

# Ocean Pines Dink Tournament

## Format:

- 32 people (sublist - need 6)
- Divided into 2 skills levels
- Paired by draw w/initial partner from assigned skill level, by random draw
- Assigned to first court by how you draw
- After this initial pairing, there are no set skill groups (but you will still be in your general skill group).
- Everyone moves up or down courts after a win or loss
- Court 1 is tops and Court 8 is lowest at the end of tournament .

## OBJECTIVE: To get to Court 1 by the end of tournament

(You can start on court 1 and end up on court 8 by the end; you can start on court 8 and finish on court 1 by the end)

- 12 minute games - starts and stops on whistle
- After whistle, 2 minutes to move to next court. Water and towels travel with you.
- Longer break after 3-4 games
- WINNERS progress down to lower number court, LOSERS progress to higher number court
- When you move, you SPLIT from your partner and partner up with the other two players coming to your court
- The players who ended their previous games on the LEFT sides are new partners, and the RIGHT sided players are new partners

## GAME DINK RULES:

- Serves are diagonal dinks from the kitchen line and MUST bounce in the kitchen. Ball in play
- All hits are dinks and, if ball bounces, it must be in kitchen!
- Balls CAN be hit out of air but the return MUST bounce in kitchen
- Balls that hit the kitchen line are good
- Any shot landing outside of kitchen line is no good
- If a ball hits a player in the air and player's feet are BEHIND the kitchen line it is a fault on team who hit it at them (it was going out). BUT, if a player stepped into kitchen to play a ball and doesn't get completely out and gets hit, then the team who hit them gets advantage.
- If you're in the kitchen and you hit the ball in the air, it's a fault
- If you play a ball that was going out, it is a played ball sooooo.....don't hit a ball that is going out!
- If you hit a high dink, it can be hit down hard INTO the kitchen
- Scoring like a regular game BUT continue to score until whistle blows
- If tied at whistle, play one point rally score for that point only. (So if you are serving and you lose the serve, the opposite team gets the point and wins.)
- Fence side starts game