

## **“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**

- Players should play at their skill level. New and existing players should periodically review the “FOSPC Skill Level Ratings” document to ensure they sign up for the correct skill level.
- Skill levels for “Club Skill Level Round Robin” Play:
  - 2.0
  - 2.5
  - 3.0
  - 3.25
  - 3.5+ (3.5 and above)
  - Ladies = All skill levels allowed to play

As an example, Round Robin play will be designated on the FOSPC Pickle Planner schedule (<https://fospc.pickleplanner.com>) 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 (1.5 hours), the Round Robin will consist of several 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 1.5-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, Attachment 2 contains examples of Round Robin play using two courts and Attachment 3 is a sample sign-in sheet for players to complete upon arrival at the court. If the “Captain” is using the “PB Play” app to run the Round Robin, then a sign-in sheet and Attachments 1 or 2 are not needed.
- 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. When play is completed on two courts, the remaining court players will play “Rally Scoring” to speed up the completion of that round.
- 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. When play is completed on one court, the remaining court players can (i.e., not mandatory) play “Rally Scoring” to speed up the completion of that round.

### **Guidelines for Managing Play**

- The FOSPC will have volunteers who have agreed to be Round Robin “Captains” for each Round Robin. The “Captains” will oversee the running of the Round Robin.
- Doug Moser, who is the Court Utilization & Scheduling point of contact, uses Pickle Planner to schedule the Round Robins and makes each Round Robin a “Joinable” event. Players “Join” the Round Robin as the Round Robins appear on the Pickle Planner schedule (2 weeks out). It’s a first come, first serve type situation, but we ask that you only sign up for two Round Robins per week INITIALLY. If after a couple of days there are open slots in other Round Robins for that week, you may “Join” another Round Robin.
- Once a player has a confirmed slot to play in a particular round robin, the player should arrive early and be ready to play when the Round Robin begins.
  - It’s imperative that you arrive early. Late arrivals may be replaced or simply not allowed to play.

## 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

# ATTACHMENT 1 (CONTINUED): ROUND ROBIN PLAY USING THREE COURTS

## 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

# ATTACHMENT 1 (CONTINUED): ROUND ROBIN PLAY USING THREE COURTS

## 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	

# ATTACHMENT 1 (CONTINUED): ROUND ROBIN PLAY USING THREE COURTS

## 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 #1, No Score
#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

## ATTACHMENT 2 (CONTINUED): ROUND ROBIN PLAY USING TWO COURTS

### 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.



## ATTACHMENT 2 (CONTINUED): ROUND ROBIN PLAY USING TWO COURTS

### 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

## ATTACHMENT 2 (CONTINUED): ROUND ROBIN PLAY USING TWO COURTS

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

**ATTACHMENT 3: ROUND ROBIN SIGN-IN SHEET**

#	PRINTED NAME
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	