



# UITSIG **SUMMER** LEAGUE '17



## Uitsig Summer League Rules

### Logistics

- Dates:** 09, 15, 16, 21, 23, 28 November  
Finals: 01 December
- Times:** 18h00 to 21h20 – Matches played every 25 minutes.  
Fri 01 Dec commences at 17h00 to make time for the Annual USC Awards

### Format

- Fun:** Summer League is **FUN** and the objective is to have **FUN**.  
Results are secondary
- Teams:** Players selected into teams of 10 players  
Players are ranked 1 - 10 per team
- Rounds:** Each round will consist of 6 singles and 2 doubles matches per evening
- Order:** Matching Nr's will play against each as indicated on the match roster  
Players **MAY NOT** swop numbers

### Punctuality

- Playing Time:** The match roster must be adhered to.  
No matches may be played outside the allocated time frame  
Players may swap times within the same evening and timeslots  
Players must organise the switch with all players
- Late Arrival:** Time waits for no player. Late arrivals will impact the match result:  
0 - 5 minutes: Opponent is awarded 5 points  
6 - 10 minutes: Opponent is awarded 15 points  
11 - 15 minutes: Opponent is awarded 25 points  
16 - 20 minutes: Opponent is awarded 40 points  
Players arriving late must commence immediately – no warm up
- No Show:** Matches not honoured, for any reason whatsoever:  
Opposition will be awarded 40 points

### Reserves

- Permanent:** A replacement is considered permanent should there be at least 3 rounds left  
No penalty points will apply  
For 2 or fewer rounds the replacement will be considered temporary  
The tournament organiser will arrange a replacement with the exiting player's captain  
The exiting player becomes a reserve
- Temporary:** A reserve must be utilised if a player cannot make their match  
The player to find a reserve and inform the team captain  
Reserves can only play within the nominated number or higher  
Teams **MAY NOT** switch orders to accommodate a Reserve



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## Match Scoring and Timing

**Scoring:** Each match will be continuous scoring i.e. no games

**Match:** Singles

2 minutes warm up (Stretch before your match)

20 minutes match time

Doubles

3 minutes warm up (Stretch before your match)

25 minutes match time

**Duration:** Play is continuous – **NO BREAKS**

Matches are governed by a whistle, no other timing will be allowed

Rallies still in progress at the end of time will **NOT** count

Matches must start at the allocated times; no starting before the whistle

**The Twist:** There will be Joker Cards played each evening impacting the effect of certain matches. What the impact is, you will only find out on the night!

## Match Results

**Individual** Scoring is continuous, no games.

**Matches:** The points difference will be taken as the final score

- Player A beats Player B 36 – 23
- Player A wins 13 – 0 and scores 13 points

**Team** Every match will count towards the teams overall score

**Points:** Doubles matches will count double

The points earned across all the matches for the tie are added together

**League** The team with the highest differential points across all the ties wins

**Winners:** If 2 or more teams finish on equal differential points:

- The team that won most ties is declared the winner
- Equal wins? The team that won the individual tie is the winner
- Individual tie was a tie, the winner of the two doubles tie wins
- Doubles was a tie, Nr 1's play a best of 5 points

## Penalties

**Marking:** 5 penalty point per match not marked by the home team

**Shirts:** 5 penalty points per shirt not worn