

Round Robin Match Line Ups

- Follow home match or away match protocol for match numbers.
- Players follow round robin for team based on match numbers #1-#9.
 - Home match rounds are in consecutive order (every 3 for 3 lines).
 - Line one plays matches #1, #4, and #7.
 - Line two plays matches #2, #5, and #8.
 - Line three plays matches #3, #6, and #9.
 - Visiting teams rotates and match numbers are not repetitive. See next page for example.
 - Line one plays matches #1, #6, and #8.
 - Line two plays matches #2, #4, and #9.
 - Line three plays matches #3, #5, and #7.

Round	Match #	Home Line (HL) Players
One	#1	HL 1
One	#2	HL 2
One	#3	HL 3
Two	#4	HL 1
Two	#5	HL 2
Two	#6	HL 3
Three	#7	HL 1
Three	#8	HL 2
Three	#9	HL 3



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Round	Match #	Visiting Line (VL) Players
One	#1	VL 1
One	#2	VL 2
One	#3	VL 3
Two	#4	VL 2
Two	#5	VL 3
Two	#6	VL 1
Three	#7	VL 3
Three	#8	VL 1
Three	#9	VL 2

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WHAT IS THE ROUND ROBIN FORMAT?

- 3 doubles lines per match, 3 Round Robins, 2 games to 11 by 2 per round. (6 games total)
- Each team will provide three doubles team partnerships (fixed partnership).
- Round Robin Rotation with each round playing two (2) games to eleven points, win by Two (2).
- No coin toss or racquet spin. Visiting team chooses to serve, receive, side, or defer the first game of each round.
- Teams shall switch sides after each game. The team that initiated serve in the first game shall receive in the second game.
- Home team remains on the assigned courts. Visiting team rotates courts.
- If either team needs to default or forfeit one or two lines of match play, the remaining lines will play according to round robin play.
All 3 lines of the non-defaulting team need to show up and play their rounds.
- 5 minutes minute warm-ups are supported.

ROUND ROBIN AS FOLLOWS - Round - Match Number - Home Line - Visiting Line - Rotation:

Round 1:

Match Numbers #1-#3

- #1 HL1-VL1 Home team line 1 plays Visiting line 1
- #2 HL2-VL2 Home team line 2 plays Visiting line 2
- #3 HL3-VL3 Home team line 3 plays Visiting line 3

Round 2:

Match Numbers #4-#6

- #4 HL1-VL2 Home team line 1 plays Visiting line 2
- #5 HL2-VL3 Home team line 2 plays Visiting line 3
- #6 HL3-VL1 Home team line 3 plays Visiting line 1

Round 3:

Match Numbers #7-#9

- #7 HL1-VL3 Home team line 1 plays Visiting line 3
- #8 HL2-VL1 Home team line 2 plays Visiting line 1
- #9 HL3-VL2 Home team line 3 plays Visiting line 2

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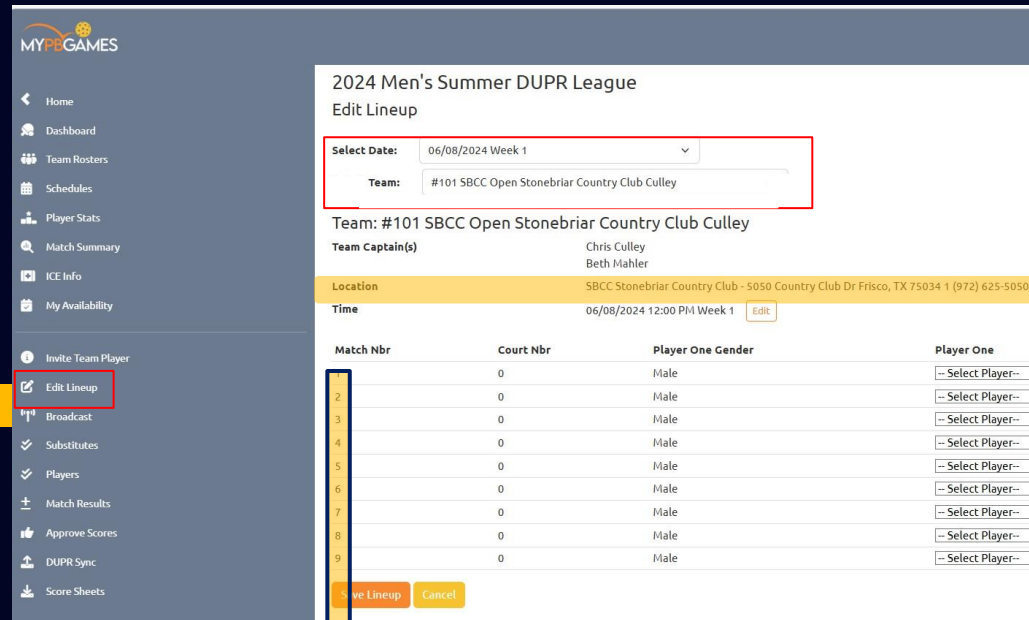
Edit Lineups

(View all 3 pages: general, visiting and home teams)



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- Captains can create and edit lineups online for their team only.
- Click on the Edit Lineup page.
- Select the Event Date.
- Follow home match or away match protocol.
- Select Players for the Team based on match numbers #1-#9.
 - Home matches rounds are in consecutive order (every 3 for 3 lines). See next page for example.
 - Line one plays matches #1, #4, and #7
 - Line two plays matches #2, #5, and #8
 - Line three plays matches #3, #6, and #9
 - Visiting teams rotates and match numbers are not repetitive. See next page for example.
 - Line one plays matches #1, #6, and #8
 - Line two plays matches #2, #4, and #9
 - Line three plays matches #3, #5, and #7
- Email Lineup to Team (optional).
- A message can also be added in the Additional Message section.



Round	Match #	Visiting Line (VL) Players	Home Line (HL) Players
One	#1	VL 1	HL 1
One	#2	VL 2	HL 2
One	#3	VL 3	HL 3
Two	#4	VL 2	HL 1
Two	#5	VL 3	HL 2
Two	#6	VL 1	HL 3
Three	#7	VL 3	HL 1
Three	#8	VL 1	HL 2
Three	#9	VL 2	HL 3

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SUPREME COURT PICKLEBALL

COURTS IN SESSION

League Operations Platform: www.MYPBGames.com

SCORING

- Two (2) points will be scored for each winning game (11 by 2).
- One (1) point is awarded for reaching a score over six points in each game for losing team only.
- Points for a retired line will be awarded to the opposing team.
- The winner of the match is determined by the most match points earned. Ties are possible in weekly play.
- Tiebreaks for playoffs and championships will defer to head-to-head match results. Further tiebreaks will be determined by the percentage of games won.
- Total Points: 36 maximum available points for weekly wins. 18 maximum available points
- Home Team captain enters scores. Visiting team captain affirms. SPC pushes to DUPR.
- Match scores to be entered based on match# following home and away protocol.

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