

Reston Team Tennis **2015 Rules**

Reston Team Tennis (RTT) is an adult league administered by Reston Association (RA) using USTA standards and rules.

Players

1. Players must be either an RA Member or hold a Non Resident Tennis pass prior to joining the league and entered on a team roster; players must be on a roster before they can play in a match. **No exceptions.**
2. All players, (including subs), must be 18 years of age by April 1, 2015 to play.
3. All players will provide either a current USTA rating or have an National Tennis Rating Program (NTRP) rating on file less than 3 years old. RA will provide updated or new ratings if requested and will review ratings based on performance annually. All appeals to USTA ratings must be done by the player to USTA. A newly self- rated USTA player can be re-evaluated by an RA Pro.

Leagues

4. RTT has two levels of play, Wednesday night players must have ratings between 3.0 and 3.5. Thursday night players must have ratings between 3.5 and 4.5.
5. Players cannot be on the roster as a permanent team member on both a Wednesday and Thursday team.

Substitutes

6. Substitutes must be either an RA Member or hold a Non Resident tennis pass prior to joining the league and playing a match. No exceptions.
7. Players may join as subs only and pay a fee of \$35 for RA residents and \$40 for non-residents.
8. Subs should only be used when all of your team members are not available. Captains may not bring subs in when they have players on their team who are willing and able to play.
9. Captains must use the sub list before going to other teams.
10. Subs wishing to play more often should pay RTT fees and become team members.
11. Captains must select the player on-line from the sub list and enter them onto their roster before the scores are entered on-line.
12. Players may not sub against the team on which they are currently playing.
13. A list of RTT subs with ratings and phone numbers will be provided on-line.
14. Thursday players may not sub on Wednesday. Wednesday players may sub on Thursday.

15. Players can only sub for one team at a time on the night they are subbing and they can never play against their own team.
16. Permanent subs can play on any team, but a captain cannot request the same sub more than three times per session. (Rule #14 applies).
17. Players currently assigned to a team roster can sub three times each session for another team limited to two times for the same team per session.

Scoring

18. USTA Rules and Rules of Conduct will apply. All games will follow the 8 game pro set format and the league will follow the Reston Team Tennis Scoring Guide.
19. All scores must be entered on-line by the home captain no later than 48 hours after the match has been played. The away captain is responsible for verifying the score on-line and e-mailing the tennis office if there is a discrepancy or if the scores are not posted. Subs must be entered before the scores are entered. The team that does not comply will be penalized and receive zero points. No Exceptions.

Rescheduling Matches

20. Matches should only be postponed because of bad weather. In some cases, captains will need to use their own discretion. In that event, team captains will schedule a makeup on the following Monday for Wednesday teams and the following Tuesday for Thursday teams at the original court location. Captains must call/e-mail RA tennis (703) 435-6502 tennis@reston.org and the RA office will reserve the court for the captain. Team captains should report to Reston Tennis Office any situations in which they have been unable to schedule make-ups because opposing captains are unwilling to follow these guidelines. Make up court locations may vary.
21. RA may reorganize teams that forfeit matches regularly.
22. At the end of each season the RA will evaluate the competitive balance of all Wednesday and Thursday night teams.

Schedule

23. On Wednesday there will be two sessions of 11 weeks. Dates of play are April 15-September 16 and Thursday, there will be two 9 week sessions April 16-August 13. There will be no matches played September 2nd & 3rd.

Registration

24. Registration cost will be \$75.00 per player for RA Members. Non-residents will pay \$80.00 plus must purchase a Tennis pass. Registration with a RTT shirt is \$85.00 for RA Members, \$90.00 for Non-residents. This will cover the full season. Players joining after July 14th will pay a prorated fee of \$35.00 for RA Members and \$40.00 for Non-residents plus their pro-rated Non-resident fee. Payment is due by April 15thrd when the league starts. No one will be on the roster until they pay their dues. Non-resident's fees this year are \$255 for individuals and \$315 for couples. Non-Residents joining before April 15th will receive a \$20 discount.

League Play

25. RTT follows the USTA Code of Conduct. In particular, losing your temper, using vile language, throwing your racket, slamming the ball in anger, hitting a ball at your opponent or intimidating your opponent in any way, will result in suspension from the league. Depending on the infraction, it will be suspension for a number of games or for the entire season.
26. Balls: Both Teams should bring 2 cans of balls to every match. It will be up to the captain's discretion whether or not to open the 2nd can of balls. Clay Court Balls should be used on the clay courts. Only USTA regulation size will be permitted.
27. The Singles match will start First. There will be a 10-minute warm up before singles and a 5-minute warm up before doubles. Any subs entering a match will not be allowed additional warm-up time. If a singles player is not present at 7:15 then their team must forfeit the singles. If a singles match is forfeited then the doubles will start no later than 7:45. In order to be respectful of everyone's time, please encourage all your players to be timely. Doubles will be ready to play at 7:45. At 7:50 if the doubles players are not present, the match will be forfeited.
28. Foot Faults can be called. The opposing player or players on the court can call foot faults. As a courtesy warning, a let will be called first, then a fault.
29. If the team captain is unavailable for the match, please pass on the paperwork to another teammate and notify the opposing captain of who will be the acting captain. Please supply the opposing captain with contact information i.e., e-mail or phone number of the acting captain in case of inclement weather.
30. Only the players playing on the court shall be responsible for resolving disputes, whether they are foot faults, line calls or scoring. Players playing from a score mutually agreeable to all players shall resolve disputes over the score. If disputes cannot be resolved by the players on the court, then both captains should resolve the dispute between themselves.
31. Misuse of the e-mail distribution list by a captain, will result in a warning and then dismissal as captain. Captains wishing to send out pertinent information in blast e-mail will do so by first sending it to the RTT office and then it will be distributed.

Link to the Code:

[http://www.usta.com/Active/The-Rules-of-Tennis/2518 The Code The Players Guide for Unofficial Matches/](http://www.usta.com/Active/The-Rules-of-Tennis/2518-The-Code-The-Players-Guide-for-Unofficial-Matches/)
These rules below are evaluated and set on an annual basis prior to each new season.

Game Scoring

In RTT, the scoring is no-ad. This means a game is won by the first team to capture four points (15, 30, 40, game or 1, 2, 3, game). When the game score is deuce (game point) the receiving team chooses which side to receive the serve. In the mixed doubles set, the serve must be gender to gender.

A match consists of eight no-ad sets and includes men's and women's doubles and singles and two sets of mixed doubles. On two courts, the order of sets will be Men's and Women's Singles, Men's and Women's Doubles, and two sets of Mixed Doubles. The first team to reach eight games will win each no-ad set. A nine-point tiebreaker will be played at seven all in any set. (See explanation of Tiebreakers).

Match Scoring and Overtime for a Six Set Format

Teams must submit rosters before play, designating their mixed doubles teams as number 5 or 6, or designated and undesignated. The winner of the match will be the team that wins the most games. However, for purposes of determining whether a match into overtime, team 6 will be the deciding factor. (Strongest mixed doubles teams should be designated as number 6 before the match begins.) After both mixed doubles sets are finished and scores recorded, the procedure is as follows:

- If the leading team won the set Number 6, the match is over.
- If the trailing team won the set Number 6, the match continues until the leading team wins one game or until the score is tied. (See Super Tiebreaker).
- If the overall score ends tied, you automatically begin the Super Tiebreaker.
- Overtime will be started by team Number 6. Substitution is allowed in overtime however, players cannot play in both mixed doubles sets. Once you've come out of the mixed doubles set, you cannot return in overtime, as it is the same set.

Substitutions

A team can at any point, substitute a player (same gender) into a set for any reason. Once a player is replaced, he/she cannot return in that set. If a substitution occurs in doubles, the remaining player cannot change the side in which they receive or the service order. Substitutions are allowed in overtime (if a player has not already played in mixed doubles) and the Super Tiebreaker.

Service Order

The home team serves first in all doubles sets. In the 6-set format, the visiting team serves first in the 5th set and the home team serves first in the 6th set. The visiting team serves first in the singles sets.

Changing Ends

After every four games, the players change ends.

Coaching

Coaching is allowed throughout the match as long as it does not interfere with continuous play. We encourage team members to support their teams.

Default Rules

Time: 15 minute team default=match default 48-0
15 minute player default=set default 8-0

Injury: If a player defaults during a set, the score will be recorded with the games played standing with the opposing team receiving 8 points.

Nine-point Tiebreaker

The person who is next to serve begins the tiebreaker. Each player serves two points in succession starting from the deuce court. Players change sides after every four points. The first team (or person) to score five points wins the Tiebreaker. If the Tiebreaker reaches 4-4, the person who served the 8th point serves the 9th (final) point. The receiver, however, has the choice of sides (except in mixed doubles, where the service must be gender to gender). The winner of the 9th point is the winner of the set.

Super Tiebreaker

If a match enters into a Super Tiebreaker, a coin toss or racquet spin will decide which team serves first in a Super Tiebreaker. The Super Tiebreaker should be treated as a new set and substitutions are allowed. Each player serves two points in succession starting from the deuce court. Players change sides after six points. The first team to score seven points wins the Super Tiebreaker. If the Super Tiebreaker reaches 6-6, the person who served the 12th point will serve the 13th (final) point. Since the set is mixed doubles, the final serve will be gender to gender. The winner of the 13th point wins the Super Tiebreaker and the match. **Note that you do not have to win by two points.**