

USPTA Bonita Adult League

Revised January 20, 2006

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Websites for all USPTA information: www.leaguesforfun.com and www.colliertennis.com

The USPTA Bonita League is an interclub doubles league (club vs. club). **In order for a club to participate in the league they must have a USPTA Certified Professional on staff.** Soft Courts must be available for all matches.

USPTA Bonita League 2006 Winter Season Important Dates and Information*

Registration Code available: Dec. 1, 2005

Captain's Meeting: Wed., Dec. 1, 2005, 3:00 p.m. at Bonita Bay Tennis

Team Rosters Due in www.leaguesforfun.com website: Wed., Jan. 4, 2006

Schedules Available on www.leaguesforfun.com website: Wed., Jan. 11, 2006

Play Begins: January 16 - 20, 2006

Last Day to Add Players: March 10, 2006

USPTA Playoffs: March 27 – April 1, 2006

Southwest Florida Championships: April 3 – 7, 2006

*Dates subject to change

Divisions and Day of Play

2.5 Women - Friday

2.5 Men - Friday

3.0 Women - Tuesday

3.0 Men - Thursday

3.5 Women - Monday

3.5 Men - Wednesday

4.0 & 4.5 Women* - Wednesday

4.0 & 4.5 Men* - Monday

*4.0 & 4.5 teams are combined. Both levels play on the same team. 4.5 players may play in the first position only.

Club Membership ~ All players in the USPTA Adult Day League must be members of the club they represent. Players must have a minimum of a three-month membership at their host club.

Team Match ~ Fall: Three Doubles positions are played at each match. Winter: Four Doubles positions are played at each match. Except 2.5 Divisions will play two positions for both Fall and Winter and the 4.0/4.5 Men's Division will play three positions both Fall and Winter.

Time of Play - Matches to be scheduled with start times no later than 12:00 Noon.

Fees: The fees for Regular players will be \$12 per player per team and \$8 for each Sub per team. Fees will be paid online with a Visa or MasterCard at the time of registration.

USPTA Bonita League
A United States Professional Tennis Association League

Rules & Regulations

Revised January 20, 2006

Friend at Court

USTA Handbook of Tennis Rules and Regulations,

All Rules and regulations in the above book, apply except where stated!

USPTA League Questions ~ All Questions should be directed first to the League Coordinator.

Fall Season Leagues ~ Adult Day League, Adult Mixed League, and Adult Night League

Winter Season League ~ Adult Day League

Mixed and Night leagues are not played in the Winter Season due to USTA league conflicts.

USPTA Professional Required ~ In order for a club to participate in the league they must have a USPTA certified professional on staff.

Club Membership ~ All Day League team players must be members of the club they represent and have a minimum of a three-month membership. No special "tennis league" memberships are permitted. Players must have full membership privileges. Mixed and Night Leagues have no Club membership requirement. Individual Clubs may have restrictions regarding play of non-members on their teams.

Time of Play – Day League matches to be scheduled with start times no later than 12:00 noon. Mixed Leagues matches may be scheduled anytime during the day on Saturdays. Night league matches are to be scheduled with start times no earlier than 5:30p.m. and no later than 7:00p.m.

Team/Team Match ~ **Fall:** Three Doubles positions are played at each match. A team shall consist of a minimum of ten players eligible to compete at a specific level of competition. **Winter:** Four Doubles positions are played at each match. A team shall consist of a minimum of twelve players eligible to compete at a specific level of competition. **EXCEPT: 2.5 Divisions** will play two positions for both Fall and Winter and are required to have six players on their roster. **Men's 4.0 Division** will play three positions for both Fall and Winter and have a minimum of ten players on their roster. There is no limit to the number of players on a team roster. Team members may not have a higher NTRP rating than the maximum NTRP rating of the level in which they are competing. All teams must be identified with a club. No Nomad teams.

Home Team provides the balls for the match. Some Home clubs provide refreshments after the match but this is not required.

All teams must play all scheduled matches. Any team deliberately forfeiting an entire team match is subject to disqualification for the remainder of the League Season, as well as the following League Season.

Fees ~ Each Regular player on the roster will be charged \$12.00 for the season. The fee for Subs is \$8.00 for the season. Note: See section on Subs below.

Fees are due and paid online at the time of registration with a Visa or MasterCard. Sorry, no Refunds.

NTRP Rated ~ NTRP ratings will be needed for every player listed on roster. Captains should check at <http://national.usta.com/> to see that all your players' ratings are listed properly on the roster. Current NTRP ratings must be used. No Exceptions! If you have not had a NTRP rating within the last five years you may self-rate. Your club professional will help you with your self-rating. The league reserves the right to adjust ratings of self-rated players.

Please understand that if a player misstates their rating because of using an incorrect NTRP rating or by self-rating, the matches played by that player may be subject to forfeiture. Teams may be subject to losing more than one individual match due to the strength of the player and the position played. If the incorrectly rated player (Ex: NTRP rated a 3.5 but self rated themselves as a 3.0) played at the #1 position, the USPTA will more than likely default the entire teams match.

Playing Up – Players are encouraged to play at their rating level. If a player chooses to play 'up', they may only move up one level. Ex: a 2.5 player may play on a 3.0 team but not on a 3.5 team. Players are not allowed to play down a level.

75% - 25% Rule ~ All team rosters must maintain at least 75% of its players at the NTRP designated team level. There is no specific percent needed during match play. There is no limit to the number of players on a roster. (Occasionally teams/players may be asked by the USPTA Board to move up and are exempt from this rule)

Team Levels / Ratings Review ~ In order to keep the leagues competitive, the results of team matches will be analyzed and the top and bottom teams and players of each level will be reviewed. Teams/players may be asked to move up or down. LeaguesForFun software will analyze the individual match results.

Team Players ~ Players must be at least 19 years of age. A Regular Player may play on one Day League team, one Night League team and one Mixed League team. They may not be a Regular on two rosters in the same league. (Example: A player cannot be a Regular player on both a 3.0 roster and 3.5 roster for the Day League. The player would have to decide whether to be on the 3.0 team roster or the 3.5 team roster) If a player belongs to two clubs they must choose one club and level to play as a regular.

Substitute Players ~ All subs will be charged \$8.00 per team each season. Subs must be club members for the Day League. Sub Players on Night and Mixed League Teams are not required to be members of the club they represent. Individual Clubs may have restrictions regarding play of non-members on their teams. A Sub may play on one Day League team, one Night League team and one Mixed League team. If a player belongs to two (or more) clubs, for each league they must choose which club to be a sub.

Subs may not sub in more than two (2) matches per season per league. If a sub plays the third match they will be charged an additional \$4.00, payable to the USPTA and become a regular on the team. Rostered regular players subbing in another division in the same league may only sub in two matches. If they play a third match it will be a default.

NTRP ratings should be strictly followed when using subs. Captains are responsible for making sure their subs are at the correct level.

Regular players on the roster of a lower level team may substitute up on a higher-level team match for their club. Regular players on the roster of a higher-level team may substitute down on a lower level team match at their club **ONLY** if their rating is of the lower level. If a club has two teams at the same level, a regular player from the roster of one team may not sub on the other team at their same level. Remember to observe the no-stacking rules when using subs. Team line-ups for a match should always be played in order of strength.

Substitute Players must be in the www.leaguesforfun.com system by the last day to add players. After this date no new non-rostered subs may be used. Any attempts to play individuals and have them use a wrong name, (example: a name of a rostered player); will lead to forfeiture of all matches played by the entire team for the entire season.

Subs may play in the playoffs if they are on the roster by the deadline. There is no requirement of matches played during the season to qualify for playoffs.

Club Staff Players ~ Club Staff with “playing privileges” are not considered club members. Any club staff that wish to play in the league must first obtain approval from the League Coordinator. NO EXCEPTIONS!

Enter Substitute Players in System ~ Before the match the captain should enter the subs name on your roster at www.leaguesforfun.com. If the sub is not entered in the system before the match, the match may be scored as a default.

Match Lineup ~ Captains should print out the correct match scorecard, available on the LeaguesForFun website, and bring it to the match. Team captains for each team shall exchange their team scorecards simultaneously prior to the beginning of the team match. No substitutions may be made in an individual match after the lineup has been presented, except for injury to, illness of, or disqualification of a player, prior to the start of such match. If the substitution is made during the warm-up, the substitute player is entitled to a five (5) minute warm-up.

Each team must play their individual doubles teams in order of strength. NO STACKING. Example: A number one doubles team cannot play down in another position and a number three Doubles team should not play up. If an opposing team files a grievance suggesting there has been stacking, the grievance committee will review the order of play and penalize appropriately.

Flights ~ Teams may be placed in several flights within one level. If there are two or more teams playing at the same level at the same club, every attempt will be made to place the teams in different flights. Geography will be taken into consideration when forming flights.

Schedules / Scheduling Conflicts ~ Once divisions and flights are formed, schedules are created by the computer. Schedules will be available on www.leaguesforfun.com on the dates published. Due to the large number of teams playing, scheduling conflicts may occur. Example: Two home matches for different teams at the same club may be scheduled on the same day or Club events may create conflicts. The team captains are responsible for working out these conflicts. The match may have to be moved to the away team's club or rescheduled for a different day or time. Individual matches may be scheduled at different times and locations.

If the teams are unable to agree upon a make up time the match will be played the next Monday and the Home Club will determine the time based on court availability. If Monday is your normal match day then Tuesday will be the makeup day. The time of the make-up match does not have to follow the “before 12 noon” rule. Every attempt should be made to play the matches before the end of the season. The League Coordinator should be consulted before any match defaults are taken.

Scoring ~ All matches will be the best of two sets with regular scoring and a set tie-break at 6-all in each set. The set tiebreak is a 12-point tiebreaker (Coman style), (the first to seven by two points). No rest break is allowed after the first game during a set.

In the event of split sets, a SUPER TIE-BREAK (Coman style), (the first to 10 by two points), shall be played in lieu of a third set with a two minute set break. The Super Tie-Break shall be scored as 1 set and 1 game for tiebreak procedures. Ex: 1-0 on scorecard.

One (1) point is awarded for each overall team win (not individual courts won). In addition, least Individual sets lost, then least Individual games lost may be used to break a tie. Some divisions will use % won if they do not play everyone in the division or there are uneven numbers of teams or byes. (% = # of Overall Team Wins divided by the # of Matches Played)

LeaguesForFun software shows up to the minute standings. All teams are displayed in order of strength. Contact the League Administrator with questions regarding the standings.

Reporting Scores via www.leaguesforfun.com ~ Match scores must be entered into www.leaguesforfun.com by the HOME captain within 24 hours of the completion of the match. The VISITING captain must Confirm or Dispute the scores entered within 48 hours of the entry. If scores are not confirmed or disputed within 48 hours by the visiting captain, www.leaguesforfun.com will accept the scores as entered and deny any dispute. Both captains should retain a copy of the scorecard.

A penalty of 1 point may be assessed if the scores are not submitted within 24 hours. Teams who consistently do not enter their scores in a timely matter will be subject to penalty or league expulsion.

Coaching / Court Conduct ~ NO COACHING IS ALLOWED AT ANY TIME DURING THE MATCH BY CAPTAINS, TENNIS PROFESSIONALS OR SPECTATORS. PROFANITY OF ANY KIND IS AGAINST THE RULES AND SUBJECT TO PENALTIES as described in the Friend At Court handbook, which can be ordered on-line at www.usta.com (click on USTA Shop on top bar of website then go to books). It is strongly recommended that each Captain have this publication and a copy of these USPTA rules available on the court at match time. CELL PHONES should be turned off and their use during the match is prohibited.

General supervision of all aspects of play belongs to the club Tennis Director.

Defaults ~ A match default is defined as 15 minutes after the scheduled time and the match has been called to start and the court is available. Please use your discretion before calling a default. If the opponent is late for just cause, please try to be understanding and play the match. Scoring in the event of a default, forfeit or disqualification shall be 6-0, 6-0. In case of a retirement, the non-retiring doubles team shall be credited with such number of additional games, as would have been won if the match was completed and the non-retiring doubles team won every subsequent game.

If a team cannot field the required number of players, **default the bottom position**. All positions move up one spot. Opponents should be contacted as soon as possible if your team is unable to field all positions for a match.

Rain Delay ~ Official rainout is one (1) hour after original match start time, unless BOTH captains agree to declare it sooner. The individual player must be available to play in case of a rain delay. They should go to the home club and be ready to play. If the match is started, the original line-up must be used. If the rain delay occurs prior to the start of play, line-ups will again be exchanged on the new date agreed upon by the Captains. If the rain delay occurs during warm-up or before the first point has been played, teams may alter their line-up.

If the match has started, the home team writes down scores and makes a note of serve rotation and who is to serve next, which side of court everyone is on, etc. Teams should mutually agree upon a time to reschedule match. Every attempt should be made to reschedule matches within

one week. Individual matches may be scheduled at different times and locations. The time of the make-up match does not have to follow the “before 12 noon” rule for Day Leagues. If the teams are unable to agree upon a make up time the match will be played the next Monday and the Home Club will determine the time based on court availability. If Monday is your normal match day then Tuesday will be the makeup day.

Partially completed matches cannot be entered into www.leaguesforfun.com.

In the event of a non-completed match, please email your League Coordinator indicating the reason for non-completion and the date the Captains have mutually agreed to complete the match. Once the mutually agreed date has been reported to the Coordinator it will be considered firm and can only be changed due to rain. If a rain delay occurs on the last match of the scheduled League, the Coordinator will work with the captains to determine the date and time of the required make-up match.

Team Captain Responsibilities ~

- 1) Read and know the rules of the league in which your team is competing.
- 2) Verify team members NTRP ratings at <http://national.usta.com/> before registering your team roster. Remember, Subs may play only twice during the season.
- 3) Enter your team's complete roster information online and pay for the team fees by Visa or MasterCard online at www.leaguesforfun.com.
- 4) Verify courts are reserved at your club for your home matches.
- 5) Provide schedules and schedule team members for matches.
- 6) The Captains must contact each other at least three (3) DAYS in advance to verify the location, number of courts and start time.
- 7) Captains should print MATCH SPECIFIC SCORESHEETS from www.leaguesforfun.com and fill them in with their line-up. Captains MUST exchange their COMPLETED line-ups SIMULTANEOUSLY PRIOR to the start of play.
- 8) Captains are responsible to verify that players are on the correct courts.
- 9) The HOME team provides balls for the matches.
- 10) Some clubs provide fruit and beverages after the match. This is not required.
- 11) Both Captains should retain a copy of the completed scorecard.
- 12) The HOME team enters the scores on the www.leaguesforfun.com website within 24 hours of the completion of the match.
- 13) The VISITING team captain must confirm these scores within 48 hours. If the scores are not confirmed or disputed within 48 hours by the opposing captain, the scores will be accepted as entered and any disputes will be denied.
- 14) Bring a copy of these rules and the USTA regulations to every match.
- 15) Notify the League Coordinator of make up match date and time as soon as decided or why there is a delay in this decision.
- 16) File grievances in a timely manner.

Club Professional Responsibilities ~

Club Professionals will receive informative e-mails from the USPTA Leagues.

- 1) Verify team members and subs NTRP ratings before registering team roster.
- 2) Track subs play on their teams. Subs are only allowed to play twice.
- 3) Responsible for any and all actions made by a team representing their Club.
- 4) Keep up to date on all league rules, dates, and procedures.
- 5) Provide league players with schedules and playoff information.
- 6) Make sure courts are “reserved” for home matches at your club.
- 7) Stay informed of your teams league standings (available at www.leaguesforfun.com).

Season Playoffs

Divisional Playoffs ~ Once the season begins the captains will be notified if their division will have a playoff. In the divisions where playoffs are necessary, the top four teams in each division will play in the playoffs. If a division has six (6) or fewer teams, there will be a playoff for the top two teams. There will be no playoff if there are four (4) teams or less. If a division has two flights, the top two positions in each flight will play in the playoffs. If the division has three flights the top position in each flight will play in the playoffs and one 2nd place team with the best record will play in the playoffs.

Divisional Playoffs Tie-Break Procedure ~ When determining which teams go to the playoffs, there could be multiple ties. Best overall division record or if byes occur, the team with the highest winning percentage will be declared the division winner. Least individual matches lost, then least sets lost, then least games lost may be used to break a tie.

Playoff Match ~ Teams will field the same number of positions as in regular season matches.

Rostered Players Only ~ Only players that are on your roster by the season deadline to add players are eligible to play in the playoffs. Includes Regulars and Subs. For subs, the playoffs are considered 1 match. If the Sub has played 2 matches during the season they will not be eligible to play in the playoffs. Exception: A Sub who is not a regular on another team may pay the league \$4 and become a regular and play in the playoffs. This payment should be made at the playoffs.

Two Teams in playoffs ~ A regular match is played. Two sets with a third set Super-Tiebreaker.

Four Teams in playoffs ~ Play will be two rounds of seven game pro-sets. If the set score reaches 6-6, a twelve point Coman tiebreaker (first to 7 by 2 points) will be played.

First Round: If there is one flight in the division, the first place team plays the fourth place team, second plays the third. If the division has two flights the first place team in Flight 1 plays the second place team in Flight 2 and vice versa. With three or more flights, all the participating teams names will be thrown into a hat and a drawing by an impartial party will determine the draw. Second Round: The winners of the first round play each other for first place, Playoff Champion, and the losers play each other for third place.

Teams may use different players from their roster for the second round.

Playoff Tiebreak ~ If two teams' wins are tied (2-2 or 1-1) at the end of the match, least individual games lost will be counted to determine a match winner.

If still tied, on separate sheets of paper, Position 1, 2, 3, 4 (or 1, 2) will be written and the slips thrown into a hat. A drawing by an impartial party will determine which position will play in the final tiebreak. The position selected will have the two players from Team A that just played in that position, play against the two players from the same position of Team B. They will immediately proceed to play a 12 point tiebreaker, (first to 7 by 2 points), to determine a winner and break the tie.

Costs ~ There will be no additional charges by USPTA to play in the playoffs.

Balls ~ USPTA will provide one can of balls for each playoff match played at their club.

Refreshments ~ Beverages and Refreshments will be provided by the host club. Keep it simple with refreshments like fruit platters and lemonade or soda.

Playoff Locations ~ The First place team in each division with the overall best record hosts the playoffs at their home club. If there are several flights in a division, first place team with the best overall record will host the playoffs. Exact times and locations for playoff matches will be posted on the www.leaguesforfun.com and www.colliertennis.com websites as soon as final match results have been entered and locations have been determined.

Host Club ~ Must have available courts for the playoff matches. Fall Day, Mixed and Night Leagues: 6 courts. Winter Day Leagues: 8 courts. Except Fall and Winter 2.5 divisions: 4 courts and 4.0/4.5 Men's Divisions 6 courts. Host Club provides refreshments. Courts must be freshly lined and swept if time and conditions permit.

Playoff Pictures ~ Arrive looking great! Host club will take group pictures of the participating teams and winning teams.

Awards ~ A plaque will be given to the first place team in each division. In divisions with several flights, a plaque will be given to the first place team in each flight. The playoff winners in each division will also receive a team plaque.

Southwest Florida Championships

The playoff champions of the CTA Leagues will play the playoff champions of the USPTA League. Locations will be rotated, USPTA clubs hosting Fall season and CTA clubs hosting Winter season, then reversing the order for the following season. Each playoff team will field the same number of courts as in the regular season. Play will be a regular 2 set match with a third set Super-Tiebreaker if necessary. Teams with final scores tied will use the same tiebreak procedures as in the Season Playoffs.

Costs ~ There will be no additional fees by the USPTA to play in the playoffs.

Balls ~ USPTA will provide one can of balls for each playoff match played at their club.

Refreshments ~ Beverages and Refreshments will be provided by the host club. Keep it simple with refreshments like fruit platters and lemonade or soda.

Awards ~ The SW FL Champions in each division will receive a team plaque.

Grievance Committee Process

The Team Captain, using the following steps, may file all complaints alleging a violation during league play.

- 1) When the problem arises, stay calm and be courteous to the opposing team. Patience and courtesy are appreciated.
- 2) Play the match. File a grievance and the League will decide on the issues later.
- 3) All complaints alleging a violation during the local league must be filed IN WRITING / EMAIL with the League Coordinator and the Grievance Chairman PRIOR to the commencement of the next team match, or within twenty-four (24) hours after the end of local league play, whichever occurs first. Their email addresses are found at the beginning of this document and on the www.matchpointtennis.net website.
- 4) The Grievance should state the following:
 - a) Team Captains' Name, email address and telephone number.

- b) Name of league and level playing.
 - c) Date, Time and Location of incident.
 - d) Names and telephone numbers of all parties involved.
 - e) Description of incident. Why you feel there is a grievance.
- 5) The League board will review the grievance and render a decision as quickly as possible.
All decisions are final.