



## MATCH DAY KEY POINTS

- Even if a match starts late, it will still finish at the scheduled time
- **Warm up courts are not guaranteed** and visiting captains should check with the host club before each match if there will be court availability to warm up.
- Scores should be verified immediately after each game to reduce confusion and incorrect scoring. A representative from each club should sign the score sheet indicating verification of scores
- Players are allowed a bathroom break between games if necessary but they should not leave the court during a game.

## FEES

- Match fees are to be paid to the home club prior to the match starting. Match fees will be set at a cost of **\$20 per player per match played**. All Home and Away team players will pay the match fee for each match in which they are rostered and paid prior to the match start time at club check in.
- All players must be registered and paid in MatchTime prior to the match start time. A player's registration is not complete until DUPR id has been provided and rating verified. DUPR rating at time of registration determines a players eligibility.

## CONDUCT

- The Triple Team Illinois PB League is self-officiated on the honor system.
- Players should settle on-court disputes among themselves
- If there is a score dispute that can't be resolved, go back to the last score that both teams agree upon

***\*\* Please remember that each player represents their club whenever they compete. Conduct, sportsmanship, and respect for facilities reflect not only on the individual, but on the entire organization. We ask that all players treat away venues with the same care and respect they would show on their home courts.***

## **TIME LIMITATION - MATCH COMPLETION**

- Even if a match starts late, it will still finish at the scheduled time

When five (5) minutes remain in the two-hour allotted match time, the following procedures apply to the game in progress:

- If one team is leading by one (1) or more points at that time, the game is considered complete and the leading team is declared the winner.
- If the score is tied, one additional point will be played — following the existing serving rotation — to determine the winner of the game.

## **ROTATIONS**

### 1. Round Robin (as follows)

#### a) Round 1:

- (1) Home Team 1 plays Visiting Team 1
- (2) Home Team 2 plays Visiting Team 2
- (3) Home Team 3 plays Visiting Team 3

#### b) Round 2:

- (1) Home Team 1 plays Visiting Team 2
- (2) Home Team 2 plays Visiting Team 3
- (3) Home Team 3 plays Visiting Team 1

#### c) Round 3:

- (1) Home Team 1 plays Visiting Team 3
- (2) Home Team 2 plays Visiting Team 1
- (3) Home Team 3 plays Visiting Team 2

2. Home teams **STAY** on the same courts for each round of play. Visiting teams **SWITCH** courts after each round.

## **SCORING**

- Visiting teams choose to serve, receive, side or defer
- Each doubles team will play 2 games to 11 (win by 2)
- Teams shall switch sides after the first game
- Depending on the result of each individual game played to 11 (win by 2), a team may earn either two (2), one (1), or zero (0) points towards their overall TEAM score
  - 2 points = won the game
  - 1 point = lost the game but scored at least 6 points
  - 0 points = lost the game and scored 5 points or less
- **Defaults:** The scoresheet will reflect a score of 11-0 for each defaulted game in each round and the non-defaulting team will be awarded 2 team points for each defaulted game