



# Men's Division Playing Rules

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## Article I. League Overview

### Section 1.01 General League Details

- (a) The Greater Johnstown Tennis Association (GJTA) is a tennis league based out of Johnstown PA. The league is divided into two divisions; Men's Division and Women's Division. League play consists of both singles and doubles and occurs at the Roxbury Park tennis courts during weekday evenings.
- (b) All matches are governed by USTA rules and "The Code" (players' guide for non-officiated matches).

### Section 1.02 Definitions

- (a) Match – a contest between two teams with multiple singles and doubles being played
- (b) Court – a matchup between 2 singles players or 2 doubles teams from either team
- (c) Game – a series of points with one person serving all points and culminating and ending when a player/team scores at least 4 points while winning by at least 2 points
- (d) Regular Set – a series of games with a player/team winning after winning at least 6 games while winning by at least 2 games or in a regular tie-breaker after a 6-6 score. Serves alternate between opposing players after each game is decided. Players switch sides on the court prior to the start of each odd total game tally.
- (e) Pro Set – same as Regular Set but with the game total to win increased to 10. A regular tie-breaker is used after a score of 10-10 is reached.
- (f) Regular Tie-Breaker – a modified game with alternating serves that is won by the first player/team who wins 7 points and wins by 2 points. Serve starts with one serve on the deuce side by the next player up to serve. After the first server, the next opposing service player serves twice starting on the Ad side. Serves rotate to the opposing team after every 2 serves, each starting on the Ad side. After 6 total points have been scored, players switch side
- (g) Super Tie-Breaker – same as a Regular Tie-Breaker but with the point total increased to 10 to win

### Section 1.03 League Composition

- (a) Board – elected positions that help govern and provide guidance of the GJTA
- (b) Secretary – records meeting minutes and distributes information to league members
- (c) Treasure – manages league finances
- (d) League President – oversees league operations for both Men's and Women's divisions
- (e) Men's Vice President – manages the Men's division to ensure all league rules and policies are being followed. Assists League President and makes final rulings for league violations. Defines and manages Men's division playing schedule. Oversees player drafts.

- (f) Women's Vice President – manages the Women's division to ensure all league rules and policies are being followed. Assists League President and makes final rulings for league violations. Defines and manages Women's division playing schedule. Oversees player drafts.
- (g) Teams – teams are comprised of an equal distribution of players into 4 teams, for both the Men's and Women's divisions.

#### Section 1.04 Team Composition

- (a) Captain – manages the team and decides when players will play and in what position in the line-up. Responsible for recording Court and Game scores for his/her team and reporting scores to respective Vice President and media. Also assists League President and respective Vice President in certain instances
- (b) Co-Captain – assists Captain in managing the team and assumes the role of Captain when the primary Captain is absent
- (c) Alternate Captain – assigned by the Captain and takes the place of both Captain and Co-Captain when both are absent at a Match. Minimum responsibility includes recording Court and Game scores after a Match
- (d) Team members – the remainder of a team roster, comprised of a combination of automatic selections and players drafted prior to the start of each season

#### Section 1.05 Men's Season Composition

- (a) The Men's season is divided into 2 halves, unless the board decides to modify the season
- (b) Each half consists of every team playing each of the other teams twice for a total of 6 Matches
- (c) Men's Season Champion
  - (i) *The winner of the first half and winner of the second half play a Championship Match*
    - 1) Winner of a Half is determined by the team with the most Matches won.
    - 2) In the event of a tie in a half, the tie-breakers follow this progression for the two previous matches played between the tied teams
      - a) Head-to-head result
      - b) Number of Courts won
      - c) Number of combined singles/doubles Games won. NOTE: Tie-breaker sets are not counted
      - d) Number of tie-breaker set points won
    - 3) If more than 2 teams are tied for a Half, the winner of the Half is determined using the following progressions:
      - a) Courts win/loss percentage
      - b) Sets win/loss percentage
      - c) Games win/loss percentage
  - (ii) *In the event a team wins both halves, that team is automatically declared the Champion*
  - (iii) *In the event of a modified season, the above may be changed with agreement from the President, Men's Vice President and Team Captains*

## Section 1.06 Men's Match Composition

- (a) Matches consist of 2 teams playing on a pre-determined day/time
- (b) Each match consists of a number of both singles and doubles Courts being played.
  - (i) *Only Courts played at the scheduled Match day/time are counted*
  - (ii) *Exact number of singles and doubles Courts to be played that season will be determined based on the number of participants and agreed to by the Men's Vice President and each team Captain*
- (c) Men's Matches are played on Tuesdays and Thursdays following one of the defined formats below. The format is selected prior to the draft based on the number of applicants.
  - (i) *Format A – 1 Match is played on Tuesday and 1 Match is played on Thursday*
    - 1) Tues matches consist of singles playing at 6:00 and doubles playing at 7:15
    - 2) Thurs matches consist of doubles playing at 6:00 and singles playing at 7:15
    - 3) Make-up matches are played in the order they are delayed at the end of the half on the next available Tuesday or Thursday
  - (ii) *Format B – 1 Match is played on Tuesday and 1 Match is played on Thursday*
    - 1) 1<sup>st</sup> Half matches consist of singles playing at 6:00 and doubles playing at 7:15
    - 2) 2<sup>nd</sup> Half matches consist of matches consist of doubles playing at 6:00 and singles playing at 7:15
    - 3) Make-up matches are played in the order they are delayed at the end of the half on the next available Tuesday or Thursday
  - (iii) *Format C – Both Matches are played on Tuesday with the 1<sup>st</sup> Match (all Courts) being played at 6:00 and the 2<sup>nd</sup> Match (all Courts) being played at 7:15*
    - 1) Both singles and doubles Courts play at the defined Match time
    - 2) Captains from both teams can decide to play a no more than 2 Courts at a different time from the regularly scheduled Match time as long as it does not interfere with the other Match
    - 3) Make-up matches are played the Thursday immediately following that Tuesday. In the event a make-up game is also cancelled, the Match moves to the next available Thursday or on the next available Tuesday/Thursday after all regularly scheduled Matches are played in a half
  - (iv) *Format D – Both Matches are played on Thursday with the 1<sup>st</sup> Match (all Courts) being played at 6:00 and the 2<sup>nd</sup> Match (all Courts) being played at 7:15*
    - 1) Both singles and doubles Courts play at the defined Match time
    - 2) Captains from both teams can decide to play a no more than 2 Courts at a different time from the regularly scheduled Match time as long as it does not interfere with the other Match
    - 3) Make-up matches are played the Tuesday immediately following that Thursday. In the event a make-up game is also cancelled, the Match moves to the next available Tuesday or on the next available Tuesday/Thursday after all regularly scheduled Matches are played in a half

## Section 1.07 Length of Season

- (a) Player applications issued beginning of March and due mid-April, specific dates to be chosen by the board
- (b) Draft to occur by end of April (attempt no less than 2 weeks before start of the season)
- (c) Matches start in May, specific dates to be chosen by the board (typically 1<sup>st</sup> or 2<sup>nd</sup> week)
- (d) Season is divided into two 6-match halves

- (i) *Half duration is 7 weeks to allow for potential make-up*
- (ii) *If the first Half ends in 6 weeks (no make-up Matches in week 7), the second Half can start early*
  - 1) Requires agreement from Men's Vice President and each of the team captains.
  - 2) If the second Half is started early, the last Match(es) of the second Half are moved to the start of the second Half with the remainder of the second Half being as scheduled
- (e) Regular season ends after the completion of both halves

## **Section 1.08 Draft**

- (a) Prior to start of each season, the four men's teams will draft the rosters for that season
  - (i) *The Captains and Co-Captains are responsible for drafting their respective teams*
  - (ii) *The Men's Vice President will preside over the draft*
  - (iii) *The Match format (number of singles and doubles Courts and day/time of Matches must be finalized prior to the draft start and cannot be changed during the season unless agreed by all team captains and Men's Vice President*
- (b) Each team is allotted two automatic sections for Captains and Co-Captains
- (c) Each team is allotted additional automatic selections as defined below:
  - (i) *No limit to automatic selections associated with the team sponsor - Team sponsors and immediate family members (parents, siblings, children, etc.) are automatic selections unless stated otherwise by the team sponsor*
  - (ii) *The Captain/Co-Captain can select up to 2 automatic selections*
    - 1) Only applies if team sponsor has no family members playing. If team sponsor has 1 family member playing, then the additional Captain chosen automatic selection is dropped to 1. If team sponsor has 2+ automatic selection, then no additional automatic selections are allowed
    - 2) Automatic selections must be presented at the time of the draft and approved by all 4 team Captains and Men's Vice President
- (d) Draft consists of 4 selections per round in multiple rounds
  - (i) *Draft order is randomly selected*
  - (ii) *Teams are allowed to trade draft order prior to start of the draft*
  - (iii) *Draft format is a Snake Draft:*
    - 1) Odd number rounds follow the selected draft order 1, 2, 3, 4.
    - 2) Even number rounds are reversed draft order 4, 3, 2, 1
  - (iv) *Prior to the start of the draft, all automatic selections are placed into a round. These players take the place of the team draft in that round*
  - (v) *Draft continues until all registered players have been selected to a team*
- (e) After the draft is completed, teams have 48 hours to trade drafted players.
  - (i) *All trades must be approved in writing by the Men's Vice President*

## **Section 1.09 Second Half Player Additions**

- (a) No players may be added to a team roster in the first half of the season
- (b) Players may sign up for the second half upto 2 weeks before the start of the regularly scheduled second half.

- (c) If players sign-up for the second half, these players are selected to a team in accordance with where the pre-season draft concluded
  - (i) *Teams may only get 1 additional player unless all teams have had the chance to pick up an additional player.*
- (d) A team can choose to waive their pick(s) but if all teams waive their picks then the player automatically goes to the next available draft spot

### **Section 1.10 Player Participation**

- (a) Team Captains are required to play every player at least twice per half. Exceptions to this
  - (i) *If an injury or emergency (family/medical) occurs that removes a player from playing*
  - (ii) *If a player is contacted multiple weeks and is unable to play when aske*
- (b) Any player who does not show up for a league match or a tournament match he has agreed to play, without good reason, shall be subject to disciplinary measures from the GJTA Board

## **Article II. Match Rules**

### **Section 2.01 Game Scoring**

- (a) Game scoring follows standard USTA Ad rules (4 points to win and must win by 2 points)
- (b) Captains from both teams playing are to resolve any disagreements in game scoring

### **Section 2.02 Court Scoring**

- (a) Court scoring is defined as the player/team who wins that Court as well as the number of games won by both opponents
- (b) Pro-Set Court scoring is defined as the first player/team to win 10 games
  - (i) *Must win by 2 games*
  - (ii) *Allowed to win with a score of 11-9*
  - (iii) *If 10-10 is reached, a regular tiebreaker is held with the winner gaining 1 additional game count (i.e., 11-10)*
- (c) Regular Set Court scoring is defined as the first player/team to win 2 sets
  - (i) *The first 2 sets follow regular set format*
  - (ii) *If the set score is tied after 2 sets, a Super Tie-Breaker (10-point tie breaker) takes the place of the third set to determine the winner*
  - (iii) *If a Super Tie-Breaker is played, the winning player/team must have 1 additional game than the losing team*
    - 1) Example: Player 1 wins the first set 6-0 and Player 2 wins the second set 4-6. Player 2 then wins the 3<sup>rd</sup> set Super-Tiebreaker. This results in Player 2 winning the Court with a game count of 7-10. Thus, the game count is changed to Player 2 winning the Court with a game count of 11-10.

### **Section 2.03 Match Scoring**

- (a) Match scoring is based on the number of Courts won
- (b) In the event of a tie, the first tie-break is the number of games won

- (c) If the Match is still tied after Courts and Games are scored, the winner goes to the team who won #1 single

#### **Section 2.04 Match Times**

- (a) Regardless of format, Court times are 6:00 and 7:15
  - (i) *Players must be on the court no later than 10 minutes after the court time start (e.g., 6:10 for a 6:00 Court time)*
  - (ii) *Any player not present by the 10-minute window will result in a forfeit*
- (b) Warm-ups
  - (i) *All players are entitled to a warm-up period prior to the start of official scoring*
  - (ii) *The warm-up period starts at the Court start time and ends 10 minutes after the Court start time*
  - (iii) *If a player arrives after the Court start time, the warm-up time is not extended*
    - 1) Example: if a player arrives at 6:10, the warm-up time is not extended, and that player will not receive a warm-up
  - (iv) *Warm-up consists of stretching, ground strokes, volleys, overheads and serves for all players*
    - 1) In doubles, players may choose to warm-up serving before each of the first service games. If this is chosen, the league requests that the 10 min warm-up period is shortened (e.g., 6-min warmup time)

#### **Section 2.05 Match Line-ups**

- (a) See Section 3.03 for guidelines in line-up creations
- (b) Captains are to exchange line-ups 10 minutes prior to the first Court start for that Match and covering all Courts for that Match
- (c) Once exchanged, line-ups cannot be changed for that Match
- (d) In the event of a Match Cancellation, the line-ups can be changed between the original line-up and the make-up Match line-up
- (e) On occasion, Captains may make special provisions to account of player schedules.
  - (i) *Both team Captains must provide written agreement (text messages are acceptable) to modify a Court schedule*

#### **Section 2.06 Court Forfeit**

- (a) A Court forfeit occurs if a player does not show up by the end of the 10-min warmup period or if a team does not have enough players to cover all courts
- (b) If a player is listed on a line-up and does not show, that Court is forfeited (regardless of what Court it is). Forfeit results in a Court win with maximum games to 0
- (c) If it is a known forfeit, the Captain must start by forfeiting the lowest combination of singles and doubles Courts while maximizing the number of players. Forfeit results in a Court win with maximum games to 0

#### **Section 2.07 Injury**

- (a) If an injury occurs during Court play, the injured player/team loses the match
- (b) The losing team retains all completed games won up to the point of the injury

- (c) The winning team receives the Court win as well as the remaining games required after the injury to win the Court

### **Section 2.08 Match Cancellation**

- (a) A match may only be cancelled due to weather conditions
  - (i) *Matches cannot be cancelled more than 1 hour before the scheduled Match start*
  - (ii) *Both captains need to agree to cancel a match*
- (b) If a match has started then inclement weather begins
  - (i) *If Courts are still in progress, play can be halted for no more than 30 min with Captain agreement. After 30 min, if play is unsafe, Match is cancelled*
  - (ii) *If over ½ of the Courts (rounded-up) have been competed, Match is considered completed with Match results based on completed Courts. Forfeit Courts do not count as completed Courts.*

### **Section 2.09 Match Results**

- (a) At the conclusion of the match, the following is required to occur:
  - (i) *Winning Team Captain call in the score to the Tribune Democrat*
    - 1) State winning and losing teams along with court count. If courts are tied, provide game count
  - (ii) *Both Captains provide a copy of the score sheet to the President and Men's Vice President*
  - (iii) *Men's Vice President review score sheets for violations and notify affected teams if violations and score adjustments are required*
  - (iv) *President/Men's Vice President enter Match results to the league website*

## **Article III. Player Ranking and Fair Play**

### **Section 3.01 Ranking Classes**

- (a) GJTA uses a player ranking system to promote fair play and even match-ups.
- (b) Rankings consist of 4 Classes
  - (i) *Class 4 – Best players in the league*
  - (ii) *Class 3 – One skill level below Class 4*
  - (iii) *Class 2 – One skill level below Class 3*
  - (iv) *Class 1 – Lowest players in the league*
- (c) Depending on number of players, number of classes can be increased to 5 or reduced to 3 total classes
  - (i) *Minimum amount of classes required is 3*

### **Section 3.02 Ranking Determination**

- (a) Player rankings are defined based on input from all Captains/Co-Captains and Men's Vice President
- (b) Players rankings to be defined prior to the start of the draft
- (c) Player ranking can be changed once throughout the season
  - (i) *Men's Vice President to be requested to change a players Class*
  - (ii) *All team Captains must agree*



- (iii) Class change requires 1-week notice (if a players Class is changed on a Wed, it takes effect the following Wed)*

### **Section 3.03 Fair Play Format**

- (a) Match-ups are to be made to promote fair play. A Captain cannot place a lower Class player at a higher Court to allow for other players to move down a Court to gain more Court wins
- (b) Blanket Rules
  - (i) A Class 4 may only play #1 singles, #2 singles, #1 doubles or #2 doubles*
  - (ii) A Class 1 may not play #1 singles, #1 doubles or #2 doubles*
- (c) Singles Line-up restrictions
  - (i) #1 singles may only include players ranked Class 4 and Class 3*
  - (ii) #2 singles may include players ranked Class 4, 3, or 2*
  - (iii) #3 singles may only include players ranked Class 3, 2, or 1 (Class 4 not allowed)*
  - (iv) No player Class can play above another player Class*
- (d) Doubles Line-up restrictions
  - (i) Doubles line-up restrictions are independent from singles line-up restrictions*
  - (ii) A doubles teams combines the Class number for both players for a Doubles Value*
    - 1) Example: two Class 4 players result in a Doubles Value of 8
  - (iii) Combined Doubles Value cannot play above other combined Doubles Values*
    - 1) Example: a Class 4 and Class 3 (combined value of 7) cannot play at a higher doubles Court than a Class 4 and Class 4 (combined value of 8)

### **Section 3.04 Fair Play Forfeits**

- (a) After each Match, the Men's Vice President or League President will review the line-ups for violations
  - (i) Reviews must be completed before the next regularly scheduled match*
  - (ii) A Captain may request a review or notify the League of a potential violation to ensure the Match is reviewed*
  - (iii) Any violation not identified before the start of the next regularly scheduled Match is null and void with no penalties occurring*
- (b) Fair Play violations will result in a forfeit loss starting at the court in violation as well as all following courts in that group (singles or doubles)
  - (i) All forfeits count as 1 Court win along with the maximum required games to win the court to 0*
- (c) In the event of violation forfeits, the Men's Vice President and/or President will notify the 4 teams of the violation, resulting penalties and revised Match results

## Article IV. 2021 Guidelines

### Section 4.01 Match Composition

- (a) Format D – All Matches played on Thursday
- (b) 2 teams play at 6:00 PM and 2 teams play at 7:15 PM
- (c) First rain-out day is the following Tuesday at the same times as the rain-out day
  - (i) *Exception: if the first match is completed and the second is canceled, the make-up match will be played on Tuesday at 6:00*
- (d) Second rain-out day is the next available Tuesday
- (e) Third rain-out day is the next available Tuesday or Thursday after the scheduled completion of the Half

### Section 4.02 Court Format

- (a) 3 singles Courts – each played following Pro-Set Format (10 games to win)
  - (i) *Tie-breaker at 10-10: Regular Tie-Breaker (7 points to win)*
- (b) 5 doubles Courts – each played following Regular Set Format (6 games to win a set and 2 sets to win a court)
  - (i) *1<sup>st</sup> and 2<sup>nd</sup> set tie-breaker: Regular Tie-Breaker (7 points to win)*
  - (ii) *If first 2 sets are split, third set is played as a Super Tie-Breaker (10 points to win)*

### Section 4.03 Player Ranking System

- (a) A 4-Class will be used (Class 4 to Class 1)

### Section 4.04 Examples of Allowed, Disallowed lineups for 2021 Season

- (a) Singles allowed/not-allowed examples

	Allowed	Allowed	Allowed	Allowed	Allowed	Allowed	Allowed
Singles 1	4	4	4	4	3	3	3
Singles 2	4	3	3	3	3	2	2
Singles 3	3	2	1	3	3	2	1

Not Allowed			Not allowed	
Singles 1	4	*lower class can't play above higher	Singles 1	4
Singles 2	2		Singles 2	4
Singles 3	3		Singles 3	4

\* Class 4 at #3 singles

(b) Doubles allowed/not-allowed examples

	Allowed	Allowed	Allowed	Allowed	Allowed
Doubles 1	4/4	4/3	4/4	4/3	3/3
Doubles 2	3/3	4/3	4/2	3/3	3/3
Doubles 3	3/3	3/3	3/2	3/2	3/2
Doubles 4	2/2	3/2	3/2	2/2	2/2
Doubles 5	1/1	3/2	2/2	2/1	2/2

Not Allowed		
Doubles 1	4/3	*higher combined value can't play above lower combined value
Doubles 2	4/4	
Doubles 3	3/3	
Doubles 4	3/3	
Doubles 5	2/2	

Not Allowed		
Doubles 1	4/3	*class 4 can't play below #2
Doubles 2	4/3	
Doubles 3	4/3	
Doubles 4	3/3	
Doubles 5	3/3	

Not Allowed		
Doubles 1	4/1	*Class 1 can't play above #2 doubles
Doubles 2	4/1	*Class 1 can't play above #2 doubles
Doubles 3	3/2	
Doubles 4	3/2	
Doubles 5	2/2	