



2025 KANSAS CITY CORPORATE CHALLENGE



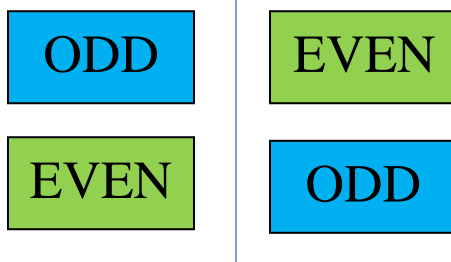
PICKLEBALL

Date / Times: Saturday, June 7th, 2025 – Thursday, June 12th, 2025

Seeding along with the start time for each Division\Event will be available on the [KCCC website](#) by 5:00 p.m. on March 21st, 2025.

**Location: SW19 at the Stadium
9103 E. 39th Street
Kansas City, MO 64133**

- The KCCC Pickleball Tournament will consist of Men's Doubles, Women's Doubles & Mixed Doubles. Women's Doubles will be represented by 2 women; Men's Doubles will be represented by 2 men; Mix Doubles will be represented by 1 woman & 1 man. Competition will be by division. ***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. If only one team member is present it will constitute a forfeit.***
- All participants must be present by the check-in deadline. Pools will be set at that time. The forfeited teams will be removed from the seeding. All remaining teams will move up in seeding.
- The tournament will be Pool Play followed immediately by the bracket for that Division\Event. It will start approximately 15min after the check-in deadline.
- The tournament will be run through Scoreholio and at least one member of each team will need to have downloaded the app prior to the event.
 - Click here for [Android](#)
 - Click here for [Apple](#)
- Scores will be reported to the volunteers and all scores will be updated in the app for the teams by a member of the KCCC staff.
- Substitutions are allowed between matches if necessary. Anyone playing on a team must be a legal player from the team's participation list. Once you start on a team you can only substitute on that team. Example, Player is designated sub for the male participant for a company. They sub in during the Men's competition; they are no longer eligible to be a player or sub on the Mixed Doubles Team.
- 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.
- The Tournament begins with round robin pool play (with each team playing a minimum of two other teams in the pool play). Round robin pool play will be one game 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. The top two teams from each pool, based on win-loss records, advance to a single elimination bracket. (Some Divisions could also have 3rd Place Wildcard teams that advance. This will depend on the number of companies entered in that Division). A minimum of 8 teams will advance to bracket play. Unless there are less then 7 teams in Pool Play.

➤ **TIE-BREAKERS:**

- If two teams tie for first place, head-to-head competition will determine seeding for single elimination tournament.
- If two teams tie for second place, head-to-head competition will determine the team that will advance as the #2 seed to the single elimination tournament.
- If three or four teams tie for first place, total point spread in games involving tied teams will determine the #1 and #2 teams which will advance, seeded accordingly, to the single elimination tournament.
- If three or four teams tie for second place, the team with the highest total point spread in games involving tied teams will advance as the #2 seed to the single elimination tournament.
- In the event of a two-way tie in point spread, head-to-head competition will break that two-way tie.
- In the event of a three- or four- way tie in point spread, the next tie-breaker will be points allowed in all games. If there is still a tie, the tie-breaker will be points scored in all games.
- If there is still a tie a coin flip will determine the team that advances.

➤ **Game time is forfeit time; there is no grace period.** If both members of a team are not present and have not checked in at the KCCC check-in table by the check-in deadline. The team will not be placed in a pool and will be forfeited from the tournament.

➤ **NO FORFEITS, PLEASE** - It is crucial that your entrant or a legal substitute be present at the event. Much time and effort goes into scheduling. Forfeits not only upset the scheduled event, but also take away from the spirit and competition of the games. **Penalty points will apply to any and all forfeits. A team of 1 will also constitute a Forfeit.**

➤ Seeding will be based on last year's results when applicable, along with additional information provided to KCCC. If you feel that you deserve special seeding consideration, please email the Games Director prior to the March 2nd roster deadline. However, Games Directors reserve the right to seed or not seed participants based on this information.

➤ Please wear shoes that do not mark or damage the courts.

➤ Pickleball balls & paddles may be provided, or players can provide their own paddles.

➤ Please refer to the KCCC Point System for information on points for Pickleball.

➤ *For the health and safety of all KCCC participants, staff, and volunteers, we ask anyone experiencing symptoms of illness to abstain from the event.*

THIS INFORMATION IS SUBJECT TO ANY RULE INTERPRETATION CHANGES
WHICH MAY OCCUR BETWEEN NOW AND THE
2025 KANSAS CITY CORPORATE CHALLENGE.

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