



CTC League Rules 2020

Membership

<p>League players must be members in good standing of the Clovis Tennis Club (CTC) in order to sign up for leagues. To join the CTC go to the Website www.clovistennisclub.com.</p>
<p>In the event a league participant's membership expires during a league they will be allowed 2 weeks from the expiration date of their membership to renew their membership. If they have not renewed the membership within 2 weeks of the expiration they may be dropped from the league. Any matches played after the 2 weeks would be forfeited.</p>
<p>A player does not need to be a CTC member in order to be a sub.</p>

Assigning Groups and Match Ups

<p>In assigning the competitive groups or match ups the goal is to keep the level of competition as close as possible as often as possible. Groups and level of play will be determined by the league coordinator based on; 1) An individual / team's record(s) in previous CTC leagues 2) The coordinator's best assessment of what will create the best match ups for the groups as a whole.</p>
<p>Players / teams may be reassigned to different groups at any time during a league. The player / teams record at the time of the move will stay with them for the remainder of the league.</p>
<p>League participation slots will be determined on a first sign up first served basis. In the event an odd number of players / teams signs up for a league the date / time of who signed up last will determine who is assigned to play.</p>
<p>Singles players must play their own matches. Doubles teams may only sign up as 2 designated players. In the event a player / team is unable to complete a league due to injury or other extended circumstances a replacement player will be permitted. The replacement player will inherit the record of the player they are replacing. "Replacements" will only be allowed once per player / team per league.</p>

Scheduling and Subs

The start time for leagues is 7:00 PM. Players / teams should be at the courts by 7:00. Warm ups should be completed and match play started by 7:15.

Players / teams that arrive after 7:00 PM more than 3 times in a given league may be dropped from the league.

If a player / team cannot make a scheduled match on the scheduled date / time they may either get a sub or contact the opponent to see if they are willing to reschedule. The opponents are under no obligation whatsoever to accommodate rescheduling. If the opponents choose not to reschedule then the player / team requesting the reschedule is obligated to find appropriate subs for the match.

A player or team with a sub will automatically lose that match BUT they will be awarded 6 points for having made the effort of getting a sub.

Voice mails and e-mails do not count as making contact unless a response is received prior to 12:00 PM on the day of the match. It is the players, not the coordinators, responsibility to initiate and ensure contact is made with their scheduled opponent.

In the event a player / team does not make actual contact with an opponent or the coordinator by 12:00 PM on the day of the match and then does not show up for the match they are considered a No Call / No Show for the match. Players / teams with 2 No Call / No Shows in a given league may be dropped from the league.

Line Calls and Match Scoring:

Line calls are the sole responsibility of the person on the side where the ball landed. Beyond asking "Are you sure?" the person on the other side of the net has no say in a call.

The server is responsible for keeping the game score and confirming the set score. If disputed, the server's score call is the final word.

Scoring is conventional 6 game set scoring. If tied 6 to 6 at the end of a set then a 7 point tie breaker is played. First player to 7 points with a 2 point margin wins the set which is scored as 7 to 6. If tied a set each after 2 sets then a 10 point tie breaker is played to determine the winner of the match.

Points and Rankings: According to each League Coordinator