

# SUMMER TEAMS RULES

- Play will start at **6.30pm** on the dot!
- Players will be assigned a time slot to play on the night of their match
- If you cannot turn up **before 6.30pm (for exceptional reasons beyond your control)**, you **MUST** inform your team captain and opponent who can rearrange your court time on your behalf.
- If all team members are not at club supporting their teams at 6.30pm there will be a forfeit of 1 NET point for the team
- **IMPORTANT:** ALL matches **MUST** be marked using a proper score sheet and handed to one of the summer team co-ordinators. The marker **MUST** put their name and team on the score sheet.
- **Winner MUST mark the game being played on the same court following their game!**
- **All players must pay on the night** (reserves can get the money from the person they playing for). Team captains will be responsible for collecting money. Even if you do not stay for food, the cost will be £10, this pays for not only the food, but the lights and court usage.
- Play will be finished by 9pm if the rules are adhered to
- Play will be on every Tuesday and Thursday starting Tuesday 7<sup>th</sup> June 2022.
- There will be 3 weeks of play, followed by Plate semi-final on Tuesday 28<sup>th</sup> June 2022 and Main semi-final on Thursday 30<sup>th</sup> June. **The PLATE and MAIN finals night will be on Friday 8<sup>th</sup> July 2022.**
- All players will be handicapped due to the wide variety in the strengths of players and to try ensure all teams and games are quite evenly matched

## GAME PLAY

- Each game will be given 30 minutes of court time; 5 minutes to warm up and 25 minutes to play, you will play for the full length of time
- 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
- Time wasting will lead to deduction 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 on each 10 points gained**
- There will be 5 bonus net points awarded to the winning teams

**!ABOVE ALL, ENJOY YOUR GAMES AND SUPPORT YOUR TEAM!**