



KCCC Fall Series

PICKLEBALL



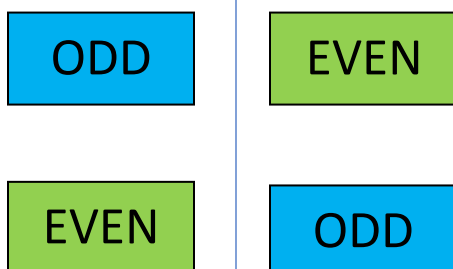
DATES / TIME: **Tuesday, September 15th, 2026 - Division 1**
Wednesday, September 16th, 2026 - Division 2

LOCATION: Kansas City Pickle Club (Formerly known as SW19 at the Stadium).
9119 E 39th Street, Kansas City, MO 64133

- Tournament will consist of Men's, Women's, and Mixed Doubles. The same competitor may not play in women's or men's doubles and mixed doubles. Violation of this rule will disqualify the competitor from both competitions. Substitutions are allowed between matches if necessary.
- Kansas City Pickle Club's waiver will also need to be signed – you can do so [here](#) in advance – Instructions are half way down the webpage.
- At event, Check-in with KCCC staff to sign KCCC waiver (All participants must sign waiver).
- Players need to download the Scoreholio App for the tournament. This will be used at check-in and for court assignments. Instructions for downloading the app, creating a profile, and selecting your tournament can be found here: [Scoreholio Instructions](#)
- All participants must be present by the check-in deadline. Brackets will be created at that time. The forfeited teams will be removed from the seeding. All remaining teams will move up in seeding.
- The Tournament will be double elimination. All matches will be best 2 out of 3. Each game will be to 15 points using rally scoring, where a point is scored on every serve. (On a side out, the team that gets the ball receives a point.) The first team to reach 15 points, and has a winning margin of 2 points, wins the game. Games will be capped at 20, ie if the score reaches 19-19, the next point wins. If a winner's bracket match goes to a third game, that game will go to 11 points also win by 2 capped at 20.

Game Play Rules (For additional info, visit usapickleball.org):

- Serving & Game Play:



- The court layout is above. When the serving team has an even score, they will serve from the even side and serve from the odd side with an odd score. If a server wins a point, they will rotate sides with their partner and serve from that side.
- Serves may be underhand or a “drop-serve” from behind the baseline, cross-court, into the service area past the “kitchen”.
- The serve may clear or touch the net and must clear the NVZ lines.
- After the serve, the receiving team must let the ball bounce, then the serving team must let that return bounce before hitting. After that the ball may be volleyed (hit in the air) or off the bounce. A player cannot strike the ball while standing in the kitchen unless the ball bounces in the kitchen first.

Scoring:

- Games will be rally scoring. Teams do not need to be serving to earn a point. Points will be scored on each rally.
- Each game is played to 15 and must be won by 2. In bracket play, a match will be best 2 of 3 games (3rd game to 11, switch sides after every 5 points scored.).
- Server will continue to serve until loss of point at which time the serve will go to the opposing team. Once the opponent loses a point, the second server from the first team will now serve

Serving\Scoring Example:

- Team B wins the right to serve first.
- Team B Player 1 starts serving on the Even side. They win the point, Players on Team B only switch sides. Player 1 continues to serve, Team B wins that point as well. Score is now 2-0. Player 1 from Team B serves again from the Even side and loses the point. Score is now 2-1. Players on Team B do not switch sides until such time as their score is 4.
- Team A Player 1 serves from the Odd side since their score is an odd number. They lose the point. Score is now 3-1. Team A Players do not switch sides.
- Player 2, Team B now serves from the odd side, which is where they should already be and loses the point. Score is now 3-2.
- Player 2, Team A now serves from the even side, which is where they should already be. They serve until they lose the point.
- At this time serve returns to Player 1, Team B, who will already be on the correct side based on the score and will serve until point is lost, switching sides each time they win a point.

Participants must abide by the schedule provided on the KCCC website. ***Games/Matches will not be rescheduled.***

Traditional Positioning will be used. Stacking and Half stacking will not be allowed.

- Please watch video, <https://www.youtube.com/watch?v=WcszMAc5I74>, for examples of game play and further explanation of rules. (Disregard scoring as we will use rally scoring explained above.)
- Please wear shoes that do not mark or damage the courts.

- Pickleball equipment provided, but players may use their own. Any equipment is subject to inspection by KCCC and SW19 Academy.

This information is subject to and rule interpretation changes which may occur between now and the Fall Series Tournament.

**For more information regarding the Pickleball Tournament,
contact the KCCC Office at 913.831.2222 / kccorporatechallenge@gmail.com**