**Schedule and Play**

**Saturday Schedule (October 2nd):**

An early Continental breakfast is available to players.

Warm up courts are available.

New balls will be supplied for each round.

8:00am: All teams to have all players meet at MTC

8:15-8:45am: Team introductions & team photos will take place on Court 1

8:45am: Captains must turn in their team lineups.

9:00-9:15am: Players get their court assignments and head out to play. A 10-minute warmup is allowed.

9:25am: Play starts and CALCUTTA XLII BLASTS OFF!!

**Saturday Play:**

Saturday’s matches are an 8-Game Pro-set with no-ad scoring.
A 7- point Coman Tie Breaker is played if the set score is tied at 7-7.

The eight CALCUTTA teams are divided into two flights of 4 teams with 12 players per team. Each team this year has 6 Women and 6 Men

A team match consists of individual matches:

1. Men’s doubles #1
2. Women’s doubles #1
3. Mixed doubles #1
4. Men’s doubles #2
5. Women’s doubles #2
6. Mixed Doubles #2

**Producers Guild**

**Saturday - Round 1**

Flight 1

Team 2 (Dodgeball) plays Team 1 (Wizard of Oz)

Team 3 (Top Gun) plays Team 4 (Shrek)

Flight 2

Team 2 (Dodgeball) plays Team 1 (Wizard of Oz)

Team 3 (Top Gun) plays Team 4 (Shrek)

**Saturday - Round 2**

Flight 1

Team 4 (Shrek) plays Team 2 (Dodgeball)

Team 1 (Wizard of Oz) plays Team 3 (Top Gun)

Flight 2

Team 4 (Shrek) plays Team 2 (Dodgeball)

Team 1 (Wizard of Oz) plays Team 3 (Top Gun)

**Saturday - Round 3**

Flight 1

Team 4 (Shrek) plays Team 1 (Wizard of Oz)

Team 2 (Dodgeball) plays Team 3 (Top Gun)

Flight 2

Team 4 (Shrek) plays Team 1 (Wizard of Oz)

Team 2 (Dodgeball) plays Team 3 (Top Gun)

**Directors Guild**

**Saturday - Round 1**

Flight 1

Team 2 (Austin Powers) plays Team 1 (Grease)

Team 3 (Saturday Night Fever) plays Team 4 (Revenge of the Nerds)

Flight 2

Team 2 (Austin Powers) plays Team 1 (Grease)

Team 3 (Saturday Night Fever) plays Team 4 (Revenge of the Nerds)

**Saturday - Round 2**

Flight 1

Team 4 (Revenge of the Nerds) plays Team 2 (Austin Powers)

Team 1 (Grease) plays Team 3 (Saturday Night Fever)

Flight 2

Team 4 (Revenge of the Nerds) plays Team 2 (Austin Powers)

Team 1 (Grease) plays Team 3 (Saturday Night Fever)

**Saturday - Round 3**

Flight 1

Team 4 (Revenge of the Nerds) plays Team 1 (Grease)

Team 2 (Austin Powers) plays Team 3 (Saturday Night Fever)

Flight 2

Team 4 (Revenge of the Nerds) plays Team 1 (Grease)

Team 2 (Austin Powers) plays Team 3 (Saturday Night Fever)

**Sunday Schedule (October 3rd)**

A Continental breakfast is available to players.

Warm up courts are available.

New balls will be supplied for each round.

8:00-8:30am: All teams to have all players meet at MTC

8:30am: Captains must turn in their team lineups. The strongest player in the lineup must play at #1. (no sand-bagging allowed)

8:45-8:55am: Players get their court assignments and head out to play. A 5-minute warmup is allowed.

9:00am: Quarterfinals play starts

11:00am: Semifinals play starts

1:00pm: Let the FINALS begin!!!

3:00pm: Award ceremony to award the Champions of Calcutta XLIV, MVP, and Rookie of the Year, Murry Cann Team Spirit Award, plus a final thank-you.

**Sunday Play:**

Sunday’s matches will be a **6-game, no-ad set,** with a 7-point Coman Tiebreaker played if the set score tied at 5-5.

**Round 1 - Quarterfinals**

From Saturday’s results:

Flight 1, 1st place team plays Flight 2, 4th place team

Flight 1, 2nd place team plays Flight 2, 3rd place team

Flight 1, 3rd place team plays Flight 2, 2nd place team

Flight 1, 4th place team plays Flight 2, 1st place team

**Round 2 - Semifinals**

The four teams with highest scores from the Quarterfinals round play the two Semifinal Team Matches. The team with the highest quarterfinal score plays the team with the lowest score and the team with the second highest score playing the team with the third highest score.

**Round 3 Finals**

The two teams with the highest scores in the Semifinals play in the Finals. The Finals matches are played in the following sequence on Court 1:

1. Men’s #2 doubles
2. Women’s #2 doubles
3. Mixed #2 doubles
4. Men’s #1 doubles
5. Women’s #1 doubles
6. Mixed #1 doubles

Points in the Finals Match are 2x of games won. i.e. If the set scores are 6-4 the winner would get 12 points and the loser would get 8 points. Or if the score was 6-5 the winners would get 12 points and the losers would get 10 points.

**Rules of Play**

**Team Line-up Rules**

Team lineups must be straight-up. Because of the unprecedented number of 4.5 players this year the “no-sandbagging” rule has been slightly adjusted. The 4.5 player MUST play in the higher line in their section regardless of the combined rating. For instance, if a line is a 4.5/3.0 combo (7.5 combined), that line must still play in number one even if the other line is a 4.0/4.0 (8.0 combined) line. PLEASE NOTE, this is a test run of this system so feedback is appreciated but with grace as we are dealing with new (and awesome) circumstances.

**No-Ad Game Scoring**

No-ad games are scored by points (1,2,3), rather than 15,30,40, deuce, ad, etc.

If a game reaches 3-3 deuce, then one, no-ad point is played. The winner of the no-ad point wins that game.

**No-Ad Game Serving:**

In Men’s and Women’s doubles, the receiving team decides who will receive the serve for the no-ad point.

In Mixed doubles, the no-ad serve is always Male to Male or Female to Female.

**Coman Tie Breaker for Sets**

The Coman Tie Breaker is played when the set score is tied at 7-7 in an 8-game set or tied at 5-5 in games in a 6-game set. The winner is the first to 7 tiebreak points by 2 points to win the set.

**Tie Breaker Serving Order**

The first person to serve in the Tie Breaker is the next server in the rotation, and only serves one point to start the tiebreaker. After the first point, the teams change sides.

The subsequent servers will serve two points.

After the first game, the teams then switch sides after every 4 games. This system makes sure that each server continues to serve from the same side of the net as they have during the match.

**Tied Team Scores**

In the case of ties, the team with the least lost games will be judged the winner. In the case of an absolute tie, the winner shall be decided by the toss of a coin by the Co-Commissioners.

**Replacement Players**

Replacements for “down” players shall be decided by the Co-Commissioners who shall make a best effort to find an “equal to or less than” replacement. If that is not possible, then a like skilled member of the team, at the discretion of the Co-Commissioners, shall be designated to replace the “down” player. This applies to a “down” player during a match and will also apply during the event. If time permits, and a suitable replacement becomes available, then the “down” player will get a replacement.