

# ***BADMINTON & PICKLEBALL***

**Drop-in Play Sundays 6:30pm-9:30pm at the Pleasanton Middle School Gym: 5001 Case Ave**

**Badminton Open Play Drop-in Dates: 1/8, 1/22, 2/5, 2/19**

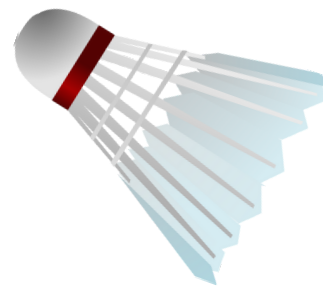
**Pickleball Open-Play Drop-in Dates: 1/15, 1/29, 2/12, 2/26**

## **PLEASE NOTE:**

- Everyone entering the facility must sign a participation waiver.
- Participants younger than 16 years of age may not be left unattended without adult supervision.
- All current County/City COVID guidelines will be followed and are subject to change.

**VOUCHERS & PAYMENT:** Players gain access to the courts through a voucher system. Vouchers must be presented to court monitors upon entry for those intending to play. Court monitors **cannot** accept any type of payment on-site.

- **Vouchers must be purchased beforehand at the Pleasanton Tennis Park (5801 Valley Ave.; 925-931-3449)**
- **Single-day pass:** \$4.50 Resident | \$5.25 Non-Resident
- **15-pack of day passes:** \$57 Resident | \$67 Non-Resident



## **RULES FOR BADMINTON AND PICKLEBALL OPEN PLAY DROP-INS:**

- 6 courts are available during open play drop-ins.
- Doubles play is required while other participants are waiting.
- All matches are limited to one set.
- First to 11 wins a pickleball match. First to 21 wins a badminton match. Both activities are win-by-two scored.
- Good sportsmanship is required of all players.
- Court Distribution:
  - 3 Courts – Matchplay Courts: Both winners and losers depart and those waiting in line begin to play.
  - 1 Court – Challenge Court: Winners stay on and play the next challengers in line.
  - 2 Courts – Beginners/Family Court: For groups including participants younger than 16 years of age OR for beginning adult groups looking to learn/practice/play. Play limited to 20 minutes while others are waiting.

If a court is vacant, it may be used in any format desired by those present and ready to play. Play is limited to one match or a 20-minute time limit (if not scoring) while others are waiting. The court must revert to its original intended purpose at the conclusion of play by a group once a group is waiting to use it for its original intended purpose.

