

# **Play it Now Sports Indoor Grass Format Details**

## **Grass League Play—Sunday Evening League—Coed 2's and Men's 2's**

Format for league play for PINS Indoor Grass will be almost identical to other PINS leagues. Registration will be taken by team. The first league for indoor grass will feature coed 2s teams and men's 2s teams. PINS will place teams into divisions and create the schedule. The first week schedule will include only the first week of the season. After play on the first week then the full season schedule will be released.

Each team will play 3 sets to 25 each week of the schedule. If time allows then additional play can take place. Teams will report how many sets won/lost to the front desk. Standings for the league(s) will be kept. The same timer used for the hard courts will also apply to the grass court leagues. This will allow players to play on multiple teams from both hard court and grass. See next paragraph.

\*\*\*\*Important\*\*\*\* Players may play on multiple teams within the grass leagues and also players may play on a team(s) within the grass leagues as well as playing on a coed 4's hard court team on Sundays. For scheduling purposes players that would like to play on multiple teams on Sunday evening should see the desk to fill out a new form indicating which teams they are playing on. This form is required to make sure scheduling is accomplished correctly for players playing on multiple teams.

Cost for League play in the Grass Indoor League is \$160/team for an 8 week season.

## **Grass Tournament Play**

Play it Now Sports (PINS) will be hosting Indoor Grass Tournament each weekend on our new grass courts. Formats for the tournaments will vary but will include some of the following: Coed 2's, Coed 3's, Men's 2's, Men's 3's, Women's 2's, Women's 3's and possible other combinations.

Tournaments will be limited to 16 teams for each tournament. Some tournaments may be all one format (ex. 16 coed 2's teams). Other tournaments may be split into 2 separate formats with 8 teams in each tournament. (ex. 8 women's 2's teams and 8 men's 2's teams) The schedule will reflect what formats are available for each tournament.

Tournaments will last up to 3.5 hours each. This will allow for pool and bracket play for most tournaments. The PINS tournament director will brief each team before the tournament begins as to the specific layout of that tournament. Each team will be guaranteed a minimum number of sets played for the tournament.

Teams/players should be available for the entire 3.5 hours of the tournament. Teams may pre-register (recommended) for the tournaments they would like to play in or drop in teams will be accepted as space allows. \*\*Important\*\* Teams need to check in at the desk with the tournament director at least 15 minutes prior to the start of the tournament. This will help us to get the tournament started quickly and efficiently. During the tournament teams should follow closely so as not to miss their next playing assignment.

Each team, at registration, will be asked to give their team a rating for the tournament on a scale from 1-10 with 1 being the highest rating. PINS staff/tournament director(s) will then seed the teams to begin the tournament. The rating number(s) will be used to help in the seeding but PINS staff may make changes and have the final say in tournament seeding. Once the initial seeding is accomplished then play will determine the flow going forward. All results of play will need to be reported to the tournament director. Each team will have time during the tournament that they are off. With that being the case a scheduled break for all teams in the tournament will

not be scheduled or taken as the tournament is only 3.5 hours long. Teams should be prepared to possibly play multiple sets in a row.

Unfortunately, no prizes will be awarded. Winning teams though will be featured on the PINS website.

Cost is \$40 per team to play in a tournament.

## **Ladder Play**

Ladder play for indoor grass at PINS will be available.

Ladder play will consist of a maximum of 12 teams. With 4 grass courts that means 8 teams will play at one time. Winners stay on and move up and Losers get to take a break and go off. Here's how it will work:

Teams will get a registration number at check in. This number will be 1 through 12. The number is not based on ranking or seeding but simply who registered first. To start the ladder play (Round 1) teams 1 and 2 play on court 1, 3 and 4 on court 2, 5 and 6 on court 3, and 7 and 8 on court 4. Teams 9,10,11, and 12 will start off (not playing). So the advantage of lower number teams (teams that registered early) is they get to play first.

Each round is one set to 17, win by 2 or a cap of 18.

After round one then the movement of teams into Round 2 is based on who won in round 1 with teams 9, 10, 11, and 12 all playing in round 2

Winner of court 1 match stays on court 1, Loser is off

Winner of court 2 match will play next on court 1 (moved up), Loser is off

Winner of court 3 match will play on court 2 next (moved up), Loser is off

Winner of court 4 match will play on court 2 next (moved up), Loser is off

Easiest way to think of it is Winners stay on somewhere, Losers go off

The 4 teams that were off in Round 1 will all play in Round 2. To determine who plays who and where will be very simple. Court 3 will be the lowest and highest registration numbers. Court 4 will be the other 2 teams. That will work the exact same for every round. Example below:

(Example: Round 1: 2 beats 1, 3 beats 4, 6 beats 5, and 7 beats 8. Next round (2) will look like this) Round 2:

Court 1: (2 plays 3) ---2 stays on court 1 from round 1 victory and 3 moves up from court 2

Court 2: (6 plays 7) ---6 won on court 3 and moved up and 7 won on court 4 and moved up

Court 3: (9 plays 12) ---9 was the lowest registration number of teams not playing and 12 was the highest

Court 4: (10 plays 11) --10 and 11 were the 2 middle registration numbers not playing in the previous round.

Teams that are not playing in a round should figure out who is playing who while the previous round is going on. That way when everyone finishes they know where and who to play.

A 2 minute break between round will be taken. Teams should figure out during the break where they go next.

Teams will continue playing rounds until the time is completed (2 hrs and 15 minutes) for the ladder.

Cost is \$30 per team for Ladder Play.

## **Open Play/Reserve Play**

Open/Reserve play is basically open gym for our grass courts. Play is open to all and cost is \$10 for 2 hours.

The Reserve part allows you to look at our schedule and determine when open/reserve play is scheduled and then book a private court. Reservations can be for any format or level of play. We do ask that a maximum of 3v3 play on the court at any one time. Keeping the number of players on each court to a minimum is in everyone's best interest when playing grass court at PINS.

Pre-paid registration of a grass court obviously takes precedence over any open court availability.

If courts are open drop in teams may of course rent the field.

Cost is \$50 for 2 hours to pre-pay and reserve the grass court during select times.