

2006 – 2007 RULES

1. **DIVISION:**

- (a) Each division (A1, A2, B1, B2, Entry) match will consist of 3 ladies doubles matches.
- (b) Ladies are defined as female, 18 years of age and over as of date of 1st match of League season.

2. **THREE COURTS** must be available for the team. NETS and COURTS must be in playable and safe condition. PENALTY of default.

3. **TENNIS BALLS:** 3 new tins of Dunlop, Slazenger, Wilson or Penn yellow balls to be supplied by the host club at start of match.

4. **SERVE:** Visiting team has choice of serve.

5. **TEN-MINUTE WARM UP** time only. Host captain to delegate start of match.

6. Warm-ups must be done on the match court – e.g. Team 1 vs. Team 1, etc...

7. **SCORE:** A match shall be the best 2 of 3 sets. **EACH SET WILL COUNT FOR 1 POINT.**

8. Score should be called out at start of each serve. Partner at net should call the score when playing in a bubble.

9. **TEAM LINE UP:** Captains shall exchange team lineups on a score sheet prior to going on the court. Scores will be recorded and both Captains shall sign the score sheet as an acceptance of the match results. Host Captain is responsible to fax or scan/e-mail the score sheet to the scorekeeper.

10. **NO SUBSTITUTION:** allowed after team list has been submitted to the opposition.

11. **Captain** must be a playing member of the team.

12. **ONLY CAPTAIN**, Co-Captain or a representative is eligible to vote and an A.G.M.

13. **DRESS CODE:** B & R, Cricket, Donalda, Granite, and Toronto Lawn require all white attire (including Warm-up and shoes).

14. **TEAM LIST:** A list of up to 15 players maximum per team shall be submitted to the scorekeeper prior to the 1st game of the season. A change of up to 3 players allowed during the December break and must be submitted to the scorekeeper by the 1st match in January. Each player must be a member in good standing at the club she represents as determined by the Club, and can only play for 1 team in the League per season. Players from lower level teams may play up **ONLY ONCE ON EITHER COURT 2 OR 3, BUT NEVER ON COURT 1**. No one may move from 1 team to another once they have played a match. All lists and changes to be sent to the scorekeeper in writing.

15. **COURT ORDER:** Clubs must ensure that their strongest pair plays on Court 1, 2nd on 2, and 3rd on Court 3. **A PAIR THAT HAS PLAYED ON COURT 1 MAY NOT PLAY AS A PAIR ON COURT 3.**

16. **TEAM EXPENSES:** Home team is responsible for all expenses, court fees, adequate lunch or snack, water at the courts and parking fees.

17. **SPECTATORS:** NO coaches or spectators allowed on or near match courts except to call time at end of match. **EXCEPTION:** public galleries.

18. **MATCH TIME:** Matches must be no longer than **2 hours precisely**.

19. **SCORING:** Both acting Captains shall agree that where there is no court buzzer, time will be called by an outside party at **the precise 2-hour limit**.

20. **DEFAULTS:** Teams should **ARRIVE 15 MINUTES PRIOR** to game time. Players should be

on courts at starting time. As this is a problem at some Clubs, a leeway of 5 minutes is allowed. If a player is from 5 to 15 minutes late - **THEY DEFAULT THE 1ST SET 0-6**. If a player is later than 15 minutes, they automatically **DEFAULT THE MATCH**. **NOTE:** If whole or part of visiting team cancels too late to recover court costs, court fee should be split with home team.

21. **HOW TO PLAY DEFAULTS:**

- (a) When 1 or 2 players are missing from **SAME COURT, DEFAULT PAIR** without moving any other players;
- (b) When 2 players are missing from **DIFFERENT COURTS**, lower level player moves UP and the lower level team is **DEFAULTED**.

22. **RESCHEDULING:** due to inclement weather and unsafe driving conditions. Captains must be contacted at least 2 hours before match and must set a new date within 7 days of match cancellation.

23. **WINNING TEAMS:** Top 2 teams move up. Players on a winning team should, whenever possible, move up to the next level, but at the discretion of their Club, can play again in the lower category, **BUT NOT AS A CORE**. Bottom 2 teams may be dropped to next lower division, or for the lowest division, out of the League if new teams are waiting to enter (at discretion of League Executive).

24. **PLAY-OFFS:** If teams are **TIED** in points that affect a decision to move up or down in the League, count **FAST WINS** for the season. If still tied, count **HEAD-TO-HEAD** points between the 2 teams. If still tied, play-offs will be held the following week. Finalists toss – winner supplies courts, loser supplies balls and refreshments. A player must have played a **MINIMUM OF 5 LEAGUE MATCHES**.

25. **LEAGUE BOUNDARIES:**

(EAST) – Oshawa Club
(WEST) – Islington Avenue
(NORTH) – 16th Avenue
(SOUTH) – Lake Ontario