

# Galveston Community Tennis Association



## RULES AND REGULATIONS TENNIS FORMAT DOUBLES

- ❖ *A total of three rounds will be played by each court, rotating partners each round. Each round will consist of six games, no ad scoring.*
- ❖ *At the end of each round, the number of games won by each player will be recorded on a tally sheet.*
- ❖ *At the end of 3 rounds, the games won will be totaled for each player*
- ❖ *A maximum of 18 points (games) are possible for the day.*

### *1. Order of play Doubles:*

*1 round - 1 plays with, 2<sup>ND</sup> round- 1 plays with 3, 3<sup>rd</sup> round - 1 plays with 4*

*2. Spin for serve before each round.*

*3. The receiving team at the beginning of each round has choice of court.*

- ❖ *After each week of play, the player with the highest number of games won will move up a flight and the player with the least number of games won will move down a court. In case of a tie, the player with the highest spot on the ladder will move up. The two players that stay on the court will be in the position of 2 & 3 according to their score of the day.*
- ❖ *League winners will be the top three players with the highest accumulated scores. Before totaling, the lowest score will be dropped.*

❖

## TENNIS FORMAT DOUBLES

A total of 2 Sets will be played by each court, each round will consist of six games, no ad scoring.

- ❖ *At the end of each round, the number of games won by the player will be recorded on a tally sheet.*
  - ❖ *If a 3rd set is needed a 12-point SUPER TIEBREAK will be played, the tiebreaker is worth 1 point to the winner of that set to add to your total wins then record for each player on the tally sheet & returned to.*
- Report your subs 409-761-0655 or galen40@yahoo.com. This is important, because if we have a rain out, they can be contacted.*

*A maximum of 12 points (games) are possible for the day.*

**1. Order of play Singles:**

*1<sup>st</sup> round - 2<sup>nd</sup> round 3<sup>rd</sup> round if needed is a 12 point Super Tiebreak for singles*

*2. Spin for serve before each round.*

*3. The receiving player at the beginning of each round has choice of court.*

*❖ After each week of play, the player with the highest number of games won will move up a court and the player with the least number of games won will move down a court. In case of a tie, the player with the highest spot on the ladder will move up. (This is determined at the beginning of the league day by assignment of courts the way the names fall on your list)*

*❖ League winners will be the top three players with the highest accumulated scores. Before totaling, the lowest score will be dropped.*

**SUBS THANK YOU!**

*❖ Each player is responsible for getting their own sub. Failure to do so will result in a 0 for the evening.*

*❖ Try to get a sub close to your level of play. **SUB SCORES DO NOT COUNT.***

*❖ Your score when you are absent and have a sub is as follows and will be printed on the tally sheet.*

*○ 1<sup>st</sup> absence- games played average. (You have to have come twice before this applies or it is zero average).*

*○ 2<sup>nd</sup> absence- games played average minus 3 points.*

*○ 3<sup>rd</sup> absence- ½ of your games played average.*

*❖ You will not be able to move up a flight on your average score.*

**IMPORTANT RULE**

*❖ Automatically place players who do not call/show up twice on the sub list and a new regular player will replace them.*

*❖ REMEMBER:*

*❖ You are responsible for finding a sub. Failure to do so twice will result in the above. This is a social tennis league, but it is a commitment and should be treated as such.*

*3 other players are depending on your attendance.*

**PUNCTUALITY**

*❖ Being on time is of the utmost importance. If you walk on the court at 6:15pm, you have missed your warm-up, thereby affecting your first round and affecting the score of your partner. Please be considerate to the other player on the court.*

**Warm-Up 6:00-6:15 pm Play begins - 6:15 pm**

*❖ The whistle will be blown at exactly 6:15 pm. Any player not on the court will receive 0 points for the 1<sup>st</sup> round. As for the other three players, they will receive no unearned points. If the late player arrives before 6:30pm, all three rounds will be played. If the tardy player arrives after 6:30 pm., that player forfeits that evenings score, receiving an irrevocable 0 for the evening, and the other three players will be responsible for securing a sub and making up that evenings play. A one-week time period will be allowed in which to make up the match.*

- ❖ *Two rounds plus five games in the 3<sup>rd</sup> round constitutes a complete round, in case of an emergency or injury. Should this happen, the league chairman will split the remaining points between the players. This is to keep you from having to come back and make-up four games.*

#### **RULES FOR LET PLAY**

- ❖ *When a ball rolls onto your court from another court during play, anyone can call a let, and the whole point is played over, with the server getting 2 serves. If the interference occurs during the DELIVERY of the second serve, the server gets TWO serves.*

#### **RAINOUTS DURING PLAY**

- ❖ *If it begins to rain in the middle of the round, that uncompleted round and any remaining rounds will need to be made up. Only completed rounds are counted, except in the final round. Example:*
  - *If you are playing the 5<sup>th</sup> game in the second round & it begins to rain, you may count only the 1st round                      The 2<sup>nd</sup> and 3<sup>rd</sup> rounds must be made up.*
  - *If you have played 5 games in the 3<sup>rd</sup> round, and it begins to rain, then the new 5 games in the 3<sup>rd</sup> round rule will apply.*

#### **WHEN A PLAYER DROPS OUT**

- ❖ *If a player drops out of league during the season, a permanent player will be substituted. If it is not possible to find a player at the same level, the new player will be placed in an appropriate flight as determined by the league chairman. Courts will be adjusted accordingly.*