Venice Beach Xrossover Revolution – WPH Outdoor Rules

THE BASIC RULES

- Eye ware mandatory (Venice Beach Insurance Requirement) for both competitive play and practice
- All participants must sign a waiver of liability to play; all participants must be WPH Members in order to play
- A player must check in for their scheduled match within 15 minutes of the scheduled match time; 10 minutes after the scheduled match is to start, a forfeit may occur if the player is not ready for play
- No adult beverages or glass containers of beverages of any type over concrete (Venice Beach Rules)
- Fighting or some verbal confrontations will get you banned from the premises and possibly future events
- Losers ref next match; or fft event
- USHA rules apply, except where mentioned below; All players must follow the WPH Code of Conduct

FORMAT "ALL" PLAYERS

- Win by one
- Two wall serves okay; 3 wall serve not okay (fault)
- Lines are "in" except the short line on the serve; hitting the short line is a "short ball"
- Ref can appeal to line judges on questionable calls only if line judges have been announced prior to the start of the match and/or before the play in question (not after). Ref can change their call if at least one linesman disagrees even if second linesman agrees with the ref's original call; the ref makes the ultimate decision. If both line judges disagree with the referee, ref will have to reverse his/her call. A referee can operate with one line judge; however, two are recommended
- Play all bad bounces, unless tournament master ref first defines apparent court bad bounces before play (ie wires strung across the court, netting obstructions, unusual cracks, etc)
- No burning the ball under any circumstance. Ref can call side out or point …depending on situation (see master ref for description); Balls that POP up on any wall will go against ball striker (see master)
- Two one minute time outs per game (including tiebreakers); 3 minutes between games; players late returning will first lose timeouts, then lose 1 point for every minute lost

"SMALL BALL DIVISIONS"

- 11, 11, 11 (best two of three) win by one, no rally scoring
- Two Serves Okay

"BIG BALL DIVISIONS"

- 11, 11, 11 (best two of three) win by one, Rally Scoring
- Two Serves Okay

JUNIOR 1 WALL

- One game to 25, win by one, replay bad bounces; lines are good except short line

RANKINGS POINTS

- Just by being a WPH Member (player's Card Holder) at the check in desk, each player will be awarded one point
- If a player wins a Rd of 32 match (or gets a Bye), that player will receive 1.75 points; if a player wins a Rd of 16 match (or gets a bye), that player will receive 3.30 points; If a player advances to the Rd of 8 (or gets a bye) there will be 4.95 points awarded; by making it to the semifinals a player will earn 6.75 points; second place brings 8.80 points; while, first place winners get 12.45 points
- Tie's in overall points first broken by total match points scored in player's first two games of each round (bye rounds count as max points)(breakers not used); second tiebreak is a sudden death 7 point showdown, win by one, with coin flip to determine the ball; then coin flip to determine the server. Big Ball is rally, Small Ball is non rally; Non first place tiebreaks in the overall category will pool prize money (ie combine winnings and divide by the number of ties; see Dave Vincent or WPH for clarifications)(WPH may alter breaker rules and format based on time limitations at the facility)