

INTRODUCTION

Canadian National Pickleball League ("CNPL" or "the League") is Canada's premier professional pickleball league where teams are selected and drafted by team owners to compete head-to-head for glory and prize money.

Teams compete in four games per match; female doubles, open doubles, and two mixed doubles. In the event those four games result in a tie a rotational singles game will be played for the tiebreaker. All matches are played with rally point scoring and last up to 21 points with teams changing ends between games. Teams play each other in round-robin play in regular season events. Then teams compete in a multi-format playoff event. The 2026 season will contain eight total events; seven regular season and one playoff.

1) TEAMS AND TEAM OWNERS

1.1 SIZE OF LEAGUE AND TEAMS

For the 2026 season, the CNPL will hold eight league events; three majors that will each consist of eight teams competing, four splits that will consist of four teams competing, and one playoff that will consist of six teams competing. Teams will consist of six players with three players from the female category and three players from the open category.

1.2 TEAM NAMES, LOGOS, & UNIFORMS

Team owners must submit a logo to be approved by the CNPL. All team owners are to ensure their logos do not infringe on any copyright or intellectual property ("IP") rights of any third party. Teams will hold all IP rights and will incur any costs to correct copyright infringement. The league holds a perpetual right to use all team marks.

All players must wear a uniform (team jersey). All signed players must have uniforms provided by their team. Teams must have extra uniforms on hand at all events. Players cannot take the court without a jersey. All team uniform jerseys will be approved by the CNPL to assist with proper player endorsement placements and branding initiatives. Team uniforms and branding must be approved by the CNPL. No player will wear a patch, logo, or branding of another tour, league or event, special event, or exhibition without written permission of the Commissioner. CNPL reserves the right to reduce a player's compensation for failure to cooperate with the requirement to wear a team uniform.



1.3 TEAM TRANSFERS

The CNPL must be notified directly in the event of a bona fide offer for sale in whole or in part of the team. The league reserves the right to reject a proposed transfer in the event that the perceived benefit does not outweigh perceived costs or that the transfer is not in the best interest of the league as a whole.

2) PLAYERS AND DRAFT

2.1 PLAYERS

Players will be drafted to teams of six with an equal number of players in each category, female and open. Team owners will be responsible for ensuring the health and safety of their players. Alternates are allowed from the pool of draft eligible players if a player faces injury, illness, or any type of family emergency.

All players must sign and agree to the CNPL terms and conditions as set forth in the player draft application. All CNPL players are independent contractors of their respective teams and not employees. Players shall make themselves available to teams and the league when it is convenient for them to do so for the purpose of marketing.

2.2 ELIGIBILITY & QUALIFICATION

There will be one primary draft per calendar year. However, due to the risk of absenteeism, injury, and conflict it is anticipated that there will be a need to add and drop players from teams.

Players are qualified to participate in the CNPL draft and to be signed to a team if they meet one or more of the following criteria:

- Players who were on a roster for a previous CNPL season are automatically qualified for the subsequent season.
- Players who hold a current or previous contract from other recognized leagues (not tours) and can provide proof of such contract or a letter from the league.
- Players who have participated in a pre-draft qualifying event are considered part of the draft pool and are eligible to be signed to a team throughout the season.

Players who have not participated in a pre-draft qualifying event and do not meet the other qualification criteria will have to wait for a future qualifying event in order to be eligible to be drafted or signed as a free agent.



2.3 INTERNATIONAL PLAYERS

All players must be Canadian citizens by birth or naturalization, or must hold valid status to reside in Canada at the time of registration.

For players who are not Canadian citizens:

- Players must hold a valid visa or other authorization to reside in Canada at the time of draft registration.
- Such visa or authorization status must have been obtained prior to September 1 of the year preceding the draft (e.g., prior to September 1, 2025 for the 2026 draft).

Each team may roster a maximum of two (2) non-Canadian citizen players, consisting of:

- One (1) international player (foreign national), and
- One (1) player with temporary status in Canada (such as a temporary work permit, study permit, or temporary residence permit).

Players must declare their status category at the time of registration by selecting from the following categories:

- Canadian citizen by birth
- Canadian citizen by naturalization
- International player
- Temporary resident (work permit, study permit, or temporary residence permit)

2.4 PLAYER DRAFT

Teams will select three players from each category; female and open during a standard style draft. A maximum of six players per team may be selected or re-signed. Team owners will want to analyze their prospects closely to create the best combination of players possible.

2.5 DRAFT DAY PICKS

CNPL and the Commissioner will determine the format and timing of the draft day(s) in cooperation with team owners. Drafts will be held on the last Tuesday in January of each subsequent year.

The team with the first draft pick will be expected to announce the selection of its first-round pick as soon as reasonably possible upon commencement of the draft. Thereafter, team owner(s) will be afforded up to five minutes to inform the Commissioner of each individual pick. The selection will be communicated to the Commissioner by the team owner(s), GM, or a designated representative. The Commissioner will verify and approve the selection, and the selection will be announced.



Upon announcement of the selection, the clock for the next draft pick will start. There may be short breaks at various intervals. In the event of issues affecting the timing or communication of a draft pick, CNPL, through its Commissioner, will have the discretion to adjust the timing to ensure a fair draft. The draft will continue until all teams are filled with six players.

The Commissioner will have the discretion to ensure a fair and high-quality draft (or draft broadcast) in terms of draft picks, the timing of picks, as well as the format, order, and scheduling of the draft. CNPL reserves the right to redo the draft in full or in part in the event of extraordinary circumstances and/or in the best interests of the league.

2.6 2026 DRAFT ORDER

Team draft position is chosen based on individual event competition results in the previous season. Each round of the 2026 draft will be according to the following order:

- Grand River Rapids
- Detroit-Windsor Drive
- Vancouver Owls
- London Smash
- York Yeti
- Northern Lights Ontario Pickleball
- Toronto United Pickleball Club
- Montreal Lions

2.7 PLAYER & OWNER DRAFT ATTENDANCE

Drafts are meant to be entertaining and fun for team owners, players and spectators. Players and team owners are strongly encouraged to participate in such events directly. Alternatives to attending a live draft event may be arranged depending on availability, draft format, or public health concerns. The CNPL may from time to time utilize alternative plans for optimization purposes.

2.8 RE-SIGNING PLAYERS

Teams may retain the services of up to three players from the previous season. Of these retained players, up to two may be signed for a maximum of one year and one may be signed for a maximum of two years.

Each team must re-sign at least one (1) player from their previous season roster by October 31. If a team cannot reach an agreement with any single player by this deadline, they must apply a franchise tag to one player in accordance with section 2.10.



The deadline for re-signing players is October 31 at 11:59 PM EST. Contracts should be delivered to the Commissioner via email before this time. Any contracts received after this time will not be considered valid.

Any player re-signed will cost the team a draft pick as follows:

- First player re-signed: Costs the team's first round draft pick
- Second player re-signed: Costs the team's second round draft pick
- Third player re-signed: Costs the team's third round draft pick

Teams that sign a free agent in accordance with section 2.10 will have that free agent count toward their three-player re-signing limit. Therefore, a team that re-signs three players will be ineligible to sign a free agent, and a team that re-signs two players and signs one free agent will have reached their limit.

2.9 MAX CONTRACTS

A MAX contract is defined as an appearance fee of \$600 per CNPL event plus travel expenses as determined by the team. MAX contracts are automatically applied in the following circumstances:

- Franchise tagged players (section 2.10)
- Free agent signings (section 2.10)

2.10 FRANCHISE TAGS & FREE AGENCY

Franchise Tags

If a team is unable to reach agreement with any player from their previous season roster by the October 31 re-signing deadline, the team must apply a franchise tag to one player from their roster. The franchise tagged player will automatically receive a MAX contract as defined in section 2.9 and will be bound to that team for the upcoming season.

Players cannot refuse a franchise tag. Any player who does not intend to play in the upcoming season due to retirement, commitments to other leagues, or any other reason must notify the league in writing before October 31 to avoid being franchise tagged.

Franchise tagged players will be notified as soon as possible following the October 31 deadline, and the complete list of franchise tagged players will be published on November 1.

Free Agency

Any player not re-signed by their team by October 31 is released and becomes a free agent on November 1.



Free Agency Interview Period: November 1-7

During the free agency interview period, free agents may interview with teams and explore opportunities. Teams may communicate with free agents during this period to discuss potential signings.

Free Agency Signing Period: November 8-14

Starting November 8, teams may officially sign free agents to contracts. Each team may sign a maximum of one (1) free agent during this period. All free agents receive MAX contracts as defined in section 2.9.

Free agents count toward a team's three-player re-signing limit as outlined in section 2.8. Teams that have already re-signed three players are ineligible to sign a free agent.

A team may sign one of its own players from the previous season as a free agent during this period, and that player will receive a MAX contract. This signing uses the team's one free agent slot and counts toward the team's three-player re-signing limit.

Tampering

Tampering is strictly prohibited outside the designated free agency interview period (November 1-7). Teams shall not:

- Contact, communicate with, or attempt to influence any player under contract or in re-signing negotiations with another team
- Make offers, promises, or inducements to any player who has not become a free agent
- Use intermediaries, agents, or third parties to circumvent tampering restrictions
- Discuss potential signings with players outside the legal tampering period

Tampering violations will result in penalties determined by the Commissioner, which may include:

- Loss of draft picks
- Fines to the team and/or team ownership
- Suspension of team personnel
- Voiding of any contract resulting from tampering

The Commissioner has sole discretion to investigate tampering allegations and impose penalties as deemed appropriate to protect the integrity of the league.



2.11 TRANSFER WINDOWS

During a transfer window a team is free to release, sign, or trade players with other teams or the free agency pool. Outside of the transfer windows any transactions will be voided unless it would somehow prevent a team from participating in an event.

Regular Season Transfer Window

The Regular Season Transfer Window opens on draft day and closes after the second-to-last regular season event. For the 2026 season, the Regular Season Transfer Window closes on August 11, 2026.

Offseason Transfer Window

The Offseason Transfer Window opens at the start of the re-signing period (October 1) and closes at the end of the free agency signing period (November 14).

2.12 ROSTER SIZE REQUIREMENTS

Teams must maintain a roster of exactly six (6) contracted players at all times during the regular season and playoffs (three female and three open). No roster changes (signings, releases, or trades) are permitted between matches within an event weekend. The only exception is the immediate replacement of a player due to injury, illness, or emergency as permitted under section 2.1, using a player already under contract or eligible for immediate signing.

2.13 RELEASED PLAYER RE-SIGNING RESTRICTION

Teams cannot re-sign a player they have released for a period of 48 hours following the release. This restriction applies during both the regular season and offseason and prevents teams from circumventing roster rules by strategically releasing and re-signing players.

2.14 TRADING PLAYERS

Teams are able to trade players amongst one another during either the Regular Season Transfer Window or the Offseason Transfer Window with the following restrictions:

1. Teams must maintain a balanced team of female and open players
2. In a salary capped season teams must maintain a total team salary below the cap. For the 2026 season, the salary cap is \$2,600 per event per team.



2.15 TRADING PICKS OR CASH

Teams are able to trade draft picks amongst one another during either the Regular Season Transfer Window or the Offseason Transfer Window with the following restrictions:

1. Only current year draft picks may be traded
2. Teams are prohibited from trading players or draft picks for cash considerations

2.16 RELEASING PLAYERS

Teams have the option to release any player back to the draft pool.

2.17 PLAYER APPEARANCES

Once a player is drafted to a team or signed to a team and makes an appearance for that team their rights will be assigned to that team until the end of the season unless dropped or traded.

2.18 PLAYER CONTRACTS

Teams will sign their players using the league provided template. Space is provided for additional clauses within this template so long as they do not contradict any other clauses in the template document or any of the CNPL rules in this document.

All players must be signed to contracts by February 28. If a team does not have all players under contract by this deadline, no players on that team's roster will be eligible to compete until all contracts are finalized.

Teams that fail to have all players under contract by February 28 will be subject to fines of \$1,000 per week beginning March 1 and continuing until either all players are under contract or the season begins, whichever comes first.

3) COMPETITION LAYOUT

3.1 GENERAL MANAGER

Each team will assign a general manager ("GM") who will be responsible for communication with the league, other teams, and referees. On court decisions will be the responsibility of the GM. If a GM is not present at an event an alternate must be assigned. This alternate can not be an active player in the event for which they are acting as a GM.



Failure to attend an event or provide an alternate manager or coach will result in a fine of \$1,000 CAD. In addition, at the event a manager or coach may be provided for you, and will act on your behalf to communicate to the league, other teams, and referees at the event.

3.2 GROUP PLAY QUALIFYING ROUNDS

Regular season national events will be a two-day group play event. Each team will compete in up to six matches, facing other teams at the event. CNPL officials may adjust the format for any such reason including but not limited to broadcasting issues, scheduling issues, inclement weather, or any other reason in the best interest of the team events at play.

3.3 DAILY SCHEDULE OF PLAY

The detailed schedule of play will be posted on the first day of the month prior to the season start. Any scheduling changes will be posted the evening prior to the next day's play commencing. CNPL officials may change schedules from time to time for purposes of broadcasting, inclement weather or any other reason that may be in the best interest of the league and play format.

3.4 PLAYOFFS

In the 2026 season, six teams will qualify to compete in the playoffs. The playoff structure is as follows:

Qualification and Seeding

The top six teams based on regular season standings will qualify for the playoffs. Seeds #1 and #2 will receive first-round byes and advance directly to the semifinals.

Playoff Bracket Structure

First Round (Best-of-Three Series):

- Seed #3 vs. Seed #6
- Seed #4 vs. Seed #5

Semifinals (Best-of-Three Series):

- Seed #1 vs. winner of (#4 vs. #5)
- Seed #2 vs. winner of (#3 vs. #6)

Championship (Best-of-Three Series):

- Winner of Semifinal 1 vs. Winner of Semifinal 2



All playoff series are best-of-three, with the higher seed hosting the first match.

From time to time the league may, with feedback from the team owners, adjust the number of teams that qualify for the playoffs or modify the playoff format.

3.5 SEEDING

Playoff seeding will be determined by:

1. Match win percentage
2. Game win percentage
3. Head-to-head record
4. Total point differential (total points scored less total points against)
5. A coin toss or random draw

3.6 TRADE DEADLINE

The trade deadline is the Wednesday immediately following the final 2026 Split event.

Following any trade deadline, teams have a 48-hour window to pick up any players who were dropped or released by **other teams** at the deadline. Teams cannot use this window to re-sign their own players who were released. For re-signing their own released players, teams must observe the 48-hour re-signing restriction outlined in section 2.13. After this 48-hour window expires, no further roster changes are permitted except as required to address injury, illness, or emergency situations in accordance with section 2.1.

4) COMPETITION FORMAT

4.1 BEFORE AN EVENT

Paddle Testing

All paddles used in competition must be USAP approved and must pass CNPL paddle testing at each event. Paddle testing will be conducted on-site by the host team plus one additional team observer on the day before the event begins.

Only paddles that have successfully passed testing at the current event may be used during that event. Previous paddle testing results from prior events do not carry forward and do not exempt paddles from testing at subsequent events.



There is no cost to teams for paddle testing. However, any player found using a paddle that is not USAP approved or that has not passed testing for that specific event will be subject to a fine of one event appearance fee.

4.2 BEFORE A MATCH

Lineup Declaration (30 Minutes Before Match)

The the team captains will meet the referee(s) at the court to set the scoresheets and the team designated as the away team will decide and declare their lineup for all four games (female doubles, open doubles, and both mixed doubles) no later than 30 minutes before the match is scheduled to begin.

For each game, the away team must specifically declare:

- Which player will start on the right/even side of the court
- Which player will start on the left/odd side of the court

The team designated as the home team will then counter with their lineup for all four games, also declaring which player will be on the right/even side and which player will be on the left/odd side for each game.

Lineup Finality

Once lineups have been declared by both teams, they are final. Teams cannot change which players are assigned to which games, nor can they change which side (right/even or left/odd) their players will start on, except through a team-initiated timeout as permitted in section 4.7.

Teams must understand that lineup choices are binding once declared to the opposing team.

4.3 WARMUP

Each team will have a one-minute warmup period prior to each game. Players are expected to practice on a court nearby and be ready to play all matches including their first match, fully equipped. Additional warmup courts and times will be determined on a case-by-case basis, depending on the day's immediate format and scheduling needs. Players should not expect additional warmup time after team matches have started.



4.4 STARTING A MATCH

The team designated as the away team will make the choice for a coin flip. The winner of the coin flip will choose the order of games to be played in the match OR the end they start on and the loser will choose the other. The home team will serve.

4.5 MATCH STRUCTURE

Each CNPL event format and order will be determined by the league officials. Each game will be played with standard rally scoring to 21 points, win by 1, with any winning point to be scored on a team's own serve. There will be up to five games played each match in the order selected by the winner of the coin toss. Singles games are only played to break a 2 - 2 game tie.

Possible match order:

1. female doubles > open doubles > mixed double one > mixed doubles two > singles
2. mixed double one > mixed doubles two > female doubles > open doubles > singles

Teams will change ends between games only and not at half-score. This order and format are subject to change by the CNPL officials. In rally scoring, players do not switch serving (playing) sides after each point. Players may only switch playing sides during a time-out or between games and must advise the referee of the change.

4.6 FREEZE

A team being frozen means they can only score their remaining point(s) in the game on their own serve. The first team to reach 20 points will freeze and will reduce the freeze threshold to 19. If the trailing team is not at 19 points, they will continue to score rally points until they reach 19 points and will then be frozen.

4.7 TEAM INITIATED TIME-OUTS

Each team will be allowed 2 time-outs per game up to one-minute each time. Only the players on-court or the team designate (coach or manager) can call "time-out" directly to the referee who will acknowledge and commence setting a timer. A non-playing player cannot call a time-out for their team.

Players may switch playing sides during a team-initiated time-out and must advise the referee of the change.



4.8 REFEREE INITIATED TIME-OUTS

Additional time-outs may be called by the CNPL referees (or CNPL officials) for purposes of livestream and/or broadcast, to address equipment issues, for referee, fan, equipment operator and/or player injury or for any other reason deemed necessary by CNPL or the Commissioner. Referee time-outs should be held to a maximum of 15-minutes unless otherwise determined at the discretion of the Commissioner.

4.9 COACHING

Coaching during live play is not permitted by anyone. This includes coaches, non-playing players, referees, and spectators. Penalties will be applied if coaching occurs during live play.

Coaching by coaches, non-playing players, and general managers is permitted when the ball is dead providing that it does not interrupt or disrupt the opposing team in any way. The ball is considered dead between rallies, during time-outs, between games, and at tie-breaker end change.

Coaching by spectators is never appropriate. Teams will be held responsible for the conduct of their fans. It is the team responsibility to ensure no coaching from the stands takes place.

4.10 LINE CALLS

Official line calls must come from the players on court directly. Calls must be made immediately, loudly and clearly and with no influence from others (coaches, non-playing players, team manager or spectators). If appealed, once a decision has been made by the referee there are no further challenges allowed on the play.

4.11 TEAM SUBSTITUTIONS

Team substitutions can be made prior to a match commencing and between games, but not during a game. Each team may substitute a maximum of one (1) player per match. Teams are not allowed to substitute a player during a live game and must wait until the game is over before making a substitution.

Players may switch playing sides during a team-initiated time-out as outlined in section 4.7.

If a player becomes injured, ill, or required to leave for emergency personal/family events the team must forfeit the current game and, in the event they have already used their substitution, any subsequent games in the current match the player would have played. A player that does not finish a game will be ineligible for the remainder of that match. If a player is substituted off for an injury and subsequently recovers from that injury their return will be at the discretion of the medical staff.



4.12 REFEREES

Assessed referees will be provided for all matches. On the court will be one lead referee and a second referee. The CNPL may include additional tracking methods at a later date. Based on the availability of referees and at the discretion of the Commissioner games may be played with only one referee.

4.13 REVIEWS

There will be no live instant replay of results for the purpose of review. We will not rely on technology for the purpose of reviews or challenges. All reviews and challenges will be at the discretion of the referee(s).

4.14 FOULS, WARNINGS, AND UNSPORTSMANLIKE BEHAVIOR

Verbal warnings, technical warnings, and technical fouls can be issued from the time players are on the court for a match until match scorecards have been submitted to the tournament desk. Any unsportsmanlike action taken by a player after the match is over and before the scorecards have been submitted to the Tournament Desk will result in a warning or foul to be applied to that team's next match, next day's match, and/or next event's match.

The referee is empowered to call verbal warning, technical warnings and technical fouls. When a technical foul is called, one point removed from the score of the offending player/team unless their score is zero, in which case, a point shall be added to the score of the opposing side. Actions or behavior that shall result in a technical foul include:

- Aggressive/reckless throw of paddle, player using extremely objectionable language, or profanity, regardless of to whom or what it is directed.
- Making a threat or challenges of any nature toward or against any person.
- Challenging the referees decision or ruling, any actions considered extreme unsportsmanlike behavior.
- Deliberately throwing/hitting a ball that is not in play with negligent disregard of the consequences which inadvertently hits a person.
- Loss of challenge to referee ruling.
- Invalid Medical Time-Out. (when no standard time-out available)

4.15 CHALLENGES

Teams may appeal to a referee about a line call. If a referee is able to overturn a blatantly incorrect line call a technical warning shall be issued. As is standard, a second overturned call and subsequent second technical warning will result in the loss of a point to the player (team) who made the incorrect call.



It remains in the referee's power to issue a technical warning for repeatedly appealing line calls. Repeatedly making line call challenges for any purpose other than to correct a questionable call is considered unsportsmanlike behavior.

4.16 TIE BREAKERS

In the event that each of the two teams win two games within a match, those teams will compete in a head-to-head rotational singles match. Each member of a team will play a combined 3 points until a total score of 21 is reached. The teams will switch ends of the court when one team reaches a score of 11. Normal freeze rules will apply to tiebreakers.

Tiebreaker Player Eligibility

Only players who competed in games 3 and 4 are eligible to play in the tiebreaker. All four players who played in games 3 and 4 must participate in the tiebreaker rotation.

Tiebreaker Lineup Declaration

The team designated as the away team will declare their tiebreaker rotation order first. The team designated as the home team will then counter with their rotation order.

5) ADDITIONAL RULES

5.1 DIGITAL MEDIA USAGE

The CNPL may use player / team photography, video, sound clips (players may be asked to wear microphones from time to time) and other forms of digital media for promotional purposes online and offline. Players may not use inappropriate language or engage in conduct that would otherwise be harmful or hateful in any way whatsoever. The CNPL reserves full rights to reduce or recoup compensation from players for failure to cooperate.

5.2 TEAM WEBSITES

Teams may run a website independent of the CNPL team sites with prior approval from the league. The league shall not unreasonably withhold approval.

5.3 SOCIAL MEDIA GUIDELINES

Athletes part of the CNPL shall participate in reasonable social media requests for the league and their team and will conduct themselves appropriately online as per 5.1.



5.4 MEDIA RELATIONS GUIDELINES

Athletes part of the CNPL shall participate in media relations and broadcast interviews.

5.5 ADVERTISING GUIDELINES

Team advertising and promotions must be in good taste. Advertising and promotions should follow the same minimum standards as in 5.1. Teams may run advertising and promotions independent of the CNPL with prior approval from the league. The league shall not unreasonably withhold approval.

5.6 PROHIBITIONS

Players who are drafted to the CNPL are not allowed to play in any non-CNPL related event during CNPL scheduled events. To compete in such events Players must receive written permission from the CNPL Commissioner.

5.7 PLAYER COMPENSATION

The total player payout pool for the 2026 season will be greater than \$300,000. This will include four parts; a travel stipend for each player, an appearance fee which will scale based on draft position, a regular season prize for team ranking after each major event, and a playoff prize for final standings.

The league may from time to time award trophies or other non-wage compensation to players based on participation or performance.

5.8 TEAM COMPENSATION POOL

At the end of each fiscal year 50% of league net income, in a year where league net income is greater than 0, will be distributed evenly among the teams in good standing.

5.9 PAYOUT TIMING

Appearance and event specific payments will be made seven days following the events based on participation. Playoff payments will be made seven days after the playoff event.



5.10 RULE EXCEPTIONS AND DISPUTES

The Commissioner or his/her designee has final authority on any situation that is not specifically covered by this rules guide. Any exception to these rules must be approved by the CNPL Commissioner. The Commissioner is the final decision maker on all disputes and appeals. Only the Commissioner or a person expressly authorized by the Commissioner may clarify rules or procedures around the competition and make judgements about those rules.

5.11 AMENDMENTS & MODIFICATIONS

Canadian National Pickleball League, INC. (CNPL) is the owner and administrator of Canadian National Pickleball League competitions and has the right to revise these rules periodically at its sole discretion.

5.12 OTHER COMPETITION RULES

With the following exceptions written below, all CNPL competition rules not outlined above are governed by the most current rules of the USAP. The exceptions are as follows;

1. rally point scoring,
2. coaching during match play,
3. players do not change sides on points,
4. Teams do not change ends at half score,
5. games are to a hard score of 21.

6) TEAM REQUIREMENTS

6.1 INSURANCE

Teams are required to maintain an adequate level of insurance to protect their business, key stakeholders, and athletes during league hosted, non-league hosted, or non-competition events. The league will additionally carry insurance coverage for all competition events hosted by the league.



6.2 RECORD KEEPING & REPORTING

In order to ensure transparency, accountability, and effective decision-making, it is imperative for teams to maintain accurate and comprehensive financial records. The team shall ensure that the financial records are up-to-date, organized, and readily accessible for review and audit purposes. Furthermore, the team agrees to comply with all applicable legal and regulatory requirements related to financial record-keeping.

6.3 ACCIDENT & INJURY REPORTS

Accident and injury reports including the athlete's name, the date of injury, the date of the report, the age of the athlete, and the body part that is injured should be maintained by each team. Additionally, the reports must contain information about how the injury or accident occurred and whether it is a new or previous injury.

6.4 EVENT HOSTING REQUIREMENTS

Beginning in the 2026 season, teams will serve as hosts for CNPL events. Host teams are responsible for the following:

Facility

The host team must secure a facility that adheres to the CNPL facility checklist. The facility checklist will be provided by the league and covers requirements for court specifications, lighting, space, accessibility, and other operational needs.

Seating

The host team must secure adequate seating for spectators in accordance with league standards and expected attendance.

First Aid

The host team must secure qualified first-aid personnel and appropriate medical supplies to be available on-site throughout the duration of the event.

Ticketing

The host team must have a plan for ticketing, including ticket sales, distribution, pricing (subject to league approval), and admission management.

The league may provide additional guidance, support, or requirements for event hosting from time to time.



6.5 OFFICIAL EQUIPMENT

Where required the following equipment and providers should be used for all events in which teams participate.

Ball: Owl CK40

Net: C&D Flat Based Championship Net OR C&D Inground Pickleball Net System

Flooring: Total Sports Solutions

