



Pickleball Court Policy

General Expectations: The pickleball community is warm, welcoming, competitive and passionate. In all situations, be respectful, kind, and encourage inclusivity to build the pickleball community.

Court Policy Goals: This new court policy strives to be inclusive of all levels of play while encouraging healthy competition. It also aims to be simple to understand and implement. It is structured to address both open play and congestion play scenarios attempting to balance equitable play time with competition. Lastly, it aims to be responsive to community feedback.

Policy Implementation: This policy applies during open court times (i.e. not already reserved for a tournament, shootout, league play, etc.). The policy is implemented and governed by the pickleball community. There is no court supervisor or court police. If you perceive someone not following the rules as intended, please initiate a diplomatic conversation in an appropriate time, place, and manner.

Proposed Court Policy:

Each court has a color-coded paddle holder. Please see Appendix A for the allocation of courts according to each skill level. The skill levels are coded as follows:

Green: Players looking for a fun game, to include beginners and those wanting to develop their skills.

Blue: Players looking for a more competitive game and wanting to hone their skills.

Black: Players looking for an aggressive game, wanting to work on targeting and strategy.

Play in general:

- All courts are challenge courts. Players may continue to play on their current courts until a paddle is placed in the holder of that skill level.
- At all times, current court players should offer/encourage waiting players to play.
- Players may place a paddle on any paddle holder skill level of their choosing; playing across levels is allowed at any time and encouraged to diversify play and grow skill.
- Scoring: One game to 11: win by 2 with a max of 15 points.

Play occurs either as "Open Play" or "Congestion Play." Open play is when there are fewer than four paddles in the holder for a skill level. Congestion play begins when four or more are waiting to play in a given skill level.

Open Play (fewer than four waiting)

- Winner stays: Win 1 game, and the winning team may stay and challenge the next 2 new players whose paddles are in that skill level holder.
- If winning team wins again, they may either split up or offer their spot to a new team.
- If there is just one person waiting to play, that player may place their paddle in the holder at the skill level of their choice. Current players on that court should substitute one player to allow for the waiting player to participate at the end of each game.

Congestion Play (four or more waiting per skill level)

• All players rotate: If paddle holders have 4 or more people waiting to play within a given level, then courts at that level must rotate all 4 players regardless of whether teams win or lose.

Timeline and Review:

This revised policy will become active on June 9, 2025. Updated signage will be created as soon as possible to accompany the rule clarifications above. The Cortez Parks and Recreation Department will continue gather feedback on the updated court policy throughout the remainder of the year. A new survey link will be posted on signs at the outdoor pickleball courts and on the Cortez Pickleball Club website.

Appendix A Court Allocation



Cortez Recreation Center

