Paddle Battle Rules

- 1. There will be eight games, and you will play every game with your same partner.
- 2. Court Assignments: Initial assignments may be done a few ways. Cards, pieces of paper, coin flips, arrival timing, or any other approach the person running the battle that day may choose.
 - a. If using playing cards, whoever pulls the red card will serve first.
- 3. Serving: the team that won their last match serves first. Exceptions are the top court and the bottom court, where the team that is moving onto the court (not the team that stayed on the court from the last game) will serve first.
- 4. Court Movement: If you win, move towards #1. If you lose, move away from #1. If you win on #1, stay. If you lose on #(x teams / 2), stay.
- 5. Games are first to 11 points (by 2) or 11 minutes, whichever comes first. Switch ends at 6 points.
- 6. Ties: If the score is tied when time is called, the winner of the next rally (*no matter who serves*) is the winner.
- 7. If you finish early, you can keep playing for fun, or take a break.
- 8. Breaks: there will be 2 minutes between games to get a drink and make your way to your next court. In the middle of the battle, after 4 games, we'll take a 5 minute break.
- 9. HAVE FUN!