

SATURDAY LEAGUE TEAM & MATCH FORMAT INSTRUCTIONS

Rev. 12/06

The following instructions supersede any respective references in the WCD Rules of Play.

1. Saturday League teams may consist of a minimum of four (4) players. Maximum team size is eight (8) players.
2. Three players must be present at starting time **(3:30 p.m.)** to constitute a legal, but incomplete team.
3. At the start of the match, each team must list three (3) players in the positions for the first two (2) games. *Only players present can be listed in these games.*
4. Late arriving players may be added to the line-up for the remaining games provided no other conditions of the format are violated.
5. Teams having fewer than four (4) players present may play the match as indicated below. (See Game Order & Forfeit Schedule)
6. The first three (3) games must be played by four (4) different players.
7. No player may play in more than one (1) singles game point.
8. No player may play more than two (2) doubles game points.
9. No player may play in more than three (3) game points.
10. The same two (2) players may not be paired together in more than one doubles game.
11. All singles games are two out of three legs - all classifications.
12. All doubles games are two out of three legs.
13. Late score penalty - there will be a \$5 penalty fee assessed if the winning score is not called in by 12 noon on Monday. If this fee is not received within seven (7) days of the scheduled match, 2 penalty points will be assessed.
14. Any members not present at a forfeited match during the final two (2) weeks of the season, must pay a \$10 reinstatement fee to be eligible to play the following season.

****SPECIFIC GAME INSTRUCTIONS**

Chicago Format Singles & Doubles

All classifications -

Best two of three legs 501; 301; DC

GAME ORDER & FORFEIT SCHEDULE

NUMBER OF PLAYERS →	3	4+
1. 501 SINGLES	-	-
2. DIRTY CRICKET DOUBLES	-	-
3. CHICAGO FORMAT SINGLES	F	-
4. 301 SINGLES	-	-
5. 501 DOUBLES	-	-
6. DIRTY CRICKET SINGLES	-	-
7. CHICAGO FORMAT DOUBLES	-	-

(F = Indicates Game Point to be forfeited)