

# Royal Coachman World Cup – Rules & Regulations

- Register to play as an individual. Players of **ALL** abilities are encouraged to participate as **EVERY** player can make a difference. Teams of equal talent will be created by the tournament director so that **ALL teams have an equal chance of winning**.
- All teams are made up of **four players**. Each player is assigned a number from **1 to 4**, which remains valid for the duration of the match.
- A match consists of 2 sets and potentially, a 3<sup>rd</sup> set Tie Breaker.
- The Home team must present their first combination of players for the first set. For example, Players 1 & 4. The Visiting team will then present their first combination of players for that set. For example, Players 1 & 2.
- The Home team serves first, from the clock-side of the court.
- The first set is played with no ad scoring. The first team to win 6 games wins the set.
- The second set is played by the remaining players. In the above example, that would be Players 2 & 3 from the Home team, and Players 3 & 4 from the Visiting team.
- The second set is played with no ad scoring. The first team to win 6 games wins the set.
- If one team wins both sets, they are the match winners.
- If each team wins one set, a 10 point Tie Breaker will decide the match.
- In the Tie Breaker, the Visiting team will present their first combination of players. They cannot be the same combination as used in the first two sets. The Home team will then present their first combination of players. They cannot be the same combination as used in the first two sets.
- In the Tie Breaker, the Visiting team serves first, from the clock-side of the court.
- In the Tie Breaker, the first combination of players will play 4 points.
- Each player serves one point. Visiting team, player one, deuce court. Home team, player one, deuce court. Visiting team, player two, add court. Home team, player two, add court.
- After 4 points, the teams switch to their other combination of players, and change sides.
- Alternate which team serves throughout the Tie Breaker. Visiting, Home, Visiting, Home, (switch players and sides), Visiting, Home, Visiting, Home, etc.
- Continue changing sides and players every 4 points until one team reaches 10 points. They do not need to win by 2. The first team to 10 is the winner.
- Each team will be given **2 lucky cards**. These cards will allow them to replay 2 specific points anytime during the match. **The decision to replay the point must be made before opponents start the next point.**

Each team will be assigned a country for which it represents. Country assignments will be random and assigned by a blind draw when teams are posted at Courts 1&2. Teams are encouraged to show their team spirit such as wearing their team colors. At the picnic, each team will bring dishes to share that represent food from their country and may decorate their

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table area. If you are not participating in the tournament play, please bring a dish that represents one of the countries.