

CTC MONDAY WOMEN'S LEAGUE RULES

1. The Monday League is for Red and Green level players and Blue level players as needed. Green level players not drafted in the Monday League may be drafted in the Wednesday League. Green level players are eligible to sub in the Wednesday League as needed.
2. The Fall League is for 5 weeks and the Spring League is for 10 weeks. Teams have one bye in the Fall League and 2 byes in the Spring League.
3. There is a **\$5.00 per person fee** for each league session (pay your Captain). The fee is for prizes and parties.
4. **50 cent ball rule.** Always bring money and new balls; pay the opener \$.50 at the start of warm-up.
5. **Contact is by email.** Keep both your Captain and the Director informed of your current email address. All information will be sent to you at the beginning of the season and on a weekly basis.
6. **START TIMES.** The league matches will be played at **10:00 am** (5 courts) and **11:30 am** (1 court). Any other play times or locations require prior approval by the Director. **Come at least 15 minutes early as play will begin early** if courts are available.

COURT for the 11:30 am MATCH: Players scheduled for the 11:30 match should be at the courts at 11:00 am. They will take the court that opens up first from the 10:00 am matches.

7. **DEFAULT** is at **10 minutes** from the start time. If a player is not on the courts after the 10 minute default period, then the first set is defaulted. If a player does not arrive before 21 minutes, then the entire match is defaulted. There will be no warm up for a late player and she must be on the court as quickly as possible.

8. **LEAGUE PLAY: A match is 3 sets with the third set being a 10 point Coman tiebreak.**

A. **Regular scoring** for the first and second sets. Matches are scheduled for 1-1/2 hours. A **seven (7) point Coman tiebreak for the set is played at a score of 5 - 5**. If teams split sets, a **ten (10) point Coman tiebreak for the match** is played for the third set.

B. **Scoring:** The server shall audibly call the score prior to each serve. Any disagreement about the score needs to be stated prior to the serve. The score as announced by the server shall prevail if the receiver did not object.

Disputes over the game score shall be resolved by all four players counting all points agreed upon and replay only disputed points. Play resumes at the score mutually agreeable to all players. If the players cannot agree on the score, then play is halted. The Director shall be contacted and USTA guidelines will be followed (USTA Code Rule 32).

C. **Default after game begins:** Since this is a "games played" league, if a player has to quit (default) in the middle of the set for a medical injury, her team will receive the team score at the point of stop of play and the other team will receive the remaining points in the match. Defaults for any other reason will result in forfeiting the entire match (the forfeiting team receives zero points and the opposing team receives 15 points).

D. **Tiebreaks are managed by the four players on the court and are played under the USTA Coman tiebreak rule** (Note: the Coman tiebreak only determines when players change sides and not the scoring). **Procedure for the Coman tiebreak is that "ends" are changed after the 1st point, and then after every 4 points (1, 5, 9, 13, etc.).** Thus, everyone serves on the same end and rotation as they did during the set. **Note: After the tiebreak is concluded, players always change ends to begin a new set.**

1. **A 7 point "set" Coman tiebreak shall be played at 5 - 5:** (first to 7 by 2). This tiebreak must be served in the same service rotation order as played during the set. To start a new set, players change ends and either player on the team that did not start the tiebreak may serve first. Players are allowed to change positions as this is a new set.
2. **A 10 point "match" Coman tiebreak shall be played for the third set:** (first to 10 by 2). As this is technically the third set, each team may decide who serves first on that team and/or who shall play deuce or ad court.

E. Team scoring:

1. Each set will earn the winning team 7 points (6 points for games won and 1 bonus point for winning the set).
2. If a team wins in 2 sets, 1 bonus point will be given for winning the match, for a total of 15 points.
3. If the teams split sets, each team will receive 7 points for the set they won and points for the number of games they won in the set they lost. The winner of the 10 point tiebreaker receives 2 bonus points.

F. Individual statistics: League player percentages are compiled weekly by the Director using games won divided by total games played. Contact the Director for Individual Statistic information.

9. **ABSENCES allowed for each session:** For the Fall League, one absence is allowed (medical or personal). For the Spring League, three absences (medical or personal) are allowed. If you know you're going to miss more, sign up as a sub. If a player misses more than the allowed absences (unless it's an injury or excused absence) they cannot play the next session as a regular player. **If a Captain has arranged for a sub and the regular player shows up, the sub still plays the match.**

10. **QUITTING AFTER THE DRAFT:** If a player quits without cause (as determined by the Director), **after the draft** is completed, she will be required to sit out the next session as a regular player but may be used as a sub.

11. SUBS:

A. **Eligibility:** Subs shall be the same color level or lower of the regular player they replace. A regular player stays the same color as on their first day of League Play (see #12). For a player line that has "mixed colors", the sub can be either of the two colors.

B. **Each team's maximum:** Substitute players can be used a maximum of 2 times per team for the Fall League and 3 times per team for the Spring League. Substitute players must play only at their color level or higher. Violation of this rule results in **forfeiture** of matches where the sub played more than the allowed times. The team violating the rule receives zero points and the opposing team receives 15 points.

12. **Upon completing your League match each week, every player should confirm her scores** with her Captain. Captains must report/ confirm scores to the Director following her team's matches.

13. **WEEKLY TEAM STATS:** If any errors are noted, the Director should be contacted prior to the next match.

A. **Email: Weekly team scores will be emailed** to each person in the league by her Captain.

B. **Posting: Weekly team scores will be posted** by the Director.

14. **NEW RATING/ CTC RULE:** If any player receives a **new rating before the first day of league play**, the player shall play in the league under their new rating. Player rosters will be renumbered, if applicable. If the league has **begun play**, the CTC Board of Directors has ruled: "For league play, a new rating does not take effect until the next session but shall go into effect immediately for tournaments and socials."

15. **RAINOUTS, ETC.:** We will make up rainouts. Make-up matches should be played and reported to the Director within two weeks of the rained out match.

16. **If there is a tie at the end of the season, the winner will be based on head to head play.**

17. **QUESTIONS, COMPLAINTS & SUGGESTIONS: Send these to both your Captain and the Director.** USTA rules and regulations will be considered in all decisions.