**Texas Firefighter Summer Games**

**MLP Format (4 player team)**

**RALLY SCORING**

* Each Game will be played with modified rally scoring to 21 points (win by 2)
* Players will change ends when one team reaches the score of 11.
* Rally scoring will be played until a team reaches 20, at which time the team reaching 20 is subject to a freeze on rally scoring and must score all future points while serving.
* The team losing will continue normal scoring until they reach 20 or lose.
* **PLAYER CHANGE OF SIDE/SERVE:**
* During rally scoring players do not switch sides after winning points. Player A for each team serves and receives on the right side when the score is even, and Player B serves and receives on the left side when the score is odd.
* A team may choose to switch player sides during a time-out or end change, and they must inform the other team of the switch before play resumes.

**Game play**

* Each Match will consist of four Games to 21 (win by 2) with modified rally scoring.
* 1 timeout PER team PER game (1min)
* Line calls: if you are unsure/the call goes to the benefit of the other team. \*\*Lets be competitive while displaying good sportsmanship\*\*
* switch sides at 11
* next match starts with your team on the side you finished
* The four Games will be played in the following order:
* Before each Match, Captains will decide the order of their players based on the matchups they desire.

Example:

**HOME TEAM** ***vs*** **AWAY TEAM**

1. Player 1 1. Player 1
2. Player 2 2. Player 2
3. Player 3 3. Player 3
4. Player 4 4. Player 4
* **Game 1: 1&2 vs 1&2**
* **Game 2: 3&4 vs 3&4**
* **Game 3: 1&3 vs 1&3**
* **Game 4: 2&4 vs 2&4**

\*\*\*\*\* IF the match is tied at 2-2. A singles tiebreaker (“DreamBreaker”) will be played to determine the winner of the Match.

**Dreambreaker (\*only played if tiebreaker is needed)**

* Full court singles
* One game to 21 rally scoring
* Each player on each team will play out 4 points then rotate
* Captains must present line ups before the game starts.
* If your score is even you serve from the right. If your score is odd you serve from the left.
* We will try and have a Ref for Dreambreakers to assist the gameplay.

**Coin toss**

* At the start of EACH MATCH there will be a coin toss. The winner will elect to choose the option of selecting.
* Option 1 – Serve/Receive or defer.
* Option 2 – Home Team or Away Team

**HOME:**

* Declares lineup last
* Declares first during the singles Dreambreaker game. The teams will alternate first serve after each game.
* Picks side to start match.  START THE NEXT MATCH on the side they finish

**AWAY:**

* Declares lineup first
* Declares last on Dreambreaker player choice.