ball or the ball rolls closer, call hinder then.

Rule Reminders and Best Practices

Unapproved Paddle

- Players are responsible for confirming that the paddle they are using for match play is approved and listed as “Pass” on the USA PICKLEBALL Approved Paddle List. The lists of approved equipment may be posted on the USA PICKLEBALL website: USA Pickleball.org.
- Violations for using an unapproved paddle is extracted and shown herein.

2.F.1.a. Violation. If at any point during the tournament it is determined that a player is using a paddle that violates any of the paddle specifications or is not listed on the USA PICKLEBALL Approved Paddle List as Pass, the following penalties apply:

2.F.1.a.1. If the violation is identified prior to the match starting, the player shall switch to a paddle listed as Pass on the USA PICKLEBALL Approved Paddle List. There is no penalty to switch paddles.

2.F.1.a.2. If the violation is identified after the match has started, the player or team forfeits only the match being played.

2.F.1.a.3. If the violation is discovered after the scoresheet is returned to the tournament operations desk, the match results stand.