

WOMEN'S NORTHWEST SUBURBAN TENNIS LEAGUE
RULES AND INFORMATION ABOUT THE LEAGUE- 2024

1. ELIGIBILITY

- A. Any team may be formed by members from local clubs and local areas.
- B. A player or substitute may play for only one club or town throughout the season.
 - 1) Once a player has played for any club or town in the League as a substitute or regular member, that player is restricted from playing for any other club or town in any division, in any capacity, regardless of the individual membership or location.
 - 2) Teams found in violation of this rule will lose the match by default. (Points for any defaulted will be given to the opponent.) Captains must be sure the subs that are used have not played any matches for any other club or town in any division and are not regular members of a higher division in their own club or town.
- C. A list of regular players and substitutes must be mailed to the League Chairman by April 2nd. If a substitute player is needed during the playing season and is not listed on the original list, permission must be obtained from your division rep. via phone or email before the match is played.
- D. Once a substitute player has played three times on a team, she will become a regular member of that team and will no longer be eligible to play matches of lower ranked divisions in that club or town for the balance of the season.
- E. When a club or town has more than one team in a division, a substitute can play matches for only one of the teams throughout the season.
- F. Teams may not use substitute players that are regular members of higher level teams.
- G. Towns and clubs wishing to join this League must have outdoor courts. Exception: Clubs without outdoor courts may use indoor courts with permission from the League Chairman if there is no time limit, no court fee, and regular scoring is used. The cost of the indoor court is not split if a club that does not use outdoor courts plays indoors and there is inclement weather. (The court fee is split if a team that uses outdoor courts must book a court indoors due to inclement weather, or if clay courts are not ready.)
- H. Players must be at least 21 years old.

2. ORGANIZATION

- A. The League is divided into two main divisions: A and B, each being subdivided. Individual teams consist of eight or 10 regular players (four or five doubles) and they must be aligned according to their relative strength, i.e. the #1 team should be the strongest, etc..
- B. At the end of the season, according to their position, teams will be moved up or down, however in order to ensure continuing high quality of play, the board may use its own discretion in determining team positions.
- C. A club may not have more than two teams in any division. Exceptions made to this rule are done solely at the discretion of the Board.
- D. Should a team win their division and move up, they automatically forfeit their former division. Should the club or town wish to field another team in the lower division from whence they came, a letter must be submitted to the Chairperson stating their desires.

E. New teams:

- 1.) Clubs or towns desiring to field a new team or an additional team should send a letter to the Chairman stating their desires. Letters are kept on file according to their date. When vacancies occur, the vacancies are filled at the lowest level, in order of the dated letters.
- 2.) If a team wishes to enter the League at a level higher than the lowest level, they may submit a letter to the Chairman listing the names of all players intending to play, along with all pertinent information regarding rankings held by the women and their previous experience of play. The Board will then discuss the request and make a decision.

3. MATCHES

- A. Matches start at 9:00 AM. When only two courts are used, the visiting team captain decides which teams start at 9:00 AM. Teams playing later should be there at 10:00. There is a 10-minute warm-up, with an additional 5 minutes for serves. Players arriving late on the court must take a 5-minute injury prevention warm-up.
- B. Team captains should contact each other at least two days before the match to make arrangements. If captains contact each other by email, a response must be received to be sure that the email was received. A decision about whether or not to play indoors or outdoors must be made before 8:00pm of the night before the match, unless both captains agree to another time.
- C. Within their division, each doubles team will play a best two out of three set match with the corresponding opponent's doubles team. If sets are split after completing two sets, in lieu of a third set, play a Match Tie Break/10-point-tie- break. If playing a Match-Tie-Break:
 - 1.) The team who wins 10 points by a margin of two points wins the deciding set and match. If you are tied at 10 pts-all, play until one team has a margin of two points.
 - 2.) Service Rotation: Because this is the third set, you do not need to stay in the same service rotation. The team whose turn it is to serve serves the first point from the deuce side of the court. Thereafter, the opposing team serves two points (from the ad side of the court, then the deuce side of the court). Then the first server's partner serves, and then the second server's partner serves. You must stay in this rotation until the tie break is completed.
 - 3.) Teams change ends of the court after every six points.
- D. The winner of each doubles match will earn a point for their team. These points will be recorded for the team, and the team accumulating the highest number of points during the season will be determined the winner of their subdivision. In case of a tie in total number of points at the end of the season, the winning team shall be determined by the use of net sets; this is the total number of sets won, minus the sets lost over the entire season. If this figure is a tie, the same procedure will be used for the figures from the day the two teams met each other. In case of a tie for last place, the same procedure will be followed to establish which team has the least number of points.
- E. In the event of a 6-6 tie in the first two sets, a 12-point tie breaker will be played. Rules for a 12-point tie breaker doubles match:
 - 1.) The team who first wins seven points shall win the game and the set provided they lead by a margin of two points. If the game reaches 6-all, the game shall be extended until the margin of two has been achieved. Numerical scoring shall be used throughout the tie breaker.
 - 2.) The player whose turn it is to serve shall be the server for the first point which is delivered from the right court. Thereafter, each player shall serve in rotation for two points in the same order as previously in that set, starting from the left court, until the winners of the game and set have been decided.

- 3.) Players change ends after every six points and at the conclusion of the tie breaker. Note:
A server will be changing sides to serve next point after six points.
- 4.) The team that served first in the set that ended in a tie breaker shall receive service in the first game of the following set.
- F. All games will be played using conventional deuce-add scoring (indoors or outdoors).
- G. Team captains should align their teams on the basis of strength with the following exception:
 - 1) In the case where a default is made prior to the start of a match, the first position to be defaulted is the #4 spot. The remaining teams will play #1, #2, and #3 regardless of whether this is the way lineups were originally set up. If some matches have already started, they should not be interrupted.
- H. If the home team's courts are not ready for play and matches must be played indoors, both teams will split the cost.
- I. In securing courts, the priorities listed below must be followed for clubs that use outdoor courts:
 - 1) The home team provides outdoor courts (or indoor courts if courts aren't ready yet).
 - 2) The visiting team provides outdoor courts.
 - 3) The home team provides indoor courts. (Teams divide the cost).
 - 4) The visiting team provides indoor courts. (Teams divide the cost.)
 - 5) If no courts are available, then a mutually agreeable date(s) of play must be scheduled within a week, all teams not necessarily playing at the same time. See rule 3-K.
- J. When there is inclement weather present prior to the start of the match, every effort must be made to play indoors on the same day.
- K. All make-up matches must be played before the end of the last week of matches.
- L. When only two courts are used (inside or out), the teams that play early must complete their matches before the later teams play (no time limit for the earlier matches). Exception: When there is a 12:00 time limit, matches are limited to one and a half hours (see rule 3-O).
- M. Teams must change sides on odd games unless the match is being played indoors and all four players agree not to change sides.
- N. Matches played outdoors shall have no time limit. Exception: There are a few clubs that have been given permission to have time limits when playing outdoors. This is noted on the schedules. Clubs that have been given permission to use indoor courts as outdoor courts must use outdoor rules, with no time limit, no court fees for guests, and regular scoring.
- O. When playing indoors due to inclement weather (or if clay courts are not ready) regular scoring is used. If only two courts are available and there is a time limit of 12:00, matches are limited to one and a half hours. If a match finishes before one and a half hours, the players have the option of continuing play until their time is up or allowing the next team to start early. If play starts early, the match may continue until 12:00. It is the visiting team's choice who plays first. See rule 4-A for unfinished matches. (Clubs that use indoor courts for all home matches have no time limits and no court fee for visiting team, regardless of the weather.

4. UNFINISHED MATCHES

- A. When a match cannot be finished due to a time limit, the team with the most number of games wins the match. At match ending time, the game in progress is finished. This includes the 7 Point-Tie-Break and the Match-Tie Break. If the court becomes unavailable (you are forced off the court), disregard results of unfinished game or tie-break. The team with the most completed games won is awarded the point. A 7 Point-Tie Break is counted as one game. In the case of a tie in the number of games, the point will be split. (see rule 3-L).

- B. Outdoor matches which are unfinished due to inclement weather should begin exactly where they left off if courts are immediately available indoors. Otherwise, see Rule 4-A to determine winner.

5. DEFAULTS

- A. Any team arriving more than 20 minutes late for a 9:00 match will be automatically defaulted unless both captains are in agreement that the match should be played.
 - 1) When only 2 courts are used, teams that play later should be ready to play at 10:00, in case one of the earlier teams win single handily. As those players coming to the courts have no idea when a court becomes available, it is important that each player become aware of the default rule. The default time starts when the court becomes available, but not before 10:00. When a court becomes available, players must go out for their 15-minute warm-up. The visiting team decides which of the later teams goes out first. Default time for later matches is 15 minutes. Players must have a 5-minute injury prevention warm-up.
 - 2) Team captains are held responsible for notifying their players of the time of the matches, and any failure or error in doing so should not be construed as a reasonable basis for "extenuating circumstances" as mentioned above. Any tardiness of 20 minutes or more should lead to a default.
- B. No team (eight players) may have more than a total of four defaults during the season under penalty of elimination for the season. Points received by any teams that are eliminated will not be counted.
- C. When indoor courts are booked due to inclement weather and there is a 24-hour cancellation policy, any teams that default within the 24-hour period will be held responsible for the cost of the court.

6. MISCELLANEOUS

- A. FOOTFAULTS - to be watched closely during practice and the matches. Captains should talk to opposing captain about faults during the match. If foot faults are constantly committed, captains are empowered to make decisions on any action to be taken.
- B. SERVES - players must practice serves prior to the start of the match as part of the warm-up.
- C. BALLS - The home team provides the balls. Regulation USTA yellow balls must be used.
- D. COURTS and NETS - all matches must be played on regulation courts with regulation nets.
- E. TEAM CAPTAINS - The captain of the home team must send scores to division reps. within 2 days.
- F. SNACKS – Snacks are optional.
- G. COACHING - There is no coaching allowed at any time during the match, between sets or during breaks of any kind.

7. DUES

- A. There is a fee of \$32.00 per League team.

8. COMPLAINTS

- A. All complaints must be received by the League division rep within three days by phone or email. The complaint must be resolved by the Board within three weeks or before the season's end.