

# The Big Dill Open Rules

The Big Dill Open is a multi-round, tournament-based, pickleball competition set around giving players many opportunities to climb the ranks to the tournament bracket to win it all.

This event has many rounds for players to partake in. Each stage of the competition is described as follows.

## **Qualifiers**

In the Qualifiers round, players can compete in a minimum of one and a maximum of four Play Days to get themselves placed on the Qualifiers leaderboard.

The more matches a player plays, the better chance they'll make it higher on the leaderboard. Placement takes wins, win percentage, and total points into consideration for placement.

The top 16 players in qualifiers will move on to Group Play.

## **Group Play**

In group play, the top 16 players will be divided into two groups. Group Dill will host all the odd number seeded players, Group Sweet will host the even numbers.

Each player in the group will have 4 matches collectively against pre-determined opponents.

Placement in the group player leaderboard takes wins and points into consideration.

The top 4 from each group move onto the championship bracket tournament.

## **Championship Bracket Tournament**

In the tournament, the top 8 best players move through the bracket from Quarters, to Semis, to the Finals.

Players will compete in a best-of series against each opponent to move through the bracket.

The player that wins in the Finals wins the competition.

A 3rd place match will be played as well.

## **Competition Rules**

### Score Limit Rule

Each game throughout every stage of the competition will be first to 7 points wins.

### Bracket Matches Rule

During the championship bracket tournament, the Quarters will be a best of 5 game series, the Semis will be a best of 5 game series, and the Finals will be a best of 7 game series.

### Gameplay Rules

All points of the official rules of pickleball will be used for this competition.

### First Possession Rule

For all games that are not match based, first possession will be decided on a Rock, Paper, Scissors showdown.

For all matches, the first possession in the first game will be decided on a Rock, Paper, Scissors showdown. Every game following the first, the loser of the prior game will receive first possession.

### Leaderboard Tiebreaker Rule

In the case of a tiebreaker during a round that's not concluded, the leaderboard will be updated with the following tiebreakers:

- Qualifiers - Tiebreaker by better record > Tiebreaker by better win percentage > Tiebreaker by more points
- Group Play - Tiebreaker by better record > Tiebreaker by more points

### Round Advancement Tiebreaker Rule

Should players be tied in the event of a round concluding, the tied players will be asked to play a tiebreaker game to decide who moves forward.

If more than two players are tied, a series of games between the players will happen to decide who would move forward. The game score limit would be reduced to 3 in this case.