

Singles & Doubles Rotational Flights

Fall/Winter 2009

Format For Arranging Matches:

- There will be no subs used for match play.
- You or your team is scheduled to play one match in a two-week period. This two-week period will begin on Mondays.
- Player/team # in **Bold** for that two-week period is the Challenger. The other player/team will be the defender.
- The challenger will call the defender to schedule play for that two-week period.
- **If players reserve a non-prime time court**, it will count as a regular reservation.
- If players decide to play in prime time, the challenger will reserve the court as per club reservation policy.
- Matches not played during the two-week period can be made up at the convenience of both parties. Matches can be played at courts other than Forest Crest if you wish; however, all make-up matches must be completed by the end of the session.

Format For Scoring:

- 10 minutes only for warm-up is advised.
- 10 game Pro Set (no-add after 3rd deuce). Winner is the first to reach ten games.
- Play until 15 minutes remaining in your reservation time period if playing at FCAC.
- Evaluate your match in progress. With 15 minutes left in the match, finish the game in progress. **Now**, if a player/team is up a break, they win the match. If a player/team is now on service, meaning that a player/team is now serving and they are one game behind, play one more game. **Now**, if a player/team is up a break, they win. If the score is tied, play a regular tie breaker. The first player/team to win seven points by a margin of two points wins the tie breaker.
- **At 9 games all**, always play tie breaker.
- Challengers are responsible for recording scores on score sheet.
- Match winners always score 10 games regardless of actual outcome. The loser scores the difference from 10 games. **Example:** You win 8 games to 6; winner scores 10, loser scores 8.
- At the end of the flight all games won will be totaled. Awards will be presented for 1st and 2nd place.
- Cost is \$10.00 per player to participate.
- Each team or player brings a new can of balls every match. Spin a racquet or flip a coin to see who has to use their can. Winners keep the new balls, loser keeps the once used.

Happy Hitting & Good Luck.!

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