

BATTLE ROYALE RULES

Teams:

- 6 teams
- 4 players per team of similar skill level with one player designated captain
- Submit team name and lineup by tournament deadline

Round Robin Group Play:

- Each team in the field will play each other in a battle (Each team plays 5 Battles)
- Each battle will consist of 2 matches (A1 vs. B1 and A2 vs. B2 as per captain choice)
- All matches will use rally scoring to 21 with a freeze at 20 (must win on a serve), win by 2 and switch at 11.
- Battle Points awarded:

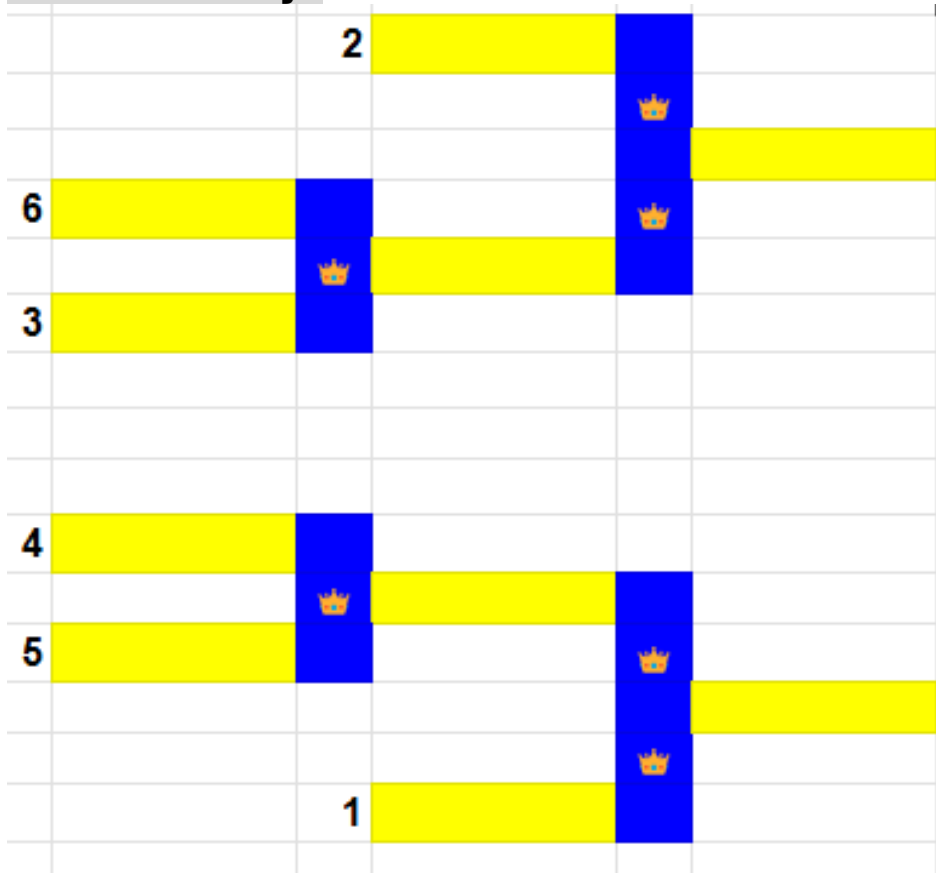
Battle Points Earned	Condition
3	Win both matches
2	Split matches and win point differential
1.5	Split matches and point differential is equal
1	Split matches and lose point differential
0	Lose both matches

Round Robin Results:

- Round Robin play will determine the order of the teams going into bracket play
- The order of teams will be determined in the following way:

1	Battle points	
2	Head to Head	if 2 way tie
3	Match wins	
4	Point differential	

Bracket Play:



- The 6 teams will be placed into a bracket with 1 and 2 seeds receiving a bye
- 4 vs. 5 winner plays the 1 seed
- 3 vs. 6 winner plays the 2 seed
- The two Round 2 winners battle for GOLD/SILVER
- The two Round 2 losers battle for for BRONZE
- The Battle format remains the same for the bracket play battles, except split matches will be settled by doubles tie breakers, NOT point differential

Doubles Tiebreaker:

- In the case of split matches in the bracket round, teams will play a Doubles Tiebreaker
- This will also use rally scoring but the game is to 11, switch at 6.
- Captains will choose what two pairings they want to use in the tiebreaker and the order in which they play
- Team A1 vs. B1 plays until one team reaches 3 points; then both sides swap their doubles teams
- This will happen again every time a team reaches a new multiple of 3 (so at 6, 9, 12,...)