



NORTHEAST TARRANT TENNIS (NETT) WOMEN'S LEAGUE RULES

I. GENERAL

All participants in NETT Singles and Doubles Leagues are bound by NETT Rules, USTA "The Code" as well as the rules of each Tennis Facility. Not all possible incidents and ramifications are covered in the following rules. Participants in unusual or undocumented situations will have to abide by the decision of the Rules and Procedures Committee and/or the Board of Directors. If there is a conflict in an interpretation of any rule, NETT Rules shall supersede.

II. ROSTER REQUIREMENTS

A. LEAGUE FEES

All NETT members must pay a \$15 league fee to NETT prior to participation. For any returned checks, NETT will collect any insufficient funds (NSF) fees from the submitting player. No player will be added to a team roster until his or her league fee has been paid. No one under nineteen (19) years of age may participate in NETT Adult Leagues.

B. PLAYER QUALIFICATIONS

1. Ladies Doubles League

- a. A team must consist of at least eight (8) members with no maximum. The 2.5 and Twilight levels must consist of at least six (6) members with no maximum.
- b. All players with an official NTRP rating of 5.0 are restricted to play lines 1 or 2 in the 4.5+ Ladies Doubles' League.
- c. A team must have at least 3 players with a USTA NTRP rating at the flight level in order to qualify to play at that level. If a team is out of compliance for any reason, they may add players up to the designated cutoff date. If a team fails to add a player to put them back in compliance and the cutoff date for add-ons has passed, then they will forfeit all points earned for the entire season. The default rule will apply to any subsequent matches defaulted regardless of the team's eligibility.
- d. A player may be listed on two (2) rosters in the same level, but not in the same flight. Example: You may be on two (2) rosters in the 4.0 Level, one team being in Flight "B" and the other team being in Flight "C" **or** "A". You may not be on two (2) "A" Flight rosters, two (2) "B" Flight rosters, or two (2) "C" Flight rosters.
- e. NETT recognizes current NTRP ratings. Players must play at their designated USTA NTRP rating or one (1) level higher.

2. Flex Singles League

- a. A player must play at their designated Year-end NTRP rating level.

- b. VP of Adult Programs ultimately has discretion in placing players in their appropriate flight.
- C. A team and its members that fail to participate once a roster has been submitted are ineligible to play for the current season and may be ineligible the following season.
- D. **ILLEGAL PLAYER**

An illegal player is defined as someone played by a team who is not on that team's roster and/or not a member of NETT, or is otherwise deemed illegal by the Rules and Procedures Committee. The team playing the illegal player shall receive a four (4) point penalty. The line played by the illegal player shall be treated as a default. Any additional penalties to the captain and the illegal player are to be reviewed by the Rules and Procedures Committee.
- E. **ROSTER REGISTRATION**
 1. All teams must submit their rosters electronically and either mail or pay via PayPal league fees to NETT by the deadline to be eligible to play.
 2. After the deadline date. NO player may be deleted from a roster.
 3. Rosters are permanent at midnight of the deadline date with the exception of player additions:
 - a. Players may be added until midnight on the designated date which is posted on the NETT website.
 - b. No players may be added past the halfway point of the season.
 - c. Requests must be made in writing to NETT.
 - d. Membership and eligibility for play will be effective upon receipt of all information and league fees by NETT.
 - e. A player may not be ADDED that would affect the team status as either a new or existing team.
- F. To be considered a returning team, more than 50% of the players listed on the team's roster at the conclusion of the previous season must be listed on the roster being submitted. Only a returning established team may receive the benefit of an earned promotion.

III. TEAM PLACEMENT

A. TERMS

1. A *level* is a designation for a group of teams within the same NTRP rating (2.5, 3.0, 3.5, 4.0, 4.5+).
2. A *flight* is an alphabetical designation for a subgroup of teams. "A" is the highest division within a flight.

B. TEAM MOVEMENT AMONG FLIGHTS

1. Existing teams may move from flight to flight, based on the results of play at the conclusion of the spring and fall seasons (results from the summer season are not used). The upward progression of a team through a flight is from "B" to "A". The

downward progression of a team through a flight is from “A” to “B”. Team movement will be as follows:

- a. A team *finishing first* in their flight will automatically move to the lowest position in the next highest flight.
 - b. A team *finishing second* in their flight may move to the highest flight if an opening exists.
 - c. A team finishing first in the highest flight of a level does not qualify to play at the next highest level but will remain in the first place position at the their flight at the start of the following season.
 - d. A team finishing *second-to-last* in a flight may move to the flight below, unless an opening remains after all other team movements have been made.
 - e. A team *finishing last* in a flight will automatically move to the next lowest flight UNLESS an opening remains after all team movements have been made.
 - f. A team *finishing last* in the lowest flight of a level does not qualify to play at the level below and will remain in the last position of their flight at the start of the following season.
2. No team position is secure except for first place finishers.
 3. Because of the fluctuation in the number of teams participating from season to season, the team movement as described above may be altered to allow for the best possible flight construction. The decision to override the team movement will be the sole responsibility of the Rules and Procedures Committee.

C. NEW TEAM PLACEMENT

The VP of Adult Programs is responsible for determining flights into which new teams will be placed. The decision will be based on existing NETT records and/or experience or individual player ratings.

D. EXISTING TEAMS

Existing teams may move up or down depending on the placement of new teams and/or openings in the flight above.

E. UNUSUAL CIRCUMSTANCES

1. The Rules and Procedures Committee will use their best judgment for conditions not covered by these rules.
2. The Rules and Procedures Committee will review the process and recommend refinements at the end of every fall season.

IV. COURTS AND BALLS

- A. Each home team is required to guarantee use of four (4) HARD/OUTDOOR courts each week. NO CLAY or GRASS COURTS will be allowed for match play. Captains should secure approval for playing out of their requested facility prior to turning in their rosters.
- B. Ladies Doubles matches will be on Mondays (3.0 and 4.0) and Wednesdays (2.5, 3.5, and 4.5) unless postponed by weather conditions or NETT Board decision. Ladies Doubles matches are to begin as scheduled. ALL LINES MUST PLAY AT THE

SAME TIME PER ORIGINAL SCHEDULE. DOUBLE DEFAULTS WILL BE ISSUED TO BOTH TEAMS IF MATCHES ARE NOT PLAYED ON THE DATE THEY ARE SCHEDULED (unless rescheduled due to weather conditions).

1. Home teams should provide for two (2) hours per match.
 2. If at the end of two (2) hours, the match is not completed, the home team must provide alternate courts and the match must be restarted within 30 minutes. If alternate courts cannot be provided within 30 minutes, the home team must default to the visiting team. The home team will pay any additional court fees.
 3. In the event that no other courts are available, all teams with early matches must relinquish courts to matches that begin at the later scheduled time (i.e. 11:30 start time). Any team that refuses to relinquish courts will automatically be defaulted and Penalty Points will be assessed.
- C. Court fees are to be paid by the Home Team.
- D. Home teams must provide courts within NETT boundaries if home courts are not playable.
- E. Home teams must supply a can of new yellow USTA rated hard-court balls, for each line of the match. No seconds allowed.
- F. Indoor courts may be used at any time both captains agree.
1. The Visiting Team Captains have the right to elect whether or not the team wishes to play on indoor courts.
 2. When teams elect to play indoors, visitors should expect to pay half the court fees and abide by indoor court times and rules.
 3. If a match extends beyond the facility's allotted indoor court time, it is the responsibility of the Home Team to provide additional indoor court time within one (1) hour or default in favor of the Visiting Team.
 4. For indoor matches, if all four (4) players agree to waive the changing of court sides at odd game changeovers, they may do so.

V. MATCH PLAY

- A. All NETT team matches will consist of four (4) lines of doubles matches in the Spring and Fall with three (3) lines in the Summer. The exceptions to this rule are the 2.5 flight and Twilight leagues, which will play three (3) lines.
- B. All players with an official NTRP rating of 5.0 are restricted to play lines 1 or 2 in the 4.5+ Ladies Doubles League.
- C. Individual matches will be the best 2 of 3 sets with regular scoring for the first two sets and a 10-point (Coman) tiebreak for the third (3rd) set. The 7-Point Tiebreak System (using Coman Tiebreak procedure) will be in effect any time the score reaches 6-all in either of the first two sets.

D. Play must begin no later than fifteen (15) minutes after the scheduled match time. Warm-up and practice serves must be taken within this fifteen (15) minute time period. Should a player arrive late to the court, but prior to the default time, the player must be given a warm-up period not to exceed five (5) minutes. Play is continuous from the first ball served in the match except when interrupted by rain or when the match exceeds the two (2) hour court time limit.

E. SCORING

Scoring will be one (1) point per set won. Tiebreaks are scored 7-6 with the tiebreak score entered.

F. COACHING

1. Coaching is defined as any advice, signal, or comment relayed by any means to the participants in a match by anybody, whether a bona fine coach, teammate, or bystander.
2. Players may not accept any coaching during the progress of a match, except during an official rest period (not to exceed ten (10) minutes) between the second (2nd) and third (3rd) sets. If coaching occurs during a match, penalty points may be assessed.

G. CAPTAINS' RESPONSIBILITIES

1. The Team Captains, or Designates, MUST HAVE THEIR LINE-UPS MADE OUT AND MUST EXCHANGE five (5) minutes prior to scheduled match time and all players assigned their courts ready for play. A 10-minute warm-up is allowed from start of scheduled match time. No line shall begin play before the 15-minute default time unless all players from the higher lines are present. After one (1) written complaint, the Rules and Procedures Committee may issue a one (1) point penalty from the team's cumulative points.
2. After score sheets are exchanged, there can be NO SWITCHING of players, teams, or positions. Replacement of players may occur only under the following conditions:
 - a. One of the team's players had to send a replacement and the captain did not know until the player arrived or a player does not show up and an eligible replacement is available before default time, or;
 - b. An injury or emergency during the warm-up occurs an eligible replacement can be made within the default time.
 - c. An eligible player is a player whose name is on team's roster but is not on the current match score sheet.
 - d. In the event that players from different lines are unavailable for play, the available player from the lower line may take the place of the unavailable player from the higher line to form a new team. In all other cases, the eligible replacement player plays on the exact line of the player she is replacing. NOTE: ALL PLAYERS WITH AN OFFICIAL NTRP RATING OF 5.0 ARE RESTRICTED TO PLAY LINES 1 OR 2 IN THE 4.5+ LADIES DOUBLES' LEAGUE.

- e. Captains must inform the opposing captain of any line-up changes before the match begins.
3. Score sheets must be completed, signed and kept by each captain. In the event of a discrepancy in the scores, the captains may be asked to provide a copy of the score sheets in question. Score sheets can be downloaded from the Tenniscores website.
4. The Home Team Captain, or Designate, must enter their match scores, regular or pre-season, on the NETT website by midnight the day following the completion of the entire match. Failure to enter scores on time will result in a one (1) point penalty for each day they are late.
5. Visiting team captains are responsible for checking the entered scores, and report any inaccuracies to their Flight Coordinator within 72 hours of the completed match. After 72 hours, the scores will stand as entered.

H. PLAYER RESPONSIBILITIES

1. Read and know NETT rules so you are prepared for any situation that may arise. Take your rules on the court.
2. Know the position you are playing and the names of your opponents before starting the match.
3. A player may leave the court for:
 - a. A ten (10) minute break between the second (2nd) and third (3rd) sets.
 - b. A bona fide bathroom visit.
4. Attempt to resolve any dispute with your opponent on the court. The match must continue to its conclusion, even if it is declared to be played “under protest”. See Section V. (N) for procedures on reporting Rules Violations or filing a Sportsmanship Complaint.

I. DEFAULTS AND RETIRED MATCHES

1. If a player or players arrive on court after fifteen (15) minutes of the scheduled match time, the line is a DEFAULT. (Example: Your match is scheduled for 9:30 a.m. Score sheets must be exchanged at 9:30 a.m. Warm-ups may take place but play may not begin until all four (4) lines are present or until a default has been declared. The match is considered a default at 9:46 a.m.)
2. When a default occurs regardless of which pair cannot play, defaulting begins with the lowest line. The **Day of Match Default Protocol** found below shall be followed:

Day of Match Default Protocol

1. *If at all possible, let your opposing captain know in advance you are defaulting a line.*
2. *In the event of a player arriving late to a match; choose an “official match time piece” (i.e., a cell phone or a specific watch).*
3. *Exchange score sheets at the designated match time.*
4. *No line may begin until all 8 (6 in the Summer) players are present or a default has been declared and the score sheet names have been altered.*
5. *At default time (sixteen (16) minutes after the designated match time) edit the score sheet to show the default.*

- a. *Edit the score sheet in the following manner:*
 1. *If Line 1 defaults: move Line 2 players in the Line 1 position.
Move Line 3 players into the Line 2 position.
Move Line 4 players into the Line 3 position.*
 2. *If Line 2 defaults: Line 1 remains unchanged.
Move Line 3 players into the Line 2 position.
Move Line 4 players into the Line 3 position.*
 3. *If Line 3 defaults: Lines 1 and 2 remain unchanged.
Move Line 4 players into the Line 3 position.*
6. *If an eligible player (a player on your roster but not listed on the current score sheet) is present before default time, she may take the place of the unavailable (ill, injured, late, or missing) player.*
7. *In the event that two (2) players from separate lines are unavailable to play, rather than default both lines, the available player from the lower line may take the place of the unavailable player from the higher line to form a new team.*
8. **THE LINE-UP FOR THE TEAM RECEIVING THE DEFAULT REMAINS UNCHANGED, WITH THEIR DESIGNATED LOWEST LINE RECEIVING THE DEFAULT.**
9. *Please review F.2. for the replacement player policy.*
 1. All default time limitations shall apply to rescheduled matches as well.
 2. Any time a team **WILLFULLY DEFAULTS** an entire match (all lines) in one (1) week, that team and all players may be disqualified for that season and may be barred from playing the next season.
 3. After a team has defaulted four (4) lines in one (1) season, a two (2) point penalty will be assessed for each subsequent default. Additional defaults may be subject to further disciplinary action by the Rules and Procedures Committee.
 4. In a defaulted match, points per set are credited to the team having both players present prior to the default time and recorded with the winners' score as **DEFAULT**. Once a default has been given, the default stands.
 5. If you are defaulting a line, as a courtesy, contact the opposing captain and notify them of the default prior to the match. The line receiving the default in advance is not required to appear at the match site. The website score sheet does not require names, only the score 6-0, 6-0, or 0-6, 0-6, according to which team is defaulting, and the team name which has won **by default**.
 6. If a default has been given prior to a match, and the match requires rescheduling due to weather **with no play**, then the default is voided. **(With the exception of any defaults issued due to a team not having enough players present at the originally scheduled match, see Section K.1. Weather Delayed Matches.)**
 7. A match is **RETIRED** only after it has started because of an injury, illness, emergency or otherwise unable to finish play. All points, games, and sets stand as played. Score the match exactly as played, giving the win to the players who did not have to stop play.
 8. An **ACCIDENTAL INJURY TIME OUT** may be taken at the time of the injury or at the next change over.

- a. Time out during play – “play” will be called within three (3) minutes after the injury, and the server must strike the ball within 25 seconds thereafter.
- b. Time out taken at a change over – “play” will be called at the end of four and one-half (4-1/2) minutes, and the players must strike the ball within 25 seconds thereafter.
- c. If play is not resumed within the required time, the injured player is defaulted.

J. WEATHER CONDITIONS

1. Matches may be rescheduled due to rain, snow or ice only.
2. There are not provisions for extreme cold, heat, or wind. The only exception is summer morning matches. They may start earlier ONLY if both captains agree and the facility is available. All lines must start at the same time.

K. WEATHER DELAYED MATCHES

1. In the event of weather delayed matches, all players must be ON SITE before default time of the designated match time and for at least one (1) hour beyond the time of scheduled match play unless BOTH team captains agree otherwise. **Defaults may be issued (which will be binding even if the match is ultimately rescheduled because of weather) if all players are not present before default time. Failure to have ALL players in attendance at the schedule time of the match is subject to default at the default time.**

- a. Home team captains with a later start time should call their facility to determine the start time of the earlier matches. If the earlier match time has been delayed up to one (1) hour, the home team captain MUST call the visiting team captain and inform them of the delay. They will then assume control of the courts no later than one (1) hour past originally scheduled match.

2. BOTH team Captains and/or Designate must submit a Rain Make-up Report (found on the Admin page of the website) with the rescheduled date and time of these matches (and lines) by midnight of the 3rd day from the scheduled match.
(*Example: Monday matches that are rained out need to be posted by Thursday midnight,*)

If a Captain and/or Designate fails to submit a Rain Make-Up Report within the designated timeframe, the report submitted by the opposing team shall stand.

3. Rescheduled matches must be played within a two (2) week period of the originally scheduled match. If Spring Break week falls within a rescheduled make-up, an additional week extension will be allowed. Rescheduled matches that require rescheduling due to weather conditions will be allowed a one (1) week extension from the rescheduled date, or the remainder of the two (2) week period.
4. EXCEPTION: All matches that are rescheduled due to weather conditions the last week of the season will have one (1) week to make up the match.
5. Once a match is officially rescheduled, it cannot be changed unless the above conditions exist.

6. Incomplete matches will be continued by the same players at the exact place halted – set, game, point. Indicate such on the back of both score sheets to prevent controversy when resuming play.
7. In matches where rosters have been exchanged, but the match not begun, a NEW roster may be exchanged for the make-up match. If a default has been issued, it is now voided. **The exception to this is noncompliance to rule J.1.** However, if a minimum of one (1) court has served the first ball, the roster is locked in and cannot be changed.
8. Teams may play these make-up matches by positions rather than as a whole team. Home team captains must be flexible in designating three (3) or more alternate days and times, not to be consecutive days, for make-up matches. Night and weekend times will not be considered reasonable times, however, both team captains may agree to play at these times. Captains unable to agree on rescheduling are subject to playing at a time designated by the Rules and Procedures Committee.
9. If all four (4) courts play at the same time, line-ups must be made out and ready to exchange by the designated match time. If positions play at different times, the line-ups may be filled out as the positions are played.

L. CHILDREN

Children are not allowed on or around the courts during NETT match play. Penalty points may be assessed.

M. ELECTRONIC DEVICES

1. A player may NOT use any device capable of receiving communication during the match, except between the second and third sets. Devices that emit a noise or ring during play are considered a “deliberate hindrance”. The penalty for USING an electronic device or allowing the device to emit any noise will be assessed by the opponents in the following order:
 - a. First Offense – Point claimed in current game. Point claimed in tiebreak.
 - b. Second Offense – Current game claimed or entire tiebreak.
 - c. Third Offense – Default of match.
2. A spectator’s phone ringing is not considered a hindrance.
3. Cameras and video cameras are not allowed.

N. WATER

Each player is responsible for providing her own water on court.

O. RULE VIOLATIONS

The procedures for reporting a rules violation or filing a sportsmanship complaint are as follows:

1. If the issue is an alleged rules violation, contact the proper Flight Coordinator within 48 hours for clarification. If not resolved, the player may then submit a Grievance Form, found on the NETT website, within seven (7) days from the date of the offense.

2. If a player encounters a problem with another player due to poor SPORTSMANSHIP or profanity, they may file a WRITTEN complaint, within 48 hours of the completion of the match, to the VP of Rules and Procedures, Chairman of the Rules and Procedures Committee, who will take the following action:
 - a. Forward the complaint to the player/players involved, who will have seven (7) days to respond.
 - b. After receiving the response, the Rules and Procedure Committee will judge the situation. If the Committee deems the complaint to be valid, the following steps may be taken:
 - First Offense – warning;
 - Second Offense – match is defaulted by the offending player, and;
 - Third Offense – player will be asked to leave the league.
3. There is a ZERO TOLERANCE policy for any and all offensive and aggressive contact with another player in any and all situations regarding a NETT scheduled match. This behavior may result in removal from the league.

P. FLIGHT WINNERS

1. A total of all points at the end of the regular season will determine the order of finish in a flight.
2. Ties for all positions will be broken by one (1) of the following methods, in this order:
 - Win/loss record (head to head).
 - Fewest sets lost among tied teams (head to head).
 - Fewest games lost among tied teams (head to head).
 - Fewest sets lost against all opponents.
 - Fewest games lost against all opponents.
 - Toss of coin.
3. Awards will be given to the FIRST place team in each flight. All teams players will receive an award.

Q. CONTACTING AN OFFICIAL/ASSISTANCE DURING PLAY

Players who encounter problems during match play whereby the players on the court are unable to continue *play without coming to an agreeable conclusion* may request a Pro of the facility to assist with the completion of a match. If a Pro is not available, the teams may request a player from each of their teams to assist with the match. Some reasons for requesting assistance include:

- Flagrant Foot Faults
- Scoring Dispute
- Pattern of bad calls
- Poor sportsmanship behavior

******NOTE******

**THE PLAYERS' GUIDE for UNOFFICIATED MATCHES CAN BE FOUND AT
WWW.NETTLEAGUE.ORG UNDER RULES**

Approved January 2019