

Modified MLP Team Event

EVENT FORMAT

Double elimination (you are guaranteed two Matches) with a consolation bracket (once you lose a Match you can only play for Bronze).

MATCHES

A Match consists of four Games, starting with men's and women's doubles and then two mixed doubles Games. If two teams are tied after these four games, a Tag Team Singles Tiebreaker is played, with a rotational system involving all four players.

COIN TOSS

At the start of each Match, there will be a coin toss (or similar random selection). The winner will elect to choose the option of selecting Home or Away team.

HOME: The Home team will choose its mixed doubles teams last and they must declare first during the Tag Team Singles Tiebreaker game. The Home team will serve from the north end (closest to the pool) in doubles and receive from the south end in mixed and in the Tag Team Singles Tiebreaker.

AWAY: The Away team must declare the mixed doubles teams first, but gets to go last on Tag Team Singles Tiebreaker player choice. They will receive from the south end in doubles and serve from the north end in mixed and in the Tag Team Singles Tiebreaker.

GAMES

Each Game will be played with modified rally scoring to 21 points (win by 1). Players will change ends when one team reaches the score of 11. Rally scoring will be played until a team reaches 20, at which time the team reaching 20 is subject to a freeze on rally scoring and must score the game winning point while serving.

PLAYER CHANGE OF SIDE/SERVE:

During rally scoring players do not switch sides after winning points. Player A for each team serves and receives on the right side when the score is even, and Player B serves and receives on the left side when the score is odd. A team may choose to switch player sides during a time-out or end change. If the Time out team decides to switch positions, the only way the other team may now switch is by calling a time-out. If that team doesn't have a time out left, they may not switch positions.

PLAYER INITIATED TIME-OUTS

Teams will each be allotted 1 time-out per Game (up to 1 minute per time-out).

TAG TEAM SINGLES TIEBREAKER TO DETERMINE WINNER

If two teams playing a Match are tied 2-2 after the doubles and mixed doubles Games, a Tag Team Singles Tiebreaker will be played. A Tag Team Singles Tiebreaker is a Game to 21 (win by 1) with modified rally scoring, where each team must rotate its 4 players for 4 singles rallies in a set order until the Tag Team Singles Tiebreaker is completed. Immediately following the completion of the mixed doubles Games, the Home Team will declare the order of rotation of its 4 singles players for the Tag Team Singles Tiebreaker to the Away Team. The Away Team will then declare their order of rotation. The Tag Team Singles Tiebreaker will use the same rally scoring used in Games as described above. All team members will rotate in 4-rally rotations until the Tag Team Singles Tiebreaker is concluded (Player 1 plays 4 rallies, then Player 2 plays 4 rallies, then Player 3 plays 4 rallies, then Player 4 plays 4 rallies, and then the rotation repeats in the same order). In terms of sides, singles players will serve from the side (left/right) of the court, based on their team score, as is typical in singles. The player will serve on the right side when that player's team score is even, and when the team score is odd, the player on that team will serve from the left side of the court. During the Tag Team Singles Tiebreaker, each team will be allotted one time-out. Teams will change ends when one team reaches the score of 11.