



ROCK THE COURT!

SUNDAY, 27 APRIL 2025
ROCKSTAR ACADEMY GAJAH MADA PLAZA

COMPETITION GUIDE



PICKLEBALL

SPRING TERM 2025

Welcome to the Elite Championships Pickleball Adult19+! This guide provides all the essential details to help you participate in and enjoy this year-long league.

SEASON DURATION:

STARTS IN SPRING 2025 AND CONCLUDES IN WINTER 2025 - 2026

GAMES SCHEDULE:

HELD EVERY 6 WEEKS ON SUNDAYS

VENUE:

ROCKSTAR ACADEMY GAJAH MADA PLAZA

DIVISIONS:

DEVELOPMENTAL FUTURES CHALLENGERS

MEMBERSHIP

CATEGORY	REGISTRATION PERIOD	VIP			PREMIER		
		All Academy Except PK & CS	23 Paskal Bandung Only	Ciputra World Surabaya Only	All Academy Except PK & CS	23 Paskal Bandung Only	Ciputra World Surabaya Only
Early Bird	24 March - 20 April 2025	118,000 IDR	88,000 IDR	78,000 IDR	138,000 IDR	118,000 IDR	88,000 IDR
Regular	21 - 26 April 2025	138,000 IDR	118,000 IDR	108,000 IDR	158,000 IDR	138,000 IDR	118,000 IDR
Event Day	27 April 2025	158,000 IDR	138,000 IDR	118,000 IDR	188,000 IDR	158,000 IDR	138,000 IDR



DOUBLES & TEAM CONCEPTS

DOUBLES:

- Each game is played in doubles (2 players per side).
- Players compete in their assigned matches, earning individual points and rankings.

TEAMS (Academy-Based):

- A team consists of multiple doubles pairs, representing their Academy.
- Teams are formed per division (Developmental, Futures, Challengers, & Champions).
- Each Academy may submit multiple teams (up to 5) in all divisions.
- Team performance is determined by the accumulated results of its individual matches.

MATCH VS COMPETITION

MATCH:

- A single game played up to 15 points.
- Each match determines a winner based on the final score.

COMPETITION:

- A full event day where each participant is guaranteed to play at least 3 matches.
- Competitions are held twice per term, offering multiple opportunities to compete, enhance skills, and improve rankings.

COMPETITION FORMAT

- Category: Doubles
- Doubles names are based on the Academy Name + Team Name + Player Names.
Example: BX-Blades: Elena & Mario.
- If a player leaves a team mid-season, each player retains half the points earned up to that point.



MATCH FORMAT

- Each player plays 3 matches up to 15 points per competition.
- The match format follows a 30-minute block per doubles game:
 - 2 minutes allocated for warm-up before play begins.
 - 23 minutes of actual gameplay.
 - 5 minutes at the end for court transition, allowing players to rotate and prepare for the next match smoothly.

WINNING CONDITIONS

- Highest score
 - Number of Match Wins with ties are broken by the lowest number of games lost
- Example:
- Player A wins 3 matches, losing 4 games in total
 - Player B wins 3 matches, but loses 6 games in total
 - Player A is ranked higher than Player B



AWARDS

WINNER PER MATCH

MEDAL*



TOP 3 WINNERS PER COMPETITION

TROPHY*, CERTIFICATE & GOODIES



SEASON END

MEDAL, CERTIFICATE & GOODIES



4th-10th PLACE PER COMPETITION

FINALIST TROPHY*



* Used for the ceremony and photos only (not taken home). While the awards are primarily for photo purposes ONLY, we ensure a formal & memorable experience for all competitors, providing a special backdrop, goodies and awards.

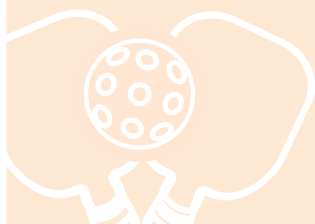


COMPETITION GUIDELINES

- **Timing:** Matches start promptly at the scheduled time.
- **Pre-registration & Warm up Session** will start at 08:00am
- **Competition** will start at 09:00am

WHAT TO BRING

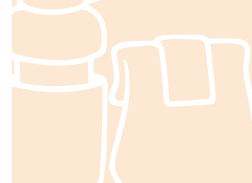
Personal pickleball paddles (if preferred).



Comfortable attire and footwear.



Snacks or meals (bringing your own food is allowed).



RULES & REGULATIONS

1. Service Sequence

- Each player on the serving team gets a turn to serve and score until they commit a fault (except at the start of the game).
- The first serve always starts from the right-hand court.
- If the server scores a point, they switch sides to serve from the left-hand court.

2. Court & Lines

- The ball is in if it lands on or touches the boundary lines.
- The ball is out if it lands completely outside the boundary lines.

3. Non-Volley Zone (The Kitchen)

- The kitchen is the area within 7 feet on both sides of the net.
- Volleying (hitting the ball without a bounce) is not allowed in the kitchen.
- It's a fault if you step into the kitchen (or its lines) while volleying or if momentum causes you to touch the kitchen after volleying.
- You can be in the kitchen at any other time as long as you're not volleying.



RULES & REGULATIONS

4. Line Calls

- A ball hitting any line, except the kitchen line on a serve, is in.
- A serve hitting the kitchen line is a fault.
- The team where the ball lands decides if it's in or out. Honesty is crucial.
- If there's a disagreement, replay the point.

5. Scoring

- Only the serving team can score points.
- Games are played to 11 points (win by 2).
- When the serving team's score is:
 - Even (0, 2, 4, etc.): The first server starts on the right side.
 - Odd (1, 3, 5, etc.): The first server starts on the left side.

6. Serve Rules

- Serves must be underhand and hit below the waist.
- The ball must land in the diagonal service court.
- Only one serve attempt is allowed per turn.

7. Two-Bounce Rule

- The receiving team must let the serve bounce before returning it.
- The serving team must also let the return bounce before playing it.
- After these two bounces, teams can volley or play the ball off a bounce.

8. Faults

- Hitting the ball into the net.
- Volleying the ball before it bounces once on each side.
- Stepping into the kitchen while volleying.
- Serving out of turn.
- Hitting the ball out of bounds.
- Volleying the ball from the kitchen.

9. Substitutions

- No substitutions are allowed during a match.
- Replacement players can only join future games.



LATE POLICY

- Players/pairs arriving **1-5 minutes** late from the assigned match start time will receive a **5-point deduction** for that match.
- Players/pairs arriving **10 minutes or more late** will be **disqualified** from the match.

CONDUCT & ETIQUETTE

- Show respect to all players, referees, and organizers.
- Abide by the decisions made by referees or the organizing committee.
- Maintain good sportsmanship throughout the game.

RUNDOWN

COMING SOON!
STAY TUNED!



VENUE

**PICKLEBALL COURTS
ROCKSTAR ACADEMY GAJAH MADA PLAZA**



STAY UPDATED

For Schedules, Rankings, and Competition Updates, follow us on our Official Platforms or click your preferred social media below.



Enjoy the Game and Play Fair!

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EMERGENCY PROCEDURES

The following procedures shall be implemented whenever a member is injured in the course of activities conducted at Elite Championships.

1. The instructor shall immediately notify the health personnel present at the activity and the health personnel shall assume responsibility for the emergency treatment of the member.
2. If no health personnel are present, or if none can be immediately summoned to the member's aid, the instructor shall administer such first aid as may be necessary.
3. If the member's injury requires more than routine first aid, the instructor shall:
 - Summon an emergency personnel.
 - Arrange for the member's transportation to the nearest hospital.
4. The instructor or his/her designee shall promptly notify the Event Manager, the Program Coordinator, and the member's parent(s) or legal guardian(s) of the member's injury and the condition and location of the member.
5. An injured student who has been transported away from the premises must be accompanied by the instructor, a member of the Event Organizer, and the parents/guardians.

Readmission to Competition Activities

A member injured in the course of a competition activity will be permitted to participate in the competition only on the written permission of the medical inspector or designated team doctor, designated school health personnel who must first examine the member to determine his/her fitness to participate in competitions. Written notice of that determination, signed by the medical inspector or designated team doctor as appropriate, shall be given to the member's parent(s) or legal guardian(s).

Readmission to Competition Activities

The information provided in this Guide is of a general nature, and has been provided solely on the basis that users will be responsible for making their own assessment of it, having regard to their own circumstances, needs & requirements. While RockStar Academy endeavors to provide up to date information and guidance for your use, it may be open to misunderstanding or misinterpretation. Consequently, you should consult further with respective coordinators where you intend using this information. RockStar Academy expressly disclaims any liability associated with, or arising from the use or incorporation of the information provided in this Guide by the user.



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