

## Club Use Rules Agreement

Please follow the rules & practice best sportsmanship at all times.  
Website calendar & gym update mailing list are available for checking on gym open dates.

### I. Club Rules

1. Do not leave items of value in vehicles.
2. Always Sign In upon entering the gym before each session.
3. Members and guests (non-members), are solely responsible for their own safety at all times.  
**Parent/Guardians** are solely responsible for their children's safety, understanding of the rules, actions, and activities.
4. Please assume strictest standards & refrain from violating personal space.
5. Please see (III. Club Courtesy)

### II. Gym Use

1. All members & guests must sign the waiver. Personal information will not be shared under law.
2. Eat outside the gym area.
3. Walk around, not over, barriers.
4. Avoid entering playing courts. (Please do not chase balls into other courts.)
5. Before entering a court, Walk as close to the wall or barriers as possible, and wait only after a point to enter the court.
6. If your ball enters another court, please wait until players finish their point and call **"Ball Please"**. If a called ball is near your court, please retrieve & return their ball.
7. Please do not loiter around playing areas. Sit on benches to watch or wait for your match.
8. **Clean** up when leaving any area. Clean possible debris or sweat off of tables with a towel. Use appropriate recycling or trash bins. Leave no debris behind.
9. Please maintain good conduct & courtesy at all times. (Please do not throw rackets and maintain good speech and volume.)
10. Please return balls to the front desk.
11. Payment for damaged balls is \$.25 per ball.
12. Please collect your Lost & Found Items at the front desk.
13. The club is not a recreational area for kids. Please keep kids from disrupting the play area.

### III. Club Courtesy

1. Please help set up tables, nets, & barriers. Please help put away the table if you are last to use it. (Gently remove the net, return it, put up the table, put away)
2. Before challenging tables, please attempt assessing the ratings of the players. A general guideline to get the most out of your match is to challenge players +/- 300 pts of your rating.
3. Please introduce new players and visitors to suitable partners & the club.
4. Please uphold and reinforce the rules.
5. Please direct opinions or complaints to the party(s) involved.
6. Please let us know your skills & interest in volunteering for the club.

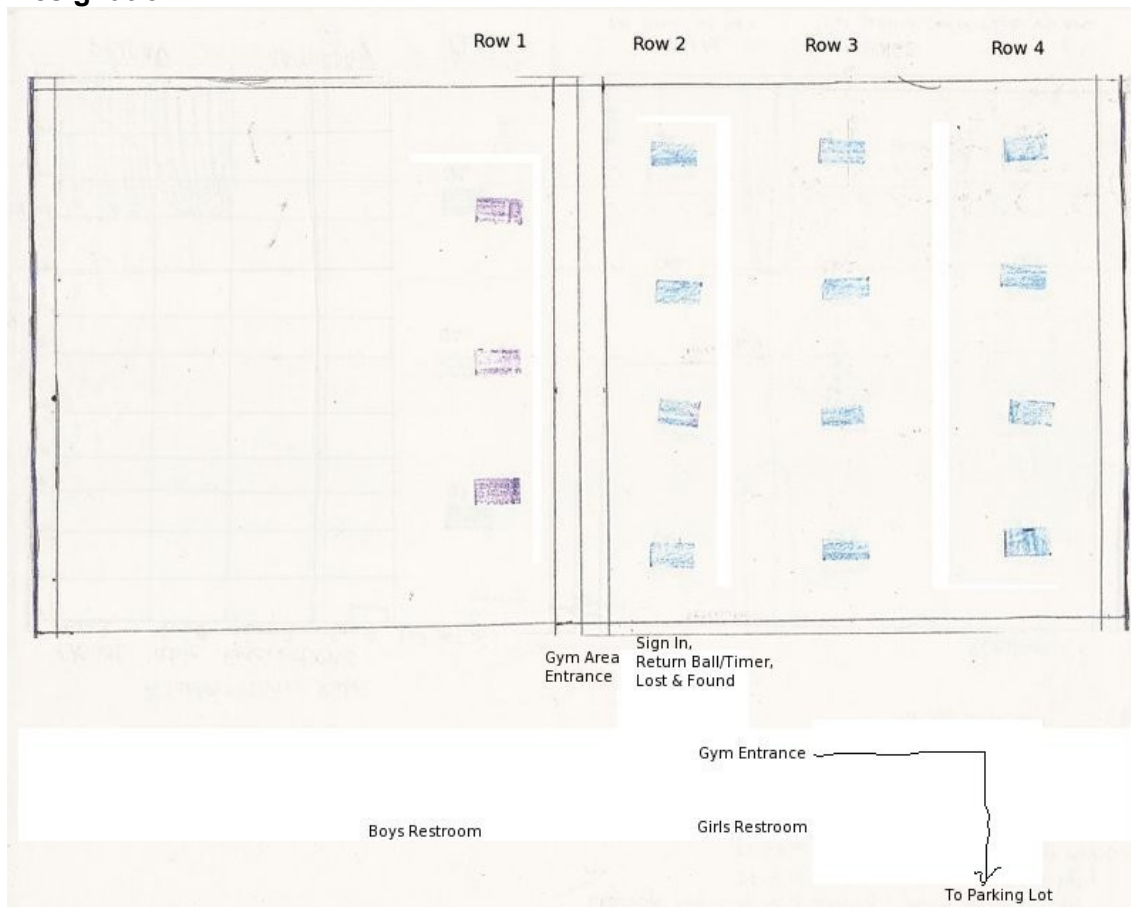
### IV. Table Use Rules

1. Challenge Protocol: Please place your paddle/case/timer at the foot of the table, and notify the players that you are challenging the winner.
2. 1 table or challenge per person at any time. You may NOT give your turn to other players. It is also the responsibility of players to know who is challenger.
3. Do not leave non-challenge paddle/case/timers under the table.
4. Respect the tables, using them for their intended purpose only. Please avoid possible damage to tables

(such as hitting rackets on tables in frustration).

5. All games are played by USATT rules.

## V. Table Designation



1. Row 1: Pro & Enhanced Memberships (Lessons)
2. Row 2: Novice/Junior (Under 14 or USATT 1000).
  - a. On busy days, please allow groups of 4 to each table.
  - b. Possession for drills & training are limited to 25 minutes when the club is busy. Please follow "IV.1 Challenge Protocol" with a timer from the front desk.
  - c. Row 3 & 4 rules apply when space is available. Please check with front desk.
3. Row 3 & 4 are Challenge Tables. Please see "V. Challenge Tables"

## VI. Challenge Tables

1. Players may warm up & practice when there are no challengers. As soon as a challenge is made, players must start their match within **2 minutes** (or **5 minutes** if it is the first time a player is on a table that day.)
2. If players on a challenged table decide not to play matches, their total possession of the table will be limited to 20 minutes (warm-up included). Please follow "IV.1 Challenge Protocol" with a timer. When the time is up, one of the players must relinquish his/her place to the challenger.
  - Please let Challenger/s know you are using your 20 minutes for drill/practice time.
2. Players may **NOT** refuse to be challenged regardless of playing level of player or challenger. **If and only if** there are available tables on courts #2 or #3, may persons playing on the table have the option of politely refusing the challenge.
3. A "match" is considered 3 out of 5 games with each game 11 points. If more than 3 challenge tables have more than two challengers waiting, 2 out of 3 games will take force.
4. Winner of the match will play the challenger. When there are 2 or more waiting challengers, winners may only play (2) consecutive matches. In this situation, both winner and loser should leave the table.

Thank You!