

City of Scottsdale Parks and Recreation

Adult Tennis League Rules

Indian School Park: 480.312.2740
Tennis Coordinator: Henry Garcia
ISPLeagues@scottsdaleaz.gov

Scottsdale Ranch Park: 480.312.7774
Tennis Coordinator: Anthony Harrington
SRPLeagues@scottsdaleaz.gov

TENNIS LEAGUE POLICIES AND PROCEDURES

LEAGUE STRUCTURE:

- The season will consist of a minimum of five matches including a playoff to follow regular season play.
- A two-set (2) format is in effect except for any round robin league.
- No credits or refunds will be issued to players or teams that withdraw from the league after the final withdraw date.
- A \$10 administration fee will be assessed to any player or team that withdraws from the league before the withdraw date.
- There are no reschedules allowed in leagues play. All matches must play on the scheduled date.
- If you are unable to make your scheduled match, the league coordinator will provide you with a list of potential substitutes for your match.
- It is the players responsibility to find a suitable substitute if they are unable to attend the match. Failure to find a substitute will result in a forfeit.

GENERAL RULES:

- The City of Scottsdale Tennis Leagues will abide by **City of Scottsdale Behavioral Policy** (see front desk) and the **USTA Code of Conduct and On Court Rules**.
- If a first-place tie develops, the winner of the head-to-head match will be declared the winner of the league. If there is still a tie, the league standing will reflect a tie (T1). However, if a tie results when a sub was used, the placement will go to the player who played all their matches.
- If a tie for second place develops, the winner of the head-to-head match will win second place. If there is still a tie, the league standing will reflect a tie (T2). However, if a tie results when a sub was used, the placement will go to the player who played all their matches.
- Check in at the front desk nightly for court assignments. Do not enter a court if a match is in progress. If your court is not available, please return to the Tennis Center desk and see if your court should be available or if another court can be assigned.
- Please do not bring children to league matches. No adults or coaching are allowed on court during any league match. Children may not be left unattended at the facility during play.

- The Tennis Center staff has the authority to forfeit any league match due to blatant unsportsmanlike conduct or failure to comply with the City of Scottsdale Behavior Policy (copy attached). Please report any such behavior to staff. The league coordinator cannot take any action without verbal/written notification. Upon the receipt of any concern regarding a league player's behavior on court, the league coordinator will send a memo of concern regarding the situation. Continued problems will result in league dismissal.

TENNIS LEAGUE CODE OF CONDUCT:

- The highest type of sportsmanship is expected from every player. Players are under an obligation to avoid acts that are unsportsmanlike or detrimental to the game of tennis. In USTA sanctioned tournaments, violators of this are subject to disciplinary action.
- Loud, abusive, or profane language, racquet throwing, or hitting balls indiscriminately is prohibited.
- Do not stall as this violates the continuous play principle. The Rules of Tennis allow a maximum of 1-1/2 minutes (90 SECONDS) on the odd game changeover, 2 minutes on the set break and 20 seconds between points.
- Intentional waving of a racquet or arms or making distracting noises is prohibited.
- Coaching is prohibited. (Spectators, including parents, friends and coaches, should not interfere with or participate in on-court matters; only players or officials are allowed on the tennis court.)
- Do not withdraw from tournament after the draw has been made or default in a tournament (whether during the course of a match or prior to its commencement) except for illness, injury or personal emergency.

TENNIS ETIQUETTE:

- Wait until a point is over before walking behind a court where a match is in progress; DO NOT WALK INTO OR THROUGH A MATCH IN PROGRESS.
- To retrieve a ball from another court or to return a ball to another court, wait until the players have completed a point.
- Players should present a neat appearance and abide by local dress regulations.

LEAGUE SUSPENSION:

- A player maybe suspended for issues listed below
 - Numerous No-Show /No Call Forfeits
 - Violation of City of Scottsdale Behavioral Policy
 - Violation of USTA Code of Conduct and On Court Rules

- Suspension can be for one session or up to a year.

RULES AND PROCEDURES OF PLAY:

- League rules and schedules may be obtained via email upon request. League rules and schedules are emailed at a minimum of 3 days of the first league match.
- Both players/teams are required to record scores on the sign-in or league sheet at the tennis center desk. If scores are not recorded, the league coordinator may record a forfeit or 0,0 for both opponents involved.
- League members are to use their Indian School Park or Scottsdale Ranch Park rating for ranking purposes. All participants must have a rating level on their Active Net account.
- Once you are participating in City of Scottsdale leagues, your performances will be the basis for league rating movement; either up or down in divisions.
- The player/team designated by the underline on the schedule (or circled on the sign-in sheet) must bring an unopened can of tennis balls to the match.
- All league matches are to be completed in 90 min. from the scheduled start time. (except ROUND ROBIN LEAGUES which plays for approximately 2.5-3 hours).
- Please be prepared to exit your court at the scheduled end time for your match if others are waiting.
- Cell phones must be shut off or put in vibrate mode. Play must be continuous; no undue breaks.
- Determining choice of side and serve will be done by a spin of the racquet or coin flip. The winner will decide to serve, receive or choose side.
 - EXAMPLE: Player "A" wins the spin and chooses to serve or receive, player "B" gets choice of side, OR player "A" wins the spin and chooses side, then player "B" may choose to serve or receive.
- At the completion of the first game of each set, there is no rest break. Play is continuous; you walk to the other side and start game two.
- The player/team that served first in the set that ended in a tiebreaker shall receive in the first game of the following set.

WARM-UP / FORFEITS:

- All warm-ups and serves must be taken during the first 10 minutes.
- A forfeit will result if a team/player arrives past the 10-minute warm-up time. If a player/team is 10 minutes or more tardy and their opponent decides to not continue with the match as scheduled, the

late/offending player may be charged with a forfeit and forfeit fee. Time is kept according to the Tennis Center official clock (see staff, located behind the front desk of the tennis center).

- If the waiting/offended player chooses to begin their match with the offending player that has arrived on the assigned court 10 or more minutes late, they have waived their right to an immediate 6,6 score (for a forfeited match and 0,0 for the forfeiting player) and the match will continue as scheduled. However, if the match has been agreed upon to begin at eleven plus minutes following the schedule start time, the match will continue until the match end time (7:15pm for early matches & 9pm for late matches). If the match is not yet complete, the player that was tardy will forfeit any remaining games in the match (in order for the final set to be won by the player that was originally on time).
- In case of a forfeit, the player is entitled to the use of the court/court time that the match was scheduled on. (see staff)

SCORING:

- All play will consist of two, six-game sets using conventional scoring, exception: round robin leagues. One point per game won is recorded for league standing purposes.
- The total number of points obtainable during a two-set match is 12. If there is a split, there is no third set.
 - At a score of 5 games all, the standard tiebreaker will be employed; first to seven points by two.
 - The winner of the tiebreaker wins the set 6-5.
- Round robin league scoring rules are described in a separate rules sheet; ask for details.

RETIRING RULE:

- If one or more players are unable to finish the match because of injury or emergency, the player/team retiring will get credit for games earned and the remaining team will get 6 games for the set.
- If a player/team retires, it will not be considered or recorded as a forfeit.

FORFEIT RULE:

- A match that cannot be played on the assigned day and time shall be a forfeit.
- The player/team that was unable to play will receive 0 points (0,0) and the team forfeited to will receive 12 points (6,6).
- A forfeit may be charged when a player/team is 10 minutes late.
- If the player/team that has waited for a tardy player/team chooses to stay and play, the match will begin and continue as scheduled until the time allotment has run out.

- If both teams/players are unable to play the match or are not on the assigned court within 10 minutes of the scheduled match time, a double forfeit will occur and 0 points (FF) will be awarded to both teams/players.
- The FIRST forfeit will be charged \$15.
- The SECOND forfeit, there will be an additional \$15 charge, and you/your team will be contacted to check status for the completion of the current league.
- It will be at the league coordinator's discretion if you are dropped from the league after the second forfeit.
- A third forfeit will result in an immediate drop from the league. The league coordinator will monitor any future participation.
- If a substitute does not show up for the scheduled match, the league player is still responsible, will receive 0 points (FF) and will be assessed the forfeit fee.

SCHEDULED MATCH PROCEDURES / MAKE-UPS:

- No make-ups for tennis league matches permitted. Registered league players must either play their match as scheduled and as registered, obtain an eligible substitute, or forfeit the match.
- Players register and pay for a league that has been listed for a specific day of the week and time of day. All players are expected to show up for the matches they registered for.
- Players obtaining a substitute must notify the site of their league through email stating their league, level, match date/time and the eligible player substituting; SRPLeagues@ScottsdaleAZ.gov or ISPLeagues@ScottsdaleAZ.gov
- Players unable to play their match as scheduled or unable to obtain an eligible sub, will be given a score of 0,0 for the match.
- 24-hour notice must be given to the tennis center for forfeits.

RAIN/LIGHTNING PROCEDURES:

- If play is interrupted due to rain or lightning, the match will be continued from the exact point of delay any time during that season but no later than the designated make-up deadline (7 days after the final scheduled match).
- Report the scores to SRPLeagues@ScottsdaleAZ.gov or ISPLeagues@ScottsdaleAZ.gov depending on league site. If there is any doubt about a league cancellation (due to weather), call the league coordinator or email the proper address above.

- All league cancellations due to rain or lightning will be determined by the league coordinator. Don't assume that a league match has been cancelled as weather varies in all parts of the greater Phoenix/Scottsdale area.

SUBSTITUTION RULE:

- All substitutes must be emailed to SRPLeagues@ScottsdaleAZ.gov or ISPLeagues@ScottsdaleAZ.gov depending on the site of the league.
- A person unable to play their match may use a substitute. If a sub is not used, the score will be recorded as a forfeit and the player will be penalized in accordance to the forfeit rule.
- A maximum of 2 subs per person will be allowed during the season to remain in trophy contention.
- All subs must be 18 years or older.
- Subs must sign in for the league member on the sign-in sheet (SRP only) at the front counter or check in at the front desk (ISP). Subs not signing or checking in may result in a forfeit. Please make arrangements to provide a new can of tennis balls if it is your obligation to do so. If the tennis center provides your sub with a can of balls your account will be charged a \$4 ball purchase fee.
- To ensure a sub of appropriate skill level, the sub must be of equal or lower ranking (within a half of a point).
 - For example, a 4.0 player may sub up in a 4.5 level, but you cannot sub down in a 3.5 level or lower.
- If a player is playing up due to their doubles partner's rating, they cannot sub lower than the level that the team is playing in leagues; however, this does not change their individual rating level.
- Players may not substitute within their own league regardless of Bye weeks.
- Substitutes are responsible for finding their own substitute if they become unable to play. It is not the sites responsibility.

SUBSTITUTION SCORING RULE:

- Finding a sub is the responsibility of the player in need. A sub list is available at the front desk. As a courtesy, if you are required to bring a new can of tennis balls to the match, please leave them at the front desk for your sub; also, please email ISP at ISPLeagues@ScottsdaleAZ.gov or SRP at SRPLeagues@ScottsdaleAZ.gov to let us know of your sub. All substitutes must be reported prior to your match. No rescheduling is permitted.
- First sub (per person) will receive total points, second sub (per person) will receive half points. After two subs per person, that person will be out of trophy contention (OTC) and may be removed from the league.

- If a substitute is present, and the opponent does not show up for the match, the player finding the sub will receive points according to whether it is first or second sub.
- If a match begins with a substitute but is delayed due to rain or lightning, the match that is completed later, will reflect the substitutes earned points and the actual league player would begin from that point in a make-up match.

MOVEMENT WITHIN THE LEAGUE:

- Upward movement from one division to another is allowed when:
 - (1) it is approved by the league coordinator
 - (2) it is based on tournament wins and/or dominance of league division
- Any player/team within twelve points of the required 50% obtainable points WILL be placed on probation. However, any player/team with 13 or more points below the 50% requirement will be automatically moved down one division.
- Round Robin players within eighteen points of the required 67% obtainable points WILL be placed on probation. However, any round robin player with 19 or more points below the 67% requirement will be automatically moved down one division.
- If the team/player has been put on probation for two leagues/two seasons, the team/player will be automatically moved down one division.
- Remember, winning your division once does not automatically qualify you to move up a division. The league coordinator will determine movement.
- League participants may not be rerated by a teaching professional or instructor at the end of any season to stay in the division that they did not make their rating requirement. League ratings are based on your performance in league play.
- Substitutes and forfeits are not calculated towards a player/team league rating evaluation.

PLAYOFF PROCEDURES

PLAYOFF SEEDING

- Seeding for playoffs will be determined by the total points earned throughout the regular season.
- For leagues with an odd number of players/teams (5, 7, or 9), seeding will be determined by the four highest scoring matches played.
- Lower seeds will be responsible for bring an unopened can of tennis balls to the match.
- Number one overall seeds may have a first-round bye. Please consult with the league coordinator if unsure about time and date of play.

PLAYOFF RULES

- Playoffs will follow the first 6 weeks of the regular season. All playoff matches will be best 2 of 3 sets.
- Substitute players are not permitted during playoffs. If a player is unable to play in a scheduled match, it will be considered a forfeit.
- No rescheduling for playoff matches.
- Playoffs are single elimination. Players/teams could play up to 3 matches after the regular season is over. Every player/team will make playoffs regardless of regular season ranking.
- The first two sets will be played using conventional scoring. If a player/team wins the first two sets, a third set will not be played.
- If players/teams split the first two sets, a third set is required to determine a winner. This will be a three-game set with no AD scoring. The winner of this set will win the match.
- Total score will not determine the winner of the match. First player/team to win two sets will win the match.

TIE BREAK PROCEDURES

TIE BREAK PROCEDURES for Singles

- A player who first wins seven points shall win the game and set provided they lead by a margin of two points. If the score reaches six points all, the game shall be extended until this margin is achieved. Numerical scoring (1,2,3) shall be used throughout the tiebreaker when the set score reaches 5-all.
- The player whose turn it is to serve shall be the server for the first point, which is delivered from the deuce court. The opponent shall be the server for the second and third points (delivered from the ad court, then the deuce court). Each player shall then serve alternately for two consecutive points until the winner of the game and set has been decided.
- Players shall change ends after every six points and at the conclusion of the tiebreaker.
 - Note that after any change of ends, the server will be serving the second point.
- The player who served first in the set that ended in a tiebreaker shall receive service in the first game of the following set.

TIE BREAK PROCEDURES for Doubles & Round Robin Doubles

- The procedure for singles shall apply. The player whose turn it is to serve shall be the server for the first point. Each player shall then serve in rotation for two points until the winner of the games and set have been decided.

- Players change ends after every six points and at the conclusion of the tiebreaker.
- The team that served first in the set that ended in a tiebreaker shall receive in the first game of the following set.

ROUND ROBIN LEAGUES (3 SET FORMAT)

- STRICT 10-MINUTE WARM-UP PERIOD. No personal conflicts can be rescheduled; matches are played as scheduled. PLEASE REMEMBER, YOU NEED TO SIGN-IN BEFORE THE START OF EACH MATCH AND RECEIVE YOUR COURT ASSIGNMENT FROM THE FRONT DESK STAFF
- Points are awarded as follows:
 - one set is played with each person, three total sets played. NO AD Scoring;
 - first team to 4 points wins that game; at 3-3 (deuce), it will be the receiving team's choice of serve
 - a standard tiebreaker will be played when the score is 5-all
 - awards are given for first place.
- The running individual score is based on the number of games earned.
- When using a sub, full points will be recorded for the first sub; half points will be recorded for all subsequent subs. After two subs per person, that person will be out of trophy contention (OTC). If ISP or SRP provides a last-minute sub, the league player will have half points.
- There is a \$15 charge for each forfeit. In case of a forfeit, the remaining players will receive "AVG" at the time of the match. The league coordinator will evaluate the forfeit circumstance, and points earned, if greater than your average, may be recorded. At the end of the season your league average will be used as your match score for the forfeit week. Points earned by forfeit win(s) will not count towards the 2/3 rating level (84/126).
- Substitutes brought in with a higher rating than they are playing in, will result in a forfeit for the original league member. Please remember, a player can sub up, but cannot sub down, e.g. a 3.5 player cannot sub in a 3.0 league, however a 3.0 player can sub up in a 3.5 league. Please notify SRP of any substitute inequities within 24 hours of the completed match, otherwise the match will stand as played with the points received.
- If someone has to default the second or third rounds of play, the remaining three league players will be awarded either 6 games per set, depending on the number of rounds defaulted. These points will not be computed into the 2/3 rating level.

- Cell phones must be shut off or placed in pulse mode. USTA rules states that play must be continuous. SRP rules state that these items should not be on the court. Please be courteous.
- Determining choice of side and serve will be done by a spin of the racquet. The winner of the spin will decide to serve, receive or choose side. EXAMPLE: Player "A" wins the spin and chooses to serve or receive, player "B" gets choice of side, OR player "A" wins the spin and chooses side, then player "B" may choose to serve or receive.
- At the completion of the first game of each set, there is no rest break. Play is continuous; you walk to the other side and start game two.

FLEX (FLEXIBLE SCHEDULE) LEAGUE

- Singles league rules shall be followed
- Tennis Centers will take calls requesting court space to play a match after 10:00am daily
- All scheduled league matches must be played by the **due date** provided at the beginning of the league per the league coordinator.
- The First forfeit will charge \$15. The Second forfeit will have additional \$15. A third forfeit will result in an immediate drop from league.
- A maximum of two matches may be played per week, per player.
- Following the agreement to play a match and the court being reserved, the player that cancels the match shall be given a score of 0,0 and the opponent shall receive a score of 6,6
- Once the match has been scheduled, any changes (i.e., moving the date and time) will result in a court fee. Daytime or evening rates will apply. Before scheduling a league match, ensure the date and time will work for both schedules.
- Tennis balls will be determined by coin flip or racquet spin for tournament, Prior to the league match. Both players should come prepared with tennis balls. (Tennis balls can be purchased at the front desk for \$4.00 per can.)
- No substitutes may be used in flex leagues