

TENNIS COMPETITORS OF TULSA 2022 LEAGUE RULES

I. GENERAL

All participants in TCT are bound by TCT rules as well as those of the USTA and "The Code." Not all possible incidents and ramifications are covered in the following rules. Participants in unusual or undocumented situations will have to abide by the decisions of the Rules Committee and/or the Board of Directors. If there is a conflict in an interpretation of any rules, TCT Rules shall supersede.

II. ROSTER REQUIREMENTS

- A. All Team Members must pay the Membership Fee to TCT each season prior to participation. All players shall have reached eighteen (18) years of age by the end of the calendar year. Seniors must be fifty (50) years of age or older by the end of the calendar year.
- B. A team may only be rostered out of a facility where courts may be reserved and confirmed. Team Captains should verify their chosen facility with the Scheduling Director if there is any doubt about the ability to reserve courts.
- C. RATINGS
 - a. All Team Members must register a rating.
 - a. Any player having played USTA must record current NTRP rating.
 - b. Any player not having a current NTRP rating must record a "self-rating" in accordance with USTA NTRP Guidelines. If you have any questions regarding a "self-rating", please contact the Placement Director.
- D. ROSTER MEMBERSHIP
 - 1. **Each team will consist of at least eight (8) members. Women's and Mixed teams may not exceed twenty (20) members. Seniors, Men's, and Flight-1/Open Women's (if applicable) may not exceed 16 members. Flight-1/Open will be composed of only teams with a 5.0 or higher rated player. [To clarify: All players rated at any level may play on a Flight-1/Open team as long as there is at least one 5.0+ player on that team.] A 5.0 or higher rated player may not play in any other flight.**
 - 2. Members must pay Membership Dues. Any team member participating in a TCT match who has not paid Membership Dues is considered an illegal player, as he/she is not considered to be a member of TCT. (See F. ILLEGAL PLAYER below.)
- E. A team and all its members who fail to participate once a team has been flighted is ineligible to play the next season.
- F. ILLEGAL PLAYER
 - 1. An illegal player is defined as someone played by a team who is not on that team's roster and/or is not a member of TCT.
 - 2. If a team plays an illegal player, the penalty will be a default on Line One for the team playing the illegal player regardless of which line the illegal player played. The illegal player's line will not be counted in any scoring. The other lines will be adjusted in rank order for Lines 2, 3, and 4 (if there is a Line 4); and those points given according to which team won. Lines 2, 3, and 4 will be scored normally.
- G. Captains should register by the "Team Formation" deadline date, to be determined each year. No NEW TEAMS may be added after the Team Formation deadline. A team may add or replace members (up to the maximum number of 20 for women's and mixed teams, 16 for men's and senior teams and **Flight-1/Open**) AFTER all the teams have been placed in Flights by the Placement Director, and those Flights are made known to the Membership – around July 4. Each Flight will consist of teams within a range of NTRP average ratings (see III.B. below, Team Placement Guidelines). The team in each Flight with the Highest/Lowest average NTRP rating (calculated by using the NTRP ratings of the players on the rosters when submitted on June 30) will be the "Ceiling"/"Bottom" NTRP average for the Flight.
- H. All teams with less than the maximum number of players may add players to their rosters after these Ceilings/Bottoms are published, as long as no team adds players that will cause that team's average NTRP rating to rise above the Ceiling NTRP average in its flight. However, players can be added to a team if the team's average NTRP falls BELOW the bottom or minimum NTRP average of its flight.

Starting in JULY, after the first deadline for registration, the flighting cannot be changed. Between July 4 and July 31, a player may be added to a team within the same league (i.e. adult women's or men's league, senior league, or mixed doubles league) as the player's ORIGINAL team (or "first choice" team) SO LONG AS THE **ADDITIONAL TEAM IS IN A DIFFERENT FLIGHT** than the team on which the player originally rostered. Players may be added until July 31 at the regular registration price, and from August 1 through September 30 at double the price.

To summarize:

- * No New Teams may be added after the "Team Formation" deadline date.
- * Players may join only one team per league by June 30.
- * Players may be added to rosters after Flights are announced, around July 4 and by July 31, IF ALL 3 of the following conditions are met:
 - 1. The player is not on another team in that same flight; AND
 - 2. The team adding the player has not reached the maximum team size (20 players for women's teams, 16 for men's and senior teams; 20 for mixed); AND
 - 3. Adding the player does NOT cause the team's average NTRP rating to go above the ceiling of the flight, which is based on the highest team's rating on June 30 in the flight. The ceiling for Flight I teams will be based on the highest team's rating in that flight on June 30.
- * Players may be added to teams from August 1 through September 30 but must pay double.

III. TEAM PLACEMENT – ADULT WOMEN, ADULT MEN, SENIORS, and MIXED DOUBLES TCT TEAMS

- A. Teams will be placed into "Flights" with Flight I as the strongest flight. **Flight-1/Open will be reserved for those teams with a 5.0 or higher rated player.**
- B. Guidelines
 - 1. Each flight will have an NTRP range which will determine the teams placed in that flight.
 - 2. Each team will have an NTRP rating of all team members which is calculated by dividing the total ratings by the number of members on the team, the result being the Average Composite Rating of that team. This number will determine that team's flight placement.

IV. COURTS AND BALLS

- A. Each team is required to guarantee use of four (4) outdoor courts each week for match play. Three (3) courts for Men, Seniors, and Mixed Doubles.
- B. Scheduled matches are to begin at exactly the time specified on the captain's schedule. There will be NO EXCEPTIONS, unless postponed

- by rain or delayed by court availability due to an earlier TCT match still in progress.
- C. Home teams should provide two (2) hours per match. A match is allowed to play to its conclusion. Any match following for that scheduled court must wait.
- D. Guest Fees and Court Fees, if assessed by the facility, are to be paid by the Home Team for scheduled match times.
- E. Home teams must provide approved courts within TCT boundaries, if home courts are not playable.
- F. Home teams must supply four (4) cans of new yellow USTA rated hard court balls for match play for Women's matches. Three (3) cans for Men's, Seniors, and Mixed Doubles matches. No seconds allowed.
- G. INDOOR COURTS
 1. Indoor courts may be used at any time both captains agree.
 2. The Visiting Team Captain has the right to elect whether or not the team wishes to play on indoor courts, if they are offered by the Home Team Captain.
 3. When BOTH teams CHOOSE to play indoors, visiting teams are responsible for half the court fees.
 4. Visiting teams should abide by the indoor court times and rules of the Home teams.
 5. If all four (4) players agree to waive the changing of court sides at odd game changeovers, they may do so.

V. MATCH PLAY

- A. Team matches will consist of four (4) doubles matches to be played as designated on the captain's schedule. Men, Seniors, and Mixed Doubles will play (3) doubles matches.
- B. Individual matches will be the best 2 of 3 sets, regular scoring with the third set being a mandatory 10-point tiebreaker (first team to 10, with a margin of at least 2). For the first two sets, the 7-point tiebreaker (first team to 7, with a margin of at least 2) will be used when the score reaches 6 games all in the set. In all sets, the Coman Tiebreak will be used. In this rotation, players will exchange ends after the first point of any tiebreaker and every 4 points thereafter (so after point 5, 9, 13, 17 etc.). This procedure allows doubles teams to continue serving from the same side of the court as they have been serving throughout the set or match.
- C. **HANDICAP (Senior Women league flight 1 only). If the total NTRP difference in any line match is 1 point or more, (example 6.0 vs 7.0 or more) the handicap system may be used. See Handicap System below.**
- D. Play must begin no later than fifteen (15) minutes after the scheduled match time. Warm up and practice serves must be taken within this fifteen (15) minute time period. Players arriving late for their scheduled match ARE NOT ENTITLED TO WARM UP PAST THE ALLOTTED 15 MINUTE WARM UP PERIOD
- E. According to USTA Rule #30, "Play is continuous from the first ball served in the match" except when interrupted by rain. NO PRACTICE SERVES ARE TO BE TAKEN AFTER THE ONSET OF THE MATCH WHEN THE FIRST BALL IS SERVED.
- F. SCORING
 1. Line One will receive one (1) point for each set won, plus four (4) points to the team winning the line.
 2. Line Two will receive one (1) point for each set won, plus three (3) points to the team winning the line.
 3. Line Three will receive one (1) point for each set won, plus two (2) points to the team winning the line.
 4. Line Four will receive one (1) point for each set won, plus one (1) point to the team winning the line.
 5. Men, Seniors, and Mixed Doubles will score lines 1-3 only.
- G. COACHING
 1. Coaching is defined as any advice, signal or comment relayed by any means to the participants in a match by anybody, whether a bona fide coach, teammate, or bystander.
 2. Players may not accept any coaching during the progress of a match.
 3. After one (1) WRITTEN complaint of illegal coaching, a WARNING will be issued to the team and coach involved. A second WRITTEN complaint will result in Penalty Points as determined by the Rules Committee.
- H. CAPTAINS' RESPONSIBILITIES
 1. Home team captain will confirm court reservations with facility.
 2. The team captains must exchange their lineups no later than 15 minutes after the scheduled match time. However, no additional warm up is to be taken after this time. If all players are available earlier, it is preferable that lineups should be exchanged earlier to expedite start of actual play.
 3. After rosters are exchanged, there can be NO SWITCHING of players, teams, or position, nor additional players added.
 4. The only reasons a player may be replaced on a score sheet after exchanging are:
 - a. If one of the team's members had to send a replacement and the captain did not know until the player arrived or a player does not show up and an eligible replacement is available before default time; or
 - b. If an injury or emergency occurs during the warm up and an eligible replacement can be made within the default time; NO SWITCHING line up – only replace the one injured player.
 5. Either captain (or his/her representative) should record the scores online at tulsatct.com within five (5) days of the completion of the match. Failure to do so can lead to a double default on all courts.
- I. PLAYER RESPONSIBILITIES
 1. Read and know USTA and TCT rules, so that you are prepared for any situation that may arise. Take your rules on the court.
 2. Know the position you are playing and the names of your opponents before starting the match. The ONLY reasons a player may leave the court are:
 - a. A ten (10) minute break between the second and third sets.
 - b. A bona fide bathroom visit.
 3. Players involved in a dispute during a match, declaring that the match is played under protest, must continue the match to its conclusion, and then may inform the Rules Director by written complaint.
- J. NO MATCHES ARE TO BE RESCHEDULED UNLESS POSTPONED BECAUSE OF RAIN OR A HEAT ADVISORY ISSUED BY THE NATIONAL WEATHER SERVICE.
- K. DEFAULTS AND RETIRED MATCHES
 1. If a player or players arrive after fifteen (15) minutes of the scheduled match time, the match is a DEFAULT. (Ex: Your match is scheduled for 6:00 p.m. The match is considered a default at 6:16 p.m.).
 2. When a default occurs: default the #1 position, and move the other teams down. The next default would occur in the #2 position, etc. The team with all team members present will receive the points for line one and has the option of adjusting the lineups after the default has occurred. In the event both teams need to default, both teams will default line one (therefore, no team would receive the four bonus points usually awarded to the winner of line #1).
 3. All default time limitations shall apply to rescheduled matches as well.
 4. Any time a team defaults an entire match (all positions), that team and all members of that team may be subject to disqualification or penalty points for the present season and may be barred from participating in that league the next season.
 5. In a defaulted match, points per set are credited to the team having both players present prior to the default time and recorded with the winners' score as 6-0, 6-0. Defaulting team should write "Default" in place of any player's name.
 6. If a match is RETIRED because of an injury or illness of a player, write the match score up to the point of retirement and indicate the

- reason for such. All points, games, and sets stand as played. Score the match exactly as played, giving the win to the players who did not have to stop play.
7. An ACCIDENTAL INJURY TIME OUT may be taken at the time of the injury or at the next change over. "Play" will be called within three (3) minutes after the injury, and the server must strike the ball within a reasonable time thereafter. When an injury time out is taken at a change over, "play" will be called at the end of four and one half (4½) minutes, and the players must strike the ball within thirty seconds thereafter.
- L. WEATHER CONDITIONS
1. Matches may be rescheduled for rain, or a heat advisory issued by the National Weather Service.
 2. There are no provisions for extreme cold or wind.
 3. In the event of rain, and with the exception of 8:00 p.m. matches, teams must remain available for play at least one (1) hour beyond the time of scheduled match play unless both team captains decide otherwise. Home team captains with the 8:00 p.m. match time should call their facility to determine the start time of the 6:00 p.m. match. If the 6:00 p.m. match has been delayed up to one hour, the home team captain MUST call the visiting team captain and inform them of the delay.
 4. The reschedule of rained out matches MUST BE CALLED IN to the Flight Coordinator by BOTH team captains within two (2) days and played within two (2) weeks of the originally scheduled match.
 - a. Only if the rescheduled match is also rained out or prohibited by heat, a one-week extension will be allowed for the subsequent rescheduling. There are no provisions made for player unavailability once a match has been rescheduled.
 - b. EXCEPTION: All rescheduled matches must be completed prior to the last match of the season, or risk default.
 5. Once a match is officially rescheduled, it cannot be changed unless the above conditions exist.
 6. Incomplete matches will be continued by the same players at the exact place halted – set, game, point. Indicate such on the back of both score sheets to prevent controversy when resuming play.
 7. In matches where rosters have been exchanged, but the match not begun, a NEW roster may be exchanged for the make up match, however, if a minimum of one court has served the first ball, the roster is locked in and cannot be changed.
 8. Teams may play these make up matches by positions rather than as a whole team. Captains must be flexible in designating MORE THAN ONE alternative day and time for make up matches. Captains unable to agree on rescheduling are subject to playing at a time designated by the Flight Coordinator.
 9. If all courts play at the same time, rosters must be completely filled out prior to arriving at the site. If positions play at different times, the roster may be filled out as the positions are played.
 10. For incomplete matches scheduled for make up beyond three (3) days, the home team will supply NEW balls.
- M. CHILDREN are not allowed on or around the courts during doubles play.
- N. VIDEO taping of matches is not allowed without the permission of all players on the court.
- O. FLIGHT WINNERS
1. A total of all points at the end of the regular season will determine the order of finish in a division.
 2. Ties for all positions will be broken by the following method:
 - a. Competition during the season based on total cumulative points won against each other (head-to-head the winning team when playing each other).
 - b. If still tied, most games won among all teams tied in points won against each other.
 - c. If still tied, a "Super" tie breaker will be played. Each team will choose any two players to play the 10-point tie-break until a winner is declared.
 3. Awards will be given to the FIRST and SECOND place teams in each flight with more than three teams. In flights with three or fewer teams, awards will only be given to the first place team. All members of a team will receive an award.

Tennis Competitors of Tulsa STANDARD RULES OF CONDUCT

1. Spectators may not volunteer advice on line calls, scoring or the conduct of a match. They are expected to observe good manners at all times. They should not sit or talk near a court where a match is in play while talking in such a manner that distracts any player on the court. Neither should they cheer or clap in any way that is obviously distracting to either team; however, they are allowed to applaud a good play made by either team. If spectators do not follow these guidelines of good sportsmanship, players may let the spectators know they are bothering the players. If the distraction continues, then the players may protest to the Rules Committee.
2. It is the players' obligation to call all balls fairly and honestly on their side of the net and to help their opponents with a call when requested if they can honestly do so.
3. A ball is in if any part of it hits any part of the line. A ball which cannot be called out is presumed good. ANY DOUBT MUST BE RESOLVED IN FAVOR OF YOUR OPPONENT.
4. Every player is expected to call balls on his side as he would expect his balls to be called by his opponent on the other side.
5. Call an out ball instantly either by hand signal or by clear voice. If your opponent plays a close ball and signals nothing, you must consider the ball still in play even if you thought it was out.
6. In cases of presumed double bounces, or double hits, you must continue play unless the player who is supposed to have committed the error calls it upon himself. Every player must volunteer honestly against himself such infractions, along with a ball touching one's body or clothing, touching the net, or reaching over the net to play the ball before the ball has cleared the net.
7. If the ball from another court comes onto your court during the play of a point and distracts any player, a "let" is called by the first player who sees the ball regardless of which side of the court the ball appears. The "let" should be called promptly before any player has a chance to hit the return or before the return has gone out of play.
8. Do not walk behind another court to retrieve your ball while play is in progress.
9. When receiving serve in doubles, the receiver calls the long lines (the center line and sidelines), while the receiver's partner calls the service line—although either partner can call out a ball which she sees as clearly being out. When a serve is first called "Fault" then "Good" by the receiver's partner (both calls), a let is played (2 serves). During play, if one partner calls the ball good and the other partner calls it out, the point goes to the opponents, as doubt has been raised.
10. Interference, yelling, screaming, etc. in the course of play cannot be used by a player, as the opponent is entitled to demand a replay. However, he must do so immediately and not continue with the point and then claim a replay later after he has lost the point.
11. The receiver should make no attempt to return a serve when not ready. Any attempt to return the serve presumes the receiver to have been ready, and he may not then ask for a "let".

12. Warm up time shall not be in excess of the 15 minute time allowed by TCT League Rules. Some players confuse "warm up" and "practice". During warm up, players should make a special effort to hit their shots directly to their opponent. The warm up time allowed by TCT League Rules is adequate even on a chilly or windy day, although it may not be adequate to "practice" shots as much as you like. If a player wants to practice more than the allowed time, he/she should do it prior to the match start time.
13. Serves must be taken during the warm up time because play must be continuous after the first ball of the match is served.
14. USTA rules allow 90 seconds during the change of court side on odd games for toweling , drinks, etc., and then 25 seconds between points.
15. Any comments by a player while the ball is moving toward the opponent violates the ethics of good play. However, comments between doubles partners trying to play the ball on their own side of the net are perfectly OK but should be kept to a minimum, for example, "yours", "mine", "let it go", etc.
16. The team which wins the toss prior to the match may:
 - a. Choose to serve or receive, in which case the opponents choose the side, or
 - b. Choose the side, in which case the opponents choose to serve or receive, or
 - c. Require opponents to choose first.
17. Doubles partners may change their order of serving and/or receiving at the beginning of any set.
18. The receiver or his partner may stand wherever they choose during a serve, but if either is hit by a serve before it touches the net or ground, they lose the point.
19. When a let is called solely in respect of a service, that one service only shall be replayed. When a let is called under any other circumstances, the point shall be replayed (two serves).
20. When a ball ticks the net, any player on the court may call a "net". Only the receiving team may call a "let" because they determine if the ball falls into the service area or not.
21. A ball is "still in play" until it actually strikes the ground, backdrop, or other permanent fixture. Regardless of where he is standing, a player loses the point if he is hit by or catches a ball in play before it touches the ground, out of bounds, or goes out of play.
22. If the server hits his partner with a ball on the first serve, it is a fault. On the second serve it is a double fault.
23. If "invasion" (such as racquet flying over net and landing in opponent's court, or player's apparel or equipment touching the net) occurs while the ball is still in play, the player committing the invasion loses the point.
24. The general guideline regarding mistakes made by players in not changing sides, serving from the wrong court, receiving from the wrong court, etc., is to rectify the error as soon as discovered and count any points completed before the discovery.
25. If in the middle of a game, it is discovered that a player has served out of turn, the player who ought to have served does so as soon as the mistake is discovered, and any faults or points scored shall be reckoned. If a game has been completed, the order of service remains as altered.
26. If the order of receiving is changed by the receiving team, it remains as altered until the end of the game, but the partners resume the original order of receiving for the next game of that set in which they receive serve.
27. A player is responsible for keeping balls cleared from his own court. If a rebounding ball from a first serve fault interferes with the receiver at the time of the second serve, he may claim a let. However, if he had the opportunity to clear the ball and did not at that time, he may not claim a let later. Each player is responsible for "housekeeping" on his own court. If he fails to remove stray balls and other objects, he may expect to pay the consequences. (Let call is not mandatory.)
28. When serving, if a player misses the ball when attempting to strike it, it is a fault, but if the player tosses the ball up, then decides not to strike it and catches it or lets it drop instead, it is not a fault.
29. Playing facilities should try to schedule maintenance work so as not to interfere with TCT matches

Coman Tiebreak

The Coman Tiebreak is used in a set tiebreak (first to seven, win by two), and a match tiebreak (first to ten, win by two).

Players will exchange ends of the court after the first point and every four points thereafter (so after point five, nine, 13, 17, etc.).

This tiebreak procedure allows doubles teams to continue serving from the same side of the court as they have been serving throughout the set, or match.

Handicap System

In the case a league consists of only one flight with a wide variety of NTRP rated players, that flight will use this Handicap system in order to give certain fairness to the matches.

For 2021 and 2022 season, Board has approved the use of handicap system for Senior Women flight 1 only.

If a line has to play opponents with a total NTRP **difference of 1 or more points**, (example a 7.0 vs 8.0, 8.5, or 9.0 team) the weak team will start with a point of advantage each game. The strong team starts serving at **0 - 15** and the weak team will serve at **15 - 0**.

The score card has 2 extra columns where the captain will record the players' sum of NTRP to have it ready at the exchange of lineups and determine which lines should have a handicap.

In theory, with the fighting system and bonus points per line, there should not be these big differences of combined NTRP, but if it happens, this system could bring some sense of fairness to each match.

Notice there is **no handicap when the difference is just .5**.

There are no handicap points during any tie breaker.

Captains should agree at the line-up exchange which lines will use the handicap system. No complaints or protests after the match is over. If players forgot to apply it during one game, the score stands as played. Just continue as normal and apply it at the next game. Once the match is over there are no changes or protests about it.