

RALLY POINTE LEAGUE RULES

- All leagues run by the “honor” system. Please call your own net faults and ball touches.
- Matches should begin by 10 minutes into the scheduled time. A whistle will sound at the **end** of each match.
- To be eligible for playoffs, a player must have played at least **one** match during the regular season.
- It is the **winning** team’s responsibility to record scores with the league coordinator.
- The scheduler makes every attempt to give an even distribution of early and late playing times throughout the course of the league.

WOMEN’S, MEN’S, AND CO-ED HARDCOURT

Format: In **Monday night Co-ed sixes** there must be 3 players of each gender on the court at all times. In **all other co-ed 6’s leagues** there must be a minimum of 2 players of each gender on the court at all times. If your team is missing a player, you may play with only 5 players, missing serve for the 6th player when the “phantom” position comes to position 1. This also means that a team of 5 will have 3 rotations with only 2 players in the front row as the “phantom” position rotates through the front row.

Each team plays two consecutive matches within a 90 minute period. Co-ed matches are 3 games, capped at 25, or until time runs out. In Women’s play, each match is played for one hour. In Men’s play, after tiering, there is one 5 set match each night played over 2 hours. Men’s and Women’s games have no cap (i.e. must win by 2). A whistle will blow to end the match. If time expires during a rally, finish the rally, then the game is over. **No exceptions.** Each game won counts as one point in the standings. Incomplete games must have at least 5 total points scored for it to count.

Play-offs: Occur the last 1 or 2 league nights. The top 4 teams in standings play for “A” championship, next 4 play for “B” championship, etc. **Playoff start times will be posted on the web site.**

DEFAULTS & FORFEITS

A default occurs in 6’s when there are **less than** 4 players 10 minutes into the match start time; **NO EXCEPTIONS!** (Phoning ahead doesn’t help. Us the spares list!) Each default results in a \$25 bar tab given to each of the teams you would have played. The amount owing will be deducted from the credit card # on the default waver form filled out on the first league night.

A forfeit occurs in 6’s when a team has only 4 players (Game 1 after 10 minutes; Game 2 after 20 minutes) The team will be allowed to play their matches, and can pick up players, but they **must count as losses**.

STANDINGS

Will be posted on the Rally Pointe web site each week.

WE WELCOME YOUR INPUT AS WE TRY TO MAKE OUR LEAGUES BETTER EACH SESSION.

E-MAIL: leagues@rallypointe.com with your suggestions