

## PADDLE ROTATION

1 PADDLE UP	1 LOSING PLAYER EXIT THE COURT	1 NEW PLAYER ENTER
2 PADDLES UP	2 LOSING PLAYERS EXIT THE COURT	2 NEW PLAYERS ENTER
3 PADDLES UP	2 LOSING PLAYERS EXIT THE COURT (3RD PADDLE IS 1ST PLAYER UP FOR NEXT GAME)	2 NEW PLAYERS ENTER
4 PADDLES UP	ALL PLAYERS EXIT THE COURT	4 NEW PLAYERS ENTER

**GAMES PLAYED TO 11 - WIN BY 2 - AFTER 2 GAMES WINNERS EXIT THE COURT**

**PADDLES MUST BE IN THE HOLDER BEFORE THE CURRENT GAME ENDS.  
IF YOUR PADDLE IS NOT IN THE HOLDER, YOU ARE NOT IN LINE.**

## **PADDLE ROTATION**

**RULES ARE POSTED AT EACH COURT  
ABOVE THE PADDLE HOLDER.**

**DURING  
DROP-IN BY SKILL-LEVEL  
FROM 6:30AM TO 11AM  
PADDLE ROTATION RULES  
MUST BE FOLLOWED.**

**IF 1 OR MORE PADDLES ARE UP  
YOU MUST ALLOW THEM TO ROTATE  
ONTO THE COURT WHEN THE GAME  
IS FINISHED.**

**PADDLE ROTATION RULES  
DO NOT APPLY AFTER 11AM  
DURING REC. PLAY**

## **PADDLE HOLDERS**

**Each court has a holder to accommodate 8 paddles.  
Players who are waiting need to move their paddles forward once a  
group has rotated onto the court.**

**If you failed to do this, someone may place their paddle in front of  
yours. Please note depending upon the location of the paddle holder  
the "next player" may be located on either the left or the right of the  
paddle holder. The next player to rotate onto the court is the holder  
closest to the gate.**

**It is the responsibility of the players waiting to move  
their paddles forward once a group has rotated on.**

**If the holder is full you can hook your paddle in the  
chain link next to the last paddle.**

**Stay near the paddle rack for your court during busy  
sessions, the rotation can move quickly. Players  
should always keep an eye on the current game and  
the paddle rack to be ready when it is their turn.**

**Make sure you have your name on your paddle.  
If you don't, bottlenecks will surely and ensue as you won't know  
which player is next in line.**

