



# Coeur d'Alene Tennis Association 2015 Adult League Rules

**ALL CAPTAINS AND PLAYERS ARE RESPONSIBLE FOR READING AND ADHERING TO THESE RULES!**

## TEAMS

### TEAM CAPTAINS

The team formation committee appoints **TEAM CAPTAINS** and **ASSISTANT CAPTAINS** who are responsible for ensuring team member timeliness, monitoring ranking challenges and reporting scores to the League Scoring Coordinator. Captains shall be available during match play to answer questions, clarify rules, settle disputes, etc. Assistant Captains will assist the Team Captain as needed.

### TEAM MEMBERS AND RANKING

Teams shall be composed of 8 members ranked according to skill level only (no segregation by age or gender). We do our best to place players in the most appropriate position for their skill level. However, this is a challenging task with inexact results, particularly with players who are new to the league. Players are encouraged to challenge the person above or below them if they feel their ranking is inappropriate. Team Captains may also require a challenge match if they believe a player on their team may be incorrectly ranked. Rearranging players by mutual consent is also a privilege of the Team Captain. Doubles teams are #1 & #2, #3 & #4, #5 & #6, and #7 & #8.

### CHALLENGE MATCHES

Challenge matches are used to help determine the best ranking of the players on a given team. All challenge matches between two players should utilize the normal CTA game & set scoring format described in these rules unless mutually agreed otherwise. The winner of the challenge match will assume the higher ranking position on the team. There is a limit of one challenge match per week.

**Mandatory Challenges:** If a player wins 2 matches with a score of 9-2 or higher during the season, they must challenge the player at the next highest level on their team before their next scheduled match. Similarly, if a player loses 2 matches during the season by a score of 2-9 or lower during the season, they must challenge the player at the next lowest level on their team before their next scheduled match.

### TEAM SCORING

Each singles or doubles game won by a team member counts as one team point, so every game counts! Each 11-game set is worth 11 team points. A total of 132 team points are available during each evening's match unless there are forfeits which will reduce this total. Captains will leave the original in the **DROP BOX** at the courts **BEFORE LEAVING THE COURTS** and keep the copy for records/backup. For all make-up matches, leave the original copy in the drop box once all matches are completed.

## MATCH PLAY

### SUPPLYING BALLS

The match schedule clearly designates the **HOME TEAM**. Each home team member shall supply a can of **NEW, UNOPENED** tennis balls for each match.

## **GAME FORMAT**

No-Ad scoring will be used and the first player/team to win 4 points wins the game. At deuce (3-3), the receiving player/team will choose which side/player to serve to - either deuce-side (right) or ad-side (left).

## **SET FORMAT**

A set will consist of 11 games. Regardless of set score, a total of 11 games shall be played resulting in example winning set scores of (11-0), (8-3) or (6-5). If a match reaches a tie at 5 games each (5-5) a CTA tie-break game will be played in lieu of the 11th game to earn the 6th and winning game for the singles player and/or doubles team. The format of the CTA tie breaker is described below.

## **TIE BREAK GAME**

A tie (5-5) is resolved by the CTA tie-break game which is won by the first player/team to win **5 POINTS**. Service order for the tie-break will be as follows:

Following the 10th game (5-5), the person that would normally serve the next game serves **ONLY ONE POINT** from the **DEUCE** (right) side. After the first tie-break point the service switches to the other player/ doubles team and the new server always begins serving on the **AD** (left) side followed by the deuce side for a total of two points per server. Continue to switch serving every two points (alternating between players/ doubles teams just as in the regular service rotation) until a player or doubles team wins **5 POINTS**. A minimum of 5 points and a maximum of 9 points will be played in a tie-break game. The only possible tie-break game scores are:

<u>WIN</u>	<u>LOSS</u>
(5-0)	(0-5)
(5-1)	(1-5)
(5-2)	(2-5)
(5-3)	(3-5)
(5-4)	(4-5)

**DO NOT SWITCH COURT ENDS.**

## **LINE CALLS**

Never assume the ball is going out. Call the ball out **ONLY** when you see it hit the court area out of play. Remember, the ball must be **COMPLETELY** out to be out.

## **HONOR SYSTEM**

CTA promotes and expects honesty, fair play and resolving disputed calls in a civil and courteous manner.

## **FINAL STANDINGS**

Final league standings will be determined by overall team win/loss record with ties broken by head-to-head results and then overall team point totals. Please report scores in a timely manner.

# **MATCH TIMES**

## **SCHEDULED MATCH TIMES**

Matches are scheduled Monday through Thursday at 6 PM at the Lake City High School (LCHS) tennis courts. Each player will play one 11-game singles set and one 11-game doubles set per match for a total of 22 games each match. Warm-up time is limited to 10 minutes; therefore all matches shall begin by 6:10pm.

## **RAINOUTS**

If your captain has not told you the match is cancelled, you **MUST** show up to play. If it appears absolutely certain weather will cause a match to be canceled, Team Captains can agree to cancel the match ahead of time and notify players as soon as possible. Players on each teams will work together to schedule a make-up match. If a match is rained out during play, it will be resumed with the scores standing as they were when play ended.

## **MAKE-UP MATCHES**

Make-up matches must be replayed and reported to the scoring coordinator **within 2 weeks** of original match date.

## **FORFEITS**

If a player does not show up, their singles set will be forfeited with 7 games awarded to the opposing team (set scored as 7-0). Their doubles set will be canceled with no games awarded to either team (set scored as 0-0). If a player arrives at the court **AFTER 6:15pm**, that player's singles set will be **AUTOMATICALLY FORFEITED** with no negotiation. If time permits and all players are available, the doubles match will be played and scored regularly. It is important to make every effort to show and play your matches as it affects the other players who have made arrangements to attend and play.

# **SUBSTITUTES**

It is the responsibility of each player to arrange for a substitute whenever they cannot participate in a match. Players shall inform their team captain by no later than 4PM the day of match play or earlier if possible, when a substitute player is arranged. The substitute shall be informed of the captain name and position they will play and ball requirements.

Substitutes should be found in this order:

- First, Sub players at your level**
- Second, Regular players at your level**
- Third, Sub players one level below your level**
- Fourth, Regular players one level below your level**
- Fifth, Any player one level above your level**

**IMPORTANT:** Substitute players pay league fees to be on the roster and they are to be given preference over other regular players in the event you are unable to make a scheduled match.

It is the responsibility of substitutes to be on time and check the league schedule to see if they are playing for a home team and need to **SUPPLY NEW BALLS**.

# **SAFETY & SPECIAL SITUATIONS**

## **BALL ON COURT**

If a ball should roll onto your court while a point is in progress, stop immediately and play the point as a let (play entire point over starting with the 1<sup>st</sup> serve). **Rule applies at all times regardless of the situation for player safety.**

## **DELAY OF GAME / MEDICAL TIMEOUT / WATER BREAKS**

Health and safety are of paramount importance and you must know your own limits. Tennis is an active sport and physical conditioning is part of the game. A brief medical timeout is allowed for an obvious injury, but otherwise the match shall be continuous and played at the server's pace. Water breaks should be taken during changeovers and unless mutually agreed, water breaks during games are not allowed. In the event that a player is unable to recover from an injury on court within a few minutes, or a player is unable to continue a match without unreasonable delay due to their own lack of physical conditioning, unfortunately, in this situation the remaining games shall be forfeit.

## **COURT ETIQUETTE**

- **NEVER** walk behind players on a court during play – wait until the point has concluded before proceeding.
- Please make reasonable efforts to prevent your balls from going onto adjacent courts and do not proceed onto that court to retrieve a ball that may hinder or interrupt other players during a point. If a ball does enter the adjacent court, notify other players with a “ball on court” or similar warning to avoid injury.
- Only shoes with non-marking soles are allowed on all courts.
- Shirts are required of all players during play.

## **REACHING OVER THE NET**

Players **MAY NOT** reach over the net or break the imaginary vertical plane over the net to hit a volley. A player's racquet can pass over the net only if the ball has been struck on their own side of the net. In other words, you have to wait for the ball to pass completely over the net before you can hit it. If a player does break the plane of the net before the ball passes the net, that player loses the point. The only exception to this rule is if the spin or wind brings the ball back over the net to the side of the player(s) who hit the shot, the opponent(s) may then reach over the net and play the ball. Under no circumstances may a player touch the net or the opponent's court as it will result in the loss of the point.

## **FOOT FAULTS**

Foot faulting is cheating. Neither foot can touch the service line or any area inside the court, other than the area behind the baseline within the imaginary extensions of the center-mark and side-lines during the service motion. As a recreational league one warning is appropriate, but continued flagrant violations should result in the loss of the point. Any player can call the fault after a warning, but the foot fault must be extremely flagrant and 100% visible.

## **INCOMPLETE GAMES**

All incomplete and unfinished games of a set, up to a maximum of 7 games will be forfeited and awarded to the opposing team in the event a player for any reason does not complete a set.

## **PROTESTS**

In the unlikely event of a protest regarding a match, the affected Team Captains shall first try to come to an immediate and mutual resolution. If that is not possible, then they should contact the Adult League Director for a ruling. If at all possible, the match should be completed. Remember, everyone is on the court for fun.

## **CHRONIC NO SHOWS**

If a player misses 2 matches and does not arrange for a sub for those matches he/she will be dropped from the team and replaced with someone from the substitute list. Substitutes moving to the regular list will not be charged an additional fee and the dropped player will not receive a refund. In the event of unusual circumstances, this ruling may be appealed to the Adult League Director.

## **LEAGUE EXPULSION**

It is essential that CTA league matches are safe, friendly and encourage a high degree of sportsmanship. Players are expected to self-regulate and are reminded that it is a privilege to participate in the all-volunteer CTA which seeks to promote healthy community interaction. While CTA hopes expulsion is never a necessary course of action, the policy in effect for unruly and/or excessively disagreeable players is as follows:

1. Behavior that warrants expulsion from CTA league play includes, but is not limited to:
  - a. Any form of violence or threatening behavior.
  - b. Hitting a ball after a point has concluded that strikes another player.
  - c. Multiple substantiated reports by fellow players of inappropriate gamesmanship or unsafe conduct.
  - d. Unrestrained and consistently offensive language.
  - e. Causing their team to forfeit twice during the season due to late or no-show.
2. The offending individual(s) will be reported by a player in written format describing the situation(s) to either a captain or the Adult League Director. In the case of violence, threatening behavior or unsafe conduct, the Adult League Director has the authority to immediately terminate a player's CTA membership. In cases where two captains witness or concur that a player is guilty of actions deeming expulsion, the two captains have joint authority to immediately expel an offending player from the league at the time of the incident. In all other cases, the Adult League Director will provide a summary report and a recommendation to the Board of Directors and a vote of three board members will result in a player's expulsion from CTA. In the event a captain is the offending individual, the Adult League Director will handle the matter at the league director's discretion.
3. The expulsion will be permanent and may be reversed only by appeal to the Board of Directors. The Adult League Director will vote only in the instance of a tie vote. No refunds shall be given in a case of expulsion.