

Cascades Tennis Socials **Challenge Court Rules – Singles**

- 1. Court Assignment and Start Times:** Players will be assigned courts based on playing level, RSVP, and time of arrival. It is recommended that players arrive no later than 6:25. Matches will begin at 6:30. For ease of rotation, set two shall start no later than 6:50, set three no later than 7:10, set four no later than 7:25 and set five no later than 7:40, set six no later than 7:55 and set seven no later than 8:10. An eighth set may be played beginning at 8:25 at the player's discretion.
- 2. Groupings:** Players may play and rotate as two (2) smaller groups or they may play in as one (1) large group. The grouping decision will be dependent upon the mix of people that RSVP for that evening's matches and is at the discretion of the coordinator. To ensure participants play predominantly with opponents near their playing level, intermediate players at <3.0 shall typically play together as a group on court 4, while advanced players shall typically play together as a group on courts 1-3.
- 3. Rotation:** Rotation will vary based on the number of courts assigned to the two playing level groups: intermediate and advanced.

Intermediate: Court 4 will typically be reserved for intermediate play (<3.0). The set winner holds the court to face a new opponent rotating in to play. If there are more than four intermediate an additional court may be made available. If two courts are assigned to this group court 4 will be the challenge court which is held by the winner with the winner from court 3 moving to court 4. Those in bye rotate into court 3.

Advanced: Advanced players will play challenges on courts 1-3. The winner on court 1 holds that court. The winner on court 2 moves to court 1. The winner on court 3 moves to court 2. Those losing the set rotate out, if byes are required, and return to the challenge on courts 2 and 3.

When all four courts are used, the winner on court 1 holds, the winner on court 2 moves to court 1 and the winners on courts 3 and 4 move to court 2. Those in bye rotate in to play on courts 3 and 4. This is abbreviated if two courts are in use.

There shall be a sign-in sheet placed adjacent to the court from which rotation into the challenge courts will begin. This is typically between courts 2 and 3 for advanced playing area. This sheet will determine the pool for the next participants to rotate into play. Each time you rotate out, you must sign-in on the sheet with your NRTP rating to determine your place in the rotation pool. All players shall assist with list management by keeping it current.

If there are more than nine advanced participants, the challenge rotation will begin after two sets have been played. Set one will be played by the first six players to arrive. The first six leave the courts and are replaced by the remaining players who play a set. The six winners will launch the challenge rotation by taking the court.

Check with the coordinator as to the structure for the evening's rotation upon your arrival. Changes to player rotation and distribution across the courts may be made to accommodate the playing levels. Such changes are at the coordinator's discretion.

- 4. Sets:** Two opposing players will play standard 4-point (15,30,40) no-ad games for a total of 15 minutes. The player with the highest score when time expires is declared the winner.
- 5. Deuce:** No-Ad scoring applies to all games. When the score is deuce, the receiver determines to which side the ball is to be served. The winner of that point wins the game.
- 6. Time Limits:** Sets are played in 15 minute increments. In addition, players shall take no more than 45 seconds between points and no more than 90 seconds between games.
- 7. End Switch:** Players shall change court ends on odd games.
- 8. Warm-Up:** There shall be a five (5) minute warm-up prior to the first set, only.
- 9. Other Rules:** USTA rules shall apply to all other points of play.
- 10. RSVP:** Help keep the coordination smooth. Remember to RSVP with your playing level every week that you plan to play.
- 11. Have Fun.**