

RIVER CITY RACQUET LEAGUE RULES 2009-2010

Purpose of the Organization: *The purpose of the River City Racquet League (RCRL hereinafter) is to provide a structure for socially competitive tennis.*

I. RIVER CITY RACQUET LEAGUE ORGANIZATIONAL RULES:

The following are the rules of the River City Racquet League. These rules shall remain in effect until changed by action of the Board of Directors (hereafter "Board"). No rule change shall take effect during a league year. No later than May 15 of each year, the Board shall make any amendment to these rules as they deem necessary. The Board shall take into account the recommendations of the Rules Committee. Any amendments shall be effective for the upcoming league year. In extenuating circumstances, a player or team may request a waiver of a rule for a designated situation or for a particular period of time. A waiver request must present a compelling case of unique circumstances making application of the rule patently unfair to a player or team or creating a hardship for the division as a whole.

A. RCRL Board

1. The Board shall be responsible for enforcing all rules and the standard of conduct, fair play and good sportsmanship. Any violation or appeal of these rules shall be examined by the Board and ruled upon accordingly. The Board shall consist of the following:

League President

President-Elect

Vice President

Immediate Past President/ Treasurer

Data Administrator

Open A Division Director and Co-Director

A1 Division Director and Co-Director

A2 Division Director and Co-Director

A3 Division Director and Co-Director

B1 Division Director and Co-Director

B2 Division Director and Co-Director

B3 Division Director and Co-Director

C1 Division Director and Co-Director

C2 Division Director and Co-Director

Masters I Division Director and Co-Director

Masters II Division Director and Co-Director

2. Each Division Director has one vote representing the majority opinion of her teams. In the event of a tie, the League President shall vote. The League Vice President, the President-Elect, the Immediate League Past President *and the Data Administrator* shall have no vote. In the absence of the Division Director the Co-Director may vote.

3. The President-Elect and the Vice President shall be elected by the current

directors. The current league members of each division shall elect a new Co-Director before the Awards/Meeting.

4. Terms of office are for one league year *with the exception of Data Administrator*. Should a League Co-Division Director be unable to serve as Division Director, the current Division Director, may, with the approval of her team captains, be appointed to that position for a second year term. Should the President-Elect be unable to serve as President, the Vice-President may serve as President at the discretion of the Board. Otherwise, the Division Directors shall elect a new President from any qualified RCRL member.

5. *New Board members shall serve a minimum of two years*. No Board member with the exception of Data Administrator may serve more than six years consecutively. At the point of maximum service, a one year rotation off the Board is required in order to reinstate eligibility to serve.

B. Board Meetings

1. The Board shall have responsibility for the overall management of RCRL. By May 15th of each year, the outgoing Board will have established all major operating policies for the following league year. The newly elected Board will carry out those policies and then establish policies for the next league year. All Committees and Subcommittees shall be subordinate to and under the general supervision of the Board.

2. The Board shall form a Rules Committee composed of the President-Elect, its Co-Directors and any other interested RCRL members to draft proposed rule changes to present to the Board for its consideration.

3. A league year is defined as July 1 through June 30.

4. In order for the Board to conduct any business, a quorum (which is defined as 5 voting members) must be present.

5. Board meetings are to be held on the 2nd Monday of each month unless notified in advance. Exception- holidays.

C. Team Divisions

The RCRL shall be composed of the following Divisions: Open A, A1, A2, A3, B1, B2, B3, C1, C2, Masters I and Masters II.

D. Expenses

The following expenditures are the responsibility of the League:

1. Trophies for winners and runners-up for each division, not to exceed 18 trophies per team. Additional trophies are to be paid for by each team. Exception is 22 for Masters.

2. Board meetings and awards functions.

3. Cost of directories.

4. Fees for website maintenance.

II. DUTIES OF BOARD MEMBERS AND TEAM CAPTAINS

A. League President

1. She is responsible for calling meetings of the Board as specified in these rules as well as any special meetings deemed necessary.

2. Should an opening on the Board occur, she is responsible, with the Board's concurrence, for appointing a qualified replacement.
3. She is responsible for appointing Professional Consultants with approval of the Board.

B. President-Elect

1. The President-Elect will assist and succeed the President and will be elected each year by the *current directors*.
2. She is responsible for conducting Board meetings in the absence of the League President.
3. She will be responsible for taking minutes during board meetings and will email a copy to Board members no later than 7 days before the next meeting.
4. She will be in charge of the Rules Committee.

C. Vice President

1. *The VP, along with the Treasurer and division co-directors, is responsible for planning the annual meeting held following the last rotation of the league year and for purchasing awards for that meeting.*
2. She, along with the Data Administrator, is responsible for assembling the League Directory.

D. Immediate Past President/Treasurer

1. The Immediate Past President shall be the treasurer of the Board following her term as President.
2. She is responsible for all funds belonging to the League and the disbursement thereof. She must make a formal accounting of all monies at each regular board meeting.
3. She is responsible along with the Vice President for planning the Awards Meeting.

E. Data Administrator

1. *The data administrator is appointed by the League President and approved by the board.*
2. *The data administrator is responsible for :*
 - a. Overseeing schedule development,*
 - b. Administering the website,*
 - c. She is also, along with the Vice President, responsible for the directory,*
 - d. Other duties as assigned by the Board.*

F. Division Directors

1. The Division Director will represent the teams in her Division on a fair and equal basis at all meetings called by the League President. She is entitled to one vote representing the majority of her Division.
2. She is disqualified from voting upon issues of rule infractions involving the team of which she is a member. *She and her Co-Director should be rostered on different teams in the division they represent.*
3. She will hold a captain's meeting at least two weeks prior to the beginning of the first rotation.

4. *She is responsible for facilitating the elections of a new co-director for the following year.*
5. She will have necessary computer skills (especially email capabilities).
6. If a captain does not send in a Letter of Intent by June 15th, the current director should contact her.
7. Include the RCRL President when sending communications to captains.
8. Division Director and Co-Director positions will be filled by:
 - a. Volunteer,
 - b. If no member volunteers, a blind draw from all teams in the division, with the teams of the previous year's director and co-director being withheld. The team drawn will select a member to serve for the year. If both positions are open, a second draw, to determine co-director, will be held, excluding the team providing the director.

G. Division Co-Directors

1. The division co-director will assist and succeed the Division Director. The change of office will occur on July 1.
2. *She is responsible for addressing any division issues in the absence of the division director.*
3. She will become a member of the Rules Committee.
4. *She will specifically be responsible, with the Vice President, for planning the annual meeting held at the end of the last rotation.*
5. She is encouraged to attend all board meetings and in the absence of the division director, may vote.

H. Team Captains

A Team Captain is that individual chosen by her team to handle its affairs within the Division for the League year. If she has any problems or questions, she must first contact her Division Director for advice.

1. All captains must submit a Letter of Intent to their current Division Director by June 15th.
 - A. Submission of Roster. The team captain shall submit her team's roster according to the rules in IV A. Team Roster.
2. NTRP RATINGS: Each captain shall confirm the NTRP ratings for each member of her team. All new players and players without a current USTA rating must fill out an RCRL Verification form. This form is available on the website.
3. The Team Captain must register her team on or before July 1 of each year by signing up the team on LeaguesForFun. She will then obtain a registration code that she may either use to roster players herself or give to her players to use. Roster fees will be paid via credit card on LeaguesForFun for the league year (July 1-June 30). *If a player is unable to participate in the RCRL league year, registration may be reimbursed, less an administrative fee.* Refunds will only be granted to a player before the first scheduled match for her division.
4. Match Score Sheets. Both Captains must print out the official score sheet for each match. Host captains must enter results online within 24 hours of the completion of the match. The visiting captain must confirm the match scores.
5. Team Captains and/or Team Co-Captains shall attend all meetings called by her

Division Director and report all information to her teammates.

6. She will discuss any grievances made by her team with the Division Director as indicated by RCRL Rule IV-Match Play, F-Grievances.

7. When hosting a dual meeting, she will contact the visiting team captain if there is a change from the established time.

8. The forfeiting captain is responsible for canceling any court(s). If there is not sufficient time to cancel a court without a payment penalty, the forfeiting team will be responsible for all court costs.

9. She shall be responsible for collecting all match fees from her teammates to submit as one sum to the host club.

10. She will present in writing, names and court assignments of her team for dual meetings to the opposing captains in strict accordance with RCRL Rule V. Match Play.

III. SUPPORT STAFF

A. Pro-Consultant

1. A pro-consultant is a non-voting, non-policy making position.

2. The responsibilities are:

a. To attend RCRL board meetings when requested to help interpret rules.

b. To advise the RCRL board of any changes to existing USTA rules.

c. To advise the RCRL board of new USTA rules.

B. Club Liaison

1. This position is appointed by the board with approval of club/managers and/or owners at a meeting to be held among themselves, a non-voting, non-policy making position.

2. The responsibility of the club liaison is to communicate business from the clubs to RCRL and include RCRL in discussions regarding items such as court costs.

IV. PLAYER ELIGIBILITY

A. Team Roster

1. All captains must submit a Letter of Intent to their current Division Director by June 15th. A team's roster will be in effect for the league year, becoming void at the conclusion of the last rotation. An initial roster of (11) eleven players, (6) six of whom must have been on the previous year's team roster, must be registered online by the July 1 deadline. Additional names of eligible new players may be added to the roster up to the first match in August and January.

2. *A team may carry a maximum of eighteen (18) players, with the exception of Masters I and Masters II which can carry 22 players.* Should a team player wish her name deleted from the team roster, she may do so and be replaced with a new player if done within the roster deadlines previously stated, and if this does not cause the team to exceed player limit.

B. Individual Players

1. *RCRL requires players to be 21 years of age or older. If a player will be 21 during the current RCRL year, she may play that year, the current year being July1-June 30.*

2. An individual player may represent only one team within the RCRL year (July 1 – June 30), excluding Masters I and Masters II. No player may move from one team to another during the RCRL year. If a player chooses to be removed from her team's roster for any reason before the first match of the RCRL year for that division, she may roster with another team with the *consent* of both team captains in accordance with the existing RCRL rules.
3. Individuals with a 5.0 NTRP rating and above are eligible to play in the Open A Division only. Teaching pros are subject to individual evaluations.
4. All Masters Divisions require players to be 50 years of age or older. If a player will be 50 during the current RCRL year, she may play that year, the current year being July 1 - June 30.
5. Each player's name must appear on her team's official roster to be eligible to participate in match play.
6. NTRP ratings will be confirmed by team captains before the first rotation. New players, and those without a current USTA rating, must fill out a RCRL Verification Form which can be found on the website. *No player may roster in a division if at the time of her rostering her rating exceeds those listed below.*

RCRL's NTRP ratings for player placement are as follows:

C2 Division: 2.5 and below	A3 Division: 3.5-4.0
C1 Division: 2.5-3.0	A2 Division: 3.5-4.0
B3 Division: 3.0	A1 Division: 4.0
B2 Division: 3.0 -3.5	Open A Division: 4.5 and above
B1 Division: 3.5	

Player placement for the Masters Divisions is as follows:

Masters II Division: RCRL B and C Division players

Masters I Division: RCRL A and B Division players

7. *A player's rating at the beginning of the season remains in effect for the entirety of the RCRL season for the purpose of division placement.*
8. RCRL Board may elect to use a tracking system unique to RCRL play for determining appropriate player placement.

V. MATCH PLAY

A. Rules Governing Match Play

RCRL Rules govern play. In cases not specifically covered by these rules, USTA Rules govern play. Also, Rules of Tennis and Cases and Decisions and The Code as a handbook of ethics and fair play should be understood and followed by every RCRL player. One copy of The Code and Rules of Tennis and Cases and Decisions should be available for consultation along with the league rules at all dual meets.

1. *Electronic devices (cell phones, pdas, pagers) are not allowed to be used on the court during matches except to determine official court time.* The first time there is an electronic interference, the opponent will get the point. If there is second interference, the opponent takes the game being played. A third interference gives the opponent the match. Any surrounding courts affected by the electronic device may call a let.

B. Dual Meet

Each Division will hold a dual meet as indicated on its schedule. Each team will play every other team at least once in each rotation. (Additional matches may be played depending on the league size).

C. Matches

Definitions:

1. "Match Tiebreak" defined as first team to win 10 points by a margin of at least 2 points.
 2. "Set Tiebreak" defined as first team to win 7 points by a margin of at least 2 points.
1. All matches will be the best 2 out of 3 sets. The 7-Point Set Tiebreak will be in effect any time that the score reaches 6 all in any set. *Each division may decide under what circumstances a 10-point match tiebreak will be played in lieu of a 3rd set. At the captain's meeting, each division shall choose one of the following options, which decision shall remain in effect for the entire league year. The options are:*
 - a) 10-point tiebreak in all cases,
 - b) 10-point tiebreak if there are 15 minutes or less of court time available,
 - c) 10-point tiebreak if there are 30 minutes or less.
 2. The HOME Team must provide an unopened can of first quality yellow championship balls for each court played. Oversized and titanium balls are discouraged but not prohibited if all four players are in agreement.
 3. Outdoor play is discouraged but not prohibited if mutually agreeable to both captains.
 4. A total of 12 match points will be awarded as follows:
 - a. Courts 1 and 2 – each winning team receives 3 points
 - b. Courts 3 and 4 – each winning team receives 2 points
 - c. Bonus Points – total the number of **games** won by each team. If a team wins by 10 or more games, that team receives 2 bonus points. If the difference in games won is 9 or less, each team receives 1 bonus point.
 5. **THIRD SET SCORING:** If a third set is decided by a Match Tiebreak, the set score shall be recorded 1-0. If a third set is played out to 6-games all and then decided by the Set Tiebreak, the set score shall be recorded 7-6.
 5. **FORFEIT:** A forfeited court will result in match points for that court (See E-Forfeitures below).
 6. **EXCEPTION:** Open A and A1 Divisions award 1 point per court for a total of 4 points per match. No bonus points are awarded.
 7. If neither team can field a court, the points for that court are lost to each team.

D. Exchange of Lineups for Dual Meets

1. The Team Captains will present, in writing, names and court assignments of her team before each match. Numbers 1-2-3-4 will play numbers 1-2-3-4, respectively.
2. Teams should determine their lineups based on the relative strength of the players in order to ensure fair and competitive play for all.
3. Open A, A1, and Masters II Division teams must determine lineups according to the NTRP ratings of their individual teammates in order to make fair

and competitive play for all, outlined in RCRL Rule II-DUTIES OF BOARD MEMBERS AND TEAM CAPTAINS, F--Team Captains, 2--NTRP ratings and the Appendix. She will present in writing, names and ratings of her team for dual meetings to the opposing captains.

4. Lineups must be exchanged promptly at the scheduled match time. The match is deemed to have begun at the time of exchange of lineups. Failure to exchange lineups at match time will result in a forfeiture. In the event of illness, injury or no-show of a player prior to the start of an individual match (once the lineup has been exchanged), a team may substitute a player in the affected position within the **10 minute** default time, using a player not already listed on the lineup. If no such substitution can be made, the affected position will be forfeited. Open A, A1, and Masters II strength rosters remain in effect. (Once on the court, the substitute cannot put another player in her place.)

5. If it is found within seven days of the conclusion of the match that a player played a court out of her proper position (not on the court to which she was assigned on the official score sheet) that team will automatically be penalized by losing all points won on that court and whatever other courts that may have been affected. The official score sheet shall be the host team's score sheet.

E. Forfeitures

1. Prior Knowledge. The forfeiting captain is responsible for canceling any court(s). If there is not sufficient time to cancel a court without a payment penalty, the forfeiting team will be responsible for all court costs. Court position 4 will automatically be forfeited followed by Courts 3, 2 and 1 in that order.

2. Match Time. *If a pair or a member of a pair arrives on court more than 10 minutes late, her team captain shall graciously forfeit that court immediately and that team will be responsible for the entire court fee for all four players (if no tennis is played).* The official clock for match play shall be a cell phone on the affected court.

3. Court Costs-Match Time. Any forfeiting team shall be responsible for the fee for the entire court for all 4 players. However, if the players choose to use the court and play a non-counting match, all four players shall share the fee. The forfeiting team is responsible for payment of court fees if the cancellation notice is less than 7 hours (as deemed by the Club Liaison).

4. Injury. If a player is injured during match play and cannot continue play after a five (5) minute injury time-out, her court must default.

5. Scoring Forfeitures (All Divisions Except Open A).

a. Forfeits before matches begin will be recorded as a win for court 4 - court value of 2 points plus game count of 6-0, 6-0 awarded to the non-forfeiting team.

b. Injury / Emergency / Retirement - the non-retiring players shall be credited with such number of additional games as would have been won if the match had been completed and the non-retiring players (doubles team) won every subsequent game.. (See Note below).

Example: Team A forfeits in the second set at 3-3 to Team B after winning the first set (on court 3)

Team A Team B

	6	4
	3	6
	0	6
Points	0	2

6. Any team forfeiting 25% of its courts during the league year is ineligible to be declared the league winner and will not be allowed to play as a team or to form a new team during the following league year.

F. Grievances

1. All protests must be submitted in writing to the League President and all teams involved in the grievance within 48 hours of match play. The accused team shall have 48 hours upon receipt of the protest to respond, likewise, in writing to the League President. The Board shall be responsible for ruling on the protest.
2. Any protest filed after the 48-hour deadline will not be considered.
3. If the protest involves an interpretation of the rules, the chain of command would be your Team Captain, your Division Director, and as a last resort, filing a protest as previously indicated.

G. Warm-Up Time

Limit warm-up period to 10 minutes. No additional warm-up time will be allowed after this time expires. All warm-up serves shall be completed before the first serve of the match. A player shall not practice return of serves on her opponent's warm-up serves.

H. Continuous Play/Breaks

1. Once play begins, players may leave the court for a bona fide toilet visit only. Leaving the court for any other reason will result in default. In case of a disagreement, every attempt should be made to resolve the issue with the players on their court.
2. A **five (5) minute** break is allowed between the second and third sets at which time players may leave the court. Exception: If playing a third set tiebreak.
3. When changing ends a maximum of one minute thirty seconds shall elapse from the moment the ball goes out of play at the end of the game to the time the ball is struck for the first point of the next game. During play, the time, which shall elapse from the moment the ball goes out of play at the end of the point to the time the ball is struck, shall not exceed 25 seconds.

I. Postponement and/or snow/inclement weather.

1. In case of postponement during match play due to weather or having to yield the court, the previous score and occupancy of the court will hold. If a court, on site, is available within 30 minutes, then the match must be played or be forfeited. If teams have to wait more than 30 minutes for a court, then a rescheduling will be allowed but must be played within 6 days or be forfeited. Changing surfaces or going outside does not warrant an acceptable reason not to continue play unless the players and captains determine the weather is too severe. A 10-minute warm-up is allowed when the match resumes unless there is a court available immediately, in which case no warm-up is allowed. (EXCEPTION: with a change of surface, i.e. outdoor from indoor, a 10-minute warm-up is allowed). Every effort should be made to complete the match on match day. NOTE: If

the match resumes on another day, then the four players should share the court costs involved.

2. Snow/inclement weather. Match play will be postponed if the Jefferson County Public Schools are canceled unless both teams agree to play. The host team must notify the club. If this occurs, then it is the Captains' responsibility to reschedule the match prior to the last regular season match. The Captains must notify the Division Director of a rescheduling. If all (4) four courts cannot be re-scheduled for the same start time, then the entire lineup must be exchanged before the beginning of the first match start time.
3. In case of severe weather, it is up to the discretion of the captains of the dual meet to determine match play. If either team cannot field (4) four courts, match play shall be rescheduled within 7 days.

J. Division Match Days and Times

Division Match Day

Open A Thursday	B3 Friday
A1 Thursday	C1 Friday
A2 Tuesday	C2 Tuesday
A3 Tuesday	
B1 Monday	Masters II Tuesday
B2 Wednesday	Masters I Thursday

Scheduled matches are to begin no earlier than 9:00 A.M.. and no later than 12:00 p.m. with the exception of the Masters I and Masters II whose matches begin at 12:00 pm or 1:00 p.m. Matches will follow the scheduled time established with the first team roster submitted in July. Both captains must agree upon any schedule change and all default rules apply to the new start time.

K. Coaching

1. No coaching will be permitted during the match or during the 5 minute break by anyone including a team's coach, another player, or an observer.
2. If coaching does occur, a warning will be issued by the Team Captain concerned. If the offense is repeated, the offending team will forfeit the match.
3. Good sportsmanship and conduct are expected by the players and spectators.

L. Spring Break Week

There will be no matches scheduled during the Jefferson County spring break week. No Indiana team will be forced to forfeit a court should their spring break differ from Jefferson County's and should it not be able to field a team. It is the responsibility of the Indiana Team Captains to notify the Division Director of their spring break dates prior to scheduling of dual matches.

M. Awards

1. Final Standings
 - a. The teams finishing first and second in each Division will be awarded trophies.
 - b. Team standings in their division will be determined according to the procedure listed below. In the event of a tie, the tie shall be broken by the first of the following procedures that does so:.

- (1) *total points won,*
- (2) *total matches won,*
- (3) *total courts won,*
- (4) *fewest sets lost,*
- (5) *fewest games lost.*

2. Awards Function

The RCRL Board will organize an awards function at the end of the spring season. This function, including invitations and program, will be the responsibility of the Vice President and the Treasurer of the RCRL in conjunction with the Division Co-Directors.

3. Trophies. The RCRL Board will determine the type of trophy to be awarded and will provide trophies for each of the first and second place teams in each Division. If a team wishes additional trophies, that team will be responsible for payment.

VI. DIVISION PLACEMENT

A. Division Movement (Percentage System)

Every team must submit a Letter of Intent to the Division Director by June 15. These must be in the Director's possession by this date.

1. Movement Up

The winning team in each Division, as well as any team achieving 75% winning percentage, must move up to the next higher level each year. Any team within a division that wins 70-74% of its match points may move up to the next higher Division. A team must take a majority of its rostered players when moving up a Division. It is required that any player on movement up teams who has over a 70% win-loss record move up to the next level. All new 4.5 players joining the RCRL must roster on an Open A team. If a player is bumped up to 4.5 for USTA, she must move up to Open A the next RCRL season.

2. Movement Down

Each team within a Division that wins less than 25% of its match points for 2 consecutive league years must automatically move down to the next lower Division. The C1 Division is exempt from automatically moving down because the C2 Division is a beginning Division only.

3. C2 Division Movement

- a. Team Movement--C-2 teams are encouraged to move up to C1 as soon as possible. Any team winning 75% or more must move up and a team in the 60-75% range may petition to move up.
- b. Player Movement--No player should play in the C2 level more than 2 years. However, a request can be made to stay until the player has a win record of 50% or better. This request must be submitted in writing to the C2 Division Director and should include supportive documentation such as match win/loss percentages and a recommendation from her teaching professional. If a C2 player is verified 3.0 midseason, she can complete that season but must then go up to C1 at the end of the season.

4. All other teams may remain in their current Division as long as each return at least six (6) players from the previous year's roster.

B. Number of Teams

The RCRL board reserves the right to take appropriate action if the number of teams within a division exceeds the number of available playing weeks.

C. Court Availability

All teams must have proof of 2 hours indoor court availability for their home matches. See Rule III A.1.

D. New Teams

1. Any group of players applying to compete at a new level is considered a new team and must submit a Letter of Intent and a New Team Application. Division placement is subject to board approval. In determining division placement, the Board may consider, without limitation:

- a) individual ratings of players,*
- b) individual records of players in RCRL, including division level and court placement,*
- c) prior team records,*
- d) individual records in other leagues and,*
- e) division sizes and court availability.*

2. A new team wishing to form should meet minimum NTRP level requirements of the division entering. Any new C2 player must have less than one year experience and no prior team tennis experience. She must have no more than a 2.5 NTRP at season's beginning.

3. A roster of eleven (11) names, accompanied by the Letter of Intent and a New Team Application must be submitted to the Division Director by June 15.

4. A qualified professional (USPTA or USPTR), will recommend new teams to the Board for approval and must endorse that each player is competitive to compete in the indicated Division of RCRL.

APPENDIX-STRENGTH ROSTERS (OPEN A, A1, MASTERS I, MASTERS II)

Any player who does not have an NTRP rating must fill out a RCRL Verification Form which is available on the website.

Open A and A1: All 4.5's must play Open A. 5.0 and above can only play on Courts 1 and 2. To determine court placement, add the partner's numbers together. Courts will then be placed in numerical order with the partners with the highest total on first court, second highest on second court, and so on for third and fourth courts. Should there be partnerships whose point totals are equal, the courts must be played with the highest individual numbered player on first court, the second highest on second court, etc. If it is found within seven (7) days of the conclusion of the dual meet that a player played a court out of its proper numerical position, that team will AUTOMATICALLY be penalized by losing any or all points won on that court and whatever other courts may have been affected by being out of sequence. Strength rosters will be updated prior to each rotation based on the NTRP ratings issued by USTA. The winning team of the A1 division may elect to move up to Open A, but is not required to do so.

Masters I and Masters II: Players may not play in both Masters Divisions.

Masters I: Anyone rostered on an Open A team who plans to play in the Masters Division, may only play on court 1. Any inactive Open A player who last competed on an Open A RCRL team or a 4.5 USTA team, must play on Courts 1 or 2 (for the first 2 years of Masters play). All active A1 players must play courts 1 and 2. *Strength rosters will be updated prior to each rotation based on the NTRP ratings issued by USTA.*

Masters II: All courts may not exceed a total of 6.5 combined NTRP ratings per team. NTRP ratings will be submitted by the team captains before the first rotation. The captains are responsible for confirming the correct ratings on LeaguesForFun.com. Failure to do so could result in the forfeiture of matches involved in incorrect ratings. Players registered at 3.5, who have achieved a 70% or higher win/loss record in Masters II play, will be required to play on courts 1 and 2. Players registered at 3.0, who have achieved a 70% or higher win/loss record in Masters II play, will be required to play at the 3.5 level, for Masters II only. These percentages will be based on the total percentage achieved at the end of the prior season and will run through the current season. *This portion of this rule, adjusting player ratings based on prior year's performance, shall only apply to players who played more than 25% of the team's matches in the prior year. Forfeitures shall not be considered in determining these performance-based ratings adjustments.*

Appendix – Self Rating Guidelines

USTA'S Self Rating Guidelines

To place yourself:

A. Begin with 1.5. Read all categories carefully and then decide which one best describes your present ability level. Be certain that you qualify on all points of all preceding levels as well as those in the level you choose.

B. When rating yourself assume you are playing against a player of the same gender and the same ability.

General Characteristics of Various NTRP Playing Levels

1.5

You have limited experience and are working primarily on getting the ball in play.

2.0

You lack court experience and your strokes need developing. You are familiar with the basic positions for singles and doubles play.

2.5

You are learning to judge where the ball is going, although your court coverage is limited. You can sustain a short rally of slow pace with other players of the same ability.

3.0

You are fairly consistent when hitting medium-paced shorts, but are not comfortable with all strokes and lack execution when trying for directional control, depth, or power. Your most common doubles formation is one-up, one-back.

3.5

You have achieved improved stroke dependability with directional control on moderate shots, but need to develop depth and variety. You exhibit more aggressive net play, have improved court coverage and are developing teamwork in doubles.

4.0

You have dependable strokes, including directional control and depth on both forehand and backhand sides on moderate-paced shots. You can use lobs, overheads, approach shots and volleys with some success and occasionally force errors when serving. Rallies may be lost due to impatience. Teamwork in doubles is evident.

4.5

You have developed your use of power and spin and can handle pace. You have sound footwork, can control depth of shots, and attempt to vary game plan according to your opponents. You can hit first serves with power and accuracy and place the second serve. You tend to overhit on difficult shots. Aggressive net play is common in doubles.

5.0

You have good shot anticipation and frequently have an outstanding shot or attribute around which a game may be structured. You can regularly hit winners or force errors off of short balls and can put away volleys. You can successfully execute lobs, drop shots, half volleys, overhead smashes, and have good depth and spin on most second serves.

5.5

You have mastered power and/or consistency as a major weapon. You can vary strategies and styles of play in a competitive situation and hit dependable shots in a stress situation.

6.0 to 7.0

You have had intensive training for national tournament competition at the junior and collegiate levels and have obtained a sectional and/or national ranking.

7.0

You are a world-class player.