

The Dink Minor League Pickleball

Official Rules & Policies Guide

(Last Updated: September 1, 2026)

The Dink Minor League Pickleball Overview: MiLP Format

The MiLP Format is an innovative gameplay format that brings men and women together on a level playing court. In the MiLP Format, team matches consist of four 21-point matches: the first is women's doubles, the second is men's doubles, and the final two are mixed doubles. If the two teams playing the Matchup are tied 2-2 after the matches and mixed doubles matches, a singles DreamBreaker™ will be played. DreamBreaker™ is one match to 21. This unique dynamic means teamwork is as critical as speed or technique on the court and is a big part of the sport's community aspect.

All rules of The Dink Minor League Pickleball competition are governed by the most current UPA-A rules, except for those outlined in the Official Minor League Pickleball Rules Guide. The Dink Minor League Pickleball continually monitors UPA-A standards and will make adjustments as needed.

PLAYERS

Each team will consist of four players, two (2) females and two (2) males.

TEAM UNIFORMS

We HIGHLY encourage teams to get creative and coordinate! It's all part of the The Dink Minor League Pickleball fun!

FORMAT

Terminology Clarification:

MiLP has moved from "games in a match" to "**matches in a matchup**." Teams will play x number of matches in a matchup. This aligns with the pickleball.com software terminology.

In traditional MiLP, one game is a match. A matchup consists of 4 or 5 matches.

In MiLP v3, one game is a match. A matchup consists of 2 or 3 matches.

GROUP PLAY AND BRACKET PLAYOFFS FOR ONE-DAY MINOR LEAGUE PICKLEBALL EVENTS

The format of play: Teams compete against each other in Matchups. A matchup consists of four matches. The first two matches are one women's doubles match and one men's doubles match,

and then two mixed doubles matches. If the two teams are tied after these four matches, the “DreamBreaker™” is played, with a rotational system involving all four players. Teams first play each other in group or round-robin play, and then the top teams square off in a playoff bracket format. A matchup will determine the 3rd-place team. Regardless of outcome, all four matches will be played in a matchup during round robin/group play. During bracket play, teams will not play the 4th match if one team has won the matchup with 3 consecutive match wins.

ROUND ROBIN TO BRACKET PLAY: SEEDING

After the round robin/group play is completed, top teams will play a bracket playoff. Because of multiple round-robin and bracket-play scenarios, the Tournament Director for each event will announce the bracket-play format.

Pool Standings: Seeding order after pool play is as follows:

- #1 Matchup Win Percentage (includes DreamBreakers™),
- #2 Head-to-Head Matchup Win % (only if all teams that are tied played against each other)
- #3 Game Point Differential Percentage. Point differential is the difference between points earned (scored) vs points against (scored against). $PE - PA = PD$. PA is the points scored by the other team. (In this example, games are also considered matches)
- #4 Total Match Win % (in this example, matches are also considered games)
- #5 and #6 Additional tiebreaker options are available based on the event format. Refer to the individual tournament event for additional tiebreakers.

Playoff Seeding: If Round Robin has multiple pools, order for bracket playoffs is as follows:

- #1 Matchup Win Percentage (includes DreamBreakers™),
- #2 Total Game Point Differential Percentage. Point differential is the difference between points earned (scored) vs points against (scored against). $PE - PA = PD$. PA is the points scored by the other team. (In this example, games are also considered matches)
- #3 Total Match Win % (in this example, matches are also considered games)
- #4, #5 and #6 Additional tiebreaker options are available based on the event format. Refer to the individual tournament event for additional tiebreakers.

SCORING: RALLY SCORING

A point is earned after every rally, whether it was won by the serving or receiving team. However, a team must win by two on their serve; therefore, a temporary “freeze” can happen if the rally is won by the non-serving team (their winning point would not count, as they must

serve to win). Trailing teams never freeze and continue rally scoring. If the score is tied at 20 or higher, rally scoring is in effect. To win, a team must win by two and must have served to win.

SCHEDULE OF PLAY

The schedule of play will be published in advance prior to the start of the competition, including the round-robin matchups. One of the key features everyone loves about The Dink Minor League Pickleball is how many games/matches you play without all the waiting of a standard tournament format. Once both teams have arrived on the court, players have 5 minutes TOTAL to warm up, figure out the home/away team, and START the first match. ***Players must understand that once the matchup STARTS, there are only 2 minutes between all remaining matches.*** One key way to keep the tournament moving is for players to take their breaks, get water, use the restroom, etc., while they are not playing. Court monitors will keep track and ask players to keep the games moving. There are NO additional warm-up times in between matches. When a match ends, the next match starts within 2 minutes. (Players can use the 2 minutes in between matches to warm up, but must be ready to play and in their positions at the 2-minute mark.) If a player is not ready to play at the 2-minute mark, that team will forfeit their time out for that match. For DreamBreakers™ - you will have 1 minute for the HOME team to designate their full lineup. The AWAY team will then have 1 minute to designate their full lineup. The time allotted between the final mixed match and the start of Dreambreaker™ is 5 minutes.

COIN TOSS: Traditional MiLP (4-player teams)

At the start of each matchup, there will be a coin toss (or similar random selection). The winner will make a choice between these three options:

- Choose to be either the Home or the Away team
- Choose to start each match (game) serving or receiving
- Choose which end of the court to start Women's Doubles

After the winner makes a choice, the loser chooses between the two remaining options. After the loser makes their choice, the winner will choose the last remaining option.

Example: Team A wins the coin toss. Team A chooses to be the Home team. Team B chooses to start each match receiving. Team A chooses an end of the court to start Women's Doubles.

HOME:

The Home team will react to the AWAY team's mixed doubles lineup. The home team must declare their lineup first if the singles Dreambreaker match takes place.

AWAY:

The Away team must declare their mixed doubles teams first, but gets to react to the Home team's singles Dreambreaker lineup.

Coin Toss Review:

1. The same team will always first serve, and the same team will always receive the first serve during all matches in a matchup.
2. The teams will start their FIRST match on the side chosen; all remaining matches, the team will start on the end where they finished their last match.
3. The AWAY team will declare their mixed doubles lineup first. The HOME team will react to the AWAY team's mixed lineup. The mixed lineups are declared after the men's doubles match is complete.
4. The HOME team will declare their singles lineup first, in full. The AWAY team will react to the HOME team's singles lineup.

CHANGE OF END TO START EACH MATCH (GAME)

If you choose the serve during the coin toss, your team will start every match in the matchup serving. Vice versa if you choose to receive. If you choose the end, you will start Women's Doubles on that end. Your team will only switch ends once 11 points are reached by a team in a match. Do not switch ends of the court between matches, like between Women's and Men's Doubles. Whichever end of the court a team finishes a match on is the same end they will start the next match on.

PLAYER CHANGE OF SIDE/SERVE

During MiLP rally scoring, players do not switch sides after winning points. Player A starts on the right side and serves when the score is even, and Player B serves from the left side when the score is odd. Player A and B must also receive serves on their respective side. A team may choose to switch player sides during end change when the first team reaches 11 points OR during any timeouts. ***Teams must announce they are making the change before play resumes.***

PLAYER INITIATED TIME-OUTS

Teams will each be allotted 1 time-out per match. This is in addition to the allotted 1-minute time-out during change of ends when the first team reaches 11 points.

Dreambreaker™ (SINGLES TIEBREAKER) TO DETERMINE MATCHUP WINNER

If two teams playing a Matchup are tied 2-2 after the doubles and mixed doubles matches, a singles DreamBreaker™ will be played. DreamBreaker™ is a Match to 21 (win by 2) with rally scoring, where each team must rotate their players. Each player plays 4 rallies(4 points) in a set order until the DreamBreaker™ is completed. Immediately following the completion of the second and final mixed doubles match, the Home Team will have 1 minute to designate their FULL LINEUP. The Away Team will then have 1 minute to designate its opposing FULL LINEUP. The DreamBreaker™ will use the same rally scoring used in matches as described above. All team members will rotate in 4-rally rotations until the DreamBreaker™ is concluded (Player 1 plays 4rallies, then Player 2 plays 4 rallies, then Player 3 plays 4 rallies, then Player 4 plays 4 rallies, and then the rotation repeats in the same order). In terms of sides, singles players will serve from the side (left/right) of the court, based on their team score, as is typical in singles. The player will serve on the right side when that player's team score is even, and when the team score is odd, the player on that team will serve from the left side of the court. During the DreamBreaker™, each team will be allotted one time-out. Teams will change ends when one team reaches 11.

CAPTAINS

All teams must designate a Team Captain, who will be responsible for various captain duties including communicating with the event's tournament director and tournament desk, the coin toss, mixed doubles team designations, and singles tiebreaker rotations. Team Captains will also communicate with referees if questions arise or concerns need to be communicated. *If a match has an officiating referee, then any player can communicate with the ref. Each team captain will meet for the coin toss prior to each matchup. The Team Captain must be a player and must be present for all matches. If a Team Captain is unable to fulfill his/her duties, the Team must designate a substitute captain. Team captains are also responsible for all team's player communication.

TEAM MANAGER

Teams have the option to name a team manager. Team Managers are not players in the team. Team Managers have the ability to input scores/lineups. Team Managers must be named within the software to be officially recognized.

Team Managers are useful for teams where all four players are under 18 years of age and want an adult representative.

SUBSTITUTES/INJURY

Teams are able to substitute a player after initial registration as long as the player has a DUPR rating and their rating does not move the team to a higher DUPR aggregate. If a Substitution is made for an injured player during the event, the sub must remain in for the duration of the event. A player who is subbed out cannot be subbed back into play later in the day. If a team is unable to field all required players for any reason during tournament day, that match is a 21-0 forfeit. If a player is injured mid-match and cannot finish, the team retires from that match. The retiring team will keep their score, and the winning team will automatically be given a score of 21 or greater to ensure the match is won by two. Forfeited/Withdrawn/Retired matches count for wins and point percentage. Forfeited/Withdrawn/Retired matches that do not play and/or both teams score less than 7 points will not be entered into DUPR.

DUPR DIVISIONS:

DUPR 22 (max aggregate 22.999)

*No maximum individual player rating.

DUPR 20 (max aggregate 20.300 or 20.999 if DUPR 22 is not available.)

*No maximum individual player rating.

DUPR 18 and 18 50+ (max aggregate 18.300)

*Maximum individual player DUPR cannot exceed 5.10 to play in DUPR 18

DUPR 16 and 16 50+ (max aggregate 16.300)

*Maximum individual player DUPR cannot exceed 4.60 to play in DUPR 16

DUPR 14 and 14 50+ (max aggregate 14.300)

*Maximum individual player DUPR cannot exceed 4.10 to play in DUPR 14

DUPR 12 and 12 50+ (max aggregate 12.300)

*Maximum individual player DUPR cannot exceed 3.60 to play in DUPR 12

Example: In a DUPR 20 Division, you could have four players rated 5.00 ($5+5+5+5=20$) or players rated 6.00, 4.50, 4.50, 5.00 ($=20$), or any combination thereof that is < 20.999 . The same logic applies to DUPR 18, 16, 14, 12 Divisions.

50+ divisions and Juniors are available in select markets.

DUPR 22 is available in specific markets and special events. If DUPR 22 is available, the DUPR 20 max aggregate is 20.300 and DUPR 22 is 22.999. If DUPR 22 is not available, the DUPR 20 max aggregate is 20.999.

Please note, if a division does not meet minimum team requirements (3 teams), the Tournament Director has the right to merge age groups and/or event divisions.

Once a player registers for a team in a *The Dink Minor League Pickleball* event, their ratings are “locked,” and their DUPR increasing or decreasing will not impact the team’s aggregate or division placement for the event they registered for.

To sign up for any *The Dink Minor League Pickleball* event, a DUPR account is required at the time of registration.

NR - NOT RATED PLAYERS

If you are an NR player, your rating will be set to the average rating of the division you sign up for.

Example A: If you sign up for DUPR 14, you are assigned a 3.500 rating. The appointed rating will impact the team aggregate, and said aggregate must fit within the maximum team total. The remaining 3 players’ total aggregate must be 10.800 or less.

Example B: Player A signs up for DUPR 16. The assigned rating is 4.000. The remaining 3 players’ total aggregate must be a total of 12.300 or less.

NR assignments:

DUPR 12: 3.000

DUPR 14: 3.500

DUPR 16: 4.000

DUPR 18: 4.500

DUPR 20: 5.000

The assigned NR ratings can only be altered with proper information submitted to the event organizer/tournament director. The event organizer/tournament director reserves the right to make the final decision on an NR’s assigned rating.

To sign up for *The Dink Minor League* event, a DUPR account is required at the time of registration.

MiLP Guarantee:

- * Predictable playing times and reduced waiting periods between matches.
- * Guaranteed 6 played matches with at least 3 matchups each.
- * A fair, level-based competitive experience - whatever your level of play

OTHER COMPETITION RULES

All rules of The Dink Minor League Pickleball competition are governed by the most current rules of the UPA-A Rule Book for amateurs, except for the rules outlined in this document, summarized below:

1. Rally Scoring
2. Coaching is allowed in between rallies while the ball is NOT in play.
3. Players are allowed to swap court positions at end changes when the first team reaches 11 or during any time-outs called.
4. One time-out per match (game) for each team.
5. Coin flip process and Away/Home designations.
6. Team Manager designations.

COACHING/LINE CALLS

Coaching by non-playing team members is allowed at any time when the ball is NOT IN PLAY if it does not interfere with continuous play or unfairly disrupt the opposing team. Non-playing team members are encouraged to sit/stand along the edge of the court or bench with their team. ONLY the four players playing the match (game) can make line calls and fault calls without the influence of other players/spectators.

DUPR COMMUNITY GUIDELINES AND FAIR PLAY COMMITTEE

Players who register for Minor League Pickleball events are expected to adhere to the DUPR Community Guidelines found at <https://www.dupr.com/community-guidelines>. In addition, by registering for a Minor League Pickleball event, you agree to the following:

1. Players are responsible for checking if they have a duplicate account before registration.
 1. If a duplicate is created after registration through our API partners, players must report the additional account to the DUPR support desk by submitting a support ticket at <https://dupr.zendesk.com/hc/en-us>. The duplicate account will be merged; no further action will be taken.
 2. If a player has a duplicate account before they register and failed to report the duplicate account, appropriate action may be taken:
 1. If the Fair Play Committee finds that one or more players created duplicate accounts to circumvent an established rating, their team will either be moved in the division they compete in, or if it is established it was a secondary offense, the player will be disqualified from competing..

2. If the Fair Play Committee finds that a player registered without prior knowledge of a duplicate account, the accounts will be merged, and if the player's updated rating causes the team aggregate to go over the established division's maximum or the individual maximum is too high, the team will be moved to the proper division.
2. As stated in the Community Guidelines, DUPR upholds a zero-tolerance policy towards Instances of cheating, tanking, game-fixing, and any kind of data manipulation, including creating multiple accounts.
 1. If a player is found to have engaged in any of the mentioned activities, their registration in the Minor League Pickleball tournament will be terminated.
 2. If a player is found to have engaged in any of the mentioned activities and the Minor League Pickleball tournament has been completed, the player and their team will forfeit their points towards the National Leaderboard and their Dream Ticket, if awarded.
 3. If the DUPR Fair Play Committee determines a player engaged in fraudulent behavior, the Tournament Director will also have the right to withhold any prizes such as cash, gear, and any other incentives.
 4. Players who engage in any of the aforementioned activities will have their accounts restricted, and further action may be taken by the Fair Play Committee.

OTHER RULES

PADDLES

Players must use a paddle brand and model that is on the Official USA Pickleball Approved Paddle List and/or the UPA-A Approved Paddle List. Violations of this rule may result in loss of game/match or matchup. The Tournament Director and Head Referee will make said determination.

We expect all players to be honest if their paddle is delaminated and not use it. The Tournament Director reserves the right to make the final decision if a paddle has been flagged by team captain(s).

USAP Paddle List: <https://equipment.usapickleball.org/paddle-list/>

UPA-A Paddle List: <https://upaa.unitedpickleball.com/paddle-testing/#paddle-list>

PLAYER MISCONDUCT

Players who mistreat a fellow player will receive one official verbal warning from the Tournament Director or Match Referee. After they receive one verbal warning, players are subject to ejection from the tournament. Tournament Directors and Referees will refer to the UPA-A Rules Book for player misconduct processes.

INTERPRETATION OF THE RULES/EXCEPTIONS/DISPUTES

The Tournament Director has final authority on any situation that is not specifically covered by this Rules Guide.

AMENDMENTS/MODIFICATIONS

By participating in The Dink Minor League Pickleball events, Teams acknowledge these Minor League Pickleball Rules and agree to comply with and be bound by them. The Tournament Director and The Dink Minor League Pickleball have the right to revise these rules periodically at their sole discretion.

MiLP v3 and MiLP v4

The Dink MiLP v3

v3 Format: The Dink Minor League Pickleball v3 is a 3 person gendered team format and a 3 person mixed team format with a round-robin team competition and guaranteed matchups. In gendered v3, all players are either male or female and will compete in their gender respective divisions. In mixed v3, the team is comprised of 2 males and 1 female. Teams of 3 players are broken into divisions (based on their combined DUPR rating) to compete against each other in three 21-point matches. Top teams will face off in a bracket playoff.

v3 Matchup: 3 matches constitute a matchup. Each player may only play 2 matches in the matchup and may not play with the same partner twice.

Gendered v3 Teams Example:

1st Match: Player 1 and Player 2 from each team play the first match

2nd Match: Player 2 and Player 3 play the second match

3rd Match: Player 1 and Player 3 play the third match

*Players will pick their lineups before the first match starts.

Mixed v3 Teams Matchup:

1st Match: Men's Doubles (2 males)

2nd Match: Mixed Doubles one

3rd Match: Mixed Doubles two

*Players will pick their lineups after the men's doubles completes.

v3 MiLP Coin Toss (or Dice Throw):

One team tosses the dice, the other team calls out "Odd" or "Even"

Whoever wins the coin toss, there are **TWO (2) options** to choose from. Once the winner of the coin toss makes a choice, the other team will default to the second option.

- a. Choose Home (home team reacts to visitor's match lineup)
- b. Choose Away (away team sets their entire match lineup first). The Away team also chooses whether to serve or receive, and chooses which End of the court to start the match

If it is **GENDERED v3**: Once the coin toss is complete, the AWAY team must immediately **enter their team lineups for all three (3) matches**, ensuring each player plays only TWO (2) matches per matchup. The same duo (pairing) can not play twice in a matchup. Once the AWAY team inputs their match lineups, the HOME team will **input their match lineups for all three (3) matches, ensuring each player plays only TWO (2) matches per matchup**.

If it is **MIXED v3**: The AWAY team will **enter their team lineups for both mixed matches AFTER the men's doubles match is complete**, ensuring each player plays only TWO (2) matches per matchup. The same mixed (pairing) can not play twice in a matchup. Once the AWAY team inputs their match lineups, the HOME team will **input their match lineups for all three (3) matches, ensuring each player plays only TWO (2) matches per matchup**.

MiLP v3 DUPR Divisions:

DUPR 15 (The team's aggregate DUPR must not exceed 15.30)

***No maximum individual player DUPR

DUPR 13 (The team's aggregate DUPR must not exceed 13.30)

**Maximum individual player DUPR cannot exceed 4.600 to play in DUPR 13

DUPR 11 (The team's aggregate DUPR must not exceed 11.30)

****Maximum individual player DUPR cannot exceed 4.100 to play in DUPR 11**

DUPR 9 (The team's aggregate DUPR must not exceed 9.30)

****Maximum individual player DUPR cannot exceed 3.600 to play in DUPR 9**

MiLP v3 will follow all rules in the traditional MiLP Rules Guide, except for the ones detailing the MiLP v3 format above.

The Dink MiLP v4

MiLP v4 follows the same format and rules as Minor League Pickleball 4-person mixed team events. The only exceptions is the obvious gendered teams (either all male or all female) and the coin toss process.

FORMAT: The Dink Minor League Pickleball v4 is a round-robin team competition with guaranteed matches. Gendered teams of 4 players are broken into divisions (based on their combined DUPR rating) to compete against each other in four 21-point matches. Top teams will face off in a bracket playoff.

DIVISIONS and MATCH FORMAT will follow the same format and rules as traditional MiLP mixed teams.

UPDATED Coin Toss for MiLP v4:

1. Whoever wins the coin toss has FOUR options to choose from. Once the winner of the coin toss makes a choice, the other team captain will make their choice, and then back to the winner of the coin toss, etc., until all options have been made.
 1. Choose Home (home team reacts to Away team's first 2 match lineups)
 2. Choose Away (away team reacts to home team's singles Dreambreaker lineup)
 3. Choose Serve or Receive
 4. Choose which End of the court to start the match
2. Once the coin toss is complete, the AWAY team must immediately input their team lineups for the FIRST 2 matches ONLY; (For the total matchup, players can only play in two of the matches and the same duo (pairing) can not play twice in a match.)

3. Once the AWAY team inputs their FIRST 2 match lineups, the HOME team will input their team lineups for the first two matches, ensuring each player only plays TWO (2) match (games) per matchup. The same duo (pairing) can not play twice in a match.
4. Once lineups are complete, the first match starts.
5. After the first two doubles matches complete, the AWAY team will input their 3rd and 4th match lineups.
6. After the Away team inputs their 3rd and 4th match lineups, the HOME team will input their 3rd and 4th match lineups.
7. If a Dreambreaker arises, the Home team will input their lineup first, and the Away team will respond with their lineup.