



## Delaware Junior Team Tennis Association, Inc

[www.DelawareJuniorTeamTennis.net](http://www.DelawareJuniorTeamTennis.net) or [DJTTA.org](http://DJTTA.org)

### Rules & Format Winter League 2008

#### 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 instruct 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. FORMAT

1. All teams will have 6 players.
2. Each coach will assign players to matches (both singles and doubles) based on player strength.  
(See MATCH LOGISTICS section for more detail.)
3. Each Session, teams will play 6 singles matches and 6 doubles matches for a total of 12 matches.
4. Each match ends after 6 games are played. There is no Tie Breaker.
5. Each week a pair of teams will have two courts for a 2 hour session, or 3 courts for an hour and a half session.

#### C. MATCH LOGISTICS

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. A **recommendation** of player ranking will be sent out to the coach prior to the first week's match play. Coaches may revise the rankings as needed throughout the season, **prior** to the exchange of scorecards at the start of any match.
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. 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.)
3. Match Matrix

#### 6 players/team on 2 Courts

	Player Playing in Court #1	Players Playing in Court #2	# of Games / Match
Round 1	5	1 & 2	6
Round 2	3	4 & 6	6
Round 3	1	2 & 5	6
Round 4	6	3 & 4	6
Round 5	2	5 & 6*	6
Round 6	4	1 & 3	6

\* Needs to play two consecutive rounds

#### 6 players/team on 3 Courts

	Player Playing in Court #1	Player Playing in Court #2	Players Playing in Court #3	# of Games / Match
Round 1	5	6	1 & 2	6
Round 2	1	2	3 & 4	6
Round 3	3	4	5 & 6	6
Round 4	2 & 5	4 & 6	1 & 3	6



## GENERAL RULES

1. No player may be substituted during a 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).
6. At the beginning of each Session, Coaches will exchange scorecards with the player's names for each match. 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.
7. 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.
8. Each court should have a flip chart for scoring of games. Where available, 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.
9. Coaches should verify scores as often as feasible, and at the end of each match.

## C. CONDUCT

1. The league will strictly enforce a ZERO tolerance policy towards any physical, verbal, racquet or ball abuse. THERE WILL BE NO WARNINGS. Any violation or display of unsportsman like conduct will result in an automatic suspension from the remainder of match play. 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.
2. 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.



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