



DOUBLECORK, INC.

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Team League Match Play

General

There are eight games per match unless tied four to four in which case a ninth game will be played. In no case will more than eight points be awarded; tie breaker winners will get the match win.

There will be no diddle for any regulation game except the rubber game of a set.

The loser of any leg 1 does not necessarily start leg 2. Game starts are staggered for fairness.

Order of Play

In all four regulation game categories:

- a. Away starts game 1 or the first leg of game 1. In a best of three, home starts leg 2. Diddle is required for the third leg; away team has choice of who shoots first for bull.
- b. Home starts game 2 or the first leg of game 2. In a best of three, away starts leg 2. Diddle is required for the third leg; home team has choice of who shoots first for bull.

Games

1. **Two Doubles 501** Doubles 501 DI/DO as per league rules, best of three in division 1.
2. **Two Doubles Cricket** Doubles Cricket any order with points as per league rules, best of three in divisions 1 and 1A.
3. **Two Singles 301** Singles 301 DI/DO as per league rules, best of three.
4. **Two Singles Cricket** Singles Cricket any order with points as per league rules, best of three.

Tie Breaker Set

If tied at four to four one doubles set will decide the winner. This is a set of one doubles 501 DI/DO, one doubles Cricket any order with points, and choice for the third game - either doubles 501 DI/DO *or* doubles Cricket any order with points.

The winner of a diddle will call the first game and start the first leg of the tie breaker set. The loser of the diddle will start the second leg which will be the other game. There will be another diddle if a third leg is required with the winner calling the game and starting the leg.

Substitution rule: in the tie breaker set *only* a player may be substituted for by another player on that team at any time except during his turn, but the player substituted out *may not return*.