

Delaware Junior Team Tennis Association, Inc
www.DelawareJuniorTeamTennis.net
or
DJTTA.org

Rules & Format Fall League 2009

A. INTRODUCTION

The Delaware Junior Team Tennis Association, Inc. would like to state as its mission, the following: The League's purpose is to provide a friendly, yet competitive, format for local young tennis players where the main focus is on teamwork and player development. Players in this league are encouraged to cheer for both teammates and opponents in a positive manner, and to work together to help the team. Coaches may encourage players during matches when appropriate. The vision is that each player will feel valuable to the team, and will show respect for all ability levels, so that friendships will grow within the community of athletes. The Rules of Play are structured with these goals in mind.

B. SCHEDULE & VENUE

Start date: Sunday 09/13/2009

End date: Sunday 10/25/2009

Match location:

Delaware Tennis Center at Bellevue State Park – Roland Garros
Archmere Academy – Davis Cup I and Davis Cup II

Match Times: Roland Garros

Session 1 – 1:00 pm – 2:30 pm

Session 2 – 2:45 pm – 4:15 pm

Davis Cup I and II

Session 1 – 1:00 pm – 3:00 pm

Session 2 – 3:15 pm – 5:15 pm

Optional Practice Start Date: Wednesday 9/17/2008

Practice location: Tatnall High School

Practice days: Wednesdays - all leagues

Practice time: 5:30 pm to 7:00 pm

C. FORMAT

1. All teams will have 6 players.
2. Each Session, teams will play 6 singles matches and 6 doubles matches and each player plays one singles and two doubles
3. Each coach will assign players to matches (both singles and doubles) based on strength of players, see MATCH LOGISTICS section for more detail.
4. Each match ends after 6 games are played. There is no Tie Breaker.

D. MATCH LOGISTICS

Single & Doubles Rankings and Play

1. On a weekly basis each coach will need to determine player rankings/ladder strength for his/her team. Players will be ranked as #1, 2, 3, 4, 5, or 6. Coaches may revise the rankings as needed throughout the season, prior to the exchange of scorecards at the start of any match. Individual match scores are recorded on the website and can be used for the purpose of reshuffling the lineups
2. Each week the matches will be played according to the Match Matrix below. If a player is absent, the coach will have to fill in based on his/her judgment, trying to maintain player rankings. Once a player is assigned a ranking for a particular week, that player will maintain that ranking for all the games played in that Session.
3. The rankings may be changed only on a weekly basis. (The purpose for this requirement is to ensure that each player is available to play in the sequence below, and to provide the players with the appropriate level of competition.)

Match Matrix

1. Formats differ for Roland Garros and Davis Cup
2. Roland Garros will play the 3 court format (see attached Scorecard)
3. Davis Cup will play the 2 court format (see attached Scorecard)

E. GENERAL RULES

1. There are No Substitutions for any match.
2. There are no Tie Breakers; a score of 3-3 stands.
3. Each match starts with the spin of the racquet to determine serve.

4. We will adhere to "NO-AD" scoring. Once a score of deuce is reached, the next point wins. At deuce, the receiver is permitted to choose on which side to receive serve (deuce or AD court). This applies to both doubles and singles. In the case of doubles, the choice is which PLAYER will receive serve.
5. We Play Service Lets (ball hits the net during a serve and drops into the receiver's correct service box the ball is played as a good serve).
6. At the beginning of each Session, Coaches will exchange scorecards with the player's names for each match.
7. NO changes are permitted after the exchange. In the event of a player arrives late, the coaches should agree to start the match but with an out of sequence match based on the MATCH LOGISTICS grid.
8. There will be a 10-minute warm-up at the beginning of the Session. Each team will have at least one court for warm-up. There will be no warm-ups thereafter. Late players miss warm-up.
9. Players switch sides at the completion of the third game only.
10. Each court has a flip chart for scoring of games. Flip after each game if possible or when switching ends. All players from each match/court together must report the final match score to the Scorekeeper or League Official immediately after the match.
11. Coaches should verify scores with the opposing team Coach at the end of each match if possible, or as often as feasible.
12. At the end of the match the Coaches should agree as to which Coach will report the scores.

F. CONDUCT

1. The league will strictly enforce a ZERO tolerance policy towards any physical, verbal, racquet or ball abuse.
2. **THERE WILL BE NO WARNINGS.** Any violation or display of unsportsmanlike conduct will result in an automatic suspension from the remainder of match play.
3. Players are **REQUIRED** to call out the game score prior to each serve. Coaches are to encourage score reporting throughout the matches, and to inform all players of their responsibility to announce the score before each serve.
4. Coaches are required to allow the players to settle any score disputes amongst themselves in accordance with the USTA Score Dispute Resolution Procedure:

USTA Score Dispute Resolution Procedure

When a score is disputed during a game, follow each step below as needed until an agreement is reached:

- a. Each player/pair states what he or she believes to be the correct score. Players should try to discuss/work out the dispute, recalling points played, etc. If no solution is reached, go on to step b.;*
- b. Revert back to last score that both players/teams agree to: for example, if Player A believes the score is 30-40 while B believes it to be 40-30 but they both agree that at one point the score was 30-30, then the score will revert to 30-30 and play continues from that point;*
- c. If no agreement can be reached using steps a. or b., then both players/teams re-state what they believe the current score to be; a player will then spin a racquet, the winner of the spin is considered correct as to score, and play resumes from that score.*

G. SUBSTITUTIONS

1. A list of subs will be provided to the coaches. Subs may have restrictions as to the league in which the sub can play and/or as to the position that the sub can play. Coaches should be cognizant of the restrictions when asking a player to sub.
2. Subs also can be obtained from the players on the teams playing in the same league but at a different time. Coaches should be mindful of the position that the player plays on his/her team and not play the player more than one position above or below the position that the player has been playing.
3. If the team cannot get a sub, the team can play shorthanded but must play its remaining players only one position, up or down (for example a number 2 player can play number 1 or number 3 as a sub but not number 4, 5 or 6).
4. If shorthanded by two players, or if the one up one down rule can not be enforced, the matches should play so that everyone gets the opportunity to play but the scorecards should be adjusted to reflect that some matches should have been recorded as 6-0.