

Game Day Best Practices

Welcome everyone to the match. Explain where the restrooms are and that they should only be used between rounds. Provide information on any waivers that are required for visiting players, as well as any other particulars of your location, such as water, court numbers, & seating.

- Ensure scoresheets from both teams match with player lineups and subs listed.
- Let spectators know they are welcome to cheer politely, but cannot tell players what to do, call balls out, call faults, or help players with the score unless it is a timeout or break between games or rounds.
- Likewise, players are not to look at spectators for advice on calling balls or remembering the score. The side where the ball lands, calls the ball (unless the players on that side disagree, then it is called in). The call is final with no arguments from the other team or spectators. If the players hit it, they must call it out before the other team hits it back.
- The Away team has the choice of Serve, Side, Receive
- Home team will stay on the same courts; Away team will rotate after each round.
- After each game, not each round, please report your score to the scorekeeper(s).
- Games are to eleven and win by two.
- Teams will change sides after each game. Whichever team did not serve for the first game, will serve the second game of the match.
- The home team shall decide whether to use starting server wristbands, and provide them for all players, if required.
- 1 Minute Time Out per team/per game
- 1 Minute Break between games in each round
- 5 Minute Break begins after the last team finishes each round
- Players can bring their water bottles onto the court area and take a 10 second drinks as needed, but no talking is allowed. Call a time out if you need to talk with your partner.
- Home Captain announces which courts the Away teams needs to report to for round two
- Continue until all three rounds are completed.
- Players may leave the court for time-outs and breaks, but if a player is unavailable for more than the allotted time, their team risks forfeiting that game due to "retiring." Be reasonable.
- When taking a time out, everyone should leave their paddle in the square they will return to. The server puts the ball under their paddle and calls out the score for everyone to remember.
- Coaching by anyone is only allowed after the completion of each game, between rounds and during time outs.
- Captains, please review the scoresheet and sign it. Away team can take a picture if they don't have their own copy.
- Home team has 48 hours to report the score online in their Regional Website.