

MQLP

LEAGUE RULES

MATCH FORMAT:

- ALL GAMES WILL BE A MAXIMUM OF ONE HOUR, INCLUDING WARMUP
- YOUR TEAM WILL BE PLAY TWO MATCHES AGAINST DIFFERENT TEAMS EVERY LEAGUE NIGHT
- RALLY POINT GAMES TO 21 POINTS
- MATCHES WILL TAKE PLACE ON TWO COURTS AT THE SAME TIME TO ACHIEVE MAXIMUM PLAYING TIME FOR ALL 4 MEMBERS OF EACH TEAM

GAME 1: GENDERED DOUBLES

- GENDERED DOUBLES GAME WILL BE PLAYED ON BOTH COURTS

GAME 2: MIXED DOUBLES

- MIXED DOUBLES GAME WILL BE PLAYED ON BOTH COURTS

GAME 3: DREAMBREAKER

- THIS GAME WILL TAKE PLACE ON ONE COURT, AND WILL BE PLAYED WHETHER A TIEBREAKER IS NEEDED OR NOT
- EACH TEAM MUST CHOOSE THE ORDER IN WHICH THEY WOULD LIKE THEIR PLAYERS TO PLAY. THIS ORDER IS UNKNOWN TO THE OTHER TEAM UNTIL THE THIRD GAME BEGINS. BOTH TEAMS WILL COMPETE IN ANOTHER GAME TO 21 WITH RALLY POINT SCORING.
- ONE PLAYER PER TEAM WILL ROTATE OUT AFTER EVERY 5 POINTS PLAYED, BEING REPLACED BY ANOTHER TEAM MEMBER. EACH PLAYER MAY ONLY STAY ON THE COURT FOR A MAXIMUM OF 10 POINTS.
 - EX: TEAM 1 CHOOSES TO SEND OUT FEMALE A PARTNERED WITH MALE A TO START GAME 3. AFTER 5 POINTS, TEAM 1 HAS DECIDED (AHEAD OF TIME) TO REPLACE MALE A WITH FEMALE B. FEMALE A AND FEMALE B ARE NOW COMPETING AGAINST THE OTHER TEAM FOR THE NEXT 5 POINTS.
 - IN THIS FORMAT, YOU WILL HAVE RANDOM MATCHUPS BASED ON EACH TEAM'S STRATEGY. IT IS VERY POSSIBLE THAT YOU COULD BE PLAYING 5 POINTS WITH 2 MEN VS. 2 WOMEN, A MIXED TEAM VS. 2 MEN, ETC.



GAMEPLAY RULES:

- PLAYERS DO NOT SWITCH SIDES AFTER EACH POINT SCORED, RATHER THEY WILL REMAIN ON THEIR SIDE OF THE COURT FOR THE ENTIRETY OF THE GAME.
 - THE ONLY TIME THAT PLAYERS CAN SWITCH SIDES IS WHEN A TIMEOUT IS CALLED EITHER BY THEIR TEAM OR THE OTHER TEAM.
 - EACH TEAM WILL HAVE ONE 1-MINUTE TIMEOUT PER GAME, AND 2 TIMEOUTS IN THE DREAMBREAKER ROUND.
- EACH MATCH WILL HAVE A TIME LIMIT OF 1 HOUR, INCLUDING WARM-UP. IF TIME RUNS OUT BEFORE THE MATCH IS COMPLETED, ONE OF THREE SITUATIONS WILL HAPPEN:
 - IF EITHER TEAM HAS REACHED 5 OR MORE POINTS AND IS AHEAD OF THE OTHER TEAM, THE MATCH ENDS IMMEDIATELY.
 - IF NEITHER TEAM HAS EARNED 5 POINTS, THE GAME WILL CONTINUE UNTIL A TEAM REACHES 5 POINTS. AT THIS POINT THE MATCH WILL END.
 - IF BOTH TEAMS HAVE OVER 5 POINTS, AND THE MATCH IS TIED, A FINAL 3 POINTS WILL BE PLAYED. AT THE END OF THOSE 3 POINTS THE MATCH WILL END.
- FREEZE: AS ALL GAMES ARE TO 21 POINTS IN RALLY POINT FORMAT, ONCE A TEAM HAS REACHED 20 POINTS, THEY MUST WIN THE POINT ON THEIR SERVE TO GET THEIR 21ST POINT. THIS IS REFERRED TO AS A 20-POINT FREEZE.

SCORING:

- TEAMS WILL RECEIVE ONE POINT FOR EVERY GAME THAT THEY WIN. IF YOU WIN ALL FIVE GAMES WITHIN THE MATCH, YOU WILL RECEIVE 5 POINTS

RETIERING

- THERE WILL BE 4 TEAMS PER TIER, RETIERING WILL HAPPEN AT THE END OF EVERY 3-WEEK PERIOD
- THE TEAM(S) WITH THE HIGHEST NUMBER OF POINTS WILL MOVE UP ONE TIER, WHILE THE TEAM(S) WITH THE LOWEST POINT TOTAL WILL MOVE DOWN TO A LOWER TIER. THE REMAINING TEAMS WILL REMAIN IN THE SAME TIER, BEING JOINED BY NEW TEAMS MOVING UP AND DOWN FROM OTHER TIERS

PLAYOFF FORMAT

- AT THE END OF THE REGULAR SEASON WE WILL CROWN A CHAMPION FOLLOWING A ONE WEEK PLAYOFF
- EACH TIER WILL HAVE ITS OWN PLAYOFF BRACKET STARTING WITH THE SEMIFINAL MATCH
- PRIZES OFFERED FOR WINNING TEAMS IN EACH TIER



SUBSTITUTIONS

- SUBSTITUTIONS ARE ALLOWED IF A MEMBER OF YOUR TEAM IS UNABLE TO ATTEND A PLAY DAY. THE SUBSTITUTE PLAYER MUST BE OF EQUAL OR LESSER RATING THAN THE PERSON THEY ARE REPLACING.
 - (EXAMPLE: A FEMALE 3.5 PLAYER MAY NOT BE REPLACED BY A FEMALE 4.0 PLAYER.)
- SUBSTITUTIONS DURING PLAYOFFS SHOULD BE MADE USING PLAYERS THAT HAVE PREVIOUSLY SUBBED FOR YOUR TEAM DURING THE REGULAR SEASON WHEN POSSIBLE.