

BIRCH BAY ACTIVITY CENTER PICKLEBALL COURT RULES

Good sportsmanship and court etiquette should prevail at all times. Court shoes are recommended for indoor play.

- Please sign in and indicate payment method when you arrive.
- New players and visitors should check in with the main office to fill out necessary paperwork.
- Please wear appropriate shoes.
- Players are responsible for putting up and taking down nets.
- Play will begin on each court based on arrival times of players.
- Those players not on the court for the first round of games will enter play based on arrival times.
- Subsequent rotations on each court will be as follows: the losing players will be out and go to the end of the waiting line, the next two players will be in and paired with the two winners who will split up.
- A player may only win two consecutive games before going out in which case three waiting players will go in. Please do not “choose” your partner or jump the line of waiting players. If two skill groups are scheduled for play at the same time each group will have its own court and will follow the substitution guidelines above drawing from their skill group waiting line.
- If either skill group has fewer than 4 players, they may ask the players from the other skill group to join them on their court. If those players agree, the above guidelines for play should be used
- for both courts drawing from one wait line. If they do not agree, the skill group with fewer than 4 players may use their court as they wish: practicing skills, playing singles or two-on-one while waiting for additional players of their skill group. If all players of that skill group leave then that court will be open to the other group.
- Beginners have precedence during their scheduled times.
- Advanced players (3.5 and up) have the right to expect high levels of play during their scheduled times but do not have the right to refuse play during an open session.
- Open sessions may often consist of players of wider skill levels and some flexibility may be necessary: please be fair courteous and, above all, sportsmanlike in your dealings with each other.
- Pickleball is a game which has social and fitness benefits! We want to encourage players of all levels to enjoy this multipurpose facility.
- Please be respectful of others who are just learning or have less skills, remember, we were all beginners once!

Pickleball



\$3 Drop In
\$15 Punch Card / 6 punches
\$30 month / unlimited

MON	10:00 - 11:30 am	Novice
	11:30 - 1:30 pm	Intermediate
TUE	11:00 - 2:00 pm	Intermediate
	7:30 - 9:30 pm	Advance 3.5+
WED	10:00 - 11:30 am	Novice / Beginner
	11:30 - 1:30 pm	Intermediate
	7:00 - 9:00 pm	Beginner
THU	12:30 - 3:30 pm	Advanced 3.75+
FRI	10:00 - 11:30 am	Novice
	11:30 - 1:30 pm	Intermediate
SAT	10:00 - 12:30 pm	Intermediate
SUN	6:00 - 9:00 pm	Advanced 3.5+

****NOTE: Skill levels defined inside brochure**

We accept Silver&Fit Insurance for this class

Birch Bay Activity Center
7511 Gemini Street
Blaine, WA

Call to register today! 360-656-6416 or
go online at our website,



bbbparkandrec.org



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Skill Level Rating Definitions

The **Birch Bay Activity Center** is a recreational center and we encourage recreational play. We **do not** rate players at this facility. We welcome all levels of play and want to make sure that your time at our gym is a pleasant one.

The following pickleball skill level definitions are a guide for **self-evaluating your own level** and determining what level you should play in. They were developed utilizing both existing guidelines listed by the USAPA (usapa.org) and from input from other pickleball clubs

Level 1.0 - Newbie

- New—has minimal knowledge of the game.

Level 1.5 - Newbie

- Has taken at least one beginner lesson
- Learning how to serve
- Developing a forehand
- Fails to return easy balls frequently
- Learning to play the game, scoring and some basic rules

Level 2.0 - Beginner

- Has participated in novice and beginning skills practice
- Moves around the court in a balanced and safe manner
- Gets some serves “in”
- Realizes aspects of score-keeping, rules and where to stand on the court during serve, receive of serve, and general play
- Has some basic stroke skills, backhand, forehand, volley but has obvious weaknesses
- Familiar with where to stand in doubles play

Level 2.5 - Beginner /Novice

- Able to serve “in” more regularly
- Knows the two bounce rule and demonstrates it most times
- Knows where to stand on the court during serve, serve receive and general play
- Is mastering keeping score
- Aware of the soft game and occasionally tries to dink
- Working on form for ground strokes, accuracy is variable
- Makes longer lasting slow paced rallies

- Sometimes lobs with forehand with varying degrees of success
- Beginning to approach the non-volley zone to hit volleys
- Court coverage is weak but is improving
- Knows fundamental rules and can keep score

Level 3.0 - Beginner/Novice

- Working to keep the serve and serve receive deep
- Moves quickly towards the non-volley zone when opportunity is there
- Trying to make flatter returns (where appropriate)
- More aware of their partner’s position on the court and moving more as a team
- Developing more power in shots
- Beginning to attempt lobs and dinks with little success and doesn’t fully understand when and why they should be used
- Demonstrates improved skills with all the basic shot strokes and shot placement but lacks control when trying for direction, depth or power on shots

Level 3.5 - Novice/Intermediate

- Demonstrates a broad knowledge of the rules of the game
- Gets high majority of serves “in”
- Able to serve and return serve deep
- Hits to the weak side of opponent often
- Demonstrates more strategies of playing during games
- Works better with partners in communicating, covering court, moving to net
- With varying consistency executes: lobs, forehand/backhand ground strokes, overheads, net volleys, and sustained dinking
- Starting to use drop shots in order to get to the net
- Knows when to make some specific placed shots in the game
- Working on mixing up soft shots with power shots to create an advantage
- Hits fewer balls out of bounds or in the net
- Dinks mostly in opponents’ kitchen and dinks lower over the net
- Able to sustain dinking in the game
- Has a moderate number of unforced errors

Level 4.0 - Intermediate/Advanced

- Beginning to play more consistently in all phases of the game
- Anticipates opponents shots resulting in good court position
- Primarily plays offensively
- Controls and places serves and return of serves to best advantage
- Puts strategy into play in the game
- Consistently varies shots to create a competitive advantage
- Works and moves well with partner – easily switches court positions when required
- Very comfortable playing at the non-volley zone. Works with partner to control the line, keeping opponents back and driving them off line
- Can block volleys directed at them
- Has good footwork and moves laterally, backward and forward with ease
- Uses strategy in dinking to get a put-away shot
- Consistently executes effective drop shots
- Demonstrates 3rd shot strategies: drop shot, lobs and fast paced ground strokes
- Hits a low number of unforced errors per game

Level 4.5 - Advanced

- Able to regularly convert a hard shot to a soft shot
- Exhibits patience at a superior level
- Shows noticeably increased skills, a higher level of strategy, quickness of hands and movement, judicious use of power, superior placement of shots, anticipation of play, sustained volleying skills, superior put-aways – all with consistency
- Understands strategy and can adjust style of play and game plan according to opponents strength and weaknesses and court position
- Beginning to master dink and drop shots
- Makes very few unforced errors

Level 5.0 - Advanced

- Has mastered all skills and strategies
- Dependable in stressful situations
- Athletic ability, quickness, and agility separates these players