

**WESTERN PENNSYLVANIA PLATFORM TENNIS ASSOCIATION**  
**WOMEN'S INTER-CLUB DAY LEAGUE RULES AND REGULATIONS**

**2024 – 2025**

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## A. LEAGUE INFORMATION

### 1. New Teams

Should a club/township experience dramatic growth of experienced players or a club/township develops a new paddle program, the club/township can request a new team be formed; however, it must demonstrate that the club/township overall has enough players to warrant an additional new team.

New teams must submit their application in writing to the WWPPTA Board as soon as (at least) 8 viable players are committed to forming a new team by July 15 for the ensuing play season. Clubs or townships applying to the Women's Inter-Club Day League must have a minimum of 2 courts at the same site.

The Board reserves the right to make decisions of inclusion and will consider requests on a first come first serve basis as much as the schedule allows. Placement of new teams for existing locations will be at D9 unless a request is made for a higher entry. Requests for a new team shall comply with the following:

- It is expected that the club/township will have at least 8 players committing to full-time play for each existing team they have and for the new team they are requesting with enough additional full or part time players to fill all match lines during weekly play.
- To document such, it is expected that the club/township will survey all players prior to requesting a new team and gain written confirmation that the players the club plans to roster at all levels are committed to the organization and plan to play full-time.
- Those players planning not to play full-time but willing to sub, should also be identified.
- Any players that have played at other clubs/townships and are planning to move to the club requesting a new team, must provide the WWPPTA Day League President and the Scheduler, a written commitment (i.e., email) from the player indicating their intention to play at the new club/township, should the new team be permitted.
- The league will expect that player to uphold their commitment for the next season if the new team is granted.
- When requesting the new team, the club/township should provide the WWPPTA Day League President and the Scheduler, a listing of all players in the club/township with their current PTI and identify the group of players they are requesting to form a new team ***and identify what division the club is requesting.***

The Board will review all information and determine if 1) the league has availability to add another team, 2) if the club has sufficient players to warrant an additional team, and 3) based on player PTI's and league availability, what division would be appropriate to add an additional team. The Board reserves the right to approve or disapprove such new team requests.

## **2. Disbanding Teams**

Any team that is disbanding for the upcoming season must notify the WWPPTA Board in writing by August 1<sup>st</sup> at the very latest. The vacancy created by any disbanded team will cause an automatic move-up from the division(s) below to fill the vacated spot(s) in all divisions affected. Any vacancy occurring after the season schedule is complete may result in a bye in the affected division.

## **3. Team Change of Venue**

An existing team that wishes to change venue must submit a request in writing to the Secretary and President by August 1<sup>st</sup> for the ensuing play season. Five active rostered players from the previous season must be a part of the team requesting to change venue. The Board reserves the right to make decisions regarding the inclusion and placement of a team applying for change of venue.

## **4. Match Days and Starting Dates**

The Women's Inter-Club Day League governs team play divided into 9 divisions. Divisions 1, 4 and 7 play on Tuesday; Divisions 2, 5 and 8 play on Wednesday; and Divisions 3, 6 and 9 play on Thursday. The Women's Inter-Club also includes an Evening League. Women may play in the day and/or the Evening League, however, must be rostered on each separately. The Women's Inter-Club League play begins around the end of September / early October. Schedules are to be posted on the website at least two weeks prior to the season.

## **5. Rosters**

Team captains must submit their preliminary rosters via email to the WWPPTA Board by August 15th with rosters showing a minimum of 8 players. See "PLAYER ELIGIBILITY" for roster specifics. The Board reserves the right to question roster composition, and to request an earlier due date. Corresponding online rostering must be completed following opening of registration and prior to start of the season.

## **6. Learn the Rules**

Each player MUST become familiar with the Women's Inter-Club Day League and APTA rules.

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## **B. ETIQUETTE**

### **1. The Etiquette of Platform Tennis**

Platform tennis, often referred to as "paddle tennis", is a keenly competitive sport and one in which, by tradition, good sportsmanship, integrity, and respect are key elements. It is a game that is played for fun, in addition to offering an active tournament circuit. The game is played in accordance with the "**Official Rules of Platform Tennis**" as published by the American Platform Tennis Association (APTA).

Etiquette is an area where, unlike rules, there may be different interpretations, and differences of opinion, or judgment may be dissimilar. It is recognized that etiquette does have its “gray areas.” This section offers suggested guidelines of on-court behavior. It is expected that the tradition of the game will be maintained through a continued high degree of sportsmanship and mutual respect. Furthermore, these guidelines will assist in furthering that goal by presenting worthwhile suggestions on personal behavior while playing this rewarding game.

## **2. Line Calls/No Umpire**

In matches where there are no linesmen, the general rule is that all lines are called by the receiving team (i.e., you call lines on your side, the opponents call lines on their side). Each side should call the ball in or out honestly and without regard to the score. The decision of the team whose responsibility it is to make the call is final.

Etiquette dictates that the opponents’ line calls are to be respected and considered final. If there is uncertainty about a line call, any doubts should be resolved in favor of the opponents.

It is good sportsmanship for players to call against themselves any ball that is clearly out on the opponents’ side of the court, if not called by the opponents.

## **3. Foot Fault**

It is poor sportsmanship to exhibit anger toward an opponent when a foot fault is called in good faith. It is also poor sportsmanship to call foot faults to gain a mental edge. It is preferable to alert your opponent during warm up that she is foot faulting or early in a match rather than waiting until a critical moment later in the match.

## **4. Own Calls**

It is the player’s responsibility to call the following rule violations on herself: Two Bounces, Reaching Over the Net, Ball Hitting Person/Paddle, Person Touching Court Fixtures

It is not good etiquette for the opponent to make these calls. They may politely ask if the violation happened, but the determination of whether the violation happened is that players to make, and her integrity and decision in the matter should be respected.

## **5. Return the Ball to Server**

It is good etiquette to do your part by picking up the ball and getting it to the server in an easy and accommodating manner. Either give it to your opponent’s net player, who can give it to the server, or gently bounce the ball to the server at the next service position, waiting a moment before delivering the ball if the server’s back is turned.

## **6. Intentional Distractions**

Players should not intentionally distract their opponents. Any talking or sudden movements made before or while the server begins her service motion, which has been deemed to be done solely to

distract the server, violates the spirit of sportsmanship. This includes, but is not limited to, talking, making loud noises, waving arms or paddles, dancing or jumping, or stomping of feet.

When coaching your partner to let a ball drop rather than hit it, try to use commands such as “bounce it” or “drop it” rather than “out” so as not to confuse your opponents.

As a courtesy, don't deliberately wear clothing with the intent of making the ball more difficult for opponents to see (i.e., bright yellow or green clothing, or colors that match the ball color).

**Note:** Fake poaching is **not** considered an intentional distraction.

## **7. On Losing**

It is much more difficult to be a gracious loser than a gracious winner. One should be gracious in either case—but try particularly hard to be so in losing. Congratulate your opponents, shake hands, wish them well, live with it, and strive to improve, so you can be a gracious winner. Play all the back draws with a positive attitude.

**Good sportsmanship is expected during all levels of competition.**

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## **C. PLAYER ELIGIBILITY**

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### **1. A Player May Represent Only One Inter-Club Day League Team Per Season**

The Women's Inter-Club Day League Board must approve any change of representation during a season or deviations from the above rule. Applications must be made in writing to the Secretary.

### **2. Number of Players Per Team**

Each team must have at least eight players prior to the first scheduled match. There is no limit, but at least two additional players are recommended. For purposes of the Inter-Club Day League, there are no sub lists and players rostered on a lower division team may not be considered a player for purposes of meeting the eight-player rule.

### **3. New Player Additions**

The definition of a 'new player' is a player that is not rostered anywhere in the day league. 'New players' may be added to a roster until the last two matches of the regular season (excluding make-up matches). New player additions must be communicated to the Scorekeeper, Division Rep, and all Captains in the division prior to the new players' first match. Evening-only players are considered NEW players if not rostered on a day team and communication as such must be adhered to as explained above. An evening-only player must be rostered as a day league player in order to sub. Failure to communicate a new player addition will result in a one-set penalty.

If someone is rostered on a lower team in a division, they can be added as a sub anytime throughout the year on a higher division team.

#### 4. Club/Township Teams in Same Division

When two teams from a club or township are in the same division, players cannot play for both teams.

### D. PLATFORM TENNIS INDEX (PTI)

PTI is a rating system developed by APTA.

For more information, refer to the following link:

<https://www.platformtennis.org/home/platform-tennis-index>

#### 1. Combined PTI

Combined PTI is the sum of the individual PTI's of each partner of a two-person team.

#### 2. PTI Combined Rating Lineup

Line-ups are expected to be made based on descending order of strength, using the combined PTIs per line to determine placement. The lowest PTI combined rating at line 1 and ascending to the highest PTI combined rating at line 4. However, if a captain finds that after making their line-up using the combined PTIs there is justification to flip two lines the captain may do so as long as those lines are within a 2 point spread for Divisions 1-4 and a 4 point spread for Divisions 5-9. This can and should only be done if the justification is to reorder the line-up according to strength and not used as a stacking tool. Only one line per match may appear out of order in the line-up. *(updated 12/10/2023)*

New players will be assigned a default rating appropriate for the division of which they are playing their first match. It is expected that a player will be placed in the appropriate division within their club.

#### 3. PTI For New Players (no assigned PTI)

Line 4 default rating(s) assigned to new player(s) places them in a higher line than 4, because the default rating is better than the seasoned players on the team. In this situation, the new player(s) may still be placed in line 4, (even if the combined PTI is out of order)

**FOR THE FIRST MATCH ONLY.**

Below is an example of a line-up using Division 8 Default Ratings for line 4:

- Line 1 - Player A - 77 /Player B - 75 /Combined PTI – 152
- Line 2 - Player C - 78 /Player D - 80 /Combined PTI - 158
- Line 3 - Player E - 84 /Player F - 85 /Combined PTI - 169
- Line 4 - NEW PLAYER - 83 /NEW PLAYER - 83 /Combined PTI - 166



Even though the new player was placed in the lowest line, (default rating of 83 for D8 line 4), the combined PTI is better or “lower” than the combined PTI of line 3. This situation of lines being “out of order” due to a new player is an example of an exception to the rule. Captains must contact PTI committee prior to match play.

## **E. PLAYER REGISTRATION**

All players must register and pay online at [wppta.tenniscores.com](http://wppta.tenniscores.com) prior to playing their first match. A check mark will appear next to a player’s name on the team roster once they have paid and signed the waiver. The registration fee includes both the WPPTA and APTA dues.

**WEBSITE URL:** [wppta.tenniscores.com](http://wppta.tenniscores.com)

1. On the Home page, click on “Registration is Now Open” banner.
2. Returning players should type their name into the search box, select their name and click “register”. If you are new to the league, click on “If new to the league...click here...”.
3. Fill in information, select your club, look up and enter your APTA number, agree to waiver and click “register”.
4. Enter credit card information.

You only need to register once. A check mark indicating paid will follow your name on ALL rosters. Players will receive a receipt of their registration. Those registering without an APTA number will receive a number after the APTA processes the registrations.

## **F. SUBSTITUTING FOR A TEAM IN ANOTHER DIVISION**

### **1. Sub Eligibility**

Players may sub for a higher division team at their own Club in addition to playing for their own rostered team. Division players may not sub for a lower division team. If a Day League team wants to use an Evening League player as a sub, the player **MUST** be rostered on a Day League team or (also) be rostered on a Day League ghost team at their Day League club. Captains should contact the scorekeeper if placement of a sub is not obvious. Opposing Captains may file a grievance if a sub was used inappropriately or refuse the line-up before the match when line-ups are exchanged. If a discrepancy is discovered at the time of the match, before it is played, the line-up should be adjusted accordingly with a possible forfeiture (line 4). If captains cannot come to an agreement before the match, the match should be played using the exchange line-ups at the risk of a grievance being filed to the WWPPTA Board and penalties applied.

### **2. Position of Play**

Players may sub for a higher division team three times and must play on a line that is in accordance with the aggregate PTI system.

### **3. Substituting for More Than Three Matches**

When a player subs for the fourth time on the same higher division team, the Captain must notify the Scorekeeper and the Division Rep. The player immediately becomes a member of the higher division team and may no longer play for the lower division team. If that player plays in the lower division after playing more than three times in the same higher division team, the line played will be defaulted if identified within 7 days.

### **4. A Sub Should Never Play Over an Available Rostered Player**

In the spirit of fair play, the Board discourages playing subs instead of available rostered players. Playing a sub incorrectly may result in loss of line and a one set penalty at the discretion of the Board.

### **5. Ghost Teams**

When two or more teams play in the same division at a Club, a ghost team may be created. The purpose of a ghost team is to support the division teams by having a surplus of players to sub and fill vacancies. A player rostered on the ghost team is eligible to sub for any of the two or more teams in the division in which is appropriate for them to play.

All ghost teams will be listed in an inactive division (e.g., Division 10) and are bound by all rules outlined in this section. As with any sub, when a Ghost team player plays for the fourth time on any team, the Captain must notify the Scorekeeper and the Division Rep. The player immediately becomes a rostered player for that team and may no longer be rostered on the ghost team.

## **G. TEAM MATCH FORMAT**

### **1. Home Team Captain Must Contact the Visiting Team Captain**

The home team Captain must confirm directions, match times, team playing order, water accommodations (i.e., availability of tap or water dispensers), any COVID/other club specific requirements, and food availability. The home team makes the final decision concerning the order of play (lines 1, 2, 3 and 4) in the event of a conflict.

### **2. Court Reservations**

All clubs having teams must provide court time for team play on match days starting at 9:30 am and continuing until all play is completed. The home team Captain should reserve the courts well in advance for all home matches to avoid any conflict.

### **3. Snow/Leaf/Debris Removal**

The home team Captain must plan with her club for snow/leaf/debris removal during the playing season. Courts must be playable by the scheduled match time. See "Poor Court Conditions" under WEATHER CANCELLATIONS below.

#### **4. Match Starting Times**

All clubs must provide court time for team play on match days starting at 9:30 am or 12:00 pm. All teams may begin matches prior to the scheduled start time, if it is by mutual agreement. If less than 4 courts are available, the later scheduled lines should arrive by no later than 45 minutes after the scheduled start time.

#### **5. Multiple Match Starting Times**

When two matches are scheduled at the same location on the same day, the first match should begin by 9:30 am and the second match at 12:00 pm OR the teams may share the courts and have two courts from each team begin simultaneously at 9:30 am, (both if it is by mutual agreement). When three matches are scheduled at the same location on the same day, two matches shall begin simultaneously at 9:30 am and the afternoon match shall begin at 12:00pm.

#### **6. Match Scoring**

When one team plays another team, there are 4 doubles matches or 8 players from each team. Each match is the best 2 out of 3 sets. A 7-point tiebreaker is used at 6-6 in all 3 sets. For a 7-point tie breaker, the first team to win 7 points, and by a margin of 2 points, wins the set. The set should be scored, 7-6. The team with the most total sets won is declared the winner. The names of the players and their scores for each match must be reported by the home team Captain on the website the day of the match. The home team and visiting team captains must verify the accuracy of the submitted scorecard. Failure to catch and notify the Scorekeeper of any discrepancy or error within one week (7 days) of the date the match was played will result in the loss of ability to request a change in the scorecard. Errors impact standings; therefore, it is critical that scorecards be thoroughly reviewed.

#### **7. Scoring Retirement Prior to Completion of a Match**

If a match is started, but one team has to retire prior to completing the match, Captains shall enter **ONLY THE SCORES COMPLETED** and notify the Scorekeeper to finalize entry of the score for that match.

The non-retiring team will be considered to have won the match and will be awarded the sets not completed and not played. The retiring team will be awarded a set, if completed and won, as scored.

PTIs will be impacted accordingly.

#### **8. Scoring Forfeits**

A forfeit is used when a team knows in advance of the match that a line will not be playing, or if a player does not show up. The first forfeited line is line 4.

To score a forfeit, enter the score of 6-0, 6-0 for each line, select which team won each line and remove the names of the players.

There is no impact on PTIs for forfeits.

## **9. Regular Season Line-ups**

The morning of match play, Captains must print a scorecard from the WPPTA website and exchange it with the opposing team before the match begins.

## **10. Play Is to be Continuous**

All practice serves are taken before the match begins. A team may take no more than 5 minutes between the second and third sets. Please refer to the APTA's "Official Rules of Platform Tennis" for rules not addressed herein.

## **11. Match Balls**

The home team supplies the match balls. The Board recommends providing 2 balls per line.

## **12. No Let Ball**

If the service ball touches the net cord, center strap or band and lands in the proper service court, play shall continue. Likewise, the service ball, if after touching the net, center strap or band, touches either member of the receiving team or anything they are wearing or carrying before hitting the deck, regardless of where they might be standing, on or off the court, the server wins the point.

## **13. Disputes**

All complaints must be filed in writing within seven (7) days of the played (disputed) match. The team Captain must request in writing to the Division Rep, Board President and the Scorekeeper that the Board resolves the dispute. Such requests must detail the nature of the dispute, all relevant circumstances, and the redress the captain is seeking. The Board will notify the other team of the issue in writing and said team has five (5) days in which to respond to the Board in writing. The Board will make the decision upon receiving all necessary information and notify both teams in writing. The Board reserves the right to issue either a warning or an immediate forfeiture of points depending on the situation. All Board decisions are final.

# **H. WEATHER CANCELLATIONS**

## **1. Match Cancellations**

The only reason to cancel and reschedule a match is due to extreme weather conditions, school delays and/or unsafe court conditions (weather related). Both captains **MUST AGREE** to play the match; otherwise, the match should be rescheduled. The Captain of the home team does **NOT** have the authority to cancel a match without full consent of the visiting Captain. Matches may **NOT** be cancelled officially until the morning of the match.

In the event of cancellation, allow adequate time when contacting the opposing team captain due to travel distances.

## **2. Rescheduling A Match**

When a match is cancelled, team Captains should first attempt to play later that day. If not, the Captains should reschedule the match to the scheduled make-up date, OR both teams may mutually agree to reschedule the match prior to the scheduled make-up date. The Board strongly urges teams to schedule make-up matches as a TEAM rather than as individual lines. Matches cancelled during the first half of the season MUST BE made up by the scheduled make-up date in December before the start of the second half of the season. The home team Captain should notify the Scorekeeper and the Division Representative ON THE DAY OF THE POSTPONED MATCH with the date of the make-up match.

## **3. Poor Court Conditions**

If the courts are not playable for a team match, the visiting team Captain must be notified as soon as possible to either (a) reschedule the match or (b) play later that day. If the courts are not ready within 30 minutes of the regularly scheduled match time, the visiting team has the right to reschedule the match and play it on the visiting team's courts. If a team continually fails to provide courts at the regularly scheduled time, the Board reserves the right to deduct sets.

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# **I. DEFAULTS / FORFEITS / RETIRMENT**

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## **1. Forfeits and Defaults**

A 'forfeit' is when a team or player is not available for a match or does not show up for a match.

A 'default' (rarely used) is due to a rule violation which may be determined before, during, or after a match. Default violations are reviewed by the Board upon a formal complaint.

If a team appears for a scheduled match with fewer than 4 teams or 8 players, the team that appears must compete against the opposing club's top teams. The order of forfeiture is line 4 first, and then lines 3, 2, and 1.

If a line 1, 2 or 3 player does not show and lower lines have already begun their match, the penalty is forfeiture of the missing line. The THIRD match in which a team forfeits one or more lines, the team will incur a ONE set penalty in addition to loss of line. Subsequent matches with forfeits, the forfeiting team will continue to incur a one set penalty in addition to loss of line.

The Board will not tolerate an excessive number of forfeits of team or individual matches and will make a ruling regarding that team's status in the Women's Inter-Club Day League.

## **2. Late Arrivals**

Any players arriving after the official match start time must forgo their warm-up time. If players arrive 30 minutes past the official start time for unexplained reasons, opponents are entitled to ask for a default of that line.

## **3. Delays In-Route**

If the visiting team encounters an emergency or delay in-route, the home team Captain must be notified immediately by phone. Good sportsmanship should be considered to ensure all matches and lines are able to play even if beyond the 30-minute time limit.

# **J. MAKE UP MATCHES**

## **1. Line-Ups**

Line-ups for the make-up match must remain the same FOR ALL LINES if the line-up from the scheduled match has already been exchanged, the match has already begun, and cancellation occurred due to worsening conditions during play. If there are any changes in the line-up from the originally exchanged line-up, because of injury, availability or the like, notice must be given to the Scorekeeper prior to the match and consideration for a substitute will be considered on a case-by-case basis. The proposed replacement player's PTI must be equivalent or higher than the player she is to replace. If the Scorekeeper approves the replacement, the opposing team captain will be notified of the approved change. Failure to follow this protocol will result in loss of the line by the team with the replacement player.

## **2. Deadline**

All make-up matches must be completed by the scheduled make-up date for the first half of the season and by end of the make-up date for the second half of the season by the normal match day of the week. (Divisions 1, 4, and 7 by Tuesday, Divisions 2, 5, and 8 by Wednesday, and Divisions 3, 6 and 9 by Thursday). Make-up matches may be played at any mutually agreeable time prior to the scheduled make-up date. Matches not made up within the time frame noted above, will result in a default by both teams resulting in each team receiving a penalty score of 0-8.

# **K. END OF SEASON RESULTS**

## **1. Automatic Movement**

Teams finishing in first place (except Division 1) will automatically move up one division. Teams finishing in last place will automatically move down one division.

## **2. Team Challenge**

Teams finishing in second place in their division (except Division 1) have the option to challenge the second to the last team in the division above them. The Captain must email the Scorekeeper of their teams' decision to challenge within 24 hours after the final standings have been tabulated, finalized, and communicated to all Captains. The Scorekeeper will notify the challenged team Captain.

## **3. Regular Season Tie in Standings**

If at the end of the regular season there is a tie in winning percentage of sets, the winner is the team with the highest winning percentage of games.

## **4. Challenge Match Date Played and Start Times**

Challenge matches are played on the scheduled challenge date of the higher division team. All challenge matches begin at 9:30am unless there are two challenge matches scheduled at the same location. The home team Captain makes the final decision concerning the order of play (lines 1, 2, 3 and 4) in the event of a conflict.

## **5. Challenge Match Host Team**

The team to be challenged is the host team on their courts.

## **6. Challenge Match Balls**

The home team provides the game balls. The Board recommends 2 balls per line.

## **7. Challenge Match Line-ups**

Team Captains must submit their challenge match line-ups to the Scorekeeper by 6:00 PM the Thursday prior to the scheduled challenge match. Alternate players **MUST** be listed or else they cannot play. The Board must approve all lineups, including last minute substitutions.

## **8. Challenge Match Eligible Players**

Rostered players participating in a challenge must have played (at least) four regular season matches for the team they represent in the challenge. A substituted player from a lower division team may play in the challenge only if the rostered players on that team are unavailable and **ONLY IF** the substituted player has played in one regular season match for the higher division and **FOUR** regular season matches for their own division. Thus, a lower division player may play in a challenge match for a higher division team and still play in her own challenge match (if necessary), even though the challenge match may be the fourth match played for a higher division team. A maximum of 4 subs may be used in a challenge match.

## **9. Challenge Match Ties**

In the event a challenge match results in a tie in sets, the higher division team is declared the winner.

## **10. Challenge Match Scoring**

Before the start of the challenge match, the Captains must agree on whether lines must continue playing once the outcome has been decided. If a line decides not to play because outcome has been decided, the line will be scored as a double default with no impact to PTI. If the players of a match that has started decide to discontinue the match, sets completed will be entered and will impact PTI.

## **11. Challenge Match Cancellation**

Cancelled challenge matches must be played within the following week on a mutually agreeable date.

# **L. TOURNAMENTS**

The Women's Inter-Club Day League Board oversees the running of five tournaments throughout the season: the Fall Fantastic, West Penn, Three Rivers Challenge, Women's 55+, and the Spring Fling. Participants must be registered and rostered on a Women's WPPTA Inter-Club League team. The APTA sanctioned Steel City is open to all players (even those not rostered in the Women's WWPPTA League).

## **1. Tournament Refunds**

Refunds will not be granted to any team that withdraws from a tournament after registration has been closed.

Updated: *8/19/2024*



# WPPTA Women's Evening League (WEL) 2023-2024

## Rules and Regulations

The governing rules for Platform Tennis are the APTA's 'Official Rules of Platform Tennis,' which are located at [www.platformtennis.org](http://www.platformtennis.org) under the 'Rules' link. Accordingly, the WEL rules herein apply to the logistics and operations for Women's Evening League as determined by the WEL Board.

### I. Player eligibility

- A. A player must be at least 19 years of age as of October 1st of the current season.
- B. A player may represent only one WEL team during the season. Any change in representation midseason is subject to board approval.
- C. A player must register to play through the WPPTA website ([www.wppta.org](http://www.wppta.org)) prior to playing in her first match. A checkmark appears to the left of a player's name once she is properly registered.
- D. A player must be familiar with WEL and APTA rules.

### II. Teams

- A. **New Teams.** A new team may apply to enter WEL if all of the following conditions are met:
  - 1. It is a viable team that has a minimum of ten eligible players;
  - 2. The roster does not adversely affect another established WEL team;
  - 3. The team can provide home court availability. If a club has four courts, it can have a maximum of four teams. If a club has two or three courts, it can have a maximum of two teams;
  - 4. The WEL schedule can accommodate the new team; and
  - 5. An email request that includes the proposed roster is submitted to the WEL Board ([welpaddle@gmail.com](mailto:welpaddle@gmail.com)) **by May 15th** for the ensuing season.
- B. **Disbanding teams.**
  - 1. Any team that is disbanding for the upcoming season must notify the WEL Board ([welpaddle@gmail.com](mailto:welpaddle@gmail.com)) **prior to May 15th.**
  - 2. The vacancy caused by a team leaving the league will likely result in the restructuring of one or more divisions, including the probable promotion of the top team in the division below that of the disbanding team to fill the vacated spot.
  - 3. Any vacancy occurring after the WEL schedule is complete may result in a bye week for other teams in the affected division.

C. **Divisional placement of teams.** The WEL Board makes the final decision on the appropriate placements of each new team and the existing team in those divisions affected by the addition or loss of a team.

D. **Roster size.**

1. Established teams must have at least eight rostered players.
2. There is no upper limit on the number of players rostered, but the WEL Board recommends rostering at least ten players.

E. **Ghost teams.**

1. When a club has two or more teams in the same division, and it has no teams in a division lower than that division, a ghost team may be created. The purpose of this ghost team is to provide subs for those teams in the same way that a lower division team would, if the club had one.
2. Players listed on a ghost team should be the least experienced players at the club. Higher division players may not be listed on the ghost team. Instead, they should be rostered on the team consistent with their skills, even if they are not available to play full time.
3. Players listed on a ghost team may sub for either team in the lowest division at their club, but they may not sub for a higher division team(s).
4. All ghost teams will be listed in D6, an inactive division. A player on the ghost team will be removed from it and rostered on a higher division team the fourth time in one season she subs for that team.

### III. Rosters

A. **Divisional placement of players.**

1. WEL players may play in any division they choose.
2. A player should be rostered, prior to the start of the season, on the team for which she plans to play most of the season.
3. If a player is rostered on a team in a division lower than her level of ability would indicate, she must play on the appropriate line, which is likely line 1.

B. **Subbing.**

1. **A sub must be rostered as a player on a WEL team.**
2. A player may not sub for a team in either a lower division than or the same division as the team on which she is rostered.

3. A player may sub up to three times for each team at her club that is in a higher division than the team on which she is rostered.
  4. If a player subs for a team for the fourth time in a season, she will automatically be rostered on that team and ineligible to play for her original team for the remainder of the season.
- C. **Submissions.** Captains must enter their rosters online through the WPPTA website by the date of the WEL captains' meeting in September.
- D. **Adjustments.**
1. Once rosters are approved by the WEL Board prior to the start of the season, **only scorekeepers may make roster adjustments.**
  2. If a captain wants to add an eligible player or a substitute to her team after the start of the season, she must email or text the request to her scorekeeper by **noon the day before the match** rather than add the player to her team on the website herself.
  3. It is the WEL Board's position that **teams should avoid forfeiting lines.** When an unforeseen situation that necessitates an addition to the roster occurs after the noon deadline the day before the match, the captain should still contact her scorekeeper or any WEL Board member prior to the match, if possible, or play the line with an appropriate player or substitute who has not yet been approved. The WEL Board will most likely approve a post-match roster addition if the player is appropriate for the division and if the captain made the substitution in good faith.
  4. **Players may be added to a roster until the last two regular season matches** (a rescheduled match is a regular season match).

## IV. Regular Season Matches

### A. Times.

1. WEL play is divided into five divisions that play Wednesday evenings and limited Sunday evenings beginning at 7pm.
2. If both teams agree, matches may begin earlier than 7pm.
3. Schedules will be posted on the website at least two weeks prior to the season.

### B. Pre-match.

1. The home team captain must contact the visiting team captain at least 48 hours prior to the match to inform her of the start times for all lines and whether food and beverages will be provided, as well as to share her mobile number.
2. The home team makes the final decision on the order of play for each line.

C. **Courts.** For home matches, captains must:

1. Reserve their courts for the time period beginning with the scheduled match start time and ending once all four lines have completed play; and
2. Ensure their courts are playable (snow, leaf and debris are removed) by the scheduled match start time.

D. **Sharing courts.** If courts are shared by two teams, teams should:

1. Start lines earlier when possible;
2. Limit warmups to 10 minutes; and
3. Rotate playing order from match to match so the same lines do not always play last.

E. **Lineups.**

1. **Each captain must prepare a printed lineup and exchange them before the match begins.**
2. Captains must play lines 1 through 4 in order of strength. To be clear, **line 1 should beat line 2 in a match, line 2 should beat line 3 and line 3 should beat line 4.**
3. The WEL Board will not tolerate stacking to win more points. Failure to comply with the rule about line placement of players may result in penalties if, upon receiving a grievance, the WEL Board agrees a team was not acting with integrity and sportsmanship.

F. **Balls.** The home team supplies the balls.

G. **Cancellations.**

1. Matches should only be canceled because of extreme weather or poor court conditions.
  - a) **Weather.** **Moderate** rain is not considered an extreme weather condition. Both captains must agree to play the match. Matches should not be canceled before 3pm the day of the match but should be canceled by 5pm in consideration of the traveling team.
  - b) **Court conditions.** If the courts are unplayable for a match, the home team captain must notify the opposing team captain as soon as possible. If the courts are not ready within 30 minutes of the scheduled match time, the opposing team has the right to reschedule the match and play it on the opposing team's courts. If a team continually fails to provide playable courts on time, the WEL Board reserves the right to issue penalties.
2. **The home team captain must notify her scorekeeper by noon the day after the match is canceled.**

## H. Makeup matches.

### 1. Scheduling.

- a) Makeup matches should be played on a scheduled rain date unless one of the teams is already playing another makeup match on that date or unless both teams agree to play it on an earlier date.
- b) The WEL Board encourages captains to have a discussion at the time of the cancellation of a match about possible dates they could reschedule it. **The captain of the home team must notify her scorekeeper of the rescheduled date within two weeks of the canceled match.**
- c) The home team reserves the right to play the match on their courts. Makeup matches should be played as a team rather than as individual lines, if possible.
- d) **The deadline to makeup a match cancelled in the first half of the season is January 14th, and the deadline for one cancelled in the second half is the Wednesday the week before challenge matches.**
- e) If canceled matches are not made up prior to the week of challenge matches, both teams will receive penalties of eight sets.

### 2. Lineups.

- a) Lineups for makeup matches must remain the same if, on the date of the originally scheduled match:
  - (1) The captains exchanged them;
  - (2) Play had already commenced; and
  - (3) The cancellation occurred because of worsening conditions during play.
- b) If a captain needs to make a change to the original lineup for the makeup match, she should contact her scorekeeper to obtain approval for any substitutions to the original lineup.

## I. Forfeits.

1. **Late arrivals.** If a player(s) arrives for a match after the official start time:
  - a) She must forgo her warm-up.
  - b) Her opponents are entitled to ask for a forfeit of the affected line if she arrives more than 30 minutes late with no explanation.

- c) Good sportsmanship dictates there should be an effort to play all lines, even if she arrives more than 30 minutes late if she encountered an emergency or delay en route to the match and attempted to notify a captain, if possible.

2. **No shows.**

- a) If a team arrives for a match with fewer than eight players, then the forfeiture order is line 4, followed by lines 3, 2, and 1.
- b) **If a line 1, 2 or 3 player does not show up for the match, and line 4 has already started to play, the penalty is forfeiture of the lowest line that has not yet played.**

3. **Scoring.** Score forfeits as 6-0 6-0, and do not enter players' names.

4. **Sharing.** Teams can not agree to share a forfeit.

5. **Excessive.**

- a) The third time in one season a team forfeits a line the scorekeeper will issue a one-set penalty in addition to the loss of the line.
- b) Any subsequent forfeits will be assessed a one set penalty plus each line forfeited.
- a) **The WEL Board will not tolerate excessive forfeits from teams and will issue a ruling, which could include removal from WEL at any time.**

J. **Continuous Play.** All practice serves are to be taken before the match begins.

K. **Scorecards.**

- 1. A 12-point tiebreaker is used to decide sets tied at 6-6. For a 12-point tiebreaker, the first team to win 7 points, by a margin of 2 points, wins the set. The set is scored 7-6.
- 2. The player names and scores for each match must be entered by the home team captain the evening of the match.
- 3. The home team and visiting team captains must verify the accuracy of the submitted scorecard and notify their scorekeeper within one week of the match if there are any errors.

L. **Defaults.** If a player is injured during the course of the match, the scorecard should reflect that she and her partner lost two sets, but sets won by the injured team and games completed prior to the default are counted when scoring.

M. **Disputes.**

- 1. Any dispute must be filed by a captain via email to her scorekeeper no later than noon on the Friday after the disputed match.

2. The dispute must detail the relevant facts, which should include that **there was adequate notice given to the opposing team's captain about the conflict and that there was a good faith attempt to resolve the matter prior to the start of the match**, as well as the remedy the captain is seeking.
3. The scorekeeper will notify via email the opposing team's captain if a dispute against them has been filed, and that captain will then have five days to respond via email to the scorekeeper.
4. Upon receiving all necessary information, the WEL Board will render a decision and notify both teams via email. The Board reserves the right to issue either a warning or a penalty depending on the situation.
5. All Board decisions are final.

## V. Challenge Matches

### A. Participating teams.

1. At the end of each season, the teams finishing first in divisions 2, 3, 4 and 5 will automatically move up to the next higher divisions (1, 2, 3 and 4).
2. The teams finishing last in divisions 1, 2, 3 and 4 will automatically move down to the next lower divisions (2, 3, 4 and 5).
3. The teams finishing second in divisions 2, 3, 4 and 5 are eligible to challenge the teams that finish second-to-last in the next higher divisions (1, 2, 3 and 4). Immediately after the last regular season matches have been played, the scorekeepers in divisions 2, 3, 4 and 5 will contact via email the captains of the second-place teams to ask their intentions, and the WEL Board will notify the captains of the second-to-last place teams in divisions 1, 2, 3 and 4 of those captains' decisions.

### B. Eligible players. A player is eligible to play in a challenge match:

1. If she has played in at least four regular season matches for the team she are representing; OR
2. If she has played in at least four regular season matches for her lower division team AND subbed one regular season match for the challenging/defending team AND there is a need for a sub because the players rostered on the challenging/defending team are unavailable for the match.

### C. Lineups. Lineups for challenge matches must be provided to the WEL Board by Sunday evening the week of the match.

### D. Host team. The defending team hosts the match on their home courts.

### E. Balls. The challenging team supplies the balls.

- F. **Cancellation.** Challenge matches must be played on the designated date, barring extreme circumstances. The WEL Board needs to authorize any cancelations, and those matches must be made up by the following Wednesday.
- G. **Ending the match.** In the interest of good sportsmanship the WEL Board recommends the two captains involved in a challenge match determine, prior to playing, whether individual matches will be completed or stopped in progress, once the outcome of the overall challenge match is decided. The final decision rests with the defending team.
- H. **Ties.** If the match results in a tie in sets, the defending team is the winner and retains its spot in the division .
- I. **Team Standings.** When the challenge matches are completed, the final standings are established.

## **WEL Board and WEL Tournament Rotation**

**WEL Board.** The responsibility for providing four members for a two-year term shall rotate among teams participating in WEL. The responsibility will henceforth rotate beginning in May 2015 as follows, providing they still have teams playing in the league:

2015-17 Edgewood Country Club  
2017-19 Fox Chapel Golf Club  
2019-21 Mt. Lebanon  
2021-23 Pittsburgh Field Club  
2023-25 Sewickley YMCA  
2025-27 Fox Chapel Racquet Club  
2027-29 Oakmont Country Club  
2029-31 Wildwood Golf Club  
2031-33 Allegheny Country Club  
2033-35 St. Clair Country Club  
2035-37 North Park  
2037-39 Edgeworth Club  
2039-41 Long Vue Club  
2041-43 Shannopin Country Club



**WEL Tournament.** The responsibility for organizing for a one-year period shall rotate among teams participating in WEL. The responsibility will rotate as follows:

2015-16 Fox Chapel Golf Club

2016-17 Edgeworth Club

2017-18 Mt. Lebanon

2018-19 North Park

2019-20 USC Township

2020-21 no tournament

2021-22 Sewickley YMCA

2022-23 Longue Vue Club

2023-24 Valley Brook Country Club

2024-25 Fox Chapel Racquet Club

2025-26 St. Clair Country Club

2026-27 Wildwood Country Club

2027-28 Oakmont Country Club

(23/24 WEL Rules finalized as of 8-16-2023)

# WESTERN PENNSYLVANIA PLATFORM TENNIS ASSOCIATION MEN'S INTER-CLUB LEAGUE RULES AND REGULATIONS 2024-25

## GENERAL

### 1. Match Nights & Starting Times. (D = Division)

- D1, D4 matches are played on Tuesdays;
- D2, D5 on Mondays;
- D3, D6 on Thursdays;
- D7, D8 & D9 nights are variable based on court availability.
- To avoid teams or clubs artificially holding themselves back in natural progression in order to stick to a favored night of play, a rotation of divisional night of play has been instituted. Divisions 1 and 4; likewise, divisions 2 and 5; and divisions 3 and 6 – will stay on the same respective nights of play but these will change each three-year period with the next change occurring in the 2025-2026 season. At least one year's notice will be given for such changes in order for players to rearrange their extracurricular, travel and other weekly schedules to accommodate their new night of play where possible. The change will be given at the preseason Captains Meeting.
- Scheduler will annually work out best nights for majority of clubs/teams in developmental Divisions 7-9, preferably to set up one consistent night of play across the division. Those few clubs/teams with issues are encouraged to reach out to opponents to reset night of play for conflict matches, and to re-roster players to ensure weekly subs are available.
- All matches start at 7:00 p.m., with the first 2 lines, (or all 4 lines if 4 courts are available). A 15-minute grace period is allowed before forfeiture is declared. Lines 3 & 4 begin at 8:00 or after Lines 1 & 2 finish. For matches with less than four available courts, forfeiture is declared at the later of 8:30p or when a court opens, unless otherwise agreed in advance between captains. No exceptions will be made unless captains have verifiably agreed otherwise beforehand.

2. **Court Availability** - Number of Teams per Division Night. A Club (or Township) is limited to the total number of teams per "Division Night" that their courts can support. A Club with 2 or 3 courts is allowed 2 teams per night of play. This allows for scheduling a home and away match for each team on that night. Thus, a Club with 2 or 3 courts can field a total of 6 teams, with 2 teams in D1 + D4 (Monday nights), 2 teams in D2 + D5 (Thursday nights) and 2 teams in D3 + D6 (Tuesday nights). A Club with 4 or 5 courts is allowed up to 4 teams per night of play, with that Club hosting 2 home matches on a given night. With the addition of a third developmental division "D9", the Scheduler has the flexibility to annually review court availability and all clubs' division level distribution of teams in order to make nights of play as consistent as possible within each division.

3. **Weather Postponements.** The only reasons for unilateral postponement are bad weather and power outages, with any other suggested issue to be brought to the Division Rep and/or Board before the match. All attempts must be made to make up the match, line by line at different dates and times, if necessary, within two weeks. Original lineups will be adhered to as closely as possible, injury and extended travel to be among the only exceptions for lineup change. Home captain will immediately enter the lineups with 0-0 scores until played and relayed to Scorekeeper for editing in final scores. Div. Reps or the Men's Board will rule on scoring matches not finished and scored on time, with stronger enforcement up to 0-8 score against the opponent shown by email/text exchanges to be least amendable reschedule date(s).

4. **APTA Rules.** APTA rules apply. APTA approved balls should be used for League play.

5. **New Teams.** Any new teams will be placed in the lowest division.

## **SUPERVISION & DISPUTE RESOLUTION**

6. **Dispute Resolution.** The Division Representative is the first contact in the event there is a dispute between teams in the division. The issue is to be submitted to the Division Rep, via email, within 2 business days of the match. If the Division Representative cannot resolve the matter to the satisfaction of the team or teams involved, the team captain has 2 business days to submit an appeal (via email) to the President of the Men's Board. Such request must detail the nature of the dispute, all relevant circumstances and the redress the captain is seeking. The Men's President's decision is final.
7. **Division Representative Responsibilities.** The Division Rep supervises match activity within his division and is the first line of dispute resolution within the division. The Division Rep also ensures that captains enter their match scores onto the website in a timely matter. Division Reps will indoctrinate captains at Captains Meeting and/or by email that Captains are to make every pre- and post-match effort to agree on any disputes per spirit of our game. Division reps will be responsible, with Men's Board oversight, to monitor and enforce active nature of all players on their division's rosters. Reps will rule on rostering-down petitions, per Rule 11.

## **CAPTAINS & TEAM COMPOSITION**

8. **Captains.** It is recommended that team captains serve in that capacity for the entire season. However, any changes should be forwarded to the Division Representative.
9. **Home Team Captain's Match Day Responsibilities.** It is required that the (acting) home team captain contact the (acting) visiting captain between 1:00 pm. and 3:00 p.m. the day of the match. The home team captain is responsible for checking the conditions of courts to determine if courts are playable in the event of bad weather and notify the visiting captain accordingly. In the event that bad weather persists or worsens throughout the afternoon and evening of play, home captain will provide updates to visiting captain as to start time of lines, changes to 7pm start (and 8:15 lines in case of less than four court availability) or postponement. These must be verifiably received by 6pm when visitors would likely begin travel. If such notification is not given by the home team captain by such time and courts are unplayable at 7:00 p.m. or start time(s) subsequently agreed by both captains, the failure of notification shall be reason for the home team to default the match. If such notification is given and the courts are playable at 7:00 p.m. or start time(s) subsequently agreed by both captains, neither team shall have grounds for complaint. NOTE: If direct contact with the visiting team captain or his substitute is not made, proof of attempted notification by the home team captain may be requested by Men's Board.
10. **Home Team Captain is Responsible for Posting Scores.** It is the responsibility of the home team captain to report the names of the players and their scores for each match on the website the day after the match. Scores not posted by the end of the day following the match will automatically default to 0-8 for the home team, this 0-8 to be absolutely enforced if scores not posted prior to following week's match. The visiting team score will be updated with their actual score, but the home team score will remain 0-8 and cannot be changed. Subsequent late reporting by a team may result in up to 0-16 being posted. Accurate timely score reporting via the website is very important.
11. **Rosters.** Team captains will enter and maintain their rosters online. At least 8 players are required for each team. Your initial roster is due the week before the season starts. Only players listed on one of your Club rosters can be used in matches, so include substitutes on at least one of your (lower) teams. Use of a player not fully-rostered (not a sub) on one of his club's teams ahead of time may be cause for default of the line on which the un-rostered person plays and lines below that. New players can be added during the season but must be entered before playing in a match.

To optimize our scorekeeping system, all rosters are to be completed between September 10 and 25 of each year. Changes thereafter should be minimal and can only be done by the Scorekeeper or other authorized Board member. If a higher-level player wishes to roster down a number of division levels, his new captain must write a petition to the Board and his Div. Rep with supporting background. Similarly, if an injury or other prolonged absence leads to the need to bring someone up from a lower team, written authorization from the Board is required.

**12. One Club.** A player may play for only one club during the season. The only exception is that a player may play for another club up to nine times provided it is in a superior division to the player's home club's highest team. Such "Guest" players will not be allowed to freeze up to the second club, and can only play in Challenge matches for their home club. Guest subs for D1 teams may not play in the D1 Playoffs. A player may only guest for one team on one club and each team may use only one guest. Teams must seek approval via the Division Rep and the Men's Board to use a guest player, and a guest must be rostered on the second team before they play.

**13. Number of Roster Players.** Each team must have at least 8 roster players listed (via the website) and with WPPTA/APTA due fully paid before the first match of the season. More than 8 are permitted – there is no limit, but they are then restricted to playing for that team. Before a player can play in any match, they are required to be listed as a fully rostered player on one of the team rosters for that Club. An option for Clubs with more than one team is to list “shared” substitute players (beyond the first 8) on a lower division team.

**14. Playing on Other Teams at Your Club.** No player may play for two teams in the same division on the same night, even if match is rescheduled to another date.

*New for 2024/25:* Lower division players may “sub up” on their club's higher division teams, and also play for their own lower division team. Players may “sub up” on any of the club's higher division teams 9 times, at which point they are “frozen in place” and may only play for the original team for the remainder of the season. Players will therefore no longer be able to “freeze up”.

There is to be no subbing among a club's multiple teams within the same division. The only exception is when both teams are the bottom two teams of a club and are playing in one of the developmental divisions: D7, D8, or D9. The division representative will oversee that this exception is not overused/abused.

To encourage play and development, a team with more than 8 active players can request the Men's Board move a line 3 or 4 player down to a lower division team.

**15. Line-ups & Stacking.** To promote captains working out potential complaints before matches, visiting captain shall present its written line up by email before 2:00 pm the day of the match. The home team shall present its written line-up as soon as possible after receiving the visiting teams' line-up and well before the time visitors must leave for the courts. Stacking is not permitted, and will take priority over violations of other rules, such as distribution time for lineups, when Reps or board considers forfeits or penalty sets against teams losing complaints/appeals. The best team should play line one, second best line two and so on. This rule envisions that each successive lower pairing in a team's lineup is more than 50% likely to lose to the line just above it. The penalty for "blatant stacking" determined by The Men's Board, is loss of match 0-8. If "blatant stacking" continues by that team, it may result in scores of up to 0-16 being posted. Issues should ideally be raised with opponent once lineups are exchanged, and compromise made where possible to prevent the need for complaints through the Reps and Board. Care should be given to appropriately line up subs according to their skill level, regardless of division in which they are rostered.

**16. Active Players.** *New for 2024/25* As per Rule 13, each team must start the season with at least 8, fully registered and available players. Rostering a “phantom” who has no intention of playing in

order to meet this requirement is strictly prohibited. If a captain has doubts about any player's availability, he should roster more than 8 players given that he will no longer be able to "freeze up" someone to fill a gap. With the end of "freezing up", it is envisaged that the instances of a properly rostered team falling to less than 8 "active" players should be greatly reduced and therefore there will no longer be strict enforcement of the former Active player rule. In the event that a rostered player becomes unavailable due to injury or moving from the area, a captain may petition the Board to move someone up from a lower team.

## **ELIGIBILITY, SCORING, STANDINGS & PLAY OF MATCHES**

- 17. Match Format, Scoring, and Division Standing.** Matches will consist of 4 lines in all divisions. All matches will be best two of three sets. All sets will be decided by the traditional "first to 7" tiebreaker at 6-games- all. Matches are scored 8-1, 7-2, 6-3, 4-4, etc. The team winning the most sets will be the match winner, with each set won counting as one point. The percentage of sets won in all matches will determine a team's standing in its division.
- 18. Forfeitures, ineligible players.** A team not fielding 8 players forfeits line 4 first then 3 and so on. If a team forfeits line 1, even if due to an expected player's arrival too late past an agreed deadline, all lines are forfeited, giving an 0-8 result regardless of outcome of play of other lines. If line 2 is forfeited, lines 2, 3 and 4 all forfeit for that team. If line 3 forfeits, so does line 4. If an ineligible player is used the former rules apply. If an ineligible player is used on line 4 = loss of 2 sets, used on lines 1,2 or 3 = loss of 2 sets plus two additional sets. No match between same club/same division teams may be forfeited, or match will be scored 4-4, with penalty sets added at board's discretion.
- 19. Regular Season Tie-Breaks.** In addition to determining the division champion, the ranking at the end of the season helps determine the challenge match participants. To break ties at the top or bottom of final season division standings, the following tiebreakers will be employed in this order: Sets Won % figured to six decimal places (ten- thousandths of a percent); Head-to-Head Sets Won %; Head-to-Head Sets in most recent match; Head-to-Head Games in most recent match; Line 1 result in most recent match.
- 20. Court Reservations and Balls.** The home team is responsible for providing balls and reserving the courts well in advance for all home matches to avoid any conflict.
- 21. Refreshments, Apparel, Pick-up Play.** After completion of matches, players are encouraged to mix-up and play more. Appropriate apparel should be worn at all matches. It has become a pleasant custom that the home team and/or its players provide refreshments. Many teams are also providing food such as pizza or sandwiches and it is suggested that teams reciprocate the hospitality – especially since many players arrive directly from work without time for dinner. It's appreciated!

## **CHALLENGE MATCHES & PLAYOFFS**

- 22. Auto-Promotion/Demotion & Challenge Participants.** Division winning teams will automatically be promoted to the next higher division, with the last place team being demoted to the next lower division.  
The second-place team in each division may challenge the ninth-place team in the team above, with the third placed finisher challenging the eighth placed team in the higher division team. If second place declines to challenge, third place may challenge ninth place in the higher division. The winners will be in the higher division the next season. If a team that finishes 8th declines to

defend their position, the 2<sup>nd</sup> placed team from the division below will be automatically promoted and the 3<sup>rd</sup> place team will be able to challenge the 9<sup>th</sup> placed finisher instead.

The one exception to the above is that the winner of D2 must challenge 10<sup>th</sup> place in D1 in order to move up. Second place in D2 may challenge 9<sup>th</sup> place in D1 while third place in D2 may challenge 8<sup>th</sup> in D1.

*New for 2024/25:* The developmental divisions (D7-D9) will have an extra opportunity to challenge and be challenged. Fourth place teams in D7, D8, D9 may challenge the seventh-place team from D6, D7, and D8 respectively. The same rules regarding declining to challenge or defend will apply with the second-place team taking first priority and third place team taking second priority.

- 23. Challenge Notification.** The captain of a team wishing to challenge up must notify his Div. Rep., that of the next higher division and the captain of the team to be challenged (if known) by the day after his division's final standings are settled.

*New for 2024/25:* The team defending the challenge will play the home match the first week on the regular night for their division. The return match should be played the following week on the regular night of the challenging team's division. Deviation from this schedule is only permitted if mutually agreed between the teams.

- 24. Court Availability Issues.** If a Club with potential "court availability" problems is in a challenge position where their moving up would exceed the allowed teams in the higher division, its team will nevertheless be allowed to challenge and determine if there is court availability after all the club's challenges are completed. Challenge winners with no resultant court availability on the new night either find a new home club for that or another team of their current club, and report such to Div. Rep and Men's Board by April 1 of that year, or challenge teams will remain in their respective divisions. If there are any disputes, the Men's Board will resolve all "court availability" issues.

- 25. Challenge Format.** Each challenge will consist of a home and away match. The winner will be determined by the total number of sets won. The challenger must win in order to successfully challenge. Tie breakers will be employed in this order: Sets Won % to six decimal places; Total Games Won over the two challenge matches; If this results in a tie, the teams remain in their current divisions.

- 26. Challenge Match Eligibility.** Eligible Players are those who are not fully rostered on a club's higher-level teams and should typically be those that represent the team throughout the regular season. A player cannot play on a team unless he has played six matches on that particular team, or on a lower positioned team. A player who has not played at least two matches for the team they are subbing for must be approved by the Board. In no case may a player who has played at least half of his matches on an upper division team play for a lower positioned team in the challenge matches.

*New for 2024/25:* If a sub is needed, one can be used, but he must not have a better PTI than the player he is replacing (a +/- 3-point leeway is allowed). In the event that two or more rostered players are unavailable, the sub should not have a better PTI than the highest rated missing player. For example, if a team has 9 rostered players and is missing one with a 35 PTI and another with a 40-point PTI, the sub may have a PTI no better than 32 (35 points less the 3 point leeway).

Additionally, a player can only sub if they have not been "frozen in place" on a lower team as per Rule 14. For example, if a player rostered in D5 has already subbed for a higher team 9 times during the regular season, they may not sub for a higher team in the Challenge. If they have subbed 8 times, they would be able to play in one challenge match but not both.

Division Reps will review and approve playoff rosters.

Challenge Line Ups must be emailed to opposing captain & Reps of both divisions 24 hours in advance of match by visitor, then by home captain before midday of match day, exceptions to be made only for late cancellation(s) requiring Sub(s).

**27. Division 1 Championships.** The Division I champion will be determined by a playoff between the 7 teams having the best winning percentage. First week playoffs will be 2 vs. 7, 3 vs. 6 and 4 vs. 5. Second week play will be 1 vs. the lowest ranked team and the other two remaining teams will play each other. The winners of the second-round matches will play for the title in the third week. All D1 playoff matches will use the following tie-breaker format, in order, to determine the match winner: 1) Sets won %; (2) total Games won in match; (3) Sets won % in head-to-head regular season matches; (4) final Regular season standings position. No "Guest" players may be rostered.

**28. Foot Faults.** Deliberate foot faulting is a form of cheating and within reason teams are encouraged to enforce the foot fault rule. Players should warn opponents when foot faulting is persistent over the course of a match. The first called foot fault should result in a re-serve after which a foot fault results in losing the point. Teams should enlist agreed upon available line judges to call faults if there are complaints from either side.

Questions can be directed to, or rulings obtained from, the Division Reps who are found under "Contact Us" at the bottom of the home page.