

SUMMER TEAMS RULES

- **NOTE!!!!!! SUMMER TEAMS IS ON WEDNESDAY NIGHTS!!!!**
- Play will start at **6.00pm**
- Players will be assigned a time slot to play on the night of their match
- If you cannot turn up **before 6.00pm**, please inform your opponent of your arrival time
- **IMPORTANT:** ALL matches **MUST** be marked using a score sheet and handed to one of the summer team co-ordinators.
- **Winner MUST mark the following game being played on the same court!**
- **All players must pay on the night PRIOR TO PLAYING** (reserves can get the money from the person they playing for). Even if you do not stay for food, the cost will be £17.50, this pays for not only the food, but the lights and court usage (unless pre-arranged at least 48 hours prior to match evening that no food required, then only £7.50 to pay)
- Play will be finished by 8.30pm if the playing times are adhered to
- Play will be on every **Wednesday** starting 6 May 2025
- There will be 8 weeks of play. **The Main 1st/2nd & 3rd/4th play-off, the PLATE 1st/2nd & 3rd/4th play-off and the wooden spoon finals night will be on Friday 10 July 2025 (to be decided closer to the time)**
- All players will be given handicaps (which may be adjusted) in order to try ensure all teams and games are quite evenly matched

GAME PLAY

- Each game will be given 30 minutes of court time; 3 minutes to warm up, 25 minutes to play, with a 1 minute break at 15 minutes (if wanted!).
- If you leave the court in this time, except for injury or a broken racket you **WILL** forfeit 5 gross points from your score on each occasion- this will be enforced by the marker (a drink may be taken onto the court and used but without time-wasting)
- Time wasting will result in loss of 5 gross points at the discretion of the marker
- American scoring and will continue past 15 until the end of the 25 minutes
- If both players have a negative handicap, then the player closest to Zero will start on zero and the other player adjusted accordingly e.g. player1 is -18, player2 is -10, then game will start as player1 is -8 and player2 is 0.
- If both players have a positive handicap, then the player closest to Zero will start on zero and the other player adjusted accordingly e.g., player1 is +10, player2 is +6, then game will start as player1 is +4 and player2 is 0.
- If one player has negative handicap and other player has positive handicap then game will begin on those handicaps.
- Handicaps may be adjusted as necessary in order to provide a better level of play between opponents
- Scores will be given per 15 points gained e.g., 30-15 = 2-1 29-14= 1-0 **except where the handicap difference is 10 or greater, then the lower handicap player will be given net score based on each 10 points gained**
- There will be 5 bonus net points awarded to the winning teams