# Men's 50 Plus Tennis League of Lee County Rules and Regulations 9/5/18

Providing an organized infrastructure for fair and balanced tennis competition among men over the age of fifty.

#### Introduction

The League has opted not to codify every situation, but to provide basic guidance for match play. The Rules are intended to be minimal. The strength of the League rests heavily on the integrity of each Team Captain. The FAQ section of the League's website www.50plustennis.com covers questions regarding League operations and match play. The League is governed by an Executive Committee (EC). All League interactions shall be governed by the principles of good sportsmanship and gentlemanly conduct. Any violation of these principles may result in disciplinary action, including the suspension or expulsion of the offending team or players, as determined solely by the EC.

#### I. Membership Eligibility

A. Eligibility - A participant is eligible to play after his fiftieth (50th) birthday. He must be a member of the Club for which he plays and assigned to a team roster. Each player should be a full tennis member with full tennis member privileges in good standing under the bylaws of the Club for which he plays and not be a guest..

B. Professionals - Member Club Pros may not play in the League.

<u>C. Wheelchair/Able-bodied Tennis</u> - When a wheelchair tennis player is playing with or against an able-bodied person, the Rules of Wheelchair Tennis shall apply for the wheelchair player while the Rules of Tennis for able-bodied tennis shall apply for the able-bodied player. In this instance, the wheelchair player is allowed two bounces while the able-bodied player is allowed

only one bounce. Additional information is available under the information tab on our website and at <a href="http://www.itftennis.com/media/226715/226715.pdf">http://www.itftennis.com/media/226715/226715.pdf</a>.

#### II. Administration

<u>A. League Commissioner (LC)</u> - The League Commissioner (LC) is selected by the EC each year and is responsible for leading and coordinating the EC.

<u>B. Assistant to the Commissioner (AC)</u> - The Assistant to the Commissioner, when deemed appropriate, is selected by the EC.

<u>C. Operations Manager (OM)</u> - The Operations Manager is responsible for the League's website operation, maintenance and scheduling.

<u>D. Division Managers (DM)</u> - There are three (3) Division Managers, one (1) for the Red, White, and Blue Divisions respectively, selected by the EC. DMs are responsible for the operation of their respective divisions.

<u>E. Executive Committee</u> - The EC consists of five (5) or six (6) members: LC, AC, OM and 3 DMs. The EC is responsible for the operation of the League.

The duties of the EC are to:

- 1. Select the LC, AC, OM and DMs;
- 2. Determine team placements based on competitive records and other criteria;
- 3. Approve the playing schedule;
- 4. Be responsible for dispute resolution; all disputes should be referred to the respective Division Manager (DM) by the complaining Captain or Captains; the dispute must be reported to the appropriate DM within twenty four (24) hours; if the DM cannot resolve a dispute to the satisfaction of both parties, it will be referred to the EC for resolution; a decision by the EC requires a majority vote; a motion fails with a tie vote; three (3) members of the EC shall constitute a quorum, and the EC decision is final; every effort will be made to reach a just disposition within seven (7) days;
- 5. Provide information necessary for season play on the League web site; additional information will be sent to each captain via e-mail.

#### III. Structure

<u>A. Divisions and Flights</u> - The league consists of three (3) divisions: the Red Division, the White Division and the Blue Division.

The Red, White and Blue Divisions shall be divided into flights, with the best teams in Flight A of the Red Division, the next best teams in Flight B of the Red Division and so forth down to Flight E of the Blue Division. Each flight shall consist of six (6), seven (7) or eight (8) teams. The six (6) team flights will play a total of fifteen (15) matches at home and away. The seven (7) team flights will play a total of twelve (12) matches at home and away. The eight (8) team flights will play a total of fourteen (14) matches at home and away. To ensure consistent quality of play, the Red A Flight may be reduced in size to four (4) or five (5) teams.

<u>B. Level of Skill Within Divisions</u> - Each Captain is responsible to see that players on his team are in a skill range that will allow "competitive" matches. In particular, strong players should not be assigned to lower level teams to assure certain and easy victories. Captains shall interpret players' skills and position them accordingly.

<u>C. Registration and Entry Fee</u> - The entry fee for existing and new teams shall be determined each season by the EC and shall be indicated on the registration form. The appropriate registration fee must be included with each team's registration form. All team registrations and fees should be submitted by the first day of May for the upcoming tennis season. Teams that are not registered by the first of May may be dropped from the league.

## D. Playing Times

- The Red Division will play at 2:00 PM Thursdays; the White Division will play at 2:00 PM Mondays; the Blue Division will play at 2:00 PM Tuesdays.
- 2. Play will commence in November and continue until completion in March. Matches will not be scheduled during the weeks of Thanksgiving, Christmas and New Year's Day.

<u>E. Club Participation</u> - Each club will be limited to two (2) teams in a Division unless they can accommodate two (2) matches at the same time.

<u>F. Home Court Requirements</u> - All new teams entering the League must have at least four (4) soft courts.

G. Postponed Matches - Matches shall be postponed if the home team Captain believes that weather conditions (generally rain) or other extenuating circumstances create an unplayable situation. All postponed matches should be completed, if possible, within two weeks of the originally scheduled match. The home team Captain shall provide the visiting team Captain at least two possible dates to reschedule the match within that time frame. The visiting team Captain may be consulted, particularly if "unusual postponement conditions" (e.g., excessive wind) are being considered; however, it is the home team's "call". The lack of available players is not an acceptable reason to postpone a match.

All postponed matches must be completed within one (1) week after the scheduled date for the last match of the season.

If the first point has been played on any court, the original lineup must be used when playing the postponed match for that court. Postponed matches shall be restarted at the score when the match was postponed; however, if no points have been played, the teams may alter their lineups.

If the teams involved cannot mutually agree on a satisfactory date[s] to reschedule the match, the EC shall determine whether a good faith effort has been made and decide whether the match should be defaulted.

## IV. League Scoring and Champion Determination

A. Scoring of Matches - Four (4) matches are to be played on each scheduled day, with each match counting one point (including defaults) toward the team total. No points are awarded on a court where a double default occurs. Each match is regular scoring. If each team in a match wins one (1) set, a 10 point Coman tiebreak will be played to determine the match winner. If a 10 point tiebreak is necessary, it should be scored 1-0 for the winning team.

<u>B. Scoring Defaults and Retirements</u> – Defaults should be scored 6-0, 6-0. Retirements shall be scored in the normal way, up to the set in which the retirement occurred. This set shall be

scored 6 for the non-retiring team and the actual games won, if any, for the retiring team. If the sets are split, the tiebreak shall be scored 1-0 in favor of the non-retiring team. In case of defaults, the non-defaulting team(s) must show the names of the players who would have played when the score is entered.

<u>C. Champion Determination</u> - The winner in each flight shall be determined by the final point total, with one point awarded for each doubles match won. In the event of a two or more way tie for first (1st) place in a Flight, the Flight Champion shall be determined by the most matches won in head to head competition against all the tied teams. If two or more teams remain tied, these teams shall be declared champions with appropriate plaques at the end of the season.

#### V. Teams

<u>A. Team Composition</u> - Teams are limited to twenty (20) roster participants per team, with each team fielding four (4) doubles teams for each match. Each team must have at least twelve (12) participants on the team's website roster one [1] week prior to the scheduled initial play of his team; (i.e., a team may not start the season with fewer than 12 players, unless it has specifically been approved by the EC).

<u>B. New Teams</u> - New teams will be prohibited from entering the League unless they have 14 active players committed to play throughout the season. The captain of the proposed team must provide the appropriate DM with the new team's roster and relevant information to support the placement of the team and the availability of the members. The DM will then make a recommendation to the EC for a final decision.

C. Teams With Fewer Than 12 Players -The applications of returning teams with fewer than 12 players are subject to rejection by the EC based on previous history of default or other disruptive practices. Teams with a recent history of insufficient players must provide their rosters and other relevant data, as determined by the DM, by May 1 prior to the impending season. The DM will then make a recommendation to the EC for a final decision.

<u>D. Swingmen/Substitutes</u> - Substitution of players from other teams is not allowed.

<u>E. Host Team Responsibilities</u> - The host team will furnish new balls, appropriate for the soft (clay type) surface for each of the four matches. It is customary, but not mandatory, for each home team to provide refreshments after each match. If the host team cannot provide refreshments, the host team must notify the visiting team one day prior to the scheduled match.

## VI. Rosters and Roster Changes

TCs may go to the League website (www.50plustennis.com) to submit changes to their rosters. These roster updates will provide the League with the information necessary to insure that a team is placed in the appropriate Division/Flight.

<u>A. Players Limited To One 50+ League Team</u> - A participant may only play on one (1) league team during the season of play and may not substitute on any other league team.

<u>B. Initial Rosters</u> - The Initial Roster for each team shall be the roster posted on the website at the end of the previous season or the approved roster for new teams.

<u>C. Subsequent Roster Changes</u> - Following the initial changes to his roster, a TC may submit changes to his roster via the League website at least two [2] days prior to the next match. All player movement is monitored by the League. Assigning players to specific teams within each club is an internal matter, to be dealt with by each member club. However, in the event that a player is assigned to a team that is below the player's playing level, the League reserves the right, at its sole discretion, to reject the placement of that player.

All additions following final team placement will be reviewed by your DM. If the proposed addition would have had an impact on your team's placement, the proposed addition may be rejected.

Once a name is on the roster, that roster slot may not be reused, except in the following instances:

- 1. If a roster designee joins a new club, and has not played for the original club, this designee may be dropped from the original club roster; the original vacated club roster space may then be filled per League guidelines.
- 2. If a roster designee has not played for a team prior to the roster freeze, he may be dropped from the roster, and the vacated roster space is again available.

3. If a club has two (2) or more teams, and if a roster designee has not played, this designee may be moved to another club team, subject to League guidelines, and the vacated roster space is again available.

<u>D. Roster Freeze</u> - Requests for changes to a roster may be submitted until two (2) days prior to the seventh (7th) scheduled match (including byes). At this point in the schedule, the roster is frozen, and there may be no further changes.

E. Roster Movement Downward of More Than Three Flights - Moving a player down more than three [3] flights is not allowed without the approval of the EC. Requests to move players down more than three [3] flights should be submitted as soon as possible after the previous season to allow proper team placements.

#### VII. Team Captains' Responsibilities

<u>A. Team Lineup and Score Sheets</u> - TCs are responsible for listing four (4) team partnerships for each scheduled match on the Team Lineup and Score Sheet. (Also see Section VIII, Starting Play, Eligibility and Defaults).

Each TC will establish, to the best of his knowledge, the level of play of his team's partnerships, one through four, with the best team playing #1, etc. When submitting the lineup, each TC must truly believe that his #1 team would beat his #2, #3 and #4 teams most of the time, that his #2 team would beat his #3 and #4 teams most of the time and that his #3 team would beat his #4 team most of the time. It is the TC's responsibility to show good sportsmanship and abide by the spirit of this rule.

B. Review for Duplicate Entries - TCs are responsible to see that no participant on his team's roster is listed on any other team's roster in the Men's 50 Plus Tennis League of Lee County.

<u>C. Notification If Not Able to Field 4 Courts</u> - TCs shall notify the opposition TC as soon as possible if he has knowledge that he will not be able to field four (4) courts.

<u>D. Hometeam Captain Posting Results</u> - The home TC is responsible for posting the match results on the web site (http://www.50plustennis.com) no later than 6:00 PM the evening of each match.

<u>E. New Team Applications</u> - Applications for new teams should be submitted by May 1st preceding the upcoming season. Applications may be considered at a later date if there is sufficient room in the appropriate flight. Applications are available on the League's website under Information/New Team Application Form.

<u>F. Finding a New Captain</u> - It is the TC's obligation to replace himself if he is not going to serve as captain. Teams without a bona fide, confirmed Captain are subject to removal by the League. A team may have a Team Captain who is not on their roster.

<u>G. Dress Code</u> - The League requires all players, during matches, wear tennis clothing suitable to the rules of the Tennis Club where they are playing. The host TC for each match has the responsibility to inform the visiting TC of the dress code for his Club, at least 4 days prior to a match. Each player should wear clothing that reflects favorably upon his Tennis Club.

## VIII. "Starting Play", Eligibility and Defaults

A. Default Due To Unavailable Players - Those courts that cannot be fielded will be defaulted. A team must field at least two (2) teams of players (Court #1 and Court #2), or all four (4) courts will be Defaulted.

<u>B. Starting Play</u> - Opposing TCs, just prior to the commencement of play, will exchange a hard copy of the Team Lineup and Score Sheet for each match simultaneously. (No TC should have the advantage of seeing the opponent's playing roster before he has committed to his playing roster.) TCs should not make this exchange of score sheets until all 8 players from each team are present and ready to play. Play should not commence on any court before all 16 players are present and available to play, unless a default has been declared.

C. Defaults If Players Arrive Late to Play - Players not available to play within 15 minutes of the scheduled match will default their court. Since Captains have not exchanged rosters, the

defaulting Captain must adjust his roster for the courts that his team will play. These courts should be played in the way where Court 1 is stronger than Court 2, etc. New rosters should be exchanged showing the lineup including the defaulted courts.

<u>D. Default Due to Ineligible Player(s)</u> - Each TC is responsible to determine the eligibility of his players. If a player has been determined to be ineligible, the court on which the ineligible player played and the courts below shall be defaulted.

#### IX. Rules of Play

A. Rules Reference - The USTA and ITF Rules of Tennis will be used as basic rules for tennis play. These rules will be augmented by "The Code: The Player's Guide for Unofficiated Matches" (http://www.50plustennis.com/50Plus2016/public/downloads/TheCode.pdf) of the USTA, which is a guide for "Unofficiated Rules of Play". The following specific comments are the result of prior issues that have been called to the League's attention. Additional rules guidance can be found on the FAQ section on the League's webpage under the information tab.

<u>B. Foot Faults</u> - Included in "The Code", Foot Faults may be brought to the attention of the offending player, but generally will not be called unless flagrant.

<u>C. Coman Tiebreak</u> - At six (6) games apiece in a set, use a seven (7) point Coman tiebreak. If each team in a match wins a set, a ten [10] point Coman tiebreak will be used to determine the match winner.

<u>D. Line Calls and Gamesmanship</u> - Neither teammates nor spectators should be involved in the match. In particular, influencing line calls, in any manner, is prohibited. Further, it is the TC's and his teammates' (the TC may not be available) responsibility to address improper comments, including spectator comments. The players should call their own lines, and should an official be requested, it is the home team's responsibility to supply a linesman or official who can assist in calling the match.

E. Coaching - Coaching is not allowed.

<u>F. Cell phone usage</u> -The use of cellphones is prohibited during a match. If a player continues to use a cell phone after being asked not to by an opponent, it will be considered a "hindrance" under the Code and enforced accordingly.