

2014 MONMOUTH LOCAL LEAGUE RULES - WOMEN

• Except for two team leagues, all teams are required to maintain a team roster with a minimum of 60% of players at level based on current NTRP ratings. Per National/Eastern rules at 1.05D(5), except for Adult Divisions 55&Over and 65&Over, an Age Group consisting of only two teams in a level of play must maintain its rosters with at least 40 percent of its players at the designated NTRP level of play. Further, two team leagues must play a minimum of four matches to be eligible for playoffs at the next level but are encouraged to play 5 or more matches. An entire forfeited match will not count as a match played.

Match Days:

2.5 Women - Tuesdays

3.5 Women - Mondays & Thursdays

3.0 Women – Tuesdays & Fridays

4.0 Women - 10:00 AM Wednesdays & 12:00 Mondays

Match Time/Warm-up:

Matches MUST begin at 10 minutes after the scheduled start time and end no later than two (2) hours following the scheduled start time. Warm up is limited to 10 minutes inclusive of serves. Players who arrive late (after the warm up time but before the default time) are limited to a 5 minute warm-up.

Late penalties are assessed <u>following</u> the warm up time as indicated below.

1 – 5 Minutes Late: Loss of toss and 1 game
6 – 10 Minutes Late: Loss of toss and 2 games
11 – 15 Minutes Late: Loss of toss and 3 games
16-19 Minutes Late: Spin, but late team forfeits 1 set

30 Minutes Late: Forfeit Court

- The match format is 1st and 2nd singles and 1st, 2nd, and 3rd doubles. **The format for 2.5 is 1st singles and 1st and 2nd doubles.** For levels with "night" teams, every team will play at least one (1) night match.
- Regular scoring will be used. Best two out of three sets will determine the winner. A 7 point tiebreaker is played in the first or second set when the score reaches 6-6 in either set. Where the teams split the first 2 sets, a 10 point Match Tiebreak (first to 10 by 2 points) will be played in lieu of a third set. One point will be awarded to the team who wins the match on each court. There is a maximum of 5 points for the day.
- The team with the best won/loss record will be the local league winner unless two teams are tied based on won/loss record. In that instance, the USTA tiebreakers (most individual courts won, head to head, least sets lost, least games lost) will be used to determine the winner.
- In the event of a forfeit or default, the forfeiting team will pay any court fees due the tennis facility. If a team reserves courts at a tennis facility and if they do not show up, or if they cancel without notifying the facility of the cancellation in advance, the team will be responsible for paying the court fees. If you are scheduled, you are responsible for the court fees even if the reservation was made by the Local League Coordinator.
- Order of Defaults: Doubles: 3rd doubles must be defaulted before 2nd doubles. Singles: 2nd Singles must be defaulted before 1st Singles. If you do not forfeit in order, you will forfeit both nets (the net forfeited and the net played incorrectly). Per section 201C(2), for each local league team match, a majority of the individual matches must be played to constitute a valid team match e.g for a 5 court match a minimum of 3 courts must be played; for a 3 court match a minimum of 2 courts must be played.
- For matches with 2 sets and a match tiebreak in lieu of a third set no more than 2 minutes is allowed between sets. If requested by any player on the court, the 2 minute set break may be taken between any sets. Quick bathroom breaks may be taken at anytime, but only at the end of a game or at the end of a set. No coaching is allowed during the match or between sets. Changeovers are limited to 90 seconds (no rest is allowed after the first game of any set).

- No one should go onto the courts unless a specific request is made by the players. Players may request line judging.
- Home team provides a minimum of 3 courts and balls. Players for subsequent nets MUST be ready to go on immediately after.
- All players share the cost of courts on match day.
- Cell Phones: All cell phones should be "OFF" or "SILENT" (not vibrate). If a cell phone rings, the team of the player whose phone rings will lose the point in progress. If the cell phone is answered, the team of the player answering the phone loses the game being played.
- It is the responsibility of the Captain to insure that players are aware of all rules. ALL POINTS PLAYED STAND!
 There will be no interference or reversal of the score after the fact. Disputes must be settled at the time of the
 dispute. The Local League Coordinator CANNOT reverse scores, wins or losses after the fact. Please exhibit good
 sportsmanship at all times!
- Rain: Every effort should be made to play matches on the scheduled dates. Home captains should contact indoor clubs when needed. In the event this proves impossible, matches must be finished and the score recorded before the start of the match scheduled for the following week. Clear all delayed play with the Local League Coordinator.
- Home Captains confirm the match with the opposing Captain at least 48 hours before match play. During the confirmation process, the away team has the choice of matches to go on first, indoor/outdoor choice, or surface choice, if applicable.
- ALL CAPTAINS ARE REQUIRED TO RECORD MATCH RESULTS IN TennisLink
 (http://tennislink.usta.com/Leagues/Common/Home.aspx). Both Captains must enter the system. The winning Captain should report the results of the match and the other Captain MUST confirm or dispute the scores.

CAPTAIN'S TOOL KIT:http://www.eastern.usta.com/For-Players/20000 AdultSenior Leagues Captains Tool Kit/

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