Hello Valleystream Members,

Thanks for your interest in the first Valleystream team challenge tournament. We've had a few questions on registration and tournament format and wanted to provide some additional information.

Registration

• Club members register individually. Registration closes on Aug. 13th

Team Composition

- Upon close of registration, the tournament co-directors and two other club members will review the list of registrants, and to the best of our ability, create balanced teams.
 - There will be 8 players per team and a team will consist of players of all levels (2 advanced, 4 intermediate, 2 beginner). The tournament directors will assign all players a general skill level.
- Teams will be balanced in terms of skill and gender, in the best way possible, depending on the range of registrants.

Game format

- There is no subbing during a game (except for injury)
- All games will be doubles format
 - Games could be women's, men's, mixed or a combination (dependent upon who registers for the tournament)
- Typical doubles scoring
- Round Robin Play
 - All players on one team play against the same skill level players on the other team for a complete game
 - For example, when Team A plays Team B, advanced players from each team play against each other, intermediate players from each team play each other, and beginner players from each team play against each other.
 - > If there are 8 players per team, there will be four games per team match up.
- Playoffs
 - > All players on a team will participate in the same playoff game
 - > Games will begin with 2 beginner players from each team.
 - These players will play 4-6 rallies (not yet determined) and points will be scored as in typical doubles scoring
 - After 4-6 rallies, the beginner players will leave the court and 2 intermediate players from each team will go on court, and continue the game (and the game score); these players will play 4-6 rallies.
 - > This will be followed by the advanced players for 4-6 rallies; this will continue until one team wins