

“Club Skill Level Round Robin” Play Guidelines

For this play, players must be members of the FOS Pickleball Club (FOSPC). A “Round Robin” is a structured form of play and organized by FOSPC skill level. It is designed so that all players are playing against people of roughly equal ability, which makes play the most fun and reasonably competitive.

Everybody should follow the guidelines listed below. We encourage players to meet new people, introduce themselves and mix up play when possible.

Skill Level Designation

- Existing FOSPC members already have a skill level indicated on the membership listing (<https://fospc.com/membership-listing/>). You should play at your designated FOSPC Skill Level. New and existing players should periodically review the “FOSPC Skill Level Ratings” document to ensure they are assigned the correct skill level on the membership listing. For new players or new members of the FOSPC, after reviewing the “FOSPC Skill Level Ratings” document, just send Mark Welshinger an email (welshinr@gmail.com) and he’ll add your skill level to the membership listing. Players can move up/down on their skill level at their discretion, but the skill level ratings should be fairly stable. If you move up/down, please let Mark Welshinger know.
- Players should participate in the appropriate skill level.
- Skill levels for “Club Skill Level Round Robin” Play:
2.5
3.0
3.5+ (3.5 and above)
Ladies = All skill levels allowed to play
(Note: we may add 2.0 skill level to the FOSPC schedule if needed)

As an example, Round Robin play will be designated on the FOSPC Hold My Court schedule as “Club 2.5 RR.”

Becoming Familiar with “Club Skill Level Round Robin” Play

- A “Round Robin” is structured form of play. In the time allocated to each Round Robin session (2 hours), the Round Robin will consist of either six or seven games, each with a different partner and against a different pair of opponents. It is designed so that all players are playing against people of roughly equal ability, which makes play the most fun and reasonably competitive for the majority of players.

- Round robins are played with a specific number of players over a 2-hour time span.
 - If three courts are being used for a particular skill level, the FOSPC will have 15 players playing (3 courts x 4 players, plus an extra 3 players). By having 15 players, this allows players to have some “bye” games for resting.
 - If two courts are being used for a particular skill level, the FOSPC will have 11 players playing (2 courts x 4 players, plus an extra 3 players). Again, by having 11 players, this allows players to have some “bye” games for resting.
- Attachment 1 contains examples of Round Robin play using three courts, while attachment 2 contains examples of Round Robin play using two courts.
 - Round Robin Play Using Three Courts: Games will be played to 11. For this play, as noted above, the FOSPC will have 15 players playing. Attachment 1 shows the chart for 15 players, but also shows the charts for 14, 13 and 12 players in case there are no-shows for play. Assuming there are seven games to be played, to have the games played within a 2-hour timeframe, each game would have to be limited to approximately 17 minutes. To allow time for changing courts in between games and also a little bit of warmup time, **the FOSPC rule is that games will be limited to 15 minutes in length.** If the game is not over at the 15-minute point, whatever team is ahead at that time will be declared the winner.
 - Round Robin Play Using Two Courts: Games will be played to 11. For this play, as noted above, the FOSPC will have 11 players playing. Attachment 2 shows the chart for 11 players, but also shows the charts for 10, 9 and 8 players in case there are no-shows for play. Assuming there are seven games to be played, **the FOSPC rule is that games will be limited to 15 minutes in length.** If the game is not over at the 15-minute point, whatever team is ahead at that time will be declared the winner.

Guidelines for Managing Play

- The FOSPC will have volunteers that have agree to be Round Robin Captains for each “Club Skill Level Round Robin” play.
 - For instance, the FOSPC will denote scheduled times for Club RR 3.5+, Club RR 3.0, Club RR 2.5 and Club RR Ladies (all skills). Each of these categories will have an assigned Round Robin Captain.
- Using ***SignUp Genius***, the Round Robin Captains will be responsible for sending out emails inviting ALL of the players for their particular skill level to participate in a scheduled “Club Skill Level Round Robin.”

- Players will note the email and decide if they want to play during that particular time slot. **If so, the player must sign up for that time slot, again using SignUp Genius.** It's a first come, first serve type situation.
- Once a player has a confirm slot to play in a particular round robin, the player must arrive at least 15 minutes early and sign their name into the schedule sheet (lineup). Each player will be assigned a number from the schedule sheet (lineup).
 - It's imperative that you arrive early. Late arrivals may be replaced or simply not allowed to play.
 - Once assigned a number, the player will refer to the round robin chart to determine which court the player is playing on and who their partner will be.

Summary

- In the time allocated to each Round Robin session (120 minutes), the Round Robin will consist of either six or seven games, each with a different partner and against a different pair of opponents.
- When you arrive, you will be assigned a number. Your number remains yours throughout the session and dictates which court you play on, with whom you are playing with as a partner, and against which opponents.
- Please arrive no later than 15 minutes before the Round Robin is scheduled to start.

ATTACHMENT 1: ROUND ROBIN PLAY USING THREE COURTS

Round Robin 15 Players

COURT	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7
#1	3 - 10 vs 8 - 15	14 - 15 vs 9 - 1	1 - 5 vs 8 - 10	11 - 4 vs 5 - 8	15 - 2 vs 4 - 14	6 - 11 vs 10 - 4	6 - 2 vs 13 - 1 Player No score
#2	4 - 7 vs 14 - 1	2 - 7 vs 10 - 5	11 - 12 vs 14 - 2	13 - 9 vs 3 - 1	3 - 12 vs 10 - 1	7 - 8 vs 9 - 15	
#3	6 - 9 vs 5 - 2	13 - 12 vs 11 - 8	13 - 3 vs 4 - 6	6 - 12 vs 15 - 7	9 - 7 vs 11 - 13	3 - 5 vs 14 - 12	
	BYE 11-12-13	BYE 3-4-6	BYE 7-9-15	BYE 2-10-14	BYE 5-6-8	BYE 1-2-13	BYE 1-3-4-5-7-8-9- 10-11-12-14-15

Round Robin 14 Players

COURT	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7
#1	3 - 6 vs 4 - 8	8 - 13 vs 10 - 1	8 - 11 vs 13 - 5	3 - 7 vs 13 - 10	9 - 7 vs 12 - 8	2 - 12 vs 4 - 13	6 - 5 vs 9 - 4
#2	7 - 10 vs 5 - 11	14 - 4 vs 7 - 11	9 - 10 vs 14 - 1	6 - 12 vs 11 - 1	2 - 3 vs 6 - 11	6 - 9 vs 10 - 14	8 - 1 vs 11 - 3
#3	13 - 1 vs 2 - 14	9 - 12 vs 5 - 3	6 - 2 vs 12 - 7	4 - 2 vs 9 - 8	4 - 5 vs 14 - 13	3 - 1 vs 5 - 7	2 - 10 vs 14 - 12
	BYE 9 - 12	BYE 2 - 6	BYE 3 - 4	BYE 5 - 14	BYE 1 - 10	BYE 8 - 11	BYE 7 - 13

Round Robin 13 Players

COURT	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7
#1	11 - 8 vs 7 - 10	8 - 13 vs 5 - 12	7 - 2 vs 5 - 13	8 - 6 vs 13 - 3	1 - 5 vs 3 - 7	12 - 10 vs 2 - 3	1 - 10 vs 9 - 12
#2	5 - 9 vs 12 - 6	10 - 3 vs 9 - 7	12 - 3 vs 11 - 6	2 - 9 vs 7 - 5	4 - 13 vs 11 - 10	8 - 7 vs 6 - 13	11 - vs 4 - 2 Players No Score
#3	3 - 1 vs 2 - 13	4 - 11 vs 6 - 2	4 - 1 vs 9 - 8	4 - 10 vs 1 - 12	8 - 2 vs 6 - 9	4 - 5 vs 1 - 11	
	BYE 4	BYE 1	BYE 10	BYE 11	BYE 12	BYE 9	

Round Robin 12 Players

COURT	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6
#1	3 - 1 vs 9 - 5	4 - 12 vs 5 - 2	12 = 3 vs 1 - 8	2 - 6 vs 1 - 4	5 - 7 vs 8 - 2	12 - 9 vs 4 - 10
#2	8 - 10 vs 2 - 4	10 - 7 vs 9 - 1	11 - 5 vs 10 - 2	7 - 8 vs 10 - 3	9 - 4 vs 11 - 1	6 - 5 vs 7 - 3
#3	7 - 6 vs 12 - 11	3 - 8 vs 11 - 6	4 - 6 vs 9 - 7	11 - 9 vs 5 - 12	12 - 10 vs 3 - 6	11 - 8 vs 1 - 2

ATTACHMENT 2: ROUND ROBIN PLAY USING TWO COURTS

Round Robin 11 Players

COURT	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7
#1	8 - 2 vs 5 - 3	9 - 5 vs 3 - 10	1 - 6 vs 3 - 8	9 - 2 vs 11 - 8	1 - 11 vs 5 - 2	10 - 11 vs 8 - 1	6 - 7 vs 3 - 1 <small>#1, No Score</small>
#2	1 - 7 vs 10 - 9	4 - 11 vs 6 - 8	4 - 7 vs 2 - 11	1 - 5 vs 4 - 6	10 - 7 vs 6 - 3	7 - 9 vs 4 - 5	2 - 10 vs 9 - 4
#3	BYE 4-6-11	BYE 1-2-7	BYE 5-9-10	BYE 3-7-10	BYE 4-8-9	BYE 2-6-3	BYE 8-5-11

Round Robin 10 Players

COURT	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7	Game 8
#1	1 - 7 vs 6 - 9	1 - 3 vs 4 - 7	8 - 4 vs 7 - 3	10 - 7 vs 5 - 6	2 - 5 vs 1 - 9	5 - 7 vs 10 - 2	4 - 1 vs 2 - 6	4 - 9 vs 1 - 5
#2	10 - 5 vs 4 - 3	2 - 8 vs 9 - 5	10 - 6 vs 2 - 9	2 - 1 vs 8 - 3	6 - 8 vs 4 - 10	6 - 3 vs 8 - 9	10 - 3 vs 7 - 8	
#3	BYE 2 - 8	BYE 6 - 10	BYE 1 - 5	BYE 4 - 9	BYE 3 - 7	BYE 1 - 4	BYE 5 - 9	

Game 8 only if time allows.

Round Robin 9 Players

COURT	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7
#1	5-9 vs 6-3	5-8 vs 9-2	3-2 vs 8-6	3-9 vs 2-1	8-9 vs 3-7	1-3 vs 5-2	5-1 vs 6-7
#2	1-4 vs 2-8	7-1 vs 3-4	7-4 vs 9-1	7-5 vs 4-6	2-4 vs 5-6	7-8 vs 9-6	4-8 vs 2 Plyrs no score
	BYE 7	BYE 6	BYE 5	BYE 8	BYE 1	BYE 4	BYE 2-3-9

Round Robin 8 Players

COURT	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6
#1	1-7 vs 4-6	3-7 vs 5-1	7-2 vs 1-3	2-3 vs 7-8	7-6 vs 3-8	5-7 vs 6-2
#2	2-8 vs 3-5	8-6 vs 4-2	6-5 vs 8-4	5-4 vs 1-6	5-2 vs 4-1	1-8 vs 4-3