

RULES & REGULATIONS

1. Rules

- 1.1 The league shall be governed in accordance with this set of Rules and Regulations, the Singapore Pickleball Association (SPA) Sanctioned Tournament Structure and Tournament Participant's Code of Ethics (*Appendix A*).
 - a. Unless otherwise stated, we shall be adopting the USA Pickleball Official Rulebook 2025.
 - b. Scoring system shall be new rally scoring. Players may refer to *Appendix B* for Rally Scoring Rules.
 - c. Tournament is open to all ActiveSG Corporate Members only. Being a corporate league, 100% of the team shall consist of full time and/or contract staff of the corporate entity.
 - d. Verification of company staff will be via Human Resource / Human Capital letter/ staff ID during registration of matches. Failing which, he/she will not be allowed to compete in the match.
- 1.2 We shall be using USA Pickleball approved **Franklin FS-Pro Indoor (Optic – neon green)** ball for this tournament.
- 1.3 All matches shall be non-officiated and there shall be NO officials, referees and/or line judges. Players will call their own scores and make the line calls in accordance to guidelines spelt out in the Official Rulebook.
- 1.4 All official and final information, briefs and schedules shall be sent to Team Managers via Email. Team Managers are to ensure that their Email and Contact Number is updated and correct at registration.
- 1.5 Team Managers are advised to check the tentative schedule given in *Appendix C* before registering.
- 1.6 There shall be no refund of registration fees.
- 1.7 Team Managers must register all players by the closing date. Thereafter registration shall be locked, and changes shall not be allowed, and incomplete submissions will not be accepted.
- 1.8 All change requests and other tournament queries may be sent to tournaments@singaporepickleball.com.sg and copy ActiveSGCorporates@sport.gov.sg

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2. Event Details

Dates	Every Monday and Tuesday, 7pm to 10pm from 5 Jan 2026 (Mon) to 10 Feb 2026 (Tue) (Teams must be available for weekly fixtures on either of the days listed above)	
Venue	ActiveSG Clementi Sports Hall (518 Clementi Ave 3, Singapore 129907) Tournament venue is a multi-purposed hall with timber court flooring.	
Time	7pm to 10pm Refer to Tentative Schedule	
Registration Period (by invitation only)	18 Nov 2025 to 19 Dec 2025 Note: Team Managers must check league schedule prior to registration.	
Eligibility	ActiveSG Corporate Members Only	
Registration Fee	\$90.00 per team (Payment link will be sent after close of registration)	
Age Groups	Open	No Restrictions
Skill Level	Open	No Restrictions
Participant Brief	29 Dec 2025 (Monday) By Email	
General Information	SingaporePickleball.com.sg	

3. Entry & Registration of teams

- 3.1 Registration to participate in the tournament shall be via <https://go.gov.sg/asg-corporate-pickleball> only.
- 3.2 Each corporate entity may send a maximum of two (2) Teams for this corporate challenge.
- 3.3 Team Names once registered cannot be changed.
- 3.4 Team Managers registering for the Team(s) are reminded to exercise discretion when choosing their Team Name(s) to strive for name uniqueness. Teams from the same corporate entities shall be clearly identifiable, e.g. ABC Team 1, ABC Team 2 etc.

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- 3.5 Organisers shall append a number to identical/similar team names, e.g. Pickerbola1, Pick-a-Bola2.
- 3.6 Each team is allowed to register a minimum of six (6) players and maximum of ten (10) players in one (1) Corporate Team.
- 3.7 No players can register in more than one (1) team. If a participant is found to be registered with more than one (1) team, the participant will be disqualified from ActiveSG Corporate League. No substitution or replacement will be allowed.
- 3.8 Team Managers shall be the point of the contact of the team and shall receive email confirmation and all information pertaining to the Corporate League.
- 3.9 Team managers must be registered as a participant to be able to participate in any matches.
- 3.10 All teams must complete the online registration form before the closing date. Organisations entering two teams are not allowed to switch players among their teams.

4. League Format

- 4.1 This League shall have capacity for a total of 16 teams.
- 4.2 Teams shall consist of 2 Rounds of Group Play, in round robin format.
- 4.3 Round 1 – Teams from the same corporate entity, only if named clearly as mentioned in 3.4, shall be drawn evenly into the 2 Groups, then followed by the other teams. All draws shall be random.
- 4.4 Round 2 – 2 teams from each group will be grouped into Divisions as detailed below.

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

- 4.5 Each Division will play Round Robin format again to determine the Division Winners. Should a division have 2 or less teams, all teams in that division will be eliminated.
- 4.6 The 3 matches in each tie shall be played in the following order:
 - i. 1 x Men's Doubles
 - ii. 1 x Women's Doubles
 - iii. 1 x Men's Doublesor as mutually agreed between the captains of both teams, otherwise the order of play shall stay.

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- 4.7 The Team may submit different match line ups for different team matches, but for every Team Match, any team member shall play once only.
- 4.8 Each Team Match shall be a Best of 3 Games, consisting of the 3 Games stated in 4.6. Each Game shall then be a single game to 21 points, deuce at 20 points, afterwhich win shall be by 2 points, up to maximum of 30 points.
- 4.9 The team line up shall be submitted to the Admin Desk on site 20 mins before the scheduled match. The Team Manager and players shall be solely responsible in ensuring the right players are fielded according to the submitted lineup.
- 4.10 Team Managers shall share and introduce their line up to their opponents before the Team Match commencement.
- 4.11 Fielding the wrong players will result in forfeiture of the affected game(s).
- 4.12 In the Group Play, all players/teams shall play each other in Round Robin format. Group Winners are determined based on the number of team matches won. If two or more teams are tied, ties shall be resolved by comparing Won/Loss Differential in the following order,
- 1st Tie Breaker - Comparing Overall Point Differential
 - 2nd Tie Breaker - Comparing Head to Head Match Won/Loss
 - 3rd Tie Breaker - Comparing Head to Head Point Differential
 - 4th Tie Breaker – Chance draw

5. Tentative Schedule

Please refer to *Appendix C*.

Note – Schedule is subjected to changes following actual participation numbers.

6. Reporting & Walkover

6.1 Teams are advised to register their attendance at least 30 minutes prior to their scheduled match time. Scheduled matches can be called in to play up to 10 minutes earlier if the preceding matches end ahead of schedule.

6.2 Late Reporting:

- 10 mins – Game Forfeit of this Team Match consisting of multiple Games
- 15 mins – Team Match forfeit

Forfeiture means maximum points shall be awarded to the opponent, e.g 21-0.

6.3 A team must have a minimum of four (4) players present on court to play two (2) matches in a tie otherwise the team will be considered as giving a walkover. If the players are not present ten (10) minutes from the announcement of the tie, the Tournament Referee shall declare a walkover.

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7. Retirement

- 7.1 Any player/team who decides to retire due to injury will retain their points at point of retirement and concede all remaining points of the match to their opponents. For example, should a match be retired at 5-3 (5 being the score of the retiring entry), that would mean final score 5-21 (in a single 21-point game) or 5-21, 0-21 (in a best of 3 games of 21 point if it is in the first game).
- 7.2 Throughout the entire league, each team is only allowed to have one (1) replacement player due to injury. A valid medical certificate must be provided for this purpose. The injured player shall be then retired from the remainder of the league.

8. Withdrawal

- 8.1 Any team who withdraws from the league at any point will be removed from the league and all scores shall be deemed null and void.

9. Prize Money and Medals

- 9.1 Medals (Gold, Silver & shared Bronze) and prize money shall be awarded for all teams in Division 1.
- 9.2 Top teams in Division 2, 3 and 4 shall receive ActiveSG goodie bags for all players in the winning team.

7. Supplementary Rules

- 7.1 There shall be no Singapore Pickleball Ranking Points awarded for this Corporate League.
- 7.2 Apparels and/or clothing (shirt and shorts) of similar colour to ball shall not be allowed.
- 7.3 Players may use any USA Pickleball compliant paddle. Players are to note that non-approved or irregular paddles shall not be allowed. It shall be the players' responsibility to check that their paddle is approved and listed.
- 7.4 Players and Team Captains shall be responsible to check, verify and acknowledge the accuracy of the score and outcome of the matches on the Score Record Sheet or Score Sheets. After the Score Record and Score Sheets are returned to the Admin Desk, the match results will stand.
- 7.5 The Tournament Organisers reserves the right to amend the rules and regulations or schedule the fixtures of the tournament at any time as it deems fit. The decision on all such matters shall be final, and no prior notice is required. However, Participants shall be informed before the competition.

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- 7.6 In the event of any dispute arising over any participant(s) and/or (team(s), the particular fixture shall be competed under protest, and the Organiser shall determine the matter on receipt of the protest in writing, together with the protest fee of \$100. Protest fees are non-refundable. Protest must be made in writing together with the protest fee and lodged with the Organiser on the spot during the match. The Organiser's decision in relation to any protest shall be final and no appeals will be entertained.
- 7.7 The Prize Presentation Ceremony shall be held on the last day of the ActiveSG Corporate League. All prize winners or nominated personnel must be present in neat attire (no singlet, slippers and sandals) to receive the prize. Failing which, the Organisers reserves the right not to award the medal, prize money (if any) and trophy to the winner.
- 7.8 All media or photographs taken in the Tournament by the Organisers will belong to the Singapore Pickleball and/or SportSG and may be used for general publicity for the further promotion of the sport.
- 7.9 For Unofficial Matches, if a player reasonably believes that a rule is being consistently and deliberately violated by their opponent; or a situation arises where players are not able to quickly and easily resolve a dispute, any player may request for an Official to oversee the rest of the match.
- 7.10 Tournament Director may at his sole discretion assign officials or include additional officials to officiate any match. This can be done before the match commences, and during the match.

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Appendix A

PICKLEBALL TOURNAMENT PARTICIPANT'S CODE OF ETHICS

1 INTRODUCTION

- 1.1 Pickleball was created to be a fun, competitive, and highly social sport. It embodies an ethic of good sportsmanship that includes respect, fair play, and graciousness in winning and losing. We hope all players in Singapore will help promote these foundational values and maintain a positive environment for all.
- 1.2 Ethics refers to the generally accepted norms of right or wrong behaviour, often based on universal values. Ethics is not about legality nor is it meant to be legalistic.
- 1.3 Athletes during Tournament, due to the strong pressure to win, and exposure to the public, are potentially vulnerable to various forms of ethical issues and concerns.
- 1.4 In order to maintain fair and reasonable standards of conduct by participants and players, to protect their respective rights, the rights of the public and the integrity and image of sport and that of pickleball, the Singapore Pickle-Ball Association has drawn up the Code of Ethics set out herein.

2 RESPECT FOR INDIVIDUAL

- 2.1 Treat and respect everyone equally, regardless of race, language, religion, culture, gender or physical ability.
- 2.2 Shall not use objectionable language directed at another person.
- 2.3 Shall not use profanities of any sort (audible or visible) for any reason.
- 2.4 Shall not argue aggressively with the officiating team, opponents, or spectators that disrupts in the flow of play.
- 2.5 Shall not make taunts, threats, or challenges of any nature toward or against any person.
- 2.6 Shall not use ethnic, religious, racial, sexist or homophobic slurs.

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3 INTEGRITY IN ACTIONS AND SPORTSMANSHIP

- 3.1 Protects the image of Pickleball and Sports in general, such as avoiding making a scene in public view.
- 3.2 Players shall at all times conduct themselves in a sportsmanlike manner and give due regard to the authority of officials and the rights of opponents, spectators and others.
- 3.3 Not disrupt the flow of play, e.g. taking time between rallies unnecessarily, repeatedly appealing line calls, challenging the referee's interpretation of a rule to lose the challenge subsequently, requesting for medical time out without a valid medical condition, etc.
- 3.4 Not abuse the ball, purposely breaking or stepping on the ball.
- 3.5 Shall not portray unsportsmanlike behaviour, such as making repeated questionable "OUT" calls that, upon appeal, are overruled by the Officiating Team.
- 3.6 Always exhibiting "Best Effort", that not deliberately playing down, defaulting, forfeiting or not giving best effort in matches, whether for their own benefit or otherwise.

4 SAFETY

- 4.1 Consider the safety of other participants, spectators and general public in the same venue space.
- 4.2 Shall not aggressively or recklessly throw a paddle, or striking a ball in frustration or anger, with negligent disregard of the consequences.
- 4.3 Shall not strike any other person, damage or vandalise venue property and fixtures.
- 4.4 Shall not get into fights, or cause injury to player, official or spectator at any time during the tournament.
- 4.5 Shall not spit or cough on a person.

5 PROHIBITIONS

- 5.1 Consumption of alcoholic beverages is strictly not allowed in the venue.

6 SOCIAL RESPONSIBILITY AND CIVIC-MINDEDNESS

- 6.1 Dispose waste in proper manner and keep the tournament venue clean.
- 6.2 Shall not damage or vandalise venue property and fixtures.

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Appendix B

SPA 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.

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Appendix C – Tentative Schedule

TENTATIVE SCHEDULE OF PLAY

GROUP PLAY STAGE (ROUND ROBIN)

Dates	Day	7:00pm to 8:30pm	8:30pm to 10:00pm	Round Robin Rounds
5-Jan-26	Monday	Group 1	Group 1	Round 1
6-Jan-26	Tuesday	Group 2	Group 2	Round 1
12-Jan-26	Monday	Group 2	Group 2	Round 2 & 3
13-Jan-26	Tuesday	Group 1	Group 1	Round 2 & 3
19-Jan-26	Monday	Group 1	Group 1	Round 4 & 5
20-Jan-26	Tuesday	Group 2	Group 2	Round 4 & 5
26-Jan-26	Monday	Group 2	Group 2	Round 6 & 7
27-Jan-26	Tuesday	Group 1	Group 1	Round 6 & 7

DIVISIONAL CHAMPIONSHIP (ROUND ROBIN)

Dates	Day	7:00pm to 8:30pm	8:30pm to 10:00pm	Round Robin Rounds
2-Feb-26	Monday	Div A & Div C		Round 1 & 2
3-Feb-26	Tuesday	Div B & Div D		Round 1 & 2
9-Feb-26	Monday	All Divisions, Victory Ceremony		Round 3