

Irvine Impact Team Tennis League

2023 Summer

LEAGUE DIRECTOR – VICTOR RANCHES

Phone #: (949) 724-6785 E-Mail: vranches@cityofirvine.org

ASSISTANT LEAGUE DIRECTOR – BRIAN ROBBINS

Phone #: (949) 724-6417 E-Mail: brobbins@cityofirvine.org

Great Park Tennis Center

Phone #: (949) 724-6400

RULES

1. ETIQUETTE:

Irvine Impact Team Tennis (ITT) is a socially competitive tennis league.

The league staff encourages cheering for teammates, with respect to the players on the court.

Opponents must be respectful of each other before and during match play. Players need to refrain from any form of obscenity and taunting of opponents.

Prior to each team match, if the public is playing on the designated courts prior to the warm-up time; please politely warn them that the ITT matches will be starting on the courts. Allow the public at least 10 minutes to finish playing before taking the court over.

Once a team match is finished, please relinquish the tennis court to the public.

2. TENNIS BALLS:

The league is providing match tennis balls for the season. Each team will receive eleven (11) cans of tennis balls prior to the start of the season and will provide one can each match. Captains will keep the used tennis balls or distribute them among their teammates.

After the first round of playoffs, captains can pick up an additional can of balls from the Great Park Check-in Office.

3. GAME SCORING:

In ITT, game scoring is no-ad. This means a game is won by the first team to win four points (1, 2, 3, game) or (15, 30, 40, game). When the game score is deuce (3-3) (game point), the receiving team chooses which side to receive the serve except in the mixed doubles set where the serve must be gender to gender.

4. SET SCORING:

A team match consists of six no-ad sets and includes one set of men's and women's singles and doubles, and two sets of mixed doubles (mixed doubles is always played last). Each no-ad set is won by the first team to reach six games. A nine-point tiebreaker will be played at five games all in any set.

5. ORDER OF PLAY*:

On two courts, order of sets will be:

Women's and Men's Doubles or

Women's and Men's Singles

And Two Sets of Mixed Doubles (*Always played last*)

Please note we want to encourage friendly competition, so if your opponents are short a player at the start of the match it would be nice if you start the Singles first, by the time you start the Doubles if they are still short a player you have to take a default for that set. This only applies to the regular season. **The order of play in playoffs will be Doubles then Singles then Mixed Doubles.*

6. MATCH SCORING:

Six set format (two mixed doubles sets): Both captain's must submit the starting line-up to the opposing team captain before the start of each set. Each team captain has until the end of the three-minute break between sets to submit the starting line-up for the next set. *Once the line-ups are submitted to the other captain, any changes made to the line-up will count as a substitution.* The winner of the team match will be the team that wins the most games.

If a captain wants to use text messages to communicate line-ups to another captain, both captains must agree upon this before the team match starts.

Please refer to the ITT Scorecard to determine the set numbers. Set #1 is Women's Doubles, Set #2 is Men's Doubles, etc.

When playing the six set format, sets 1, 3 and 5 on the ITT scorecard will be played on the odd numbered court while sets 2, 4 and 6 will be played on the even numbered court.

Players cannot play in both mixed doubles sets. For purposes of determining whether a match will go into Overtime, set number six will be the deciding factor. After both mixed doubles sets are finished and scores are recorded and totaled, the procedure is as follows:

- If the leading team won Set #6, the match is over.
- If the trailing team won Set #6, the match continues into Overtime until the leading team wins one game or until the score is tied. (See Rule 14. EXPLANATION OF TIEBREAKERS: Supertiebreaker if a tie occurs.)
- If the overall score ends tied, you automatically begin the Supertiebreaker.

Overtime is a continuation of the sixth set. The doubles team in Set #6 should be designated as the strongest mixed doubles team. Once a player has come out of any mixed doubles set, a player cannot return in Overtime. The first person to serve in Overtime is the person who was next to serve at the end of the sixth set. If the sixth set ends in a tiebreaker, the player/team whose turn it was to serve first in the tiebreaker shall be the receiver in the first game of Overtime, continuing in the same service order. This Overtime rule gives the trailing team a chance to make a comeback. It also emphasizes the importance of the mixed doubles set.

7. SUBSTITUTIONS:

A team can at any point substitute a player (same gender) into a set for any reason. Once a player is replaced, he/she cannot return in that set. If a substitution occurs in doubles, the remaining player cannot change the side on which he/she receives or the service order.

In mixed doubles, if a single substitution is made, partners may not switch which side he/she will receive from. If a doubles substitution is made, partners may switch which sides he/she will be receive from.

8. WARM-UP TIME:

In ITT, you warm up with your teammates prior to the team match starting. All team matches have a scheduled warm-up time of 30 minutes prior to the match. A *five-minute* warm-up is allowed between sets. The only warm-up time allowed for the first sets is the thirty-minute warm-up time prior to the team match starting. Team matches will start promptly at the designated start time. This must be adhered to so that all sets will be completed in the time allotted.

There is no warm-up time for substitutes coming into the match.

9. SERVICE ORDER:

The home team will be determined by “the toss”. Whichever team wins “the toss” can choose to be the home team or away team and can decide on whether to play singles or doubles first. (“The toss” can be determined using a coin or the bottom of the racquet. One captain calls one side of the coin or racquet bottom and if they are correct, they get to choose.)

The home team serves first in all gender doubles sets. The away team serves first in the singles sets. The away team serves first in Set # 5 mixed doubles and the home team serves first in Set #6 mixed doubles. Note: Since the serving order is predetermined, the receiving team selects from which end of the court they want to receive.

In the playoffs, the team with the higher seed will get to choose whether to be the home team or away team.

10. CHANGING ENDS:

After every four games players change ends. In the nine-point tiebreaker, change ends only after the first four points.

11. SERVICE LETS:

Let’s will be played. When a serve hits the net and bounces within the service court, the ball is playable. In doubles, either player on the receiving side may return the ball after it bounces. If any player on the court calls “let” he/she loses the point. If players on both teams call “let” then the point will be replayed.

12. COACHING/LINE CALLS:

Coaching is allowed throughout the match as long as it does not interfere with continuous play. Spectators cannot coach. Only the two players (singles) or four players (doubles and mixed doubles) can make the line calls. Upon a player request, one of the captains will act as the line judge for the match. Only the players in the match may ask for a line judge. If the captains are unavailable, a volunteer from another team will be the line judge. Line judges can only help with any disputed calls *only when asked by the players playing.* The call the line judge makes is final.

13. DEFAULT RULE:

If the home or away team player does not show up on time for his/her match, there will be a 15-minute default time. If during the default time, the player does show up, there will be no additional warm-up time allotted to the arriving player.

EX: A team does not have any female players at 7:15pm. At 7:25pm, a female player shows up for the team, the arriving female player is not allowed any additional warm-up time.

If a set is defaulted, the score should be recorded as 6-0 in favor of the players present. The default rule will not apply when the missing player is on court playing a previous match. If a player defaults during a set and cannot be

substituted, the score will be recorded with the games played standing with the opposing team receiving six games. Full team defaults will be recorded 6-0 in each set with no players being recorded.

If a team defaults a match, the courts where the match was scheduled are considered public courts and cannot be used for team practice.

14. EXPLANATION OF TIEBREAKERS:

Nine-Point Tiebreaker

A nine-point tiebreaker will be played at five games all in any set. The person who is to serve next begins the tiebreaker. Each player serves two points in succession starting from the deuce court. Players change sides after four points. The first team (or person) to score five points wins the tiebreaker. If the tiebreaker reaches 4-4, the person who served the eighth point serves the ninth (final) point. The receiver, however, has the choice of sides (except in mixed doubles, where the service must be gender-to-gender). The winner of the ninth point is the winner of the set. Note: You do not have to win by two points.

Supertiebreaker

If the match enters into a Supertiebreaker, a coin toss will decide which team serves first in the Supertiebreaker. The Supertiebreaker is mixed doubles and should be treated as a new set and substitutions are allowed. Either player on the serving team may serve first. In addition, court positions may be changed (i.e. person who played forehand position may switch to play backhand position). Each player serves two points in succession starting from the deuce court. Players change sides only after the first six points. The first team to score seven points wins the Supertiebreaker. If the Supertiebreaker reaches 6-6, the person who served the 12th point will serve the 13th (final) point. Since this set is mixed doubles, the final serve will be gender to gender. The winner of the 13th point wins the Supertiebreaker and the match. The Supertiebreaker counts as one game in overall match scoring.

15. RECORDING/SENDING IN SCORES

If there is a nickname or alternate name a player wishes to go by, captains must inform the League Director prior to the first team match and the nickname or alternate name will be posted on the ITTrec.com website. Players may prefer to use an Americanized name or middle name.

For example: DeMarcus "Boogie" Cousins, Earvin "Magic" Johnson, John "Michael" Smith.

The winning team must report the scores online. The losing team may check the scores later for accuracy.

The League Director will provide captains with the deadline in which they can enter scores. All unreported scores after the deadline will be recorded as loss for both teams.

16. INCLEMENT WEATHER MATCHES

Matches can only be made up because of inclement weather (ex: rain), no exceptions. ***Matches can only be postponed because of inclement weather until one hour before the scheduled match time.*** All inclement weather match communication must be done between captains only. The League Director must be notified if an inclement weather match has been postponed. Please use double headers to complete make-up matches.

If a match is rescheduled and the inclement weather match cannot be completed during the season and one team cannot play during the inclement weather week, that team will lose the match via default.

If a match is rescheduled and the inclement weather match cannot be completed during the season and both teams cannot play during the inclement weather week, both teams will lose the match via default.

The League Director will make the decisions regarding if there are multiple postponed matches due to inclement weather.

If some of the match has been played and the match is postponed due to inclement weather, the make-up match will start where the postponed match ended. Both captains need to agree on the scores of the match before the team match is postponed.

17. ROSTERS AND PLAYING TIME

Teams cannot exceed a maximum of 12 players.

Captains have until Monday, May 15 at 5pm PST to remove players from their team. Captains will need to contact the League Director to remove a player from the team.

Captains cannot remove players to add another player (replace players) for any reason, including sickness or injury.

Players can still be added onto teams until Monday, June 19 at 5pm PST.

Players can only be on one team each night. Players cannot switch teams once the season starts. No in-season trades of players.

All players must complete the following before playing their first match:

- ITTrec.com registration
- City of Irvine Waiver

The league is not in control of playing time. This is a recreational league; the captain must ensure teammates get a fair amount of playing time.

18. PLAYOFFS

Every team makes the playoffs; a team's season record will determine the playoff seeding.

All players must play two team matches to qualify for playoffs. Defaults do not count toward the team match qualification.

The league playoffs will be single elimination unless the League Director states otherwise.

Team records and tie-breakers will be used to determine seeding:

Tie-breakers will be taken into consideration if teams have the same # of losses. Tie-breakers will be determined:

- Head to head (team matches)
 - EX: Team 1 and Team 2 are both 7-3, but Team 1 beat Team 2 twice. Team 1 gets the better seed
- Head to head (most games won between teams)
 - EX: Team 1 and Team 2 are both 7-3, but Team 1 and Team 2 are 1-1 against each other. The team having more sets over the other will get the higher seed
- % of games won throughout the entire league (if no head-to-head)

19. REGIONAL CHAMPIONSHIPS – [WEBSITE LINK FOR DATES](#)

For every four (4) teams in the division, one (1) team may represent Irvine ITT at the Regional Championships (Regionals). These teams are determined through the local league playoffs. Qualifying teams may add one player from

the league to their team for Regionals as long as the team National Tennis Rating Program (NTRP) rating stays under the qualified rating. Any team expense for the Regionals is to be paid for by the participating team.

Regional Championships teams have a maximum of 10 players per team, five men and five women.

20. NTRP PLAYING LEVEL TEAM ELIGIBILITY

All NTRP playing levels will be determined prior to the start of the league.

NTRP Team Eligibility must be kept throughout the season. If a team is in violation of this at any point throughout the season, the League Director will determine the punishment. For example, set defaults or full team disqualification.

As stated in the National ITT rules, the average NTRP rating of the top two men and top two women will be used to determine what division your team is eligible for. All captains must provide an NTRP playing level for each player when rosters are turned in. Players who do not have an official NTRP playing level through the USTA can self-rate. ***However, the League Director can place a self-rated player at a higher or lower NTRP playing level than what was provided.***

The rules below are only for the regular season:

The average NTRP ratings of both singles players and doubles partners must be at or below the NTRP division. For example, if a singles player is .5 NTRP level above the NTRP division, the other singles player cannot be higher than .5 NTRP level below the NTRP division.

If a .5 NTRP level player is used in singles at any point, the other singles player must be .5 NTRP level below the NTRP division. For example, in a 3.5 league, if a male 4.0 singles player is used at any time (including substitutions), the female player must be 3.0 or below.

21. SELF RATING INFORMATION

All self-rated players cannot lower their self-rating from the last ITT season they played.

If you are a self-rated player and you want to change your NTRP rating to a lower rating, you must justify your lower rating to the League Director directly.

22. LEAGUE DIRECTOR RULINGS

League Director will make decisions and deliver punishments if “spirit of the league” type violations occur throughout the season. For example, if a person represents themselves as a rostered person on a team. Punishment can include, but are not limited to, set defaults or full team disqualification.

Match disputes and grievances will be handled by captains only and in this process:

1. Match disputes must be e-mailed to the League Director and Assistant League Director within 48 hours. Once e-mailed, a decision will be made within another 48 hours.

23. ALL ITT RULES APPLY; HOWEVER, ALL LOCAL LEAGUE RULES SUPERCEDE NATIONAL ITT RULES.

24. AGE REQUIREMENT

Must be at least 18 years of age prior to the end of the ITT season.