

CTC THURSDAY MEN'S DOUBLES TENNIS LEAGUES RULES REVISED SPRING 2019
(page 1 of 2)

1. Entry fee is \$5 per player to be used for prizes.
2. Players will be selected in a draft by team captains according to ability levels.
3. League play starts at 10 AM at Cottonwood.
4. All CTC members in good standing are eligible.
5. The number of teams in each league depends on player and court availability.
6. Team captains will be selected from volunteers by the league commissioner, who is appointed by the CTC board. If we do not have enough volunteers the commissioner will appoint captains.
7. Every attempt will be made to have each team play each other twice.
8. Matches will consist of two **standard** sets with a tie-breaker at 5-5. If teams split sets a tie-breaker will be played with one point to the winner. If one team wins both sets they will receive the extra point.
All tie-breakers will be first to seven by two with the coman system used to change sides.
9. Scoring will be based on the number of games won plus one extra point for the team winning the set. (7 is maximum points per set). The most points a team can win in a set is 15. The maximum **accumulated points a team can win is 45.**
10. Prizes will be awarded to the first and second place teams at the end of the season. **If there is a tie for first place head to head play will be used to determine the winner. Last resort will be a coin toss. Same for second place.**
11. New Balls will be used each week using the 50 cent rule
12. The substitute procedure will be:
 - A) Substitutes will be selected from the CTC color ratings posted on the CTC bulletin board.
A substitute must be in the same or lessor color division.
 - B) If a substitute cannot be found the team will forfeit the specific match with the other team awarded 15 points.
 - C) **Permanent replacement of a draftee. If this is medically necessary or for a legitimate reason, captains can designate a permanent replacement without other captains' approval. The player being replaced must be out for a minimum of 3 straight weeks and not be permitted to play the rest of the session. Only the Commissioner can make exceptions to this rule.**

A player who will miss 3 weeks or more cannot be drafted. He must be a sub only.
If a player quits without a legitimate cause, after the draft is completed, he will be required to sit out the current session and the next session and cannot be used as a sub in either session.
Two (2) absences are allowed for personal or medical reasons in a session. If a player misses more than 2 times in a session, they will be removed from the team and not allowed to play the rest of the session. Exceptions to this rule may be reviewed and/or overturned by a majority of the non-involved captains. (Possible additional penalties, such as exclusion in next session and not allowed to sub in next session may be instituted by the majority of the non-involved captains.

 - D) **Substitutions...Red players can substitute 3 times for a red or a #1 player. All others can be used 3 times for any one team, this sub must be in the same or lower color rating than the player being subbed for.**
 - E) Thursday players cannot substitute in the Tuesday league.
 - F) **A sub cannot be a player from another Thursday team if in a 6 man team session.**
 - G) **If a player's rating is raised by the rating committee after the league has started a sub must be in his original rating or lower. The same applies if his rating is lowered, the sub can be in his original rating or lower.**
13. **No changes will be allowed for teams or individual matches from the day and time scheduled.**

(page 2 of 2)

14. The appeals committee will be made up of the captains of the teams not directly involved in the appeal and the league director who will vote only to break a tie.

15. In the Tuesday league all players will rotate and play as partner with all members of his team. In the Thursday league players 1,2,3,4, will rotate while 5 and 6 keep the same partner during the first half. In the second half players 1 and 2 keep the same partner and 3,4,5,6, will rotate.

16. A player who cannot finish the set because of injury or illness will be given credit for games he won but the other team will win the set even if the injured player is ahead in the set. If the injury/illness occurs in the 1st set the 2nd set will be scored 0-6 against the player who withdrew.

17. If a player is 15 minutes or more late the match will be forfeited unless both captains agree to play the match.

18. All reds and greens who entered the draft must be selected by the end of the draft. To clarify, some greens may be picked before reds and some blues picked before greens.

19. SUBSTITUTION RULES FOR SEVEN MAN TEAMS.

A) Option: Use your bye player, as long as there is a color rating match, and move the rest of the players up as long as the rest of the draft stays the same.

B) Option: Use another team bye player as long as the other captain agrees and there is a color rating match. You must always call the other captain first to get permission to use his player. (You can always use a lower ranked player)

C) Option: Use a player off the sub list as long as there is a color rating match.

20. The order the players are picked in the draft is the order the team will play. In other words the player picked first will play in the number 1 position, the player picked second will play in the number 2 position and so forth for all 6 positions. No adjacent moves will be allowed.

21. Captains may not get (lock-up) a sub for their team until AFTER the draft meeting process is completed.

22. Captains may place any sub(s) in any position (1,2,3,4,5 or 6) to replace a regular player. Once the sub(s) is listed on the "captains weekly score sheet" no change of position can occur. The sub must be in the same or lower color rating than the player being subbed for. For example...if a captain has two subs, he can determine who each sub replaces.