

Hybrid+

SUMMER

'25

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GUIDE TO FUN

- **DATES:** 30 OCT. 04, 11, 13, 18, 20, 28 NOV. (TUE & THU / FINALS ON FRI)
- **PLAYING TIMES:** 18H00 TO 21H30
- **PARTY TIMES:** 17H30 TILL LATE
- **GRUB:** EVENING SNACKS PROVIDED & BRING & BRAAI EVERY ROUND
- **CATERING:** FIRES, CUTLERY, CROCKERY, SPICES PROVIDED. JUST BRING YOUR MEAT & SALAD
- **FINALS:** FRI 28 NOV. LIGHT COMPLIMENTARY MEAL AND SHOOTERS
- **FUN:** SUMMER LEAGUE IS **FUN**, OBJECTIVE IS **FUN**, OUTCOME IS **FUN**
- **FAMILY:** FAMILY & FRIENDS ARE WELCOME, BRING YOUR KIDDIES (JUMPING CASTLE & POPCORN)

PLAY

- **TEAMS:** PLAYERS WILL BE SELECTED & PLACED INTO TEAMS
- **ROUNDS:** 7 ROUNDS – INVOLVING SINGLES & DOUBLES
- **PLAY ORDER:** MATCHING NUMBERS PLAY EACH OTHER. PLAYERS **MAY NOT** SWOP NUMBERS
- **JOKER:** THE JOKER IS COMPULSORY. USE IT IN THE SPIRIT OF THE GAME
- **SCHEDULE:** NO MATCHES MAY BE PLAYED OUTSIDE THE ALLOCATED TIME FRAME
- **SWAPPING:** YOU MAY SWAP TIMES ON SAME EVENING AND MUST PLAY ALLOCATED TIME
- **LATE ARRIVAL:** TIME WAITS FOR NO PLAYER. LATE ARRIVALS IMPACTS YOUR RESULT

TIMING

- **STRETCH:** STRETCH BEFORE YOUR MATCH. WARM UP IS LIMITED
- **SINGLES:** 2-MINUTE WARM UP. 18 MINUTES MATCH TIME
- **DOUBLES:** 3-MINUTE WARM UP. 27 MINUTES MATCH TIME
- **WARM UP:** WARM UP'S COMMENCE IMMEDIATELY AFTER THE PREVIOUS MATCH
- **NO BREAKS:** PLAY IS CONTINUOUS
- **WHISTLE:** MATCHES ARE GOVERNED BY THE WHISTLE. RALLIES IN PROGRESS DO NOT COUNT

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RESERVES

- **RESERVES:** PLAYERS ORGANISE OWN RESERVES. IT IS NOT THE CAPTAIN'S RESPONSIBILITY
- **TEMPORARY:** RESERVES CAN ONLY PLAY WITHIN THEIR NOMINATED NUMBER OR HIGHER. TEAMS MAY NOT SWITCH ORDERS TO ACCOMMODATE A RESERVE. GAME POINTS EARNED IS HALVED BUT MATCHES WON COUNT TOWARDS TEAM BONUS POINTS
- **PERMANENT:** SAME PLAYER MUST REPLACE EXISTING PLAYER FOR BALANCE OF SUMMER LEAGUE & MINIMUM 2 ROUNDS. POINTS ARE NOT BACK DATED BUT NO PENALTY POINTS APPLY GOING FORWARD

MATCH RESULTS

- **SCORING:** ALL MATCHES, PAR15, SUDDEN DEATH AT 14-ALL
- **INDIVIDUAL:** WIN AS MANY GAMES AS POSSIBLE IN THE ALLOTTED TIME
- **POINTS:** 1 POINT PER COMPLETED GAME WON.
- **BONUS POINTS:** TEAM WINNING THE MOST MATCHES EARNS 4 BONUS POINTS. RESERVES RESULT IS COUNTED FOR THE BONUS POINTS. POINTS SHARED IF SAME NUMBER OF MATCHES WON.
- **COMPLETED GAMES:** PLAYERS MUST REACH 11 POINTS & LEADING TO CONSTITUTE A GAME. IF SCORES ARE TIED & ABOVE THE THRESHOLD, SERVER WINS THE GAME.

PENALTIES

- **RESERVES:** GAMES WON ARE HALVED, INCLUDING DOUBLES.
- **MARKING:** 1 POINT PER MATCH NOT MARKED BY HOME SIDE.
- **SHIRTS:** 2 POINTS PER SHIRT NOT WORN.
- **LATE ARRIVAL (SINGLES):** 0-5 MIN, OPPONENT STARTS 1-0 / 6-10 MIN, 2-0 / 11-15 MIN, 3-0 / 16+ MIN OR NO SHOW, 5-0
- **LATE ARRIVAL (DOUBLES):** MATCH COMMENCES AGAINST THE OPPONENT WITH NO PARTNER.

!! HAVE FUN !!

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