

1. All points originate from the "Kitchen" line.
2. Rotations for starting a game are the same as regular game. Starter is zero-zero two.
3. The team that starts the game is the team listed on top of the pairing.
4. All games are round robin within your skill group.
5. The number of games is determined based on the number of teams in your ability group. Ten or less teams in a group will play everyone in their ability group. Ten plus teams in an ability group will be divided into various sized groupings. First and second place awards are awarded for every ability group based on total points.
6. Each team is allowed one time out per game.
7. All contests are non-refereed. Mutual respect and fairness will be the norm. Any and all issues are to be resolved within the teams.
- 8. Teams are selected by random draw and within ability groups**
9. Rules:
 - a. The Kitchen is bounded by the white lines. The white lines are in play.
 - b. Players will record their score on score sheets following every match.
 - c. Players rotate on points as if playing from the base line.
 - d. The first server is the first player (name) on top of the teams grouping. The serving team is the top team on the pairings.**
 - e. All games are to eleven and win by one.
 - f. The first server must hit diagonally to the opposing player as if starting a baseline match and the ball must hit in the boundaries of the Kitchen.
 - g. THE SERVE: The ball must be bounced first and hit as a Dink. The serve is just to get the ball in play. It must be dinked within easy reach of the receiver. If the receiver has to move to return the serve, stop play and reserve.
10. Games:
 - a. Games for 3.5 and above have the following**
 - b. The first three hits of a point "are consider to be", in order: 1) serve 2)service return 3)drop shot. They are all dinks.**
 - c. Once that third shot is hit then teams can try and hit: (1) Ernie shots or (2) around the post shots. All shots must be dinks in the kitchen until an Ernie or around the post shot is hit.**
 - d. Once an Ernie or around the post shot is hit, anything goes for the rest of that point.
11. Games:
 - a. Games for the 3.0 and lower will be games to eleven and dink only.**
 - b. Starting of the game and player rotations are like playing games from the base line. The player on the top of the pairings and the team on the top of the pairing starts the match. (zero-zero two)
 - c. A ball is served diagonally to your opponent to start the game. After that dinks can involve any player. The starting serve must be bounced
 - d. A point is won when you out dink your opponent.
 - e. All dinks must land in the Kitchen.
 - f. A player must let the dink land in the Kitchen before returning. If a player in the Kitchen is hit by a dink or hit the dink before it lands in the Kitchen the point is lost.