

USPTA Bonita Adult League

Revised December 11, 2006

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Websites for all USPTA information available 24 hours a day: www.leaguesforfun.com to register teams, submit match scores, view team rosters, see schedules and standings, view and print league rules and information. www.colliertennis.com to view league rules and information, see playoff pictures and learn more about other tennis activities in the area.

LEAGUE FORMAT: The USPTA Bonita League is an interclub adult doubles league (club vs. club) with Day Leagues in the Fall and Winter. **In order for a club to participate in the league they must have a USPTA Certified Professional on staff.** Participants must have 'Home' Soft Courts available for home matches.

COST: \$12 per player per team. Fees will be paid online with a Visa or MasterCard at the time of registration. Sorry, no refunds.

NEW!! IMPORTANT CHANGES / ADDITIONS:

PLAYERS CAN NOW PLAY ON MORE THAN ONE TEAM IN A LEAGUE. Players may only play at their rating or up one level. Players cannot play on two teams in the same division. E.g. cannot be two 3.5 women's teams, but a 3.0 and a 3.5 women's team is ok. 75% of a team's rostered player's ratings must be at the level of the team. E.g. 75% of a 3.0 Men's team roster must be rated 3.0 (# of correctly rated players divided by total # of players). If your roster has 12 players, no more than three (3) players can be rated at a lower level.

NO SUBS ALLOWED. All players must register as regular players.

LEAGUE MATCHES CAN BE SCHEDULED TO BEGIN NO LATER THAN 1:00 p.m.

PLAYERS REGISTERED BEFORE MATCH.

No Individual is allowed to play in a match until they have been registered on their team via www.leaguesforfun.com. Notification to the League Coordinator **BEFORE** the match by email or phone is acceptable registration if LeaguesForFun registration is not possible. Failure to register an individual **PRIOR** to play will result in default of that court.

CELL PHONES MUST BE TURNED OFF during matches. If a players' cell phone rings during play, the player is not entitled to a let. If this is the first time that the phone has rung, then the opponent is entitled to a let. If the player receives more than one call that rings, the opponent wins the point based on a hindrance. Use of any device (e.g. cell phones, radios, digital messaging systems, etc.) to receive coaching and other information is prohibited.

REPORTING SCORES: Either captain can enter the scores into the Leagues For Fun website within 24 hours of the completion of the match. The OPPOSING captain must Confirm or Dispute the scores entered within 48 hours of the entry.

2007 USPTA Bonita Winter Season*

Registration: Dec. 6, 2006 – January 3, 2007

Captain's Meeting: Wed., Dec. 6, 2006, 3:00 p.m. at Bonita Bay Tennis

Team Rosters Due in www.leaguesforfun.com website: Wed., Jan. 3, 2007

Schedules Available on www.leaguesforfun.com website: Wed., Jan. 10, 2007

Play Begins: January 15 - 19, 2007

Last Day to Add Players: March 8, 2007

USPTA Playoffs: March 26 - 30, 2007

*Dates subject to change

USPTA BONITA ADULT DAY LEAGUE

Fall and Winter Doubles Leagues

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.

Time of Play - Matches to be scheduled with start times no later than 1:00 p.m.

Divisions and Day of Play

2.5 Women – Fridays – 2 positions

2.5 Men – Fridays – 2 positions

3.0 Women – Tuesdays – 3 Fall / 4 Winter

3.0 Men - Thursdays – 3 Fall / 4 Winter

3.5 Women – Mondays – 3 Fall / 4 Winter

3.5 Men – Wednesdays - 3 Fall / 4 Winter

4.0 & 4.5 Women* - Weds. – 2 positions

4.0 & 4.5 Men* - Mondays – 2 positions

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

USPTA Bonita League

A United States Professional Tennis Association League

Rules & Regulations

Revised December 11, 2006

The USPTA Bonita League follows the **Official Rules of Tennis** including **The Code** published by the USTA available at www.usta.com.

(Except where otherwise stated in the USPTA Bonita League rules)

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

USPTA Leagues ~ Fall Season and Winter Season Adult Day Doubles Leagues.

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. Individual Clubs may have restrictions regarding play of non-members on their teams.

Time of Play – Day League matches are scheduled with start times no later than 1:00 p.m..

Team / Team Match / Team Roster ~ Fall: Three Doubles positions are played at each match. A team shall consist of a minimum of ten eligible players. **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 and 4.0/4.5 Divisions** will play two positions for both Fall and Winter and are required to have six players on their roster.

There is no limit to the number of players on a team roster. Players should be on your roster by the day of the match. 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.

No Individual is allowed to play in a match until they have been registered on their team via www.leaguesforfun.com. Notification to the League Coordinator **BEFORE** the match by email or phone is acceptable registration if LeaguesForFun registration is not possible. Failure to register an individual **PRIOR** to play will result in default of that court.

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.

Cost ~ \$12 per player per team. Fees will be paid online with a Visa or MasterCard at the time of registration. 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 (two years if you are over age 60) 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 (e.g. 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.

Team Players ~ Players must be at least 19 years of age. Players may be on the roster of two different teams as long as the two teams are at different NTRP levels. (Example: A 3.5 rated player cannot play on two 3.5 teams, but can play on a 3.5 and a 4.0 team.)

Club Staff Players ~ For the Adult Day League 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!

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 (# of correctly rated players divided by total # of players). 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.

Flights ~ Divisions that have large numbers of teams may be placed in several 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.

Our clubs are experiencing many scheduling difficulties due to the growth of tennis in our area. Captains should make every attempt to help each other in the rescheduling of conflicting matches. Please check your schedules and resolve conflicts early. Captains, please notify the League Coordinator of any schedule changes.

All matches should be played before the last day of the season (before playoffs). The League Coordinator should be consulted before any match defaults are taken.

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, no-show 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**. The USPTA Bonita League promotes fair and competitive tennis; to put your lesser qualified player on the top court **IS NOT FAIR**. Example: A number one doubles team cannot play down in another position switching places with a number three doubles team. If an opposing team files a grievance suggesting there has been stacking, the USPTA Bonita League Board will review the order of play and penalize appropriately.

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 7-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 (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 Coordinator with questions regarding the standings.

Reporting Scores via www.leaguesforfun.com ~ Match scores must be entered into www.leaguesforfun.com by either captain within 24 hours of the completion of the match. The OPPOSING captain must Confirm or Dispute the scores entered within 48 hours of the entry. Disputes: Call the captain who entered the original scores to make the correction. If scores are not confirmed or disputed within 48 hours by the opposing captain, www.leaguesforfun.com will accept the scores as entered and deny any dispute. Both captains should retain a copy of the scorecard.

Teams/Captains that 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 then go to books). The league recommends that each Captain have this publication and a copy of these USPTA rules available on the court at match time. Use of any device (e.g. cell phones, radios, digital messaging systems, etc.) to receive coaching and other information is prohibited.

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

CELL PHONES MUST BE TURNED OFF during matches. If a players' cell phone rings during play, the player is not entitled to a let. If this is the first time that the phone has rung, then the opponent is entitled to a let. If the player receives more than one call that rings, the opponent wins the point based on a hindrance.

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 players 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 has 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 for the make-up match. If the match has started, both captains write down the scores and make a note of serve rotation and who is to serve next, which side of court everyone is on, etc.

Team captains should mutually agree upon a time to reschedule a rain delayed 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 1:00 p.m." rule. If the teams are unable to agree upon a make up date the match will be played the next Monday, or Tuesday if Monday is your regular date of play, or the League Coordinator may pick date for the make-up match. The Home Club will determine the time based on court availability.

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/hurricane. 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.

Hurricane Rescheduling ~ If there is a need to cancel matches for Hurricane related reasons, please follow the guidelines for the Rain Delayed matches. Captains should contact one another and work on rescheduling any missed matches as soon as possible.

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.

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.

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 players on your team roster.
- 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) Captains should 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 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/or beverages after the match. This is not required.
- 11) Both Captains should retain a copy of the completed scorecard.
- 12) Enter the scores on the www.leaguesforfun.com website within 24 hours of the completion of the match.
- 13) Or, 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 any 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 NTRP ratings before registering team roster.
- 2) Responsible for any and all actions made by a team representing their Club.
- 3) Keep up to date on all league rules, dates, and procedures.
- 4) Provide league players with schedules and playoff information.
- 5) Make sure courts are "reserved" for home matches at your club.
- 6) Stay informed of your teams league standings (available at www.leaguesforfun.com).

- 7) In the event that your club fields the winning team, let the League Coordinator know as soon as possible if your club is unable to host playoffs.

Season Playoffs

Divisional Playoffs ~ Playoffs are held only in the divisions where playoffs are necessary. Once the season begins the captains will be notified if their division will have a playoff. For those divisions with playoffs, 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.

If an eligible team is unable to play in the playoffs, the team with the next best record may be invited to participate.

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 ~ All players on your roster are eligible to play regardless of how many regular season matches they have played.

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

Four Teams in playoffs ~ Play will be two rounds of seven game pro-sets. If the set score reaches 6-6, a 7-point Coman style 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 ~ At the end of the match if the number of courts won is tied (2-2 or 1-1), least Individual sets lost will be counted, then if still tied, least Individual games lost will be counted, to break a tie and determine a match winner. If still tied, on separate sheets of paper, Position 1, 2, 3, 4 (or 1, 2, etc.) 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 7-point Coman style 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.

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 ~ is responsible for running the playoffs at their club. The League Coordinator will provide the Host Club with the line-up, score sheets, balls and plaques. The League Coordinator will attempt to attend every playoff but with many playoffs held on the same days this is not always possible.

The Host Club must have enough available courts for the playoff matches. Fall Leagues 3.0 & 3.5 divisions: 6 courts. Winter Leagues 3.0 & 3.5 divisions: 8 courts. Fall and Winter 2.5 and 4.0/4.5 divisions: 4 courts.

Courts should be freshly lined and swept if time and conditions permit.

Playoff Pictures ~ Arrive looking great! Host Club/League Coordinator will take group pictures of the participating teams.

Playoff Awards ~ The playoff winners 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.leaguesforfun.com 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.