PEBBLE CREEK LIVE BALL

Doubles specific points game. Fast paced, fun, enthusiastic and competitive yet social, to help sharpen up your doubles play. It's a great way to get in your cardio workout too! You'll play with a lot of different partners and play with different levels!

OBJECT: You and your partner must challenge and win 4 points before losing 2 points against the current Champion pair. If you can, then you and your partner become the Champion pair. See how long you last!

warm up 1:00-1:15:
regular live ball 1:15-2:00
bump round 2:00-2:30
lightening round: 2:30-3:00

RULES - PHASE 1- can be played with 1 or 2 courts

1. No serves.
2. Scoring is announced by calling the Champions score first then Challengers.
3. Feeders feed balls in play from just behind the net on the Champions side to the Challengers side from either the Deuce or Ad side for the whole session. The feeder alternates the feed of each point between each of the Challengers.
4. All 4 players must start on the baseline until the ball is in play.
5. The challengers can hit the fed ball anywhere but no drop shots off the feed.
6. All balls hit **after** the initial feed can be hit by either player on their respective side.
7. After the initial feed and opposing side return, players on either side can approach the net or stay back unless specific rules are changed or given by the feeder.
8. This is fast paced and if you are not back at the baseline and ready for your feed, you run the risk of missing the ball and losing a point!

RULES - PHASE 2 - must be played with 2 courts

1. If the Champions on court 2 go through 5 rotations of Challengers ... then the Champions of court 2 are **BUMPED** up to the Challenger side on court 1. See **note 1** below. The 2 Challengers on court 1 that are standing off the court waiting their turn to feed onto the court are then moved over to court two to replace them on the Champions side.
2. On court 2 - If Challengers win 4 points before Champions win 2, then they switch positions on Court 2.
3. Similarly, on court 1 - Champions are knocked off their spot by Challengers getting 4 points before they lose 2.

RULES - PHASE 3 - can be played with 1 or 2 courts

1. Bump is still in effect and now we introduce double scoring. **For Challengers ONLY!**
2. Any **CLEAN** winner that's not a drop shot will gain 2 points for the Challengers. See **note 2**.

Note 1: What is a "**rotation**" as referenced during Phase 2 when teams can be "BUMPED"? A rotation means that the player on the Deuce side on the Challenger side has rotated **off** court because their team lost 2 points to the Champions before they themselves earned 4 points. Then the Ad side Challenger player slides over to the Deuce side and a new player rotates **IN** on the **Ad side**. Then those 2 Challenge players become a new team trying to earn 4 points against the current Champions. Every time a Challenge player rotates off and a new one rotates IN is considered a rotation. To be BUMPED, the Champions must earn 5 rotations in a row (successively).

Note 2: Depending upon the make-up of players, abilities and quickness you can allow drop-shots as a clean winner (not on a feed). You can also add another phase 15 minutes before the end where an overhead winner is 3 points. Or come up with your own way to make it easier to defeat the Champions (especially if the Champs are not easily dethroned). Ex: Give the Challengers an overhead on the feed. Champs won't be happy though ;-)

Note 3: **FEEDERS** don't feed the ball until everyone is at the baseline. Feed quickly, typically count to 3 from the last point and if challengers take too long to get to the baseline, feed the ball regardless and they may lose the point. The aim is to keep the momentum and flow going. If Champs take a while to get back to the baseline, you can feed the ball if they are behind the service line. Call the score Champs then Challengers. And when BUMP ROTATION comes into play, call Champs, Challengers, Rotation…1-2-3 or 0-2-4 (on the 5th rotation, Champs are bumped to Court 1)

Note 3: **HAVE FUN!!**