

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)**, you **MUST** inform your opponent to inform of your arrival time.
- 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 following game being played on the same court!**
- **All players must pay on the night** (reserves can get the money from the person they playing for). 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 8.30pm if the playing times are adhered to
- Play will be on every Tuesday and Thursday starting Tuesday 30 May 2023.
- There will be 5 weeks of play, followed by Plate semi-final on Tuesday 4th July 2023 and Main semi-final on Thursday 6th July 2023. **The PLATE and MAIN & 3rd/4th pay-off finals night will be on Friday 14^h July 2023**
- 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; 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 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