

PREFACE

The rules of Texas Jackrabbit League are based on USTA/ITF Rules of Tennis and THE CODE. All captains have the responsibility to know, discuss and disseminate the rules to each player on the team and have rules available during matches. "Ignorance of the rules constitutes a delinquency on the part of a player and often spoils an otherwise good match," (The Code.) Give your opponent the benefit of the doubt...a ball that is 99% out is 100% GOOD. Adherence to the existing rules, fair play and good sportsmanship should prevail at all times. Any disputes should be discussed in a respectful manner and settled during the match by consulting the rules and using common sense.

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1. GENERAL INFORMATION

- 1.1. Texas Jackrabbit League (TJL) is a Friday morning ladies doubles league located in North and Northwest Houston (see boundary map on TJL website). TJL is made up of four levels that are subdivided into divisions based on ability.
- 1.2. TJL has two seasons: Fall Season and Spring Season. Exact start dates for each season are determined by the Board. Team registration deadlines and instructions are published on the website www.texasjackrabbitleague.com.
- 1.3. USTA/ITF rules of play shall apply unless otherwise specified in Texas Jackrabbit League Rules. All teams will be expected to observe general tennis etiquette (i.e. The Code.)
- 1.4. TJL is a multi-surface league (see Rule 10.3).

2. LIABILITY RELEASE STATEMENT

- 2.1. By allowing their name to appear on a team roster, players agree to abide by all rules of the Texas Jackrabbit League, and release and forever discharge the League of and from any and all claims of every kind which may be acquired for any damages, losses, or injuries suffered or sustained by that player. Team players also agree that any special medical needs remain their personal responsibility and not that of the League.

3. WINNERS

- 3.1. At the conclusion of each season, awards will be given to the first, second and sportsmanship winning teams in each division.
- 3.2. Winners are determined by criteria in the following order:
 - Total points
 - Head-to-head competition (total points)
 - Least sets lost for the entire season
 - Least games lost for the entire season
 - If a tie still exists, first place prizes will be awarded to both teams.
- 3.3. Each season, teams that place first in their division MUST move up to the next higher division the following season. Any other upward movement will be at the discretion of the Board.
- 3.4. Each season, teams that do not win 38% of the total possible points for their division MUST move down to the next lower division the following season.

4. PLAYERS AND ELIGIBILITY

- 4.1. All players must be listed on a roster to be legal to play.
- 4.2. This is a league for women defined as age 18 or older. Anyone who is currently playing on a collegiate or high school tennis team is ineligible to play on a TJL team. **Any exception shall be reviewed and approved at the discretion of the TJL Board.**
- 4.3. A player who is USPTR or USPTA certified to teach at any level must play at the Open Championship levels. A player with a current NTRP rating of 5.0 or higher **or a rating of 5.0 or higher according to NTRP General and Experienced Player Guidelines** at the time she is added to a team roster (i.e. team registration or team roster addition) must also play at the Open Championship levels. Said described player(s) must be declared at the time of team registration or team roster addition. Any exception shall be reviewed and approved at the discretion of the TJL Board.
- 4.4. A player must be legal on the team roster for an originally scheduled match to be eligible to play a makeup line for said match.

- 4.5. A player that is dropped from a roster before the start date of TJJ season (first scheduled match of the league) is eligible to be added to a team roster with available space, provided she meets all player eligibility requirements. A player that is dropped from a roster after the TJJ season starts may not be reinstated on that same team for the remainder of the season.
- 4.6. A player that has not been recorded in a match during the season is eligible to change teams provided she meets all player eligibility requirements and the minimum/maximum roster requirements for both teams are satisfied (see Rules 5.1 and 8.3).
- 4.7. An illegal player shall be defaulted. Match points of said line will be awarded to the opponents and no points will be awarded for split sets.

5. TEAMS

- 5.1. Each team must maintain a minimum of ten and not exceed a maximum of sixteen players on its roster at any given time. Only legal members of a roster may play in a match (see Rules / Section 4) and no subs from any other team may be used.
- 5.2. The deletion and addition of players (during the playing season) will be allowed with the completion of the roster change form on the web site or by notification to the Roster Coordinator by midnight Tuesday to be legal to play on Friday; however, at no time may a team's roster exceed the maximum of 16 players or fall below the minimum of 10 players.
- 5.3. If a team resigns during the season, all scores will be dropped; and the minimum 38% of total possible points for said division will be recalculated accordingly.
- 5.4. New teams will be placed in a division at the discretion of the Board.
- 5.5. A team name cannot be duplicated. Once a team has recorded stats, the team name cannot be changed. The name stays with the team for its Jackrabbit history and movement in the league. If a team moves to a new location, the team name remains with the new location identity.

6. SCHEDULING MATCHES

- 6.1. Computer software / scheduling of courts dictate the court availability guidelines. A minimum of 2 courts must be available for scheduled Friday matches. Two playable courts allow 1-2 teams; four courts allow 3-4 teams; six courts allow 5-6 teams, etc.
- 6.2. Each division will consist of only the number of teams that the computer software can schedule.
- 6.3. League play is on Friday morning for all levels. No match may be played prior to its scheduled date without a written directive from the Board.
- 6.4. Team matches will consist of four doubles matches. A minimum of 2 lines shall be scheduled to start at 9:00 a.m. Four lines may be scheduled to play at one time, courts permitting, if agreed upon in advance by both Captains. (The 15-minute default rule begins at the designated/agreed upon start time for each line.)
- 6.5. The home Captain will determine the order of the matches: which lines will be assigned to play Round 1 and which lines will be assigned to play Round 2. (See Rule 7.4 for default time of Round 1 lines and Round 2 lines.) The home Captain must contact the visiting Captain no later than Monday afternoon prior to the scheduled Friday match to confirm the order of matches and discuss any pertinent information regarding match site. Both captains must mutually agree to any changes in the order of a match. Offering a specific order of play for the 2nd round lines is a courtesy, not a requirement.
- 6.6. The home team must provide accessible onsite bathroom facilities, drinking water on the court and ice available courtside.
- 6.7. The home team must provide four unopened cans of yellow USTA approved tennis balls for the appropriate court surface. Hard court / extra duty felt balls will be used for hard surfaces. Soft court or all-court balls will be used for clay surfaces. See Jackrabbit approved list on website.

- 6.8. The home team **must** have a minimum of two courts to be available no later than 9:00 a.m. **or be subject to default.** Players are encouraged to arrive at least 15 minutes before their scheduled match time.
- 6.9. Notify the League President and your Division Head in the event of a special circumstance makeup needed for a local team funeral or published team(s) playing USTA Sectionals, Regionals or Nationals.

7. MATCH PLAY

- 7.1. Score sheets are to be presented prior to 9:00 a.m., simultaneously by the team Captains with the complete name of each player on all lines. (See 8.3 SCORING/Win by Forfeit, Default or Retirement for name requirements.)
- 7.2. Once score sheets are exchanged, no changes in the lineup can be made with the exception of injury during warm-up. In the event of injury during warm-up, if a player is not listed on the exchanged score sheet and can be ready for play within the 15-minute default time, her name may be substituted for the injured player. Lines may not be changed.
- 7.3. A 15-minute warm-up will be permitted prior to and not to exceed the default deadline. If a player is not available for this period, she relinquishes the right to warm-up. If all 4 players are not available to play at the end of this time, all 4 players are defaulted and no points are scored for that line. (See 7.4)
- 7.4. A 15-minute default rule begins at the designated start time for all matches. This applies to all Friday matches, and rain makeup matches. (Correct time is available by calling 713-529-4444.)
 - a. **Round 1** lines need to be ready to walk onto the court for warm-up at 9:00 a.m.
 - 9:00 Warm-up begins;
 - 9:15 Warm-up ends and match play begins;
 - 9:15 Default Time of Round 1 player(s) who has not arrived on the court.
 - b. **Round 2** lines need to be ready to walk onto the court for warm-up at 10:15 a.m.
 1.
 - 10:15 a.m. Warm-up begins on an AVAILABLE COURT;
 - 10:30 a.m. Warm-up ends and match play begins;
 - 10:30 a.m. Default Time of Round 2 player(s) who has not arrived on the court.
 2. If a court becomes available before 10:15 a.m.
 - Designated Round 2 players can proceed with 15-minute warm-up and match play.
 - 10:30 a.m. Default Time of Round 2 player(s) who has not arrived on the court.
 3. If a court is not available until after 10:15 a.m., the 15-minute default rule will begin as soon as any court becomes available. Examples:
 - 10:20 a.m. Available court to begin 15-minute warm-up: 10:35 Default time.
 - 10:25 a.m. Available court to begin 15-minute warm-up: 10:40 Default time.
 - 10:30 a.m. Available court to begin 15-minute warm-up: 10:45 Default time, etc.
 - c. If four lines are playing at one time (courts permitting and agreed upon in advance by both Captains, see Scheduling #6.4), the 15-minute default rule begins at the designated/agreed upon start time for each line.
- 7.5. Individual matches will be the best 2 out of 3 sets played with regular scoring. A SEVEN-POINT Coman tiebreak will be played at six games all in any set. (See Coman Illustration, Page 10. See TJJ website Forms/Downloadable Forms/Rules for detailed Coman Tiebreak Procedure.)
- 7.6. Play is continuous. All warm-ups, including service are taken before the first point is played. Rules of Tennis: 20 seconds allowed between points; 90 seconds allowed when players change ends at the end of a game; however, play is continuous after the first game of each set and during a tiebreak game whereby players change ends without a rest.
- 7.7. A 10-minute break between the second and third sets is allowed. Players may receive coaching only during this time period.

- 7.8. No coaching or interference with players on the court will be tolerated while play is in progress. Soliciting a spectator's opinion to settle a dispute (i.e. score dispute) is illegal and constitutes coaching. Disputes must be settled by the 4 players on the court. (TJL Rules and The Code need to be accessible at court site for players to reference.)
- 7.9. Toilet Break: A player is allowed to take a toilet break when there is a genuine need. The player is allowed a reasonable period of time. When possible, the break is taken during a set break. If this is not possible, the break is taken at odd-game changeover. Breaks taken at other times are limited to true emergencies.
- 7.10. No children are allowed courtside during league play.
- 7.11. No activated cell phones or electronic devices are allowed on the court. If a violation occurs during match play, the penalty for the offending players will be the forfeiture of the existing *game* or the following *game* if between games or sets. (Reminder: A tie breaker is a *game*.) A subsequent violation by ANY OF THOSE FOUR PLAYERS will result in a default of the match by the second violator. (Player using her phone during the 10-minute break between 2nd & 3rd sets would not be penalized if she leaves the court.)
- 7.12. Lines played incorrectly stand as played no matter when the mistake was discovered. The correct lines will not be replayed. (The home team/captain is responsible for making the court assignments for each line. All players should introduce themselves to their opponents before warm-up to verify the correct line and names as listed on the exchanged score sheet.)
- 7.13. All points played in good faith stand. (Points cannot be replayed, i.e. if the net was too high, point played from the wrong court, etc.) Corrective action may be taken only after a point has been completed. Shaking hands at the end of a match is an acknowledgment by the players that the match is over (*The Code*). A match played under protest must be declared during the match at the time of the dispute (see Protests).
- 7.14. A second round (late) line that cannot start match play by 1:00 p.m. may be rescheduled as a makeup match. All rain makeup rules apply.
- 7.15 ITF Medical timeout consists of evaluation plus a maximum of three minutes treatment time for a treatable medical condition. The maximum time allowed for evaluation and treatment is 15 minutes.**

8. SCORING

- 8.1. Point Value is counted for each line as follows:
- 12 points for winning **LINE 1**. [4 points for a 3 set loss.] *Score line 1 as 4 points per set plus 4 bonus points for winning the line (4pts x 2sets =8pts + 4pt bonus =12pts.)* If you split sets the losing team gets 4 points for winning one set.
 - 10 points for winning **LINE 2**. [3 points for a 3 set loss.] *Score line 2 as 3 points per set plus 4 bonus points for winning the line (3pts x 2sets =6pts + 4pt bonus =10pts.)* If you split sets the losing team gets 3 points for winning one set.
 - 8 points for winning **LINE 3**. [2 points for a 3 set loss.] *Score line 3 as 2 points per set plus 4 bonus points for winning the line (2pts x 2sets =4pts + 4pt bonus =8pts.)* If you split sets the losing team gets 2 points for winning one set.
 - 6 points for winning **LINE 4**. [1 point for a 3 set loss.] *Score line 4 as 1 point per set plus 4 bonus points for winning the line (1pt x 2sets =2pts + 4 pt bonus =6pts.)* If you split sets the losing team gets 1 point for winning one set.
- 8.2. In the event of a match played by an illegal player, the illegal player shall be defaulted. Match points will be awarded to the opponents and no points will be awarded for split sets.
- 8.3. In the event of a Default or Retirement, all games/sets played in good faith stand and appropriate points are awarded for split sets. Match scores for Win by Forfeit, Default or Retirement are recorded as follows:

- a. A **Win by Forfeit** is scored 6-0, 6-0. A FORFEIT occurs when the opposing team has forfeited a line(s) that stands *in advance* of the match. A declared forfeit stands once match play has begun on all remaining lines. Forfeiting player names are not required only in this case.
 - b. A **Win by Default** occurs when a player is not allowed to begin or continue a match due to rules violation. When a match is defaulted, the match stands and all four player names are required on the score sheet. Examples:
 1. A player who does not show up by the default time is “defaulted,” and the match is scored 6-0, 6-0. All four player names are required.
 2. If a match is concluded due to telephone/electronic device rules violation (see Rule 7.11), or if a player refuses to play or continue to play for reasons other than injury, illness, or personal emergency, the match is scored as completed games and sets played. All four player names are required.
 - c. A **Win by Retirement** is scored as completed games & sets played at the time of retirement. A RETIREMENT occurs after rosters have been exchanged and a player is unable to begin match play, continue match play or resume a suspended match because of injury, illness or personal emergency. All four player names are required.
- 8.4. The Home Team Captain must post total match points and the game scores of all four lines to the website on the day of the completed match. The Visiting Team Captain must verify scores and total points within 48 hours and report any errors to her Division Head for correction. After 48 hours the published game scores stand. Total points are subject to correction at all times. The original score sheets must be maintained by both Captains for the entire season.

9. FORFEITS

- 9.1. No team, for any reason, may forfeit and/or default all 4 lines. PENALTY: All members of the offending team may be suspended from league play for the following season.
- 9.2. Courtesy forfeits are encouraged on Thursday evening or early Friday morning, especially if the other team is traveling a long distance to your courts.
- 9.3. TJL does not forfeit from the bottom up.
- 9.4. For regularly scheduled matches, a declared forfeit stands once match play has begun on all remaining lines regardless of the scheduled start time of the forfeited line.

Example: Lines 1 & 2 started at 9:00. Line 1 finished. Line 2 was still playing. Line 3 went on the available court, completed their warm-up and started match play when it began to rain. Line 4 forfeit would then stand because play started on all remaining lines.
- 9.5. Forfeit(s) declared for a rain makeup match: Same rule applies when line is rescheduled to play at the same time as above with 4 lines or less. If a forfeit is declared for a line that is scheduled to play alone, forfeit stands if it is not rained out.

10. RAINY DAY PROCEDURES

- 10.1. Rain or wet unplayable courts at host site on the morning of the scheduled match is the only reason to call a rain out. (See EXTREME WEATHER CONDITIONS)
- 10.2. A scheduled match can be declared a rain out as follows:
- **EXAMPLE 1:** It is raining the morning of the scheduled match OR
 - **EXAMPLE 2:** The rain has stopped but courts will not be playable by **9:00 a.m.**
 - a. The home team is responsible for checking the court surface for playability before 8:00 a.m. or earlier when requested by the visiting team with extended travel time.
 - b. If it is determined that the courts will not be playable by **9:00 a.m.**, the home Captain will notify the visiting Captain by 8:00 a.m. (or earlier when requested by the visiting team with extended travel time) to call this match a *total rain out*. Once a match is declared a total rain out, or a later start time is determined for playable courts, any line(s) played that day is considered a makeup match.
 - c. If either team has called a forfeit prior to a total rain out of the match, the forfeited line may be rescheduled.
 - **EXAMPLE 3: It starts raining after 8:00 a.m. or while players are en route to the courts. Teams arrive to find wet courts that are not playable by 9:00 a.m.**
 - a. **Score sheets have not been exchanged.**
 - b. **The match is declared a total rain out and any line(s) played that day is considered a makeup match.**
 - c. **If either team has called a forfeit prior to a total rain out of the match, the forfeited line may be rescheduled.**
 - **EXAMPLE 4:** Players are on site and score sheets have been exchanged; however, match play has not yet started when it starts to rain (i.e. during warm-up). (*Match play begins when the first ball of the match is served including a first service fault. Warm-up is not match play.*)
 - a. Wait the 30 minutes to see if play can start. The four women on their line determine if their court is playable.
 - b. If play cannot begin on all lines due to rain, the score sheets are rendered null and void, including any lines that were to be forfeited. A new lineup with legal players can be used for the rain makeup match as match play had never begun.
 - **EXAMPLE 5:** Match play has begun and it starts to rain. (*Match play begins when the first ball of the match is served including a first service fault. Warm-up is not match play.*)
 - a. Wait 30 minutes to determine if the courts are playable. All four players must agree that the courts are playable to resume play.
 - b. If play is not resumed and their match is rained out, all 4 players make note of the match score, game score, server, player positions and end of court. The makeup match must resume with the same four players at the same point of the match.
- 10.3. Changing to a different court surface or to indoor courts: All 4 players must agree to change from the assigned court surface to start or continue a match on a different surface or environment (i.e. move

from assigned hard court to clay court or move from assigned outdoor courts to indoor courts). Agreement to change court surface also constitutes agreement to complete match on said surface if required for scheduling purposes in the event of a rainout.

- 10.4 A courtesy warm-up is in order following a rain delay or when changing to a different surface or environment.

11. SCHEDULING A RAIN MAKEUP

- 11.1. The Captain of the home team will contact the visiting Captain. Lines can be played individually or as a team. Names can be given for each line to contact their opponents, or the Captain can coordinate the rain makeup match.
- 11.2. Lines need not be scheduled after 3:00 p.m. or on the weekends unless mutually agreed upon by all four players. Makeup matches may be played on the visiting team's courts or an alternate location if the home team's courts are not available. **Both teams of said line(s) must agree to play at an alternate location that is outside of TJL boundaries.** The makeup match must be completed within three weeks, not to exceed the final rain makeup deadline for the league. (see Rule 11.3)
- 11.3. There is a one-week limit for a rain makeup for the last scheduled match of the league. The final rain makeup deadline is one week (Friday) following the last scheduled league match.
- 11.4. There is a 3-day deadline (Monday by 5:00 p.m.) for BOTH Captains to notify their Division Head with the makeup match date, time and location for each line. The information that is submitted to the Division Head establishes the default time for each line.
- a. If the Captains or individual lines cannot agree on a date/time for the line(s) that has not started match play, each team Captain must submit three **options (date and time)** for each line to their Division Head for her to draw out of a hat.
 - b. A match in progress with four established players must continue or be concluded with the same four players. If a makeup date and time is not available within 3 weeks for these four players, Captains shall request the Division Head to consult League President for a resolution.
- 11.5. Once the makeup date, time and location for each line have been determined and of record with the Division Head, it may not be changed for any reason other than rain without written approval from the League President.

12. RAIN MAKEUP MATCH DAY

- 12.1. On the rain makeup day the same league rules apply as at a regular match. Courts, water, ice, restrooms, and new balls must be provided.
- 12.2. Names must be exchanged by both teams prior to the designated/agreed upon start time of the match. A player must be legal on the team roster for an originally scheduled match to be eligible to play a makeup line for said match.
- 12.3. The 15-minute default rule begins at the designated start time.
- 12.4. When the match is completed, a player from each team should initial the score on the score sheet. Scores from individual lines played should be reported to their team Captain on the day of each match. The Home Team Captain can then post the scores on the website upon completion of all four lines. (See Scoring)
- 12.5. If the rain makeup day is rained out, the same rules apply as above.

13. EXTREME WEATHER CONDITIONS

- 13.1. INCLEMENT WEATHER GUIDELINES (IWG are also located under Forms/Downloadable Forms)
Inclement weather applies to systems that warrant county-wide safety alerts for severe storms, below freezing temperatures, ice storms, black ice, hurricanes, tornados, tropical storms, area flooding or extenuating weather related circumstances that prevent safe match play.

Inclement Weather Guidelines are designed for player safety. Captains and players are encouraged to use common sense when a severe weather system becomes inevitable and has arrived at Houston's front door. If your scheduled match is called for any reason as outlined in the following guidelines, the match will be played as a rain makeup. All rain makeup rules apply.

ATTENTION ALL CAPTAINS

- Both Captains must contact each other to determine and confirm match status.
- The Division Head must be notified by both captains of any called or delayed matches.
- A regularly scheduled match or makeup match will stand as scheduled unless confirmed otherwise.

(1) RAIN OR WET COURTS (Jackrabbit Rule): In the event of rain or wet courts, the home team captain can call a rain out by 8:00 a.m. if courts will not be playable by 9:00 a.m. as outlined in the Jackrabbit Rules. All rain makeup rules apply.

(2) SCHOOL DISTRICTS CLOSE SCHOOLS WITHIN JACKRABBIT BOUNDARIES: If School Districts within the Jackrabbit boundaries have closed any schools that impact either team, either Captain can call the match and play it as a rain makeup. Both Captains must contact each other to determine and confirm match status. All rain makeup rules apply.

(3) HAZARDOUS ROAD CONDITIONS or HAZARDOUS COURT CONDITIONS: If weather conditions have created hazardous road conditions or hazardous court conditions, either Captain has the option to call the match before **8:00 a.m.** or delay the match start time for any agreed upon lines to an agreed upon start time. Both Captains must contact each other to determine and confirm match status.

Rain makeup rules apply for any or all lines that are not played on the scheduled match day. Makeup matches may be played on visiting team courts or an alternate location if restrooms or home team courts are not available. Hazardous conditions include, but are not limited to, black ice, closed overpasses, broken water or gas lines, downed trees or utility lines, flooding, debris, damaged or inaccessible courts and/or extenuating conditions deemed unsafe for match play.

(4) EXTREME COLD WEATHER TEMPERATURES (Roads are safe and courts are playable, but temperatures are extremely cold.)

If before **8:00 a.m.**, the extended temperature forecast for the scheduled match start time at the host site is 32 degrees or colder (with or without wind chill factor), the match may be called or delayed at the request of either Captain. Both Captains must contact each other to determine and confirm match status. A delayed match shall be played at the agreed upon start time by both Captains. If the match is called, all rain makeup rules apply.

Recommended weather advisory sources:

www.weather.com

www.AccuWeather.com

14. MISCELLANEOUS

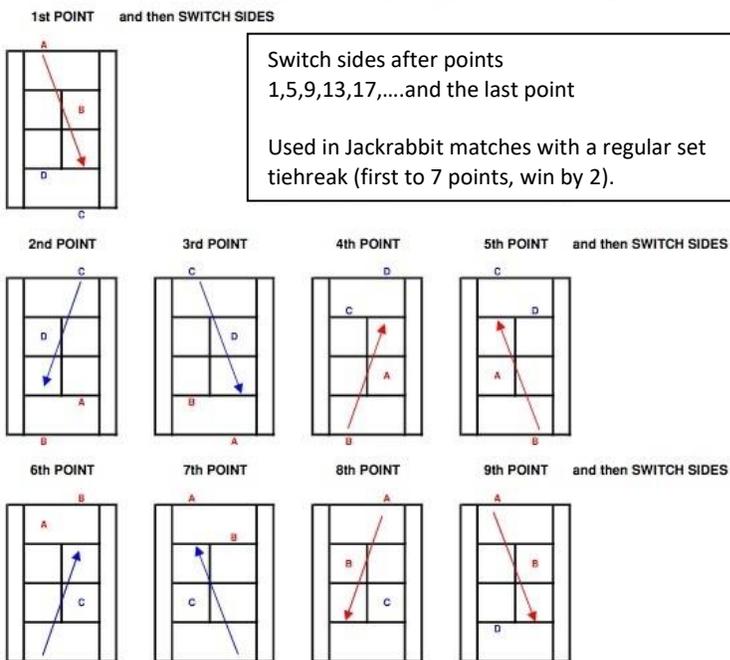
- 14.1. Texas Jackrabbit League does not govern team management issues nor private club and HOA policies that are not bound by TJL rules.
- 14.2. Any changes pertinent to matches will be communicated to team Captains by the League Board via broadcast email and website posting. It is the responsibility of the team Captain to distribute information to her team players.
- 14.3. Team Captain must maintain correct email information of her team players for league notification purposes.
- 14.4. Texas Jackrabbit League will consider suspension of any player(s) for abuse of the rules.

15. PROTESTS

- 15.1. Most problems that arise during a match can be settled by consulting the rules.
- 15.2. Players should use fair play and common sense to resolve issues when a specific rule cannot be found.
- 15.3. Whether the problem can be resolved or not, *play must continue*.
- 15.4. If the dispute cannot be resolved and a protest is declared, a formal announcement that the match is now being played under protest *must* be made *during* the match, not after the match has ended. Rules may be clarified after a match has concluded but will not be treated as a protest.
- 15.5. Captains should notify their Division Head of the protest at the conclusion of the match. The Division Head will talk to both Captains and render a decision based on the rule(s) that applies to the protest.
- 15.6. If a Captain is not satisfied with the decision, she has the option to file a written grievance to the League President within one week of the Division Head’s decision. The President shall present it to the Board to decide the issue. No action will be taken unless a formal protest had been declared openly at the time of the incident in question.

The Coman Tiebreak System: Illustrated

COMAN TIEBREAK



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- A minimum of 2 courts required, 3
- Available court time, 4
- Change in the order of play agreement, 3
- Friday morning league play for all levels, 3
- Monday notification requirement, 3
- Order of match play, 3
- Player arrival, 4
- Playing 4 lines at one time, 3

SCORING, 5

- Posting scores to the website, 6
- Verify scores within 48 hrs, 6
- Win by Default, 6
- Win by Forfeit, 6
- Win by Retirement, 6

SHAKING HANDS, 5

TEAM FUNERAL, 4

TEAMS, 3

- If a team resigns during the season, 3
- New teams, placement, 3
- No subs from any other team may be used, 3
- Roster deletion and addition of players, 3
- Roster requirements, 10 min, 16 max, 3

TELEPHONES / ELECTRONIC DEVICES, 5

TENNIS ETIQUETTE, 2

THE CODE. See link on website

TOILET BREAK, 5

USTA, ITF, 1, 2, 4