2022 Jersey Shore Tennis League Rules

(RED indicates new and/or important)

**The Executive Board**

1. The officers of the Jersey Shore Tennis League shall consist of a General League Coordinator (duties may be shared by two [2] ladies), plus a Coordinator and a Scorekeeper for each division.
   1. The Executive Board will consist of the officers. The officers of each division shall be responsible for all decisions within their division. If there is a tie vote, the General Coordinator will cast the deciding vote.

**Organization - Divisions**

1. A maximum of 40 teams, 10 in each division, may compete.
   1. Series 1, 2, 3 and 4 will be filled in the event there are fewer than 40 teams. A team's roster must be submitted by the due date, or the team will be assessed a 1 point penalty.
   2. All new teams must enter Series 4. Openings in Series 1, 2, and 3 will be filled by advancing the leading team (highest point total during the previous season) from the immediate lower division. Once rosters are submitted to the scheduler the series are set and no further changes can be made.
2. At the end of the full playing season, the highest scoring team in each series (except series 1), may challenge into the next higher division. If the highest scoring team is the same team for two years in a row, it MUST challenge into the next higher division. The date for the challenge match will be the Wednesday following the last match. Only players who have played at least 3 times during that season are eligible to play in the challenge match. The match date will be listed on the schedule. However, if both captains mutually agree, the match may be played on an earlier date. It is the home team captain's responsibility to notify the Series Coordinator, Scorekeeper and League Coordinator of the new match date.
   1. The playoff match will be held at the higher series' courts. The home team will obtain balls and the league will reimburse the team.
   2. The team with the most points in the lower series challenges the team with the least points in the higher series. In the event of a tie within a division, the team's position will be determined by the outcome of their head-to-head match during the regular season.
   3. The Friday prior to the challenge match, teams will submit their lineups to Sandy our webmaster for review. In the past we have had potential challenge teams move players up and/or down prior to the end of the regular season in order to gain an advantage in the playoff. Sandy being impartial will determine if player movement has taken place to create "stacking". If necessary teams will be asked to revise their lineup prior to the match.
   4. If fewer than 5 courts are available then the playing order is as follows: Courts 1, 3, 5, then court 2 and finally court 4. All five matches must be played and completed.
   5. Refreshments for a playoff match are optional.
3. No private club or individual owns the rights to any team within the league. The rights to each team belong to the players on that team. If any team wishes to change its home court, it must do so as follows:
   1. By May 1st, the team must submit, in writing, that it is requesting to change the location of its home courts.
   2. The request must be signed by at least 2/3 of its prior year's roster.
4. After May 1st, no consideration will be given to any relocation of a team, except in extenuating circumstances.

**Membership - Team - Players**

1. A team consists of a maximum of 25 players, 10 of whom play each week. All players must be female and at least 25 years old, and a **FULL OR PART TIME RESIDENT OF NEW JERSEY (NO EXCEPTIONS)**. If indicated at the beginning of the season, a team may have a non-playing captain and/or executive board member.
   1. All players with a USTA rating of 5.0 may only play on court 1. Players with a 4.5 USTA rating can play no lower than ON court 3.
   2. Rosters are due May 10, 2022. Once a roster has been submitted, additions and deletions may be made **only** through June 28, 2022. However, once the season begins, June 15th, and a player is on the roster, she may NOT switch to another team.
   3. Any roster changes must be e-mailed to the league coordinator and series scorekeeper. Absolutely no changes may be made after June 28, 2022.
2. Only players whose names appear on the team's roster are eligible to play.
   1. A given player may play on only one team and in one series. It is the responsibility of the captain to make sure that *her* players are eligible and do not appear on any other roster. Any violation of this rule, once the season starts, is subject to rule penalty of 1 point.
   2. Any venue that has 2 teams, cannot have a 3rd team, unless they have 6 or more courts available at the same time for the teams to rotate home matches.
   3. Furthermore, rosters cannot intermix players within the same club or team.
3. Each team fields 5 doubles teams. Captains must field the best possible competition at all levels.
   1. Team #1 must be stronger than team #2, and so on down the line.
   2. The first time a player plays for the season, her position is established.

An individual player that starts in Court 1 may play in courts 1, 2 and 3.

An individual player that starts in Court 2 may play in courts 1, 2, 3 and 4.

An individual player that starts in Court 3 may play all 5 courts.

An individual player that starts in Court 4 may play in courts 2, 3, 4 and 5.

An individual player that starts in Court 5 may play in courts 3, 4, and 5.

You can move players 2 positions UP or DOWN each within the new parameters above.

A team may only move up or down 1 position from where they last played.

* 1. Violation of rule penalty: If a team or individual person is out of position, the point for that position will be forfeited to the opposing team. If the violation occurs at more than one position during a match, the loss of one point will take place at each position. Besides forfeiting the point (s), there will be an additional penalty of two points taken from the cumulative score. If a team violates this rule more than two times during the season, the board has the authority to demand that the team leave the league. Additionally, there will be no warnings on position rules, penalties will be assessed without notice as stated.
  2. Please use the Position Checker on our league website to verify your players are in their correct position. For accurate results you must enter the date of the previous match week played, NOT the upcoming week.

**Court Availability - Starting Times - Inclement Weather**

1. Each club must have at least 3 courts available at 9:00 AM on Wednesdays.
   1. All matches are to begin no later than 9:00 AM. If both teams agree to start earlier, the same league Match Day Rules (#12 thru 15) apply. Note: If both teams agree, play may start earlier than 9:00 AM. Remaining teams must be on site no more than one hour later.
   2. If all 5 teams do not start at 9:00 AM, the remaining teams must be on site no later than 10:00 AM in order to start the second round of matches. In this instance, Rule #13 applies, beginning at 10:00AM or one hour after the first team goes on the court.
2. The home team captain shall call, e-mail or text the visiting team captain no later than the Friday before the Wednesday match to notify how many courts will be available on match day. If the visiting team captain does not hear from the home team captain or a designee by FRIDAY evening by 8:00PM, there will be a one point penalty against that team. If fewer than 5 courts are available at 9:00 AM, the visiting team captain chooses which teams will play at 9:00 AM on the available courts. The visiting team captain must notify the home team captain by SUNDAY evening by 8:00PM as to which teams will play at 9:00 AM. If she does not do so, then the choice is made by the home team captain. The home team captain must first notify the scorekeeper, division coordinator, and visiting team captain by noon on Tuesday.  
     
   **Suggestion: If you have 5 courts each week call your visiting captains week 1 and confirm then you're done for the season.**
3. All matches must be played on the scheduled day unless it rains.
   1. If it rains, the teams must make up the matches at a mutually agreeable time and place prior to the next regularly scheduled match.
   2. If matches are not played prior to the following Tuesday, the home team captain will secure courts (outdoor or indoor) by 3:00PM. Court costs will be shared by the players.  
        
      **Please see the attached addendum for indoor timed match play. These are same rules followed by the CJWTL and Garden State.**
   3. If the play is interrupted mid-match, it should be resumed exactly at that point.
   4. It is the responsibility of the home team captain to make sure that the courts will be playable at the designated start time. If they are not, the visiting team captain must be notified at least 1 1/2 hours before the agreed upon starting time.
   5. In the event of a rain delay, a team is permitted to alter its roster for any matches not started.
   6. Captains must arrange all makeup matches and must notify the division scorekeeper. Once a makeup match is scheduled, it must be played at that time.

**If the last match of the regular season is postponed due to rain, that match must be made up by the Sunday prior to the challenge match.**

**Match Day Rules**

**\*Please note: USTA Cell Phone Rule**

**(See #26 of Jersey Shore Tennis League Rules)**

1. The captains shall exchange written line-ups on the Scoresheet when they meet (before the designated starting time). **Match lineup must be written before arriving at the match.** Please be sure to include current first and last names of players. Please Print Roster.
   1. There will be a 1 point penalty if the captain does not come to the match with a printed roster. Team captains need to make the scorekeeper aware of this violation.
   2. It is the responsibility of the home team to make sure that all players are on their correct courts.
2. Late penalty  
   Report to Series Coordinator and Scorekeeper if:
   1. A team is 15 minutes late by the court clock (home team's clock), it forfeits the toss, plus 1 game (warm-up stays)
   2. Up to 25 minutes late: forfeit (warm-up stays) toss, plus 2 games
   3. Up to 30 minutes late: forfeit the (warm-up stays) toss, plus 3 games
   4. More than 30 minutes late: forfeit the match

For a second and/or third match played on a given court, the 15 minute warm-up begins as soon as the court becomes available.

1. The home team will provide new, unopened yellow balls for the matches. It is required that each home team provides beverages and light refreshments. Please make sure the visiting team has a nice light selection of post match refreshments to choose from. For example: Gatorade, energy bars, pretzels, bananas, and oranges. These are just suggested items, please remember to assign your players to bring beverages and light refreshments for after their match is played. All players must provide their own water.
2. Maximum warm-up time is 15 minutes. All practice serves must be taken before the match begins. It is the responsibility of each captain to enforce the rule. If a team arrives late, its warm-up stays, but late penalties listed above apply.
3. If you arrive early, and the courts are available, please ask the host captain if your team may warm up early.  
     
   **Scorekeeping:** There are 5 points to be earned each week. 1 point for each court.  
     
   ALL TEAMS, whether based on public or private courts, must display score cards. The cards are to be visible to the spectators as well as the players.
4. Both captains should sign the score sheet after all the scores have been entered. The home team captain will be responsible for entering the scores on [www.acesportsadmin.com/jstl](http://www.acesportsadmin.com/jstl) within 24 hours of the match. The opposing team captain will verify the scores. A warning will be issued for the first offense of this rule. A point penalty will be issued for the second offense. If there is a problem with this, please contact your scorekeeper.
5. The Series Scorekeeper will establish each player's position. The Scorekeeper will alert the team captain(s) and the League Coordinator of any irregularities. The Scorekeeper will post the corrected scores on [www.acesportsadmin.com/jstl](http://www.acesportsadmin.com/jstl).
6. Each match win will consist of the best 2 out of 3 sets. Scoring will be regular games for all divisions. If the game score reaches 6-6 in any set, a Seven (7) Point Set Tie Breaker will be played. The Coman format will be used. In lieu of a third set, there will be a mandatory Ten (10) Point Match Tie Breaker. The Coman format will be used.

The break between the second set and third set match tie breaker is three minutes. Players should not be leaving the court unless it is absolutely necessary.

**The Coman tie break is the same as a regular tie break except that players switch ends after the first point and then every 4 points. All tie breakers are played using the COMAN format.**

**First & Second Set 7 Point Tie Break: 1st Team to 7 pts. by 2**

* 1. The team which first wins 7 points by a margin of 2 points shall win the game.
  2. If the tie breaker score reaches 6-6, the game shall be extended until a 2 point margin is attained. Numerical scoring shall be used throughout the tie breaker.
  3. The player whose turn it is to serve will be the first server for the first point of the tie breaker. Thereafter, each player shall serve in rotation for 2 points, in the same order as previously used in that set, until the winners of the game have been determined. Note that the first server of the tie breaker will serve into the deuce court. She will be followed by the next server who will serve 2 points, serving the first point into the ad court and the second point into the deuce court.
  4. The team that served first in the tie breaker shall receive service in the first game of the following set.

**Third Set 10 pt. Match Tie break: 1st Team to 10 pts. by 2**

* 1. The team which first wins 10 points by a margin of 2 points will win the match.
  2. If the tie break score reaches 9-9, the game shall extend until a 2 point margin is attained. Numerical scoring shall be used throughout the tie breaker.
  3. Follow c & d from above.

**Forfeits - Defaults - Protests - Violations of Rules - Infractions**

1. If a team does not have all 5 teams for any match, and is therefore taking a forfeit, the forfeit must be in the fifth position. The opposing team receives 1 point for each forfeited position. If a club forfeits all 5 positions in any one match, the club may not be permitted to play in the league the following season. This decision will be at the discretion of the Executive Board.
   1. A forfeit can either be planned or unplanned. A "planned" forfeit constitutes the following: a captain is aware prior to the match that a player is unable to make the match, and was therefore unable to field a team for a court.
   2. Captains must give notice to their opposing team as soon as possible, but no later than 7:30AM on match day, if one or more players are not able to play in their scheduled match and need to forfeit a court. There will be a 1 point penalty if a court is forfeited after 7:30AM on match day in addition to 1 point for each forfeited position as stated.
   3. When a forfeit occurs, the team that receives the point (s) must have the names of the players who would have played that match, listed on the score sheet in the positions they would have played for that week. In this way, the players will maintain their positions for subsequent weeks. If the names are not provided at the time of the exchanging of the line-ups, the team will not receive the point (s). The team which forfeited will not list any names for that position.
   4. If the matches do not all begin at the same time (due to less than 5 courts being available) and a forfeit occurs after the matches have started because a player does not show up, if the forfeit is not on the lowest court, a one point penalty will be assessed in addition to the point for the win being awarded to the non-offending team.
   5. A default occurs when a player is available and present and has every intention of playing the match, but is unable to continue due to injury or illness. Since both teams' names are on the score sheet, all 4 players will get credit for playing the match and establishing their positions, however, the non-defaulting team will receive the point for winning.
2. If any club feels that there is an irregularity about any match, the player should announce the she is playing under protest and finish the match.
   1. The protesting team captain should call the Series Coordinator and Scorekeeper immediately after the match. The Coordinator or Scorekeeper should contact the opposing team captain upon this notification. Both captains should e-mail the Coordinator and Scorekeeper with their version of the incident as soon as possible: **Not to exceed 24 Hours. Refer to Rule 1b.**
   2. If a protest arises in the playoffs, it will be voted on by a board member from each division.
3. It is strongly recommended that each team purchase a copy of "A Friend at Court," published by the USTA, to be used as a reference guide.
4. Coaching, except during the three minute break between the second and third sets, is prohibited.
   1. Spectators, including parents, friends, and coaches, should not interfere with nor participate in any 'on court' matters (Refer to Code of Conduct in "A Friend at Court"). There is a "Wall" between the spectators, including captains and coaches, and the players. That wall means there is NO COMMUNICATION with the players until the three minute break between the second and third sets.
   2. If there are any infractions against coaches, teammates, etc., a formal written protest must be made to the Series Coordinator (please use e-mail and keep a hard copy). Captains must be specific when writing a formal protest. The Executive Board will have the power to ban any individual from future matches.
   3. Any board member, whose team is involved in an infraction, will remove herself from the decision making process.
5. If there is a dispute regarding line calls during a match, a designated person from each team will stand at the net post to observe the lines, but will only make a call when asked.
   1. All violations or infractions of any rule will be brought to the attention of your Series Coordinator. She will have the power to institute a penalty according to the severity of said violation or infraction.
   2. If a violation occurs, and the team violated against does not protest, it can be brought to the attention of the Series Coordinator, by any player, before the following Wednesday. Penalties may be instituted retroactively.
   3. Protest penalties and warnings will be carried over to the following season if they are issued in the last few weeks of the season or in the playoff match.
6. Cell Phones: All cell phones should be "OFF" or "SILENT" (not vibrate). If a cell phone rings, the team of the player whose phone rings will lose the point in progress. If the cell phone is answered, the team of the player answering the phone loses two games (the one being played plus the next). No use of cell phones whatsoever. Texting penalty: Loss of two games.

**USTA - Rule 30**

Please Note: We deleted a section on "ITF Tournament Play" which does not apply to our league. Reference is also made, in some areas, to Umpires. Since we do not use umpires, players should, if necessary, call on both Captains to help interpret these rules. We trust that the captains will serve the best interest of sportsmanship and fair play.

USTA-Rule30

Continuous Play and Rest Periods

Play shall be continuous from the first service until the match is concluded, in accordance with the following provisions:

* 1. If the first service is a fault, the second service must be struck by the Server without delay.  
       
     The Receiver must play to the reasonable pace of the Server and must be ready to receive when the Server is ready to serve.  
       
     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.
  2. Play shall never be suspended, delayed or interfered with for the purpose of enabling a player to recover his strength, breath, or physical condition.

However, in the case of accidental injury, the Umpire may allow a one-time three minute suspension for that injury.

* 1. If, through circumstances outside the control of the player, his clothing, footwear or equipment (excluding racket) becomes out of adjustment in such a way that it is impossible or undesirable for him to play on, the Umpire may suspend play while the maladjustment is rectified.  
       
     [USTA Comment: If equipment other than a racket becomes unusable through circumstances outside the control of the player, play may be suspended for a reasonable period and the player may leave the court to correct the problem. If a racket or racket string is broken, Rule 30 does not permit play to be suspended. A player who leaves the court to get a replacement is subject to code violation(s) under the Point Penalty System.]  
       
     [USTA Comment: Loss of, or damage to, a contact lens or eyeglasses shall be treated as equipment maladjustment. All players must follow the same rules with respect to suspending play, even though in misty but playable weather, a player who wears glasses may be handicapped.]
  2. The Umpire may suspend or delay play at any time as may be necessary and appropriate.  
       
     [USTA Comment: When a match is resumed after a suspension of more than ten minutes, it is permissible for the players to engage in a re-warm-up that may be of the same duration as that at the start of the match. The preferred method is to warm-up with other used balls and then insert the match balls when play starts. If the match balls are used in the re-warm-up, then the next ball change will be two games sooner. There shall be no re-warm-up after an authorized intermission or after a suspension of ten minutes or less.]

**ADDENDUM FOR INDOOR TIMED MATCH PLAY**

**REGULAR AND EXPIRED TIME:**

1. Regular time - Time shall be determined by a single digital clock/watch agreed to by all four players prior to the start of the match. If the match is in progress with only 15 minutes remaining of the two hour time limit, finish the game in progress and then:
   1. If a doubles pair is ahead by two games or more, they win the set.
   2. If the game score is tied, play a 7-point tiebreaker to decide the set.
   3. If a doubles pair is ahead by only one game, play one more game, then either "a" or "b" applies.
   4. If sets are split and there is time remaining, play a 10 -point tiebreaker to determine the third set.
2. Expired time - You must vacate your court when time has expired, i.e., at the 2 hour mark on the game clock. If you have not completed your match, and in an effort to reasonably ensure that no match exceeds the 2 hour mark the following procedure will go into effect:
   1. Tiebreakers - If you are in the middle of a tiebreaker, the team ahead by one or more points at the 1:59 mark wins the tiebreaker. At the 1 hour and 59 minute mark of the game clock, or later, if the score is tied in the tiebreaker, play one point Sudden Death to determine the winner of the tiebreaker. Both teams should be AWARE and it MUST BE ANNOUNCED that a Sudden Death point is being played.(i.e. that the game clock is at 1 hour and 59 minutes or later).In all cases, every effort should be made to play the Sudden Death point before the 2 hour game clock expires, not at the 2 hour mark. If all four players are not aware that the sudden death point is being played, it is considered invalid and must be replayed. If either team refuses to play the point, that team will default the match, losing any points accumulated for sets won. A sudden death point (or any point as time is expiring) must be played in its entirety. Buzzers, bells or any other signal do not indicate the end of the point. Serve, return, and play out the entire point until completion. If either team leaves the court in the middle of the point, that team will default the match, losing any points accumulated for sets won.
   2. Game score - Whichever team is ahead at the 1:59 wins the game. If the game is tied (e.g. 30-30), play one point sudden death to decide the winner of the game. Again, every effort should be made to play this point before the 2 hour mark expires. If the games score of the set is tied after sudden death, play one point sudden death to determine the winner of the set. Both teams should be aware that a sudden death point is being played. If all four players are not aware that the sudden death point is being played, it is considered invalid and must be replayed. If either team refuses to play the point, that team will default the match, losing any points accumulated for sets won. A sudden death point (or any point as time is expiring) must be played in its entirety. Buzzers, bells or any other signal do not indicate the end of the point. Serve, return, and play out the entire point until completion. If either team leaves the court in the middle of the point, that team will default the match, losing any points accumulated for sets won. If either team leaves the court before the end of the match or stops playing before the end of the match, that team will default the match, losing any points accumulated for sets won.