

IPBL FORMAT BRIEFING



**INDIAN
PICKLEBALL
LEAGUE**

Number of Teams

- 1.Total: 6 Teams
- 2.Round 1 – All teams play each other in a round-robin format.
- 3.Top 4 teams advance to the qualifiers & knockout rounds.

Team Format

Super Stars	1 Super Star International Male	1 Super Star International Female
	1 Super Star Indian Male	1 Super Star Indian Female
Rising Stars	1 Rising Star Indian Male	1 Rising Star Indian Female

Tie Format Overview

1. A **tie** is a contest between **Team A** and **Team B**
2. Total matches per tie: 5
 - i. Men's Singles
 - ii. Men's Doubles
 - iii. Women's Singles
 - iv. Women's Doubles
 - v. Grand Rally
3. Regular matches: to 15 rally points | Grand Rally: to 21 points
4. *Golden Point at 14–14 or 20–20 (first to score a point is the winner)
5. Each regular match win = 1 point | Grand Rally match win = 2 points

Grand Rally Format

1. Played to 21 rally points with continuous rotation after every 5 rallies.
2. Sequence: Men's Doubles → Mixed Doubles-1 → Women's Doubles → Mixed Doubles-2.
3. Scores continue cumulatively across rotations.
4. Each player can play only one Mixed Doubles event.
5. Pairs must be submitted along with the team sheet, 45 mins before the tie.

Tie Duration (Approx. 2 Hours)

15 min	Live Commentary & Build-up
5 min	Walk-in & Toss
80 min	Matches
5 min	Match Presentation
15 min	Wrap-up & Closing

Toss Before a Tie

- Conducted once per tie in presence of both captains.
- Winning captain chooses Serve/Receive or Court End.
- Choice applies alternately across matches (1,3,5 vs 2,4).

Example: If Team A wins the toss and chooses to serve, in that case

Match-1	Team-A to serve
Match-2	Team-B to serve
Match-3	Team-A to serve
Match-4	Team-B to serve
Match-5	Team-A to serve

Round 1 – League Stage

- 1.Round Robin: Every team faces all others once.
- 2.Top 4 teams qualify for playoffs.
- 3.Remaining teams are eliminated.

Team Standings Criteria

1. Tie Points – Win: 3 | Draw: 1 | Loss: 0
2. Total Match Points across all ties (regular match win = 1 | Grand Rally win = 2)
3. Head-to-Head result
4. Decider match (*Grand Rally to 21 points)

Example-1 of a Tie

S. No.	Type	Match Points	Team A	Team B
Match-1	Men's Singles	1	15	9
Match-2	Men's Doubles	1	11	15
Match-3	Women's Singles	1	15	13
Match-4	Women's Doubles	1	15	11
Match-5	Grand Rally	2	21	19

Teams	Ties Played	Ties Won	Ties Draw	Ties Lost	Tie Points	Total Match Points Won
Team-A	1	1	0	0	3	5
Team-B	1	0	0	1	0	1

Example-2 of a Tie

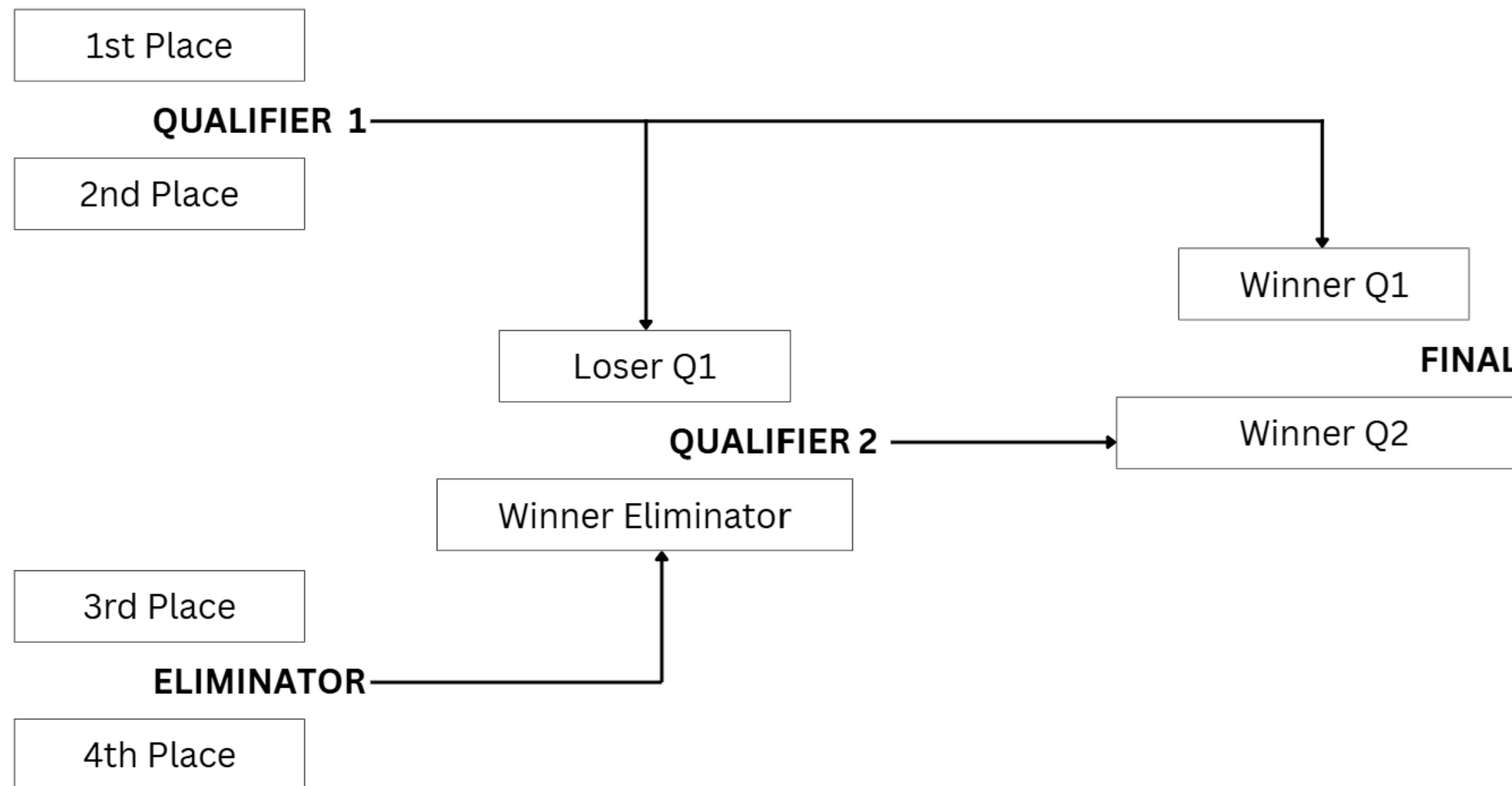
S. No.	Type	Match Points	Team B	Team C
Match-1	Men's Singles	1	15	9
Match-2	Men's Doubles	1	11	15
Match-3	Women's Singles	1	15	13
Match-4	Women's Doubles	1	15	11
Match-5	Grand Rally	2	17	21

Teams	Ties Played	Ties Won	Ties Draw	Ties Lost	Tie Points	Total Match Points Won
Team-B	1	0	1	0	1	3
Team-C	1	0	1	0	1	3

Team Standings Table

Teams	Ties Played	Ties Won	Ties Draw	Ties Lost	Tie Points	Total Match Points Won
Team-A	5	2	1	2	7	13
Team-B	5	2	1	2	7	14
Team-C	5	1	3	1	6	15
Team-D	5	2	1	2	7	15
Team-E	5	2	2	1	8	18
Team-F	5	1	2	2	5	15

Round 2 – Playoff Stage



*In case of tie in Playoff Stage or Finals: Decider Grand Rally match to 21 points.

Event Schedule

Day 1 to 5	Round Robin Ties (3 ties per day) (1 tie per team per day)
Day 6	Qualifiers & Eliminator Tie
Day 7	All-Star Showcase + Grand Final + Closing Ceremony

Event Schedule

Day 1 to 5	2:30 PM	Tie 1
	4:30 PM	Tie 2
	6:30 PM	Tie 3

Day 6	2:30 PM	Qualifier 1
	4:30 PM	Eliminator
	6:30 PM	Qualifier 2

Day 7	4:30 PM	All-Stars Showcase
	6:30 PM	Grand Final
	8:30 PM	Closing Ceremony

All-Stars Showcase – 'Stars of the Court'

- Objective: Fun, competitive match featuring top performers and fan interaction.
- Players selection based on most matches won & points won till semifinals.
- Two teams with mix of top Indian & Foreign players + 1 Icon each.
- Event Duration: 2 hours (4:30–6:30 PM).

Warm-Up

- All teams are required to **complete their warm-up sessions** on a designated **practice court** prior to their match.
- Teams must **report to player's lounge 30 minutes before** the scheduled start time of the tie.
- The **scheduled tie time** refers to the **actual start of play**, except in cases where **broadcast requirements** necessitate a delay, as communicated by league officials.
- Players are expected to be fully ready for play—dressed, equipped, and present—by the reporting time.

Time - Outs

- Teams will each receive one (1) time-out per match.
- Time-outs will be up to 30 seconds.
- Players on court must request the time-out.
- Times outs cannot be aggregated across matches. If a team does not take their time-out in a particular match, they forfeit the timeout for that particular match.

Line Calling

- Line referees will make all line calls. In case of any conflict, the center referee's decision will be final.
- Players must continue the rally until the center referee makes a call.
- A player can assist their partner by saying "out" before the bounce or using "check" / "leave."
- Any other verbal communication during a rally will be treated as hindrance, resulting in loss of point.

Yellow & Red Card

- The league has implemented a structured **Penalty Card System** to ensure professionalism, discipline, and respect during all matches. This system applies to both **players** and **team representatives** at all times while a match is in progress.
- Referees are authorized to issue the following forms of disciplinary action based on the **nature and severity of the offense**:
 - Verbal Warning**
 - Yellow Card** (Technical Warning)
 - Red Card** (Technical Foul)

Yellow Card

- The Yellow Card is **issued immediately** at the time of the offense and **recorded on the referee's scoresheet**.
- A Yellow Card **does not result in a point penalty or loss of rally**.
- However, if a team or player who has already received **one Yellow Card** commits another offense that warrants the same, the **next escalation will result in a Red Card**, along with an **automatic point addition** to the non-offending team.
- Post awarding of Yellow Card, serve will move to non-offending team.

Red Card

- When a Red Card is issued, **one (1) point is awarded to the non-offending team.**
- A referee may issue a **Red Card directly**, without prior issuance of a Yellow Card, if the nature of the offense is considered severe.
- There is **no limit** to the number of Red Cards that may be issued to a team during a match, although repeated instances may lead to further disciplinary review or disqualification.
- Post awarding of Red Card, serve will move to non-offending team.

Appeal Committee

Name	Nominated by	Position in the Appeal Committee
IPA representative	IPA President	Co-Chairperson
Sameer Pathak	Self	Co-Chairperson
Aditya Khanna	PWR President	Player Representative
Female Member	PWR President	Committee Member
Tournament Director	Self	Committee Member
Medical Doctor	PWR	On Invitation

- Any team can appeal in writing (not email) by paying INR 25,000 first. Post receipt, the Appeals committee will invite Team GM within 12 hours to discuss the issue and provide a signed ruling in writing within 6 hours of the meeting. The decision will be final and binding.
- If a ruling has been issued in favor of the team, INR 25,000 will be returned. If a ruling has been issued not in favour of the team, INR 25,000 will be donated to a sports charity

THANK YOU

Instagram: @ipblofficial



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