



SINGAPORE  
PICKLEBALL

# ActiveSG Corporate League 2025 Team Managers Briefing

Clementi Sports Hall

Version – 29 Dec 2025

# Important Notices

## A. Team Managers' Role

1. Team Managers shall be the primary point of contact for matters related to this League
2. Team Managers are reminded to share and disseminate information in this brief to their Team Members
3. Copies of the Brief and Final Schedule shall be shared on the Singapore Pickleball Website for public reference

## B. Advisory – Prohibition of Counterfeit, Misrepresented and Unapproved Paddle in SPA Sanctioned Tournaments

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. Team managers and 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 in this league is strictly prohibited and will be subject to the applicable rules.
5. A copy of the Advisory is attached.

## C. 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.

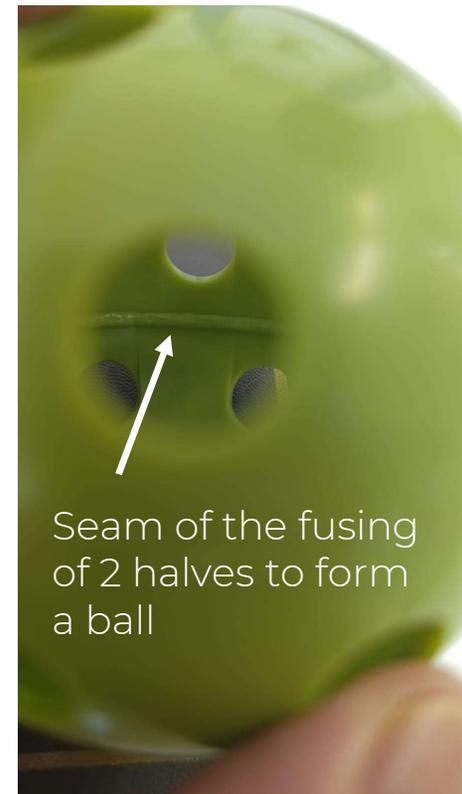
Currently, we are only able to recycle fused type balls.



## C. Spent/Cracked Ball Recycling Programme

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



Team Challenge  
Group Play Arrangement

# Team Challenge

## Group 1 – 8 Teams

1. HSBC Aces
2. Monday Bruce
3. Lobs Taps and Aces
4. PickleIn
5. MOE 1
6. Central Dinkers
7. SAP Roll
8. Mosaic 3+

# Team Challenge

## Group 2 – 8 Teams

1. Moonlight Dink aO
2. G+D Motion
3. MOE 2
4. PickMeUp
5. PwC Team 1
6. SAP Rock
7. Mosaic 4+
8. Ministry of Social and Family Development

# Match Lineup Submission

1. Match Lineups shall be submitted by hardcopy to Tournament Admin Desk 15 mins before scheduled match time
  - eCopy by whatsapp or email shall not be accepted. This is to facilitate prompt preparation of the scoresheets due to the short lead time.
  - Match Lineup Form is attached with this Brief.
2. Team Managers may submit any match line up in advanced. However, once submitted it shall be final and no change shall be allowed.
  - Team Managers are reminded that in-between match breaks are only 5 mins, therefore it is advisable to appoint a 2IC to submit the Lineup on behalf.
3. Late submission of Lineup shall be liable for full or partial forfeiture, e.g forfeiture of the 1<sup>st</sup> game.

# Match Schedules

- i. Reporting Time shall be 30 mins before the Match's Scheduled Time.
- ii. After matches are completed, the other matches in the Group shall follow on.
- iii. Organisers reserve the right to start matches upto 30 mins before schedule time

# Match Schedule – Group 1

Week 1 - 5 Jan 2026 (Monday)								
Time	1		2		3		4	
1900								
1930								
2000	Match 1		Match 2		Match 3		Match 4	
2030	Monday	HSBC Aces	Lobs Taps	Mosaic 3+	PickleIn	SAP Roll	MOE 1	Central
2100	Bruce		and Aces					Dinkers
2130								
2200								
Week 2 - 13 Jan 2026 (Tuesday)								
Time	1		2		3		4	
1900	Match 5		Match 6		Match 7		Match 8	
1930	Lobs Taps	PickleIn	HSBC Aces	SAP Roll	Mosaic 3+	Central	Monday	MOE 1
2000	and Aces					Dinkers	Bruce	
2030	Match 9		Match 10		Match 11		Match 12	
2100	Central	Monday	SAP Roll	Mosaic 3+	PickleIn	HSBC Aces	MOE 1	Lobs Taps
2130	Dinkers	Bruce						and Aces
2200								

# Match Schedule - Group 1

<b>Week 3 - 19 Jan 2026 (Monday)</b>									
Time	1		2		3		4		
1900	Match 13		Match 14		Match 15		Match 16		
1930	SAP Roll	MOE 1	Mosaic 3+	PickleIn	Monday Bruce	Lobs Taps and Aces	Central Dinkers	HSBC Aces	
2000									
2030	Match 17		Match 18		Match 19		Match 20		
2100	HSBC Aces	Lobs Taps and Aces	PickleIn	Monday Bruce	MOE 1	Mosaic 3+	Central Dinkers	SAP Roll	
2130									
2200									
<b>Week 4 - 27 Jan 2026 (Tuesday)</b>									
Time	1		2		3		4		
1900	Match 21		Match 22		Match 23		Match 24		
1930	PickleIn	MOE 1	Mosaic 3+	HSBC Aces	Monday Bruce	SAP Roll	Lobs Taps and Aces	Central Dinkers	
2000									
2030	Match 25		Match 26		Match 27		Match 28		
2100	SAP Roll	Lobs Taps and Aces	Mosaic 3+	Monday Bruce	HSBC Aces	MOE 1	Central Dinkers	PickleIn	
2130									
2200									

# Match Schedule - Group 2

Week 1 - 6 Jan 2026 (Tuesday)								
Time	1		2		3		4	
1900								
1930								
2000	Match 1		Match 2		Match 3		Match 4	
2030	G+D Motion	Moonlight Dink aO	MOE 2	Min of Social & Family Dev	PickMeUp	Mosaic 4+	PwC Team 1	SAP Rock
2100								
2130								
2200								
Week 2 - 12 Jan 2026 (Monday)								
Time	1		2		3		4	
1900	Match 5		Match 6		Match 7		Match 8	
1930	MOE 2	PickMeUp	Moonlight Dink aO	Mosaic 4+	Min of Social & Family Dev	SAP Rock	G+D Motion	PwC Team 1
2000								
2030	Match 9		Match 10		Match 11		Match 12	
2100	SAP Rock	G+D Motion	Mosaic 4+	Min of Social & Family Dev	PickMeUp	Moonlight Dink aO	PwC Team 1	MOE 2
2130								
2200								

# Match Schedule – Group 2

<b>Week 3 - 20 Jan 2026 (Tuesday)</b>									
Time	1		2		3		4		
1900	Match 13		Match 14		Match 15		Match 16		
1930	Mosaic 4+	PwC Team 1	Min of Social & Family Dev	PickMeUp	G+D Motion	MOE 2	SAP Rock	Moonlight Dink aO	
2000									
2030	Match 17		Match 18		Match 19		Match 20		
2100	Moonlight Dink aO	MOE 2	PickMeUp	G+D Motion	PwC Team 1	Min of Social & Family Dev	SAP Rock	Mosaic 4+	
2130									
2200									
<b>Week 4 - 26 Jan 2026 (Monday)</b>									
Time	1		2		3		4		
1900	Match 21		Match 22		Match 23		Match 24		
1930	PickMeUp	PwC Team 1	Min of Social & Family Dev	Moonlight Dink aO	G+D Motion	Mosaic 4+	MOE 2	SAP Rock	
2000									
2030	Match 25		Match 26		Match 27		Match 28		
2100	Mosaic 4+	MOE 2	Min of Social & Family Dev	G+D Motion	Moonlight Dink aO	PwC Team 1	SAP Rock	PickMeUp	
2130									
2200									

# Match Schedule – Divisional Group Play

Week 5 - 2 Feb 2026 (Monday)									
Time	1		2		3		4		
1900	Div C - M1		Div C - M2		Div A - M1		Div A - M2		
1930	Team 2	Team 1	Team 3	Team 4	Team 2	Team 1	Team 3	Team 4	
2000									
2030	Div C - M3		Div C - M4		Div A - M3		Div A - M4		
2100	Team 4	Team 2	Team 1	Team 3	Team 4	Team 2	Team 1	Team 3	
2130									
2200									
Week 5 - 3 Feb 2026 (Tuesday)									
Time	1		2		3		4		
1900	Div D - M1		Div D - M2		Div B - M1		Div B - M2		
1930	Team 2	Team 1	Team 3	Team 4	Team 2	Team 1	Team 3	Team 4	
2000									
2030	Div D - M3		Div D - M4		Div B - M3		Div B - M4		
2100	Team 4	Team 2	Team 1	Team 3	Team 4	Team 2	Team 1	Team 3	
2130									
2200									
Week 6 - 9 Feb 2026 (Monday)									
Time	1		2		3		4		
1900	Div C M5	Div A M5					Div D M5	Div B M5	
1930	T4 vs T1	T4 vs T1							
2000	T4 vs T1	T4 vs T1							
2030	Div C M6	Div A M6					Div D M6	Div B M6	
2100	T2 vs T3	T2 vs T3			T2 vs T3	T2 vs T3			
2130									
2200	Victory Ceremony								

# Event Updates

Match updates will be posted on SPA's Website and Telegram Channel. Subscribe to Telegram Channel by scanning this QR Code



Subscribe to  
**SPA Telegram Channel**  
for more local **Pickleball**  
events and updates

# League Format

# League Format

## 1. Round 1 - Group Pool Play, Round Robin Format

- Teams shall be ranked according to their Team Matches won.

## 2. Round 2 – Divisional Group Pool Play, Round Robin Format

- Teams shall be split into 4 divisional groups according to their group rankings, following the table below.

## 3. Divisional Winners shall be based on the number of Team Matches won in the Divisional Group Pool Play.

Divisions	Teams
A	1 <sup>st</sup> and 2 <sup>nd</sup> Placed Teams
B	3 <sup>rd</sup> and 4 <sup>th</sup> Placed Teams
C	5 <sup>th</sup> and 6 <sup>th</sup> Placed Teams
D	7 <sup>th</sup> and 8 <sup>th</sup> Placed Teams

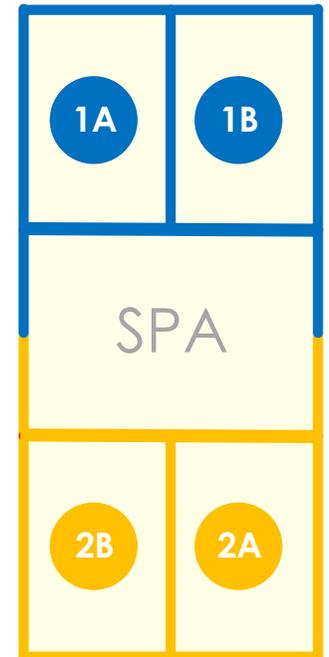
# Particular Briefings

# Particular Rules and Regulations

- A. Franklin FSPro Indoor (Optic) Tournament Ball
- B. Rally Scoring (Rules and Regulations Appendix)
- C. Reporting Time – **30 mins** before scheduled time
- D. All matches shall be Unofficial
- E. Tournament Director may assign additional officials to officiate any match - before the match commences, or during the match.
- G. All matches shall be Single Game Matches
  - Games to **21 points**, deuce at 20 points, maximum 30 points

# Non-Officiated Matches

- Players' Responsibilities
  - Tracks the score and player positions
  - Call the scores (loud and audible)
  - All line calls (loud, audible and promptly) on respective court.
- 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 only oversee the Match
  - There are limited number of Referees on duty
  - Players are reminded to extend the spirit of sportsmanship and the benefit of doubt to opponents



# Rule Reminders and Best Practices

## Non-Officiated Play

- Players call all lines on their side of the court. Refer to Code of Ethics for Line Calling [6.C]
- 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, 2<sup>nd</sup> bounce rule.

## Out Calls

- Players are bound by Rule 6.C.6 to only call a ball “out” if they can clearly see a **space** between the line and the ball when it hits the playing surface.

*[This Rule attempts to standardize player line calls, reduce ambiguity with benefit of doubt given to opponents].*

# Rule Reminders and Best Practices

## Hinder

- Expect high occurrence of rollaway balls
- Definition [3.A.16] - 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 [Pg 1].
- 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 spot.
- 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.