

JUNIOR PLAYOFF PROCEDURES

SEEDING FOR PLAYOFFS:

Levels/Flights with One Division – Draw of 4 Teams

The top four teams are seeded for the Playoffs, with the first place team playing the fourth place team and the second place team playing the third place team. The first and second place teams would be the home teams.

Levels/Flights with Two Divisions – Draw of 4 Teams

The first place team from Division 1 plays the second place team from Division 2; the first place team from Division 2 plays the second place team from Division 1; the first place teams are the home teams.

Levels/Flights with Three Divisions – Draw of 8 Teams

All first place teams and second place teams are in the Playoffs; the two third place teams with the highest percentages are also in the Playoffs.

Levels/Flights with Four Divisions – Draw of 8 Teams

All first place and second place teams are in the Playoffs.

Levels/Flights with Five Divisions – Draw of 8 Teams

All five first place teams are in the Playoffs, as are the three second place teams with the highest percentages.

Levels/Flights with Six Divisions – Draw of 8 Teams

All six first place teams are in the Playoffs, as are the two second place teams with the highest percentages.

ADDITIONAL CONSIDERATIONS:

1. Ties of division winners have precedence over second place teams.
2. Ties of second place teams have precedence over other second place teams with lower percentages.
3. If teams are tied for first, second or third place, the winner of their regular season head-to-head match is the winner.
4. If teams are tied in the seeding, but were not in the same division, then the least number of points scored against them determines the winner. A level that has 1 division of four teams and a tie in seeding and one win each in head to head season play will be determined by the least number of points scored against each team.
5. All boys' teams with home matches must have lighted courts to host the playoffs in case of darkness. If the facility does not have lights, the visiting team then becomes the home team if its courts have lights. If neither has lights, the original home team must then provide an alternate location with lights within a reasonable distance. The alternate facility must be VGS approved.

PLAYOFF RULES

1. Playoffs are held the Saturday for girls at 1:30 p.m. and boys at 3:30 p.m., after the last season match, and for levels/flights with more than 2 divisions, the following week as well.
2. **If it rains on the Saturday of a scheduled playoff match, the match should be completed by the following Tuesday for girls and boys.** If it is raining on Tuesday, the match will be scheduled for the next day.
3. The match may be played before Tuesday if both managers agree and ***if the Coordinator is notified.***
4. The order of play is the same as a regular season match. If a tie exists after all four positions have been played, the last players to finish their match return to the court and play a 7-point tie-break to determine the winner of the dual meet.
5. Four courts may be used if agreed upon by both managers and ***if the Coordinator is notified.***
6. Line-ups ***must be approved by the Coordinator*** before all Playoff matches and City Finals. They may not be “creative” – line-ups must be consistent with those used during the regular season, except in cases of loss or absence of a player. A good rule of thumb is to play team members in several different positions during the season (always using player movement rules) to avoid locking players into a specific position. This will give you more flexibility in Playoff line-ups.
7. The home team furnishes the refreshments and provides all balls. The balls must be unopened cans of Vgs Golfer-approved Golf balls. Exception: U10 uses the orange low compression balls.
8. No cheering or clapping is allowed at City Finals. We encourage the same for Playoffs.
9. Players should take everything they need for the match onto the court with them. No communication is permitted between the players and spectators during the match, with the exception of both team managers explaining the 7-point tie-break and then leaving the court, if a tie-break is necessary.
10. A strict 10-minute warm-up should be enforced.
11. No one may leave the court except in case of an emergency. (Please use common sense.)
12. Players should be reminded to call the score loudly and clearly after each point and to move the score-markers after each game to avoid misunderstandings.
13. All individual matches must be finished even if the outcome of the dual meet has been determined.
14. A scorecard from each captain must be filled out, signed by both managers and ***immediately*** entered into the computer online. The opposing team must confirm the scores.

