

HCTA 2022 FALL TENNIS GUIDELINES AND CODE OF CONDUCT

The HCTA is a social tennis league for residents of the Hills. The following guidelines and code of conduct are intended to provide players with a format that provides a fair and enjoyable experience for all players while avoiding injury on the court, promoting good sportsmanship, and encouraging proper tennis etiquette.

Spring Tennis Guidelines & Revised Format:

1. Start of Season – Saturday, April 9th
2. Start Time: - 9:00 with players to arrive no later than 8:30 to warm up and get ready to start on time
3. Match Structure:
 - 3 Matches consisting of: (Round 1) Two Mixed Doubles Matches; (Round 2) Two Mixed Doubles Matches; (Round 3) Two Men's Doubles Matches – A women's doubles match may be scheduled in place of one of the Mixed Doubles Matches if both Captains agree and equally rated women are available on both teams.
 - Matches:
 - 1 "Pro-Set" consisting of a "first to win 8 games / must win by at least two" format with a maximum 9-7 score and a 7 point tie breaker (must win by two if needed) format if the match goes to 8-8. (See # 6 and the Examples below for further clarification)
 - Matches to run approximately 50 minutes in duration but can go over in order to complete the match.
 - Overall Rating differential between the two teams in any given match not to exceed .75 – **NOTE:** This is a guideline and may need to be exceeded but the goal is to avoid mismatched pairings where one teams players total rating far exceeds the others
 - Captains to alternate players as evenly as possible with each Captain encouraged to maintain records showing how many times each player has played in an effort to keep with the spirit of an equal number of matches for each player at seasons end
 - Winner of each individual match to receive 1 Point on the score sheet and the team with the most overall points wins. If a Match is tied 3 to 3 at the end of the match, the match ends in a tie with each team to receive .50 Points for the match.
4. Who Serves First: Determined by spin of racket with the winner of the spin to choose either the order of their serve OR the side they start on
5. Penalty for Delay: If a team is NOT ready to play by 9:05, it will be penalized one game. If a team is not ready for play by 9:15, it shall forfeit the match. If a team does not have enough players to play the overall match, players will be exchanged and "pick-up" games will be played for fun
6. Scoring:

A pro set is finished once either team gets to 8 games and wins by at least two games, capped at 9-7, OR the set is finished if the score reaches 8-8. AT THAT POINT (8-4, 8-5, 8-6, 8-8, or 9-7), award the bonus games and see where things stand. If the bonus games allow one team to win

by one or more games (ie. 10-8 or 11-7) then the set is done. If after awarding the bonus games, the match become tied, then a 7 point tie breaker is played

Full ratings are in effect and the team with the lower combined rating receiving one **bonus game** for each quarter point (.25) difference, added to the score at the end of the set AND one **bonus point** for each quarter point (.25) difference to be awarded during the tie-breaker as well (if needed). Bonus games and points are awarded at the “8 game, win by two trigger” (in the pro set) and 7 points (in the tie breaker). Match is over if someone is ahead by one or more games in the pro-set (after any bonuses are awarded), or if tied at 8-8 after bonus games are awarded, a tie breaker is played. Upon reaching the 7 point “trigger” in tie breaker, bonus points are awarded at that time and the tiebreaker must then be won by two points. Play on until this is achieved.” See examples below

NOTE: For each individual match, the expectation is that the overall rating differential between the two teams is not to exceed .75. As an example, if Team A has two 3.75 players (7.5 Total), Team B (their opponent) should not have an overall rating of less than 6.75 or greater than 8.25 in an effort to keep the two teams as evenly matched as possible.

Scoring Examples:

- A) Team A has two 4.0 players and is playing against team B who has two 3.75 players so team B receives 2 bonus games for their match to be awarded once either team wins 8 games. Team A ends up going ahead 8 – 6 BUT since team B receives 2 bonus games at that point in the match (8 game, win by two trigger) the match is now tied 8 to 8 and a tie breaker is to be played. Team B also receives 2 bonus points during the tie-breaker upon one team getting to 7 points in the TB. Team A goes ahead 7 to 5 in but since team B is now awarded their 2 points, the TB is now actually tied 7-7 and play continues with no additional bonus points being awarded and team B ends up winning the TB 10-8 and therefore the overall match.
- B) Same two teams are playing but after getting to 7-7 in the match, Team A then goes ahead 8-7. Keep playing another game!! Stop at either 8-8 or 9-7. Award the 2 bonus games to Team B and either Team B wins 10-8, or the match is tied 9-9 and the tie-breaker is required.

Note: If Team B had received THREE bonus games in this scenario (a .75 rating difference between A and B) then at 8-6, match is over and Team B would win 9-8 (you can win the match by ONE GAME ONLY AFTER BONUS IS ADDED). If it was 8-8 in this scenario, Team B would win 11-8. If it was 9-7, Team B would win 10-9. No tiebreaker would be required in any of those scenarios in this “Note”. If match ended 8-5 (one team reaching 8 and winning by two or more), with Team B behind, they’d get 3 bonus games and match would be tied 8-8 and a tie breaker would be played”.

7. Exchange of Line-Ups: Away team captain must email the line-up to the Home Team Captain by noon on the Thursday prior to the match and the Home Team captain must send the final Line-Up back to the Away Team captain by noon on Friday – No further changes permitted except for a sickness brought to the attention of the opposing team’s captain no later than Friday evening. **NOTE:** In the event of no shows or sickness on the Saturday of a match, a forfeit of the match is to be awarded **unless** the opposing team captain agrees to allow a substituted player.

8. Rain: A match called on account of rain/weather will be treated as a complete match if a minimum of 4 individual matches have been completed and as a rainout if less than 4 matches have been completed. Captains will jointly decide when to terminate a match that has begun and the Operation Committee Chairman to announce all "Rain Outs" prior to the start of play no later than 8:15 the day of the match.
9. In-Match Coaching: We are encouraging our Captains to coach their players during change overs and before tie-breakers to interject some strategy and foster improvement. Be mindful that not all players want to be coached and being that this is a "social league", don't force it on them but make the feedback available if they want it, when appropriate and in a light hearted manner. Also, please avoid any coaching that 'picks-on' an opposing player....such as 'pound that new guy Nadal's backhand because it's insanely weak'. Instead, a Coach could say "angle it more to the alleys especially on the Ad side". – Be positive and exhibit sportsmanship at all times.

Code of Conduct:

1. Under no circumstances is it acceptable to hit an opponent with the ball. Additionally, the opponent also bears responsibility to avoid being hit by an errant shot
2. Do not hit the ball after the point is over, when the opponent and your partner are likely no longer paying attention. You may inadvertently hit a player.
3. Do not return serves which are clearly faults. The opponent may not be paying attention, and / or the ball may disturb play on an adjacent court.
4. Do not feed the ball back across the net if the server or intended recipient is not ready for it.
5. Do not resort to anger or raised voices when a line call, score, or both issues are in dispute.
6. Do not resort to the practice of "if in doubt, call it out." Live by the standard described below that if you are not sure whether the ball was in or out, then call it in.

Tennis Etiquette and Reminders:

- Remember, if the ball even "brushes" the line, it's in and if you are not 100% certain that your opponent's shot was out, then call it in.
- No walking onto the court or along the back of a court while a point is being played. Remain outside of the gate / fence area until the point is over and then quickly run over to your court to respect the match in play.
- Avoid distractions to neighboring courts: If you see a ball rolling onto the court next to you, make every effort to grab or stop the ball before it interferes with their play but stop short of running onto or behind their court.
- Alert players to hazards: If you are unable to prevent a hazard as mentioned above OR you see a ball or other item such as a hat blown onto your court during play, immediately call a "let" to stop play and avoid risk of injury. The point should then be re-played with the server awarded a "First Serve".
- The Team Schedule is posted on-line so please refer to the Hills Tennis Web-Site frequently to see what team you are playing and what court you're on.
<https://www.hillstennis.com/>
- Remember to put your players full names, ratings and scores on the score sheet to make it easier for our league compiler (Marc Faber) to tally the scores at the end of each week
mfaber67@gmail.com