



PESTA SUKAN 2026
COMMUNITY CHAMPIONSHIP
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1. Objectives

- 1.1 Community Championship is a national movement to bring people together through community sports. The Community Championship aims to provide opportunities for residents of all backgrounds to bond together through friendly sports competition.
- 1.2 Teams are registered to represent their GRC Cluster.

2. Rules

- 2.1 The tournament shall be governed in accordance with the General Rules and Regulations of Pesta Sukan 2026 and Community Championships 2026, the SPA Sanctioned Tournament Structure and Tournament Participant's Code of Ethics (*Appendix A*).
 - 2.1.1 Unless otherwise stated, we shall be adopting the latest edition of the USA Pickleball Official Rulebook.
 - 2.1.2 Scoring system shall follow SPA rally scoring rules. Player may refer to *Appendix B* for Rally Scoring Rules.
 - 2.1.3 Players may use any USA Pickleball approved paddle that are posted on the USAP website. Players are to note that paddles falsely marked with USAP Approval markings shall not be allowed in the Tournament and shall be subjected to non-approved paddle rules as spelt out in the USAP Official Rules. Players are advised to keep a screenshot of their paddle approval listing from the USA Pickleball Approved Paddle List.
- 2.2 Only Medal Matches shall be Officiated. All other 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.
- 2.3 Tournament is by closed Registration, where every GRCs shall nominate 2 teams from their GRC cluster.
- 2.4 Team members shall be Singapore Citizens, Permanent Residents and non-Singapore Citizens residing in Singapore with valid passes as stated below
 - 2.4.1 Student Pass,
 - 2.4.2 Long Term Pass,
 - 2.4.3 Dependent's Pass,
 - 2.4.4 Work Permit,
 - 2.4.5 S Pass, or
 - 2.4.6 Employment Pass
- 2.5 We shall be using USA Pickleball approved **Franklin X-26 (Lime Green)** for this tournament.
- 2.6 Official and final information, briefs and schedules shall be sent to Team Managers, Captains via Email. Team Managers, Captains are to ensure that their Email and Contact Number is correct and accurate on registration.



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2.7 Any queries can be sent to both tournaments@singaporepickleball.com.sg and n3_BtCanberraSC@sport.gov.sg.

3. Event Details

Dates	1, 2 Aug 2026 (Sat, Sun)	
Venue	Bukit Canberra Sport Hall Tournament venue is a multi-purposed hall with timber court flooring. Non-Volley Zone Lines shall be marked with removable vinyl court tapes.	
Time	9am to 10pm	
Registration Period	Closed Registration	
Age Groups (based on year of birth)	Open	13 yrs and above
Skill Level	Open	No Restrictions
Participant Brief	27 July 2026 (Monday) By Email	
General Information	SingaporePickleball.com.sg	

4. Team Format

4.1 The Division shall have a maximum capacity of 36 Teams.

4.2 Each Team shall consist of minimum 6 members, maximum 9, of which each Team must have at least two-thirds of its players residing in the GRC cluster. Refer to table below,

Team Size	Number of Residents	Number of Non-Residents
6	4	2
7	5	2
8	6	2
9	6	3

4.3 At least two-thirds of its players being Singapore Citizens (SC) or Permanent Residents (PR). Refer to table below,



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Team Size	Number of SC/PR	Number of Non-SC/PR
6	4	2
7	5	2
8	6	2
9	6	3



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- 4.4 Once Team Line-Up is submitted to SportSG by the GRC Clusters, there shall be no substitution of players for reasons whatsoever.
- 4.5 Any participant shall only represent 1 team. If a participant is found to be registered with more than 1 team after the registration has been submitted to SportSG by the GRC Clusters, the participant(s) shall be disqualified from Pesta Sukan 2025. No substitution or replacement shall be allowed, and affected teams shall play with one less player.

5 Team Match Format

- 5.1 Each Team Match shall consist of the following matches,
 - 5.1.1 Men's Doubles
 - 5.1.2 Women's Doubles
 - 5.1.3 Mixed Doubles.
- 5.2 Aligning to at least two-thirds shall be residents in the GRC cluster, every team may only field maximum 2 non-residents in the GRC cluster per team match.
- 5.3 For every Team Match, any team member shall play once only.
- 5.4 Each Team shall field a full line-up fulfil each Team Match. Incomplete line-ups shall result in forfeiture of the entire Team Match.
- 5.5 The match line-up shall be submitted to the organisers 15 mins before the scheduled match for records and reference only, using the prescribed form. Failure to submit within the Time Frame will result in forfeiture of that Team Match.
- 5.6 The Team may submit different match line ups for different team matches.
- 5.7 Prior to the start of the Team Match, all Team Managers shall disclose their match line up to their opponents for player verification. Team Managers are reminded to keep a copy of their submitted Line Ups.
- 5.8 The Team Manager and players shall be solely responsible in ensuring the right players are fielded according to the submitted match line-up. Fielding the wrong players will result in forfeiture of the affected individual match. If the entire individual match(es) was/were played with the wrong players, the entire Team Match shall be forfeited.

5. Tournament Format

- 5.1 This tournament shall be conducted in 2 rounds,
 - 5.1.1 Round 1 shall be Group Play, Round Robin format. There shall be upto 8 Groups, comprising of 4 to 5 Teams each.
 - 5.1.2 Round 2 shall be Single Elimination format.



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- 5.2 Round 1 Grouping shall be done as follows,
 - 5.2.1 Teams from the same GRC shall be first randomly drawn into one of two pools – Pool A and Pool B.
 - 5.2.2 GRCs that have only 1 team shall then be randomly drawn or allocated so that both pools have at most a differential of 1 team.
 - 5.2.3 Teams within each Pool will then be randomly drawn into one of four groups. Pool A shall consist of Group 1, 2, 3, 4; and Pool B shall consist of Group 5, 6, 7, 8.
 - 5.2.4 All draws shall be closed.
- 5.3 Only the top 2 teams from each Round Robin Group shall proceed to Round 2.
- 5.4 The first player(s) to reach the stated points below shall be the winner.

Team Matches	Number of Games per Individual Match	Rally Scoring
Round Robin	1	21 points with deuce at 20-20, after which win by 2 consecutive points. Maximum point shall be 30 points.
Round of 16		
Quarterfinals	Best of 3	15 points with deuce at 14-14. After which win by 2 consecutive points. Maximum point shall be 21 points.
Semifinals		
Finals		

- 5.5 In the Group Play, all 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 Individual Match Differential
 - 2nd Tie Breaker – Comparing Overall Game Differential (if applicable)
 - 3rd Tie Breaker – Comparing Overall Point Differential
 - 4th Tie Breaker – Comparing Head-to-Head Team Match Won/Lost
 - 5th Tie Breaker – Chance Draw

6. Prize Money and Medals for Pesta Sukan Community Championship

- 6.1 Medals (Gold, Silver & Bronze) shall be awarded for this Team Championship.
- 6.2 There shall be Prize Money for Medalling Teams if the participating Teams is 8 or more. Prize money shall be disbursed by PayNow to assigned team member NRIC only. PayNow to mobile number is inadmissible.



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7. Supplementary Rules

- 7.1 Skill level of this Tournament shall be Open.
- 7.2 Being a Team Challenge, there shall be no Singapore Pickleball Ranking Points awarded.
- 7.3 Apparels and/or clothing (shirt and shorts) of similar colour to ball shall not be allowed.
- 7.4 Late Reporting:
- 10 mins – Game Forfeit for Multiple Game Match / Individual Match Forfeit for Single Game Match.
 - 15 mins – Individual Match forfeit for Multiple Game Match.
 - No show – Team Match Forfeit. “No show” shall be defined as non-appearance of the fielded player at the venue by the conclusion of the last individual match of the Team Match.
- 7.5 Forfeiture means maximum points shall be awarded to the opponent, e.g 21-0 or 15-0.
- 7.6 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.
- 7.7 For non-officiated 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.
- 7.8 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.
- 7.9 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.
- 7.10 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 for team events, such protest fees are non-refundable. Protest must be made in writing together with the protest fee and lodged with the Organiser on the spot



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during the match. The Organiser's decision in relation to any protest shall be final and no appeals will be entertained.

- 7.11 The Prize Presentation Ceremony shall be held with the conclusion of each Division. 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.
- 7.12 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.



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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

Singles

- 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.
- 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. The subsequent serve is then made from the service court with reference to the score.
- The side to reach the game point first wins the game.

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.



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- 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.