

# Garrison Box League

	Box 1	A	B	C	D	E
A	Louis		<b>1</b>			
B	Elizabeth	<b>3</b>		<b>3</b>		
C	Olivier		<b>2</b>		<b>3</b>	
D	Francois			<b>2</b>		
E						

In this scoring example:

Elizabeth beat Louis 3 games to 1  
 Olivier beat Francois 3 games to 2.  
 Elizabeth beat Olivier 3 games to 2

*(your games won go in the row with your name in the column of your opponent's corresponding letter)*

1. The best of five games is played. The PAR (point at rally) to 15 scoring is to be used by all players. Each serve is a point, and you must win by 2 points.
2. Players are to contact others in their box to arrange a match at a mutually agreed time. A match is the best of 5 games. Results are to be recorded on the box score sheet as shown in the example above; it will be posted outside of Court #1. If you do not have time to finish a match please register the number of games completed.
3. If a challenger continues to avoid challenges and avoids playing box matches, that player will be dropped from box league play if no matches are played that month without informing the box league coordinator of injuries or work commitments. If an opponent does not show up for a scheduled match without notice or extenuating circumstances, you win by default (3-0).
4. At the end of the playing period (normally one month), in general, the top 2 players will move up a box and the bottom 2 players move down. There will be exceptions to accommodate new members, and those with injuries.
5. Ranking will be determined by number of games won and number of matches played (scoring is one point for every game won, and one point for every match played.)
6. **Note that participation is key!** Please make the effort to call each member in your box. If you are aware of an upcoming commitment please contact the other box members to arrange a match time, and try not to wait until the final week.
7. If you can't play your matches because of injury, work, or vacation, please advise the other players in your box, and inform the Box League Coordinator.