



Novi Parks, Recreation and Cultural Services
Adult Tennis League
Rules & Information

League Coordinator

Greg Morris (gmorris@cityofnovi.org) 248.735.5646

Scorekeepers

- Main communicator between all players in each division as well as the League Coordinator (Greg Morris). Will be provided with players' emails addresses and phone numbers.
- Should be informed of any significant scheduling problems, injuries, forfeits, ect. and works with the League Coordinator over any arising issues.
- Will be responsible for reporting the division standings to players regularly and to the League Coordinator at midpoint and end of the season.
- If players have problem in arranging/playing the match:
They must always notify the scorekeeper and opponent prior to, or during the scheduled week.
- Winners of matches are responsible for reporting scores to scorekeeper in the same week match is scheduled.

Rules

1. First player listed is the '**home**' player. 'Home' players are responsible for making the initial call/email to schedule match and supplying a new can of tennis balls. **Note:** anyone can make the call to schedule a match. The 'visiting' player will NOT receive a forfeit win because the 'home' player did not initiate communication to schedule match.
2. Players are strongly encouraged to set up match time/location at least a week ahead and complete all matches during the scheduled week.
3. The first person to win two sets wins the match. In the event of a 1-1 set tie, a 7 point tiebreaker will substitute for the third set. See **tiebreaker rule**.
4. A set is won when the first person scores 6 games and wins by 2. In the event of a 6-6 tie, use the 7 point tiebreaker. See **tiebreaker rule**.

5. Winning player is **responsible** for reporting the score in the week scheduled. Report winner and sets for/against (e.g. week 5: player #4 beat #8 by score of 2 to 1). Keep track of your own scores! Including number of sets won/lost for use in tiebreaker, in case score keeper loses results or your opponent fails to report them.
6. **NO SUBSTITUTIONS.** All matches are to be played by scheduled players.
7. If you have a problem in arranging/playing the match:
 - **Always notify your opponent and the scorekeeper prior to, or during the scheduled week:**
 - If you need to quit or have an injury that affects scheduling
 - If vacation or temporary injury will delay your match
 - If weather or darkness postpones your match
 - Delayed matches can be played ahead of time or after the player returns.
 - Try to make up matches before the mid-season break for the first half, and before the season ends for the second half of the season. You must make them up prior to the end of season play and reporting of the scores to the league, contact League Coordinator if issues arise while trying to schedule match.
8. **Forfeits:**
 - The home team/player shall make sufficient attempts to schedule the match. If his opponent does not respond to his calls within 2 weeks following the scheduled week, the home team/player shall contact the scorekeeper and record a win (2-0) for the home team and forfeit/loss (0-2) for the opponent.
 - If the home team/player does not contact the opponent in the scheduled week, the opponent shall make sufficient attempts to schedule the match. If the home team/player does not respond to his calls within 2 weeks following the scheduled week, the opponent shall contact the scorekeeper and record a win (2-0) for the opponent and forfeit/loss (0-2) for the home team/player.
 - Any player/team not on the court within 20 minutes of the scheduled match start time shall forfeit the match (0-2) to his opponents (2-0).
9. **Byes:**

When a player/team quits or is injured (with proper notification to the score keeper and opponents) at any time in the season, such that games are not made up, all unplayed matches will be recorded as a bye (0-0). If scheduling issues arise late in the season, with both opponents trying to schedule, such that games are not made up, all unplayed matches will be recorded as a bye (0-0).

 - However, if an injury occurs **during the match** and play cannot continue, the player who is not injured wins the match due to a walk-over. If the injured player won a set, the set still counts as part of the tiebreaker scenario.

10. **Winning the Division:** The individual who wins the **most** matches in the season shall win their division.

Tie Breakers:

1. Winners will be based on LEAST number of sets lost at end of season.
2. If an unequal number of matches comes into play because of 'byes', a win/loss percentage based on number of sets may be used. Must play $\frac{3}{4}$ of your matches to be considered for the championship.

11. **Time Limit:**

A match will go no longer than 2.5 hours. The match will end at 2.5 hours at whatever score it is at unless it is tied. If the time limit is approaching and the score is tied in a set, a 7 point tiebreaker will be played to break the tie. If the result of the tiebreaker makes the match 1-1, another 7 point tiebreaker will also be played. Both sides can mutually agree upon to start the tiebreaker in the second set earlier if there is a chance it will be a tie.

THE 7 POINT GAME TIEBREAKER

The tiebreaker is a scoring device used to prevent marathon sets and matches.

If set score reaches 6 all, a 7-point tiebreaker will be played. This is true for first or second set. In addition, after two sets where each player has won one set, a 7-point tiebreaker shall be used as the third deciding set.

1. A player who first wins seven points shall win the game and the set provided she/he leads by a margin of two points. If the score reaches six points all, the game shall be extended until this margin has been achieved. Numerical scoring shall be used throughout the tiebreaker.
2. The player whose turn it is to serve shall be the server for the first point, which is delivered from the deuce court. The opponent shall be the server for the second and third points (delivered from the ad court, then deuce court), and thereafter each player shall serve alternately for two consecutive points until the winner of the game and set has been decided.
3. Players shall change ends after every six points and at the conclusion of the tiebreaker. Note that after any change of the ends, the server will be serving their second serving point.
4. The player who served first in the set that ended in a tiebreaker shall receive service in the first game of the following sets.

