**SUMMER TEAMS RULES**

* **NOTE!!!!!!! SUMMER TEAMS IS ON WEDNESDAY NIGHTS!!!!!**
* Play will start at **6.00pm** on the dot!
* Players will be assigned a time slot to play on the night of their match
* If you cannot turn up **before 6.00pm**, you MUST inform your opponent of your arrival time
* **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 £13, 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 **Wednesday** starting 15 May 2024
* There will be 7 weeks of play, followed by plate and main semi-finals on Wednesday 10 July 2024. **The PLATE and MAIN & 3rd/4th pay-off finals night will be on Friday 19 July 2024**
* 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. player1is -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., player1is +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