



PESTA SUKAN



**SINGAPORE
PICKLEBALL**

Pesta Sukan 2026 Participants Briefing

Bukit Canberra Sports Hall

Version – 03072026

Important Notices

A. Official Correspondences shall be by Email

1. As stated in the Tournament Rules and Regulations, all official and final information, not limited to briefs and schedules shall be sent to participants via Email.
2. There are some participants with invalid Email Contacts, and so emails were not successfully sent.
3. Team Managers, Doubles Players are requested to assist in sharing and disseminating the information within the community.
4. Copies of this Brief, Divisional Groupings 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. 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 Pesta Sukan 2025 is strictly prohibited and will be subject to the applicable rules.
5. A copy of the Advisory shall be shared on the Singapore Pickleball Website as well.

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.

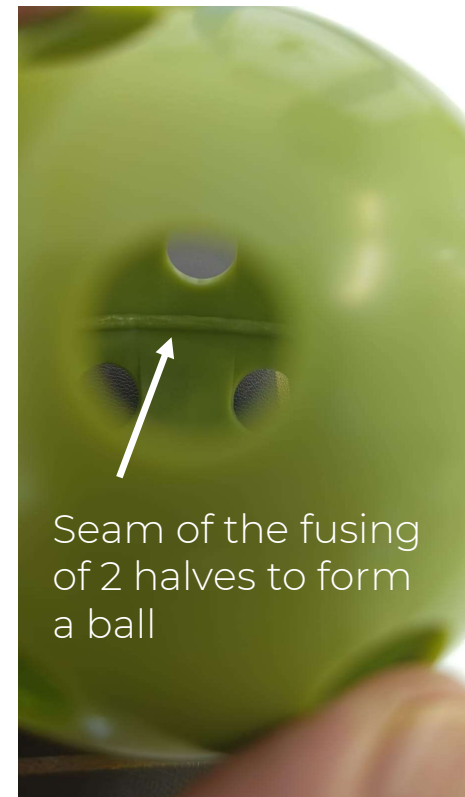
Currently, we are only able to recycle fused type balls.



C. Spent/Cracked Ball Recycling Programme

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

Match Schedules

Reporting Time

- Reporting Time shall be 30 mins before the scheduled time of the 1st Match of the Group
- Organisers reserve the right to start matches upto 30 mins before the scheduled time.
- Participants may check the Final Schedule, and order of Round Robin Matches under Pesta Sukan 2026 on the Tournament Page of the Singapore Pickleball Website.

Match Format

Group Play Round 2 Proceeders

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

2. Round 2 – Single Eliminations

- Round 2 Draw – See diagram
- Winners of Eliminations proceeds accordingly, e.g Best of 16 Matches proceeds to Quarterfinals, and so on.

Group Play Round 2 Proceeders

- ❑ All best performers in their group play will proceed to Round 2 and will be assigned to the Matches accordingly.
- ❑ Instead of a fixed structure, all 2nd best performers from the Group Play shall be chance-drawn to play in the Round 2 Starting Matches. This is to mitigate manipulation.

Note - The draw shall exclude the top performer from the same Round 1 Group.

- ❑ Applicable for Divisions with 4 Groups or more only.

EXAMPLE

BEST OF 16 as the Starting Draw of Round 2



Ranking Points Information

General

- SPA Ranking Points Allocation only for
 - Singapore Pickleball Individual Members
 - Members of Singapore Pickleball Affiliates
 - Open, 35+ and 50+ Age Groups
- All participating players shall be awarded points as table shown in next slide.

Ranking Point Allocation for Divisions with 16 Round Robin Groups

Outcome	Description	Ranking Points
		Open
Lose at Rd 1	Round Robin Pool Play	1
Lose at Rd 2	Round of 32	2
Lose at Rd 3	Round of 16	4
Lose at Rd 4	Quarterfinals	8
Lose at Rd 5 (Shared Bronze)	Semi-Finals	16
Lose at Rd 6 (Silver)	Finals	32
Win at Rd 6 (Gold)	Finals	64

Ranking Points multiplied by 3 for Tier 3 event

Ranking Point Allocation for Divisions with 8 Round Robin Groups

Outcome	Description	Ranking Points
		Open
Lose at Rd 1	Round Robin Pool Play	1
Lose at Rd 2	Round of 16	2
Lose at Rd 3	Quarterfinals	4
Lose at Rd 4 (Shared Bronze)	Semi-Finals	8
Lose at Rd 5 (Silver)	Finals	16
Win at Rd 5 (Gold)	Finals	32

Ranking Points multiplied by 3 for Tier 3 event

Ranking Point Allocation for Divisions with 4 Round Robin Groups

Outcome	Description	Ranking Points
		Open
Lose at Rd 1	Round Robin Pool Play	1
Lose at Rd 2	Quarterfinals	2
Lose at Rd 3 (Shared Bronze)	Semi-Finals	4
Lose at Rd 4 (Silver)	Finals	8
Win at Rd 4 (Gold)	Finals	16

Ranking Points multiplied by 3 for Tier 3 event

Ranking Point Allocation for Divisions with 1 and 2 Round Robin Groups

Outcome	Description	Ranking Points
		Open
Lose at Rd 1	Round Robin Pool Play	1
Lose at Rd 2 (Shared Bronze)	Semi-Finals	2
Lose at Rd 3 (Silver)	Finals	4
Win at Rd 3 (Gold)	Finals	8

Ranking Points multiplied by 3 for Tier 3 event

Particular Briefings

Particular Rules and Regulations

- A. Franklin X-26 (lime green) Tournament Ball
- B. Rally Scoring
- C. Reporting Time – **30 mins** before scheduled time
- D. Unofficial Matches – all Round Robin, Round of 32/16, Quarterfinals Matches, as well as all matches in Intermediate Divisions
- E. Official Matches – only Semifinals and Finals (excluding all Intermediate Division)
- F. Tournament Director may assign additional officials to officiate any match - before the match commences, or during the match.

Particular Rules and Regulations

G. Single Game Matches

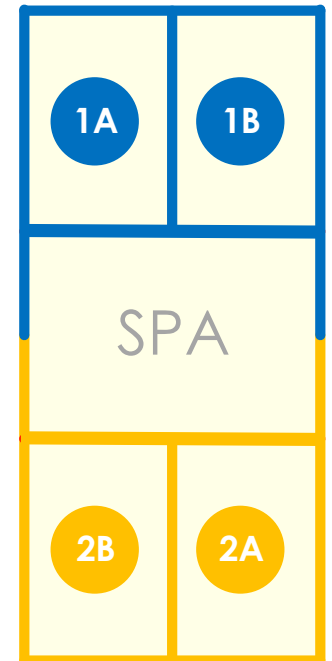
- Round Robin, Round of 32/16, Quarterfinals Matches
- Games to **21 points**, with deuce to final 30 points.
- Matches in Round Robin Group Play, Round 32/16, Quarterfinals.

H. Best of 3 Matches

- Semi-Finals and Medal Matches
- Games to **15 points**, with deuce to final 21 points.
- Semi-finals and Finals Matches

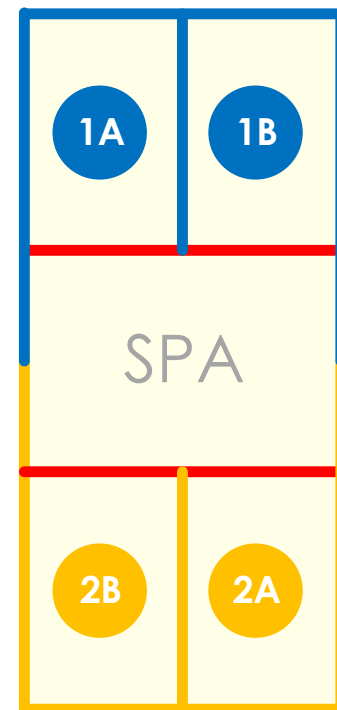
Non-Officiated Matches

- 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



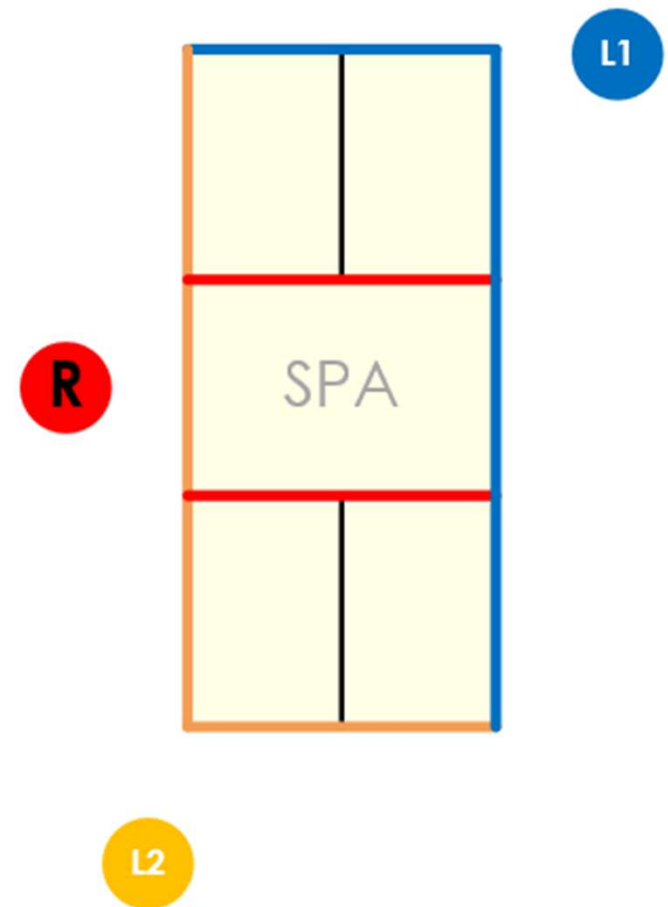
Officiated Matches

- Players' Responsibility
 - All line calls (loud, audible and promptly) on respective court
- Referee's Responsibilities
 - Tracks and Calls Score
 - Service Fault/Short Serves
 - NVZ Fault
 - Oversees all Line Calls and flow of the Match



Officiated Matches with Line Judges

- Players' Responsibility
 - Line calls for Centreline during Serve
- Line Judges' Responsibilities
 - Line call for Baselines and Sidelines
 - Look out for unauthorised coaching
 - Inform Ref of Service Foot Fault
- Referee's Responsibilities
 - Tracks and Calls Score
 - Service Fault/Short Serves
 - NVZ Fault
 - Oversees all Line Calls and flow of the Match



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, 2nd 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

Officiated Play with Line Judges

- Players only call center service line on their side of the court.
- Otherwise, player's line calls are not valid, except to overrule a call to their own disadvantage. [13.D.3.b]
- If Line Judges and Referees cannot make a line call, the rally shall be replayed.

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.