



The Rules of RHATA Social League

The rules aren't complicated but if you don't read them, you run the risk of looking bad so READ UP!

The winner of the night's match will be the team that wins the most individual matches. The team that wins the best 2 out of the 3 matches wins that week's overall team "meet". Even if a team wins Men's and Women's Doubles, the third line of Mixed Doubles will need to be completed in full for tiebreaker purposes at the end of the regular season.

A "meet" consists of three (3) separate 8-game matches: 1 men's doubles match, 1 woman's doubles match and 2 mixed doubles match. In each match, the doubles team who is first to win 8 games, winning by 2 games is the winner. Ex) Tom & Cindy could win a match 8-6.

A 7-point tiebreaker will be played at 7-7 in any set.

No-ad scoring is used. At 40-40, the team who wins the next point wins the game. In mixed doubles, if the score reaches 40-40, the server must be the same sex as the receiver. Ex) Tom is serving at 40-40. He serves to his opponent Joey instead of serving to his opponent Becky. The server serves to the side of the court that the receiver of the same gender is standing on so if Joey is playing the ad side, Tom would serve from the ad side at 40-40.

In same-sex doubles, at 40-40, the receiving team chooses who will receive the serve. The server serves to the side of the court that the chosen receiver is standing on.

Note: A refund of \$45 will be granted if the player requests one on or before the Sunday prior to the first match of the season. Said player cannot participate in season play.

ROSTERS

TEAM ROSTERS

Each team must have a minimum of 6 players. **Teams must consist of at least 3 men and 3 women per team,** but there is no limit to the number of players a roster can hold.

1. Divisions & Determining Your Team Average

Divisions are based on the NTRP team level. How does a team find its team level?

All beginner/intermediate teams must consist of all 2.5-3.0 rated players and all intermediate/advanced teams must consist of all 3.5-4.0 rated players. A NTRP rating manual can be found on the last page of this document for reference.

2. Determining Ratings of Players

- If a player has a computer generated USTA rating, they must compete at that rating.
- If a player is using an accepted self-rating for USTA League play, that player must compete at that level in the RHATA League. When ratings are published for USTA League play, that player must play at the published rating.
- If a player does not compete in USTA Leagues and does not have a rating, RHATA will allow a player to self-rate for the Social League using the guidelines found at the end of these rules.

3. Adding Players

Teams may add players throughout the regular season to their roster. There is no prorated rate. A player may not be added after the last regular season match has been played. The rating of an added player must be within the boundaries of that team's level of play. All players must be paid IN FULL before stepping on the court or the line(s) in which that player played will be defaulted. Teams who play non-registered players are subject to team suspension.

SCORING

1. The Match

Every week, each team will play against an opposing team. We call this a "meet". Each meet consists of four 8-game matches: *men's doubles, women's doubles, and 2 mixed doubles*. Captains must submit line-ups to the other captain prior to each set.

The winner of the night's meet will be the team that wins the best 2 out of 3 individual matches. Even if a team wins Men's and Women's Doubles, the third line of Mixed Doubles will need to be completed in full for tiebreaker purposes at the end of the regular season.

2. Set Scoring

A match consists of three (4) 8-game sets using NO AD scoring and includes one match of men's doubles, one match of women's doubles, and 2 matches of mixed doubles. The mixed doubles sets are always played last. Each 8-game match is won by the first team to reach eight games (winning by 2 games). **IMPORTANT RULE TO FOLLOW: A 7-point tiebreaker will be played at 7-7 in any set.**

Seven-Point Tiebreaker: The person who is to serve next begins the tiebreaker by serving one point. Each player thereafter serves two points in succession starting from the ad court. Players change sides after a total of 6 points have been played. The first team to score seven points (winning by two points) wins the tiebreaker. Ex) 7-5 is a valid tiebreaker score, 7-6 is not. The tiebreak continues until a team wins by two points. Ex) A score of 12-10 is a valid tiebreaker score.

THE NITTY GRITTY

1. Order of Play

Starting with Men's Doubles and Women's Doubles and ending with Mixed Doubles. The match must end with Mixed Doubles.

2. Exchanging Lineups

Captains will exchange lineups with the opposing captain prior to each set showing who will be playing for their team. **Once a player has begun play, the player must complete three games before a substitution is allowed.** The official match start time is 4:00 PM for 2.5 – 3.0 and 6:00 PM for 3.5 – 4.0 each scheduled Sunday.

3. Warm-ups

Men's and Women's Doubles must warm up at 4:00 / 6:00 PM for no longer than 5 minutes. Players may warm up for **no longer than 5 minutes** prior to the start of each match. Captains are responsible for enforcing the 5-minute warm up rule.

4. Service Order & Change of Ends

The service order is determined by the spinning of the racket. A player will ask the opponent to call the direction or letter on the bottom of the racket. The player/team who wins the spin may choose either: A. To be server or receiver of the first game of the match in which case the opponents will choose which side to start from or B. Choose the side they want to start on in which case the opponents would choose to either serve or receive first.

5. Substitutions

A team can substitute a player of the same gender into a set for any reason, if the following guidelines are met:

- A player must complete **THREE games** before they are taken out of a set and replaced by a substitute.
- Once a player is replaced, he/she **cannot return in that match**. In doubles, the remaining player cannot change the side on which they receive or the service order.

Substitutions can be made at the conclusion of a game after three games have been played, not during a game.

Substitutions cannot be made during a tiebreaker.

6. Mulligans

Each player (including subs) in every individual match is allotted (1) one mulligan that can be used on any shot during the match. An active player must immediately announce they are using a mulligan after their team's last point has been lost.

Mulligans can be used on the same point. (Ex: Team A loses a point and Becky on Team A calls a mulligan. The point is replayed, and Team A loses the point again. If Becky's partner, Cyrus, has an unused mulligan, Cyrus can call a mulligan and the point is replayed again.) In theory, four mulligans could be used in a row if all players on court have an unused mulligan.

7. Tennis Balls

Tennis balls will be provided to captains for the regular season. All balls that are needed will be included in the captain's pack which will be provided to captains before the start of the first match. The designated home team will be responsible for providing tennis balls each week.

8. Coaching

Coaching is allowed throughout the match **IF** it does not interfere with continuous play. We encourage team members to safely stand along the court and support their team members.

9. Default Rules

Team default time: 15-minutes. The match default score will be recorded 3-0. The default play time for Men's and Women's Doubles is 4:00 PM (2.5 – 3.0) and 6:00 PM (3.5 – 4.0). Mixed Doubles should start immediately after both Men and Women are done playing their matches.

Player default time: 15 minutes. If a home or away team does not show up the score will be recorded for the present team 3-0. Please tell your players that once the men's and women's doubles are completed, the mixed doubles players should immediately take the court for the five-minute warm up.

10. Rain

Captains should contact RHATA to confirm playing conditions and communicate with their players. If a match is completely rained out, teams do not need to report to the facility and captains should confirm the match cancellation with one another. If rain occurs while play is already under way, teams will complete the match on another Sunday or during a rain make-up night (if one has been scheduled by the league director).

12. Registered Players Only

All players must be registered for the league to participate. Teams who play unpaid players are subject to disqualification from the league with no refunds given to all players on the team.

14. USTA Rules of Fair Play will be followed during all play.

DIVISION WINNERS

During the regular season, teams will play each of the other teams in their division. Typically, when the schedule allows, the last Sunday of play will consist of 1st & 2nd place teams competing for the championship title. **Division standings will be based on the won-loss record of completed overall meets.** If the schedule does not allow for a final, standings will be determined by the regular season meet outcomes (which are again determined by the won-loss record of completed overall meets.)

Ex: If Team A wins 2 out of 3 matches during their meet against Team B, that's considered one win for Team A and one loss for Team B when determining teams' won-loss records.

In the event of a tie:

The first tiebreaker to decide the winner of each division (or if there's a final, which two teams will play in the final) is total individual matches won.

The second tiebreaker will be the best winning percentage (total games won divided by total games played). If there is still a tie, the winning team will be determined by the team that won the most total games during the season.

CHAMPIONSHIPS

Each member of the champion teams will receive a player gift at the end-of-season party.

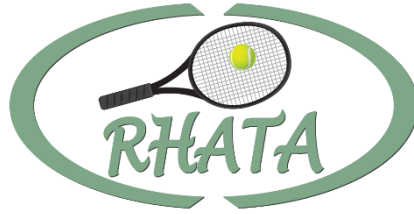
FRIENDLY REMINDERS

(1) The RHATA Tennis League is a fun, recreational league. We remind all captains and players to be flexible, exhibit good sportsmanship and be willing to work with the other teams to make each league season a success.

(2) League administrators cannot verify all ratings and research players without a USTA rating prior to the start of the season. Please register for the division that suits your true skill level.

(3) Because this is a fun league, we don't have a long list of rules; however, we do expect teams to play with integrity and not abuse the laid-back atmosphere of this league. Be kind. Have fun.

All rules are subject to change



RHATA Social League

NTRP Rating Characteristics

2.0

You lack court experience, and your strokes need developing. You are familiar with the basic positions for singles and doubles play.

2.5

You are learning to judge where the ball is going, although your court coverage is limited. You can sustain a short rally of slow pace with other players of the same ability.

3.0

You are fairly consistent when hitting medium-paced shots, but are not comfortable with all strokes and lack execution when trying for directional control, depth, or power. Your most common doubles formation is one-up, one-back.

3.5

You have achieved improved stroke dependability with directional control on moderate shots but need to develop depth and variety. You exhibit more aggressive net play, have improved court coverage and are developing teamwork in doubles.

4.0

You have dependable strokes, including directional control and depth on both forehand and backhand sides on moderate-paced shots. You can use lobs, overheads, approach shots and volleys with some success and occasionally force errors when serving. Rallies may be lost due to impatience. Teamwork in doubles is evident.

4.5

You have developed your use of power and spin and can handle pace. You have sound footwork, can control depth of shots, and attempt to vary game plan according to your opponents. You can hit first serves with power and accuracy and place the second serve. You tend to overhit on difficult shots. Aggressive net play is common in doubles.

5.0

You have good shot anticipation and frequently have an outstanding shot or attribute around which a game may be structured. You can regularly hit winners or force errors off short balls and can put away volleys. You can successfully execute lobs, drop shots, half volleys, overhead smashes, and have good depth and spin on most second serves.