

TENNIS LEAGUE INFORMATION & RULES

Sponsored by the Green Bay Parks, Recreation & Forestry Department
City Hall, Room 510 448-3365

www.green-bay.org

LEAGUE INFORMATION

1. ELIGIBILITY:

The entry fee must be paid, and each player's registration information must be completed and on file in the Parks, Recreation & Forestry Department, City Hall, Room 510, on or before the established team entry deadline. **MAKE CHECKS PAYABLE TO THE GREEN BAY PARKS DEPARTMENT.** No individual or team can be scheduled for any matches, practice or league until this obligation has been fulfilled.

Any individual or team who plays under an assumed name or falsifies their address will be banned from further play in the Green Bay Parks, Recreation & Forestry Department sponsored leagues. Games this individual has played in will be declared forfeit.

All participants must be 18 years of age or older. High School students must be 18 years old and graduating at the end of the current Spring semester. Students are subject to adult fees.

2. Racquets must be provided by each individual. **Contact person is to provide three (3) good tennis balls for each match.**

3. DIVISIONS:

Adult

Singles - Male or Female

Veterans Singles (50 + Over) - Male or Female

4. First player listed on the schedule is the contact person. This person is responsible for:

- A) contacting the opponent
- B) setting up time
- C) setting up location that is mutually agreeable for both players



5. All court space is reserved on a first come, first serve basis.

- 6. A) All matches must be played by Sunday of the scheduled week. If not played, the contact person will be charged with a forfeit, unless verified that dates for play were arranged and the other party did not show up.
- B) Players will be allowed 15 minutes after the original scheduled match time to begin play, or forfeit will result.
- C) Individuals forfeiting two games will be liable to expulsion from further league competition.

7. The winning person or team is responsible for turning in the match score sheets. Your cooperation in this matter is very important. Score sheets must be submitted during the same week the match is scheduled to be played or forfeit will result.

8. Score sheets can be dropped off at the following locations:

- A) Parks, Recreation & Forestry Department, Room 510, City Hall, Monday through Friday, from 8:00 AM to 4:30 PM.
- B) Brown Drop Box conveniently located by the back door entrance of City Hall anytime or submit e-mail to www.green-bay.org.

- C) Monday through Thursday, 6:00 PM to 11:00 PM to the supervisors at the lighted softball diamonds.
- D) Scores may be called in 8:00 AM to 4:30 PM at 448-3365. Be sure to leave name, score and name of league.
- E) Mail scores to: Green Bay Parks, Recreation & Forestry Dept., City Hall, Room 510, 100 N. Jefferson St., Green Bay WI 54301, Attn.: Tennis League Coordinator.

9. **RATING:**

A) Leagues will be separated by the following categories based on each individual or team ability, provided enough people enter. Players will determine their own rating. However, the Green Bay Parks, Recreation & Forestry Department reserves the right to classify players in a competitive league.

B) Individual players or teams that demonstrate unequal classification can be denied participation in that league.

C) **BEGINNER**

This player has played a limited amount but is still working primarily on getting the ball over the net; has knowledge of scoring and is familiar with basic positions and procedures for single and doubles.

This player may have had some lessons but needs on court experience; has some stroke weakness, but is beginning to feel more comfortable playing singles.

This player has more dependable strokes, but is still unable to judge where the ball is going; has weak court coverage; is still working to keep the ball in play with others of the same ability level.

This player has ability to hit forehand fairly consistent, but has no backhand; can get serve in consistently but cannot place it. This player can place shots with moderate success; can sustain a rally of slow pace but is not comfortable with all strokes; hits basically all forehand. Has no net game.

INTERMEDIATE

This player still lacks stroke dependability, depth and variety, but has improved ability to direct shots away from opponent; rarely double faults but does not usually force errors on the serve.

This player has dependable forehand strokes and can hit backhand strokes; has ability to place first serve and force some errors.

This player has ability to use a variety of shots including lobs and overheads occasionally; can hit approach shots and volleys.

This player has dependable forehand and backhand strokes; rarely double faults; hits forehand and backhand volleys with consistence.

ADVANCED

This player had dependable strokes on both forehand and backhand sides; has ability to use a variety of shots including lobs, overhead, approach shots and volleys; can place the first serve and force some errors.

This player has begun to master the use of power and spins; has sound footwork; can control depth of shots and is able to move opponent; can hit first serves with above average power and accuracy.

This player has good shot anticipation; is able to overcome some stroke deficiencies with outstanding shots or exceptional consistence; will approach net at opportune times and is often able to force an error to make a winning placement.

This player is able to execute all strokes offensively and defensively; can hit first serves for winners and second serves to set up situations; can approach net and hit forehand and backhand volleys with consistence; has ability to hit overheads and lobs with consistency.



10. The league or the sponsor will not be responsible for the expense incurred due to injury to any player, nor will they be responsible for valuables.

11. Play shall be continuous from the first service till the match is concluded. Time out may be taken for injury or equipment adjustment. These time out(s) should not exceed one minute.

12. There will be absolutely no smoking, use of illegal drugs, or drinking at anytime on the court or on the premises by players and spectators. Any player under the influence of alcohol or drugs will not be allowed to participate.
13. A) Any act of unsportsmanlike conduct, including the use of profane, abusive or insulting language shall cause the removal of the offending player.
- B) Such behavior will cause suspension from the league for as long as the administrative committee sees fit.
- C) The match will be awarded in the favor of the non-abusing individual or team regardless of score.
- D) If both individuals or teams are abusive the game will be recorded as a loss for both.

14. **PROTESTS**

In cases where there is a protest regarding a violation of rules, the following steps must be followed.

- A) Only rule infractions may be protested not judgement calls. Intent of a protest must be announced at the time of the infraction to opposing player(s). Solving the protest at the site should be attempted without delay to the contest. If the rule cannot be agreed upon - replay the point. If department intervention is necessary, players must recount circumstances of the protest and score of the match at the time of infraction for later references.
- B) Protests must be typed or PRINTED legibly and shall describe in detail the reasons, score, and circumstances for the protest. Included with this information must be the Rule, Article and Section number that was misinterpreted. The complete title of the Rule Book used to identify the rule should also be included.
- C) Protest must be accompanied with a \$15.00 protest fee and filed at the Green Bay Parks, Recreation & Forestry Department , Room 510, City Hall by 5:00 P.M. the following day. If protest is found valid, the fee will be returned to the player. If the protest is found invalid, the fee will be placed in the City's general fund.
- D) Games for which valid protests are filed will be replayed if either player(s) is in contention for first place and the outcome will change the final standings.
15. Standings will be kept on a basis of total matches won. First place will be decided by the highest cumulative total of matches won.
16. Plaques will be awarded to the first place finishers in each league.
17. Rules governing tennis play, etiquette and the honor system will be used.

18. **SCORING**

- A) There are only 4 points that constitute one game of tennis. Love is a term meaning zero. The first unit of score is a point and, unlike some games, both server and receiver are eligible to score points. The first point is fifteen, the second point is thirty, the third point is forty, and the fourth point is game with the EXCEPTION of a score reaching forty-four (deuce).



- B) In scoring, the server's score is ALWAYS given first. A game is won when one player scores four points and is at least two points ahead of her/his opponent.
- C) DEUCE means that each side has won three points. After deuce is reached, one side must win TWO consecutive points to win the game. The first point after deuce is called "advantage" or "ad" for short; if the server won the point it is considered "ad-in" and if the receiver won the point it is known as "ad-out".
- D) If the side having the advantage wins the next point, the game is completed. However, if the side having the advantage loses the next point, the score reverts to deuce again and play continues until one side has won the two consecutive points necessary for the game.

19. League play will consist of:

- A) The winner of the match shall be the first person to win 2 of 3 sets.
- B) A set is completed when one side has won six (6) games and is ahead by at least two games.
- C) A game is won when one player scores four (4) points and is at least two (2) points ahead of their opponents.

20. **TIE BREAKER**

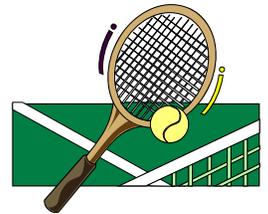
Any mutually agreed upon method for breaking a tie may be used or the following tie breaker:

- A) If the score is tied six (6) games all in a set, a tie breaker is used. The first player to score seven (7) points wins the tie breaker, you have to win by two (2) points.
- B) The tie breaker begins with the spin of the racquet and the player winning the spin has the choice of serve or side.
- C) The first server only serves one (1) point, his/her opponent will serve the next two (2) points, the first server will now serve two (2) points and this pattern continues until one player or team has reached seven (7) points in the tie breaker to win the set.

21. To start the game, one player "spins" the racquet and the opponent calls "up or down"; the choice of court or service is based on the out-come of the spin.

22. **THE SERVICE**

- A) One player serves an entire game serving first from the right court and then alternates courts for every serve thereafter. When the score is EVEN, the service will be made from the right service court; when the score is an ODD number of points played, the service will ALWAYS be made from the left service court. DEUCE is ALWAYS served from the right court.
- B) The server must stand behind the base line between the center mark and an imaginary continuation of the court sideline. The player may serve the ball underhand, overhand or sidearm.
- C) If the first served ball is a fault, the server serves a second ball from the same position. If the second served ball is a fault, the point is awarded to the opponent.
- D) Let serve - is a served ball that strikes the net in crossing but is otherwise good. The ball must be reserved.
- E) A FAULT is called if the:
 - 1) server swings at and misses the tossed ball
 - 2) servers foot touches or crosses the base line before the racquet strikes the ball
 - 3) served ball goes into the net or fails to hit the opponent's service court
 - 4) server changes positions by running or walking during the delivery



23. **ORDER OF SERVICE**

- A) In singles play the service alternates after every game.
- B) Players change courts on every odd number of games (1, 3, 5, 7, etc.) of the total number of games.

24. A player loses a point in the following cases:

- A) If the ball is allowed to bounce twice before a return is made (the ball MUST be returned after the first bounce OR on a volley).
- B) If the server or receiver returns a ball to any point outside the designated boundary area.
- C) If a player stops a ball before it goes out-of-bounds, regardless of whether or not it was going out-of-bounds and for failure to execute a good return.
- D) If a player reaches over the net to play a ball. (The player MUST contact the ball on his/her side of the net first and then MAY follow through over the net into the opponents court).
- E) If a ball in play hits any part of a player or racquet, regardless of whether it's the players own partner or not, or whether it is going out-of-bounds.
- F) If a player throws a racquet at a ball. (Players MUST have possession of the racquet at all times.)
- G) If a player serves illegally (a ball touching a permanent fixture OTHER THAN the net, strap, or band before it hits the ground).

- H) If the player contacts the net with her/his person or racquet.
- I) For touching the ground inside the opponent's court.
- J) For returning the service before the ball has struck the court.
25. A "net ball" is any ball hit into the net. In all cases the player committing this fault loses the point.
26. If the server fails to get his/her first serve into the serving court, it is called a single fault; if she/he fails on both serves, it is a double fault and he/she loses the point.
27. It is a good return if the ball touches the net, post, cord, or metal cable, strap, or band provided that it passes over any of them and hits the ground within the court. A ball falling on a line is good.
28. **COMMON COURTESIES & RULES OF ETIQUETTE:**
- A) As you begin your serve for each point, be sure to have two tennis balls in hand.
- B) Prior to serving, check to see if the receiver is ready to receive your serve.
- C) Remove any tennis balls from the court area before you begin play.
- D) Before serving, announce the score clearly to your opponent.
- E) Do NOT return the service if it is a fault; it breaks the servers concentration. Simply allow the ball to go past you toward the back fence or direct it into the net area on your side so that it will not be in the way of play.
- F) During the serve and rally, call the balls on your side of the net. Play the ball that is good and refrain from making remarks; if the ball is out, call "out" immediately. Trust your opponent to make accurate calls and you do likewise.
- G) Upon returning the tennis balls to the player serving, make every attempt to hit them directly to the server, one at a time. Try to get the ball to bounce one time before reaching the server.
- H) When it is necessary to return balls to players on adjacent courts, wait until they have completed their rally or point. Wait until they are looking at you before tossing the tennis balls to them.
- I) If your tennis ball rolls onto the neighboring court, wait until their play is completed and then say, "Ball, please."
- J) Recognize good play made by your partner or opponent and compliment them; however, keep in mind that tennis is a game of concentration. Talk only when it pertains to the match or as you are changing courts.
- K) CONTROL YOUR FEELINGS on the court and demonstrate honesty, fair play, and sportsmanship throughout play.
29. Other than the exceptions herein stated, the league will be governed by the existing United States Tennis Rules Green Bay Parks, Recreation & Forestry Department Administrative Committee.

