



Elite
CHAMPIONSHIPS ★
ADULT 19+

**ROCK THE
GAME!**

SUNDAY, 12 APRIL 2026
ROCKSTAR ACADEMY GAJAH MADA PLAZA

COMPETITION GUIDE



PICKLEBALL

SPRING TERM 2026

Welcome to the Elite Championships Pickleball Adult19+! This guide provides all the essential details to help you participate in and enjoy this year-long league.

SEASON DURATION:

STARTS IN SPRING 2026 AND CONCLUDES IN WINTER 2026 - 2027

GAMES SCHEDULE:

HELD EVERY 6 WEEKS ON SUNDAYS

VENUE:

PICKLEBALL COURTS, ROCKSTAR ACADEMY GAJAH MADA PLAZA

DIVISIONS:

DEVELOPMENTAL

FUTURES

CHALLENGERS

MEMBERSHIP

CATEGORY	REGISTRATION PERIOD	VIP			PREMIER		
		ALL ACADEMY EXCEPT PK & CS	23 PASKAL BANDUNG ONLY	CIPUTRA WORLD SURABAYA ONLY	ALL ACADEMY EXCEPT PK & CS	23 PASKAL BANDUNG ONLY	CIPUTRA WORLD SURABAYA ONLY
EARLY BIRD	23 MARCH - 6 APRIL 2026	138,000 IDR	118,000 IDR	88,000 IDR	158,000 IDR	138,000 IDR	118,000 IDR
REGULAR	7 - 11 APRIL 2026	158,000 IDR	138,000 IDR	118,000 IDR	188,000 IDR	158,000 IDR	138,000 IDR
EVENT DAY	12 APRIL 2026	188,000 IDR	158,000 IDR	138,000 IDR	218,000 IDR	188,000 IDR	158,000 IDR

REGISTRATION CLOSED ON THURSDAY, 9 APRIL 2026



DOUBLES & TEAM CONCEPTS

DOUBLES:

- Each game is played in Gender or Mixed doubles (2 players per side).
- Players compete in their assigned matches, earning Team points and rankings.

TEAMS (Academy-Based):

- A team consists of a single doubles pair, competing in one single division as per their DUPR rating:
 - Developmental 2.0-3.2
 - Futures 3.21-3.6
 - Challengers 3.61-3.99
 - Champions 4.0+
- Team performance is determined by the pool matches followed by elimination results of its individual matches.

MATCH & COMPETITION

MATCH:

- Pool games (1 pool: 4-6 teams)
- A single game played up to 15 points, win on own serve, change side at 8.
- Each match determines a winner based on the final score.

COMPETITION:

- A full event day where each participant is guaranteed to play at least 3 matches.
- Competitions are held twice per term, offering multiple opportunities to compete, enhance skills, and improve rankings.
- Teams play other teams in their pool followed by elimination matches.
- If there are 8 teams in the same division (2 pools) the elimination matches will be played against the teams from the other pool.
- A team that wins the final **AUTOMATICALLY** moves up a division for the next tournament.
- A team with 0 wins **AUTOMATICALLY** moves down a division for the next tournament.



COMPETITION FORMAT

- **Category: Doubles & Mixed Doubles.**
- **Doubles names are based on the Academy Name + Team Name + Player Names.**
Example: BX-Blades: Elena & Mario.
- **If a player leaves a team mid-season, each player retains half the points earned up to that point (for the league season standings).**
- **If a team that wins a final decides to play with a different partner in the next tournament, they will still move up one division, but the team must find a partner that has the same DUPR level based on the current division.**

MATCH FORMAT

- **Each team plays 3 matches up to 15 points, win by 2.**
- **Points are scored only by the serving team.**
- **The match format follows a 30-minute block per doubles game:**
 - 2 minutes allocated for warm-up before play begins.
 - 23 minutes of actual gameplay.
 - 5 minutes at the end for court transition, allowing players to rotate and prepare for the next match smoothly.

There are no line judges on duty. Players are expected to make their own line calls with integrity and mutual respect. Disputes should be resolved amicably between players. At the conclusion of each match, both players must promptly report the final score to the designated tournament official at the score submission desk.

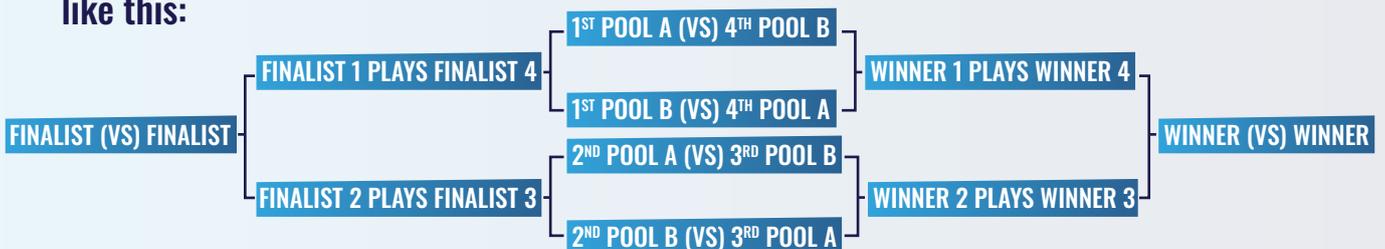


WINNING CONDITIONS

- Highest score.
- Number of Match Wins with ties are broken by the lowest number of games lost Example:
 - Player A wins 3 matches, losing 4 games in total.
 - Player B wins 3 matches, but loses 6 games in total.
 - Player A is ranked higher than Player B.

TOURNAMENT FORMAT

- Each team is assigned in to a pool in their division (Pool: 4-6 teams)
- Each team plays against all the teams in their pool.
- After the pool games, teams reach a standing as per their game results.
- For example: If there is a pool of 4 teams, then team placed 1st plays the elimination game against team placed 4th and team placed 2nd plays against team placed 3rd.
- If there are 2 pools in the same division (2x4 teams) then the elimination will look like this:



Games are played rally score first to 15 wins. (Changing sides at 8)

- Finalist: The 2 teams left at the end of the elimination games will play the final. The winner of the final is the division winner.



AWARDS

TOP 3 PER DIVISION

MEDAL, TROPHY*, GOODIES & CERTIFICATES



WINNERS PER GAME

RIBBON & TROPHY*



SEASON END

MEDAL, CERTIFICATE & GOODIES



4TH-10TH PLACE PER COMPETITION

FINALIST TROPHY*



*Used for the ceremony and photos only (not taken home). While the awards are primarily for photo purposes ONLY, we ensure a formal & memorable experience for all competitors, providing a special backdrop, goodies and awards.

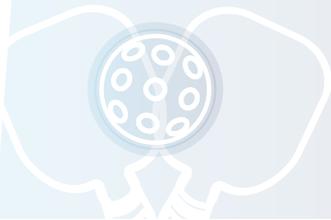


COMPETITION GUIDELINES

- **Timing:** Matches start promptly at the scheduled time.
- **Pre-registration & Warm up Session** will start at **09:00am**
- **Competition** will start at **10:00am**

WHAT TO BRING

Personal pickleball paddles (if preferred).



Comfortable attire and footwear.



Snacks or meals (bringing your own food is allowed).



RULES & REGULATIONS

1. Service Sequence

- Each player on the serving team gets a turn to serve and score until they commit a fault (except at the start of the game).
- The first serve always starts from the right-hand court.
- If the server scores a point, they switch sides to serve from the left-hand court.

2. Court & Lines

- The ball is in if it lands on or touches the boundary lines.
- The ball is out if it lands completely outside the boundary lines.

3. Non-Volley Zone (The Kitchen)

- The kitchen is the area within 7 feet on both sides of the net.
- Volleying (hitting the ball without a bounce) is not allowed in the kitchen.
- It's a fault if you step into the kitchen (or its lines) while volleying or if momentum causes you to touch the kitchen after volleying.
- You can be in the kitchen at any other time as long as you're not volleying.



RULES & REGULATIONS

4. Line Calls

- A ball hitting any line, except the kitchen line on a serve, is in.
- A serve hitting the kitchen line is a fault.
- The team where the ball lands decides if it's in or out. Honesty is crucial.
- If there's a disagreement, replay the point.

5. Scoring

- Only the serving team can score points.
- Games are played to 11 points (win by 2).
- When the serving team's score is:
 - Even (0, 2, 4, etc.): The first server starts on the right side.
 - Odd (1, 3, 5, etc.): The first server starts on the left side.

6. Serve Rules

- Serves must be underhand and hit below the waist.
- The ball must land in the diagonal service court.
- Only one serve attempt is allowed per turn.

7. Two-Bounce Rule

- The receiving team must let the serve bounce before returning it.
- The serving team must also let the return bounce before playing it.
- After these two bounces, teams can volley or play the ball off a bounce.

8. Faults

- Hitting the ball into the net.
- Volleying the ball before it bounces once on each side.
- Stepping into the kitchen while volleying.
- Serving out of turn.
- Hitting the ball out of bounds.
- Volleying the ball from the kitchen.

9. Substitutions

- No substitutions are allowed during a match.
- Replacement players can only join future games.



LATE POLICY

- Players/pairs arriving **1-5 minutes** late from the assigned match start time will receive a **5-point deduction** for that match.
- Players/pairs arriving **10 minutes or more late** will be **disqualified** from the match.

CONDUCT & ETIQUETTE

- Show respect to all players, referees, and organizers.
- Abide by the decisions made by referees or the organizing committee.
- Maintain good sportsmanship throughout the game.



RUNDOWN

COMING SOON!
STAY TUNED!



VENUE

PICKLEBALL COURTS
ROCKSTAR ACADEMY GAJAH MADA PLAZA



STAY UPDATED

For Schedules, Rankings, and Competition Updates, follow us on our Official Platforms or click your preferred social media below.



ENJOY THE GAME AND PLAY FAIR!



EMERGENCY PROCEDURES

The following procedures shall be implemented whenever a member is injured in the course of activities conducted at Elite Championships.

1. The instructor shall immediately notify the health personnel present at the activity and the health personnel shall assume responsibility for the emergency treatment of the member.
2. If no health personnel are present, or if none can be immediately summoned to the member's aid, the instructor shall administer such first aid as may be necessary.
3. If the member's injury requires more than routine first aid, the instructor shall:
 - Summon an emergency personnel.
 - Arrange for the member's transportation to the nearest hospital.
4. The instructor or his/her designee shall promptly notify the Event Manager, the Program Coordinator, and the member's parent(s) or legal guardian(s) of the member's injury and the condition and location of the member.
5. An injured student who has been transported away from the premises must be accompanied by the instructor, a member of the Event Organizer, and the parents/guardians.

Readmission to Competition Activities

A member injured in the course of a competition activity will be permitted to participate in the competition only on the written permission of the medical inspector or designated team doctor, designated school health personnel who must first examine the member to determine his/her fitness to participate in competitions. Written notice of that determination, signed by the medical inspector or designated team doctor as appropriate, shall be given to the member's parent(s) or legal guardian(s).

Readmission to Competition Activities

The information provided in this Guide is of a general nature, and has been provided solely on the basis that users will be responsible for making their own assessment of it, having regard to their own circumstances, needs & requirements. While RockStar Academy endeavors to provide up to date information and guidance for your use, it may be open to misunderstanding or misinterpretation. Consequently, you should consult further with respective coordinators where you intend using this information. RockStar Academy expressly disclaims any liability associated with, or arising from the use or incorporation of the information provided in this Guide by the user.



EMERGENCY PROCEDURES

Participation in all sports and performing arts activities—including but not limited to gymnastics, swimming, basketball, futsal, multi-sports, pickleball, table tennis, tennis, martial arts, parkour, ballet, dance, Broadway, contemporary dance, and cheerleading—involves inherent risks of physical injury or health-related incidents.

While RockStar Academy and its event organizers take all reasonable precautions to create a safe and supportive environment—including the provision of qualified medical personnel on standby during events (where applicable)—we shall not be held liable for any injuries, accidents, or medical conditions that may arise during training sessions, rehearsals, or competitions.

By participating in any activity, members acknowledge and accept full responsibility for all associated risks and confirm that their participation is entirely voluntary.

Please ensure you have thoroughly reviewed the event guide. Submission of your registration and payment constitutes your full understanding and acceptance of all event terms and conditions.

We remain fully committed to safety and emergency readiness; however, the final responsibility lies with each participant.



ROCKSTAR ACADEMY'S EVENTS/ COMPETITIONS CODE OF CONDUCT

To maintain the integrity and spirit of the RockStar Academy's Events (Testing / Recitals) & Competitions, all participants, parents, coaches, and supporters are required to adhere to the following guidelines:

1. Positive Conduct

All communication, including on social media, must reflect positivity and respect. Negative, offensive, or harmful content directed at the competition, participants, staff, or organization will not be tolerated.

2. Judges' Decisions

All judges' scores and decisions are final. Participants and supporters are expected to respect these outcomes without dispute.

3. Respect and Sportsmanship

Competitors, parents, and coaches must demonstrate respect toward fellow participants, staff, and opponents at all times. Good sportsmanship is a core value of this competition.

4. Dispute Resolution

Any disputes, concerns, or appeals must be submitted only by email (studentcare.id@rockstaracademy.com) to the designated competition address. Such matters must not be raised during event/competition time to ensure a smooth and professional event.

5. Compliance and Consequences

Failure to comply with these guidelines may result in sanctions, including the disqualification of an individual or team, at the discretion of the organizing committee.

6. Agreement to Terms

By submitting payment for the event/competition, participants and their representatives acknowledge and agree to all Terms & Conditions outlined in this Guide.



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