

Minnesota State Handball Association

Twin Cities Handball League

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TWIN CITIES TUESDAY NIGHT HANDBALL LEAGUE

Start Times

League matches begin promptly at 6:30 pm.

Plan accordingly regarding traffic and travel time.

If you think you will be late, it is your responsibility to notify either someone on your team or the other team and let them know you are on your way.

While teams are encouraged to be understanding and allow competition to occur when reasonable, late players can be disqualified 30 minutes after the scheduled play time.

Meet Formats

The top skill players and doubles teams are expected to play in the top slots.
The home team chooses (↑↓) a 4-match or 3-match format at the time of play.
If no verbal agreement is reached on matchups, team lineups will be submitted on paper.*

The default league format has **FIVE PLAYERS** participating from each team:

Doubles ●● 12 points
#1 Singles ● 9 points
#2 Singles ● 7 points
#3 Singles ● 5 points



#1 Doubles ●● 13 points
#2 Doubles ●● 11 points
Singles ● 9 points

Opposing captains may also agree to field **SIX PLAYERS** per team.
Such agreement is expected to be reached 24 hours or more before the time of play:

#1 Doubles ●● 12 points
#1 Singles ● 9 points
#2 Doubles ●● 7 points
#2 Singles ● 5 points



#1 Doubles ●● 13 points
#2 Doubles ●● 11 points
#3 Doubles ●● 9 points

If a team can only field 4 players, forfeiture of 3rd singles (5 points) or the only singles match (9 points) is awarded to the other team, pending the home team's choice of format. If a team can only field 3 or fewer players, the other team chooses which match(es) will be forfeited such that the choice reflects the number of lacking players. If the non-offending team's captain is not made aware of the lack of players before noon on the day of the meet, then the team lacking players is also penalized 5 points. If captains have agreed to a six-player format, then the format may be reduced to five players per team, without any forfeitures or penalties, only if adequate notice is submitted prior to noon on the day of the meet.

*For the playoffs, lineups are submitted on paper by default. Noninvolved captains rule on contested match seeding. The Commissioner, or President in Commissioner's absence, breaks any tie vote, but seeding stands as submitted if neither is present.

Handballs

Each team provides two balls per meet.

If the home team chooses a 3-match format, the away team provides one ball.

Red 21 is the official league ball, but the ONE ball may be used if both sides agree.

Player Eligibility

One is eligible for the playoffs if they have played in at least 3 regular season meets. Each team's primary captain is granted playoff eligibility regardless of meets played.

Individuals are each expected to play for only one team during a single season. If a player elects to change teams mid-season, their meet count for playoff eligibility is reset to zero.

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