

# **Huntsville Industrial Tennis League**

**44th season**

**2009 Constitution  
By-Laws  
Roster**

# **Huntsville Industrial Tennis League**

**P.O. Box 589**

**Huntsville, Alabama 35804**

The Huntsville Industrial Tennis League (HITL) was organized in 1966 with six industrial teams and since then has grown to its present total of sixteen teams. The purpose of HITL is stated in the Preamble to the Constitution and By-Laws as, "We, the members of the Huntsville Industrial Tennis League, do organize as a service organization for the recreation, pleasure, community service, and advancement of the ethical standards of the sport of tennis."

The league is divided into four divisions according to general strength as determined by average NTRP or equivalent ratings, to provide balanced competition among teams in each division. The teams consist of individuals who have organized to participate in HITL as a team. Every team is considered to be an independent team, and each is composed of individuals who do not always belong to the same company or organization. All teams are voted in the league by the HITL Executive Board according to the guidelines in the Constitution and By-Laws. The HITL Executive Board is composed of the officers, team captains, division coordinators and active past presidents.

Regular season league play begins in April and extends into August with each team playing a total of nine team matches (six singles and three doubles matches comprise a team match). Team championship trophies are awarded in each division to the team having the best regular season record. A post-season tournament is held after the regular season to determine individual singles and doubles championships by playing position in each division. Trophies for regular season team winners and for individuals winning in the Fall Tournament are awarded at the post-season Awards Banquet.

## 2009 HITL OFFICERS

PRESIDENT: Jamie Kelly  
VICE-PRESIDENT: Ashok Raman  
SECRETARY: David Hale  
TREASURER: Fred Baier  
LEAGUE COORD.: Andy Plankenhorn  
WEB MASTER: Jamie Kelly  
HATA Rep: Jim Scates, Sr.

## 2009 DIVISION COORDINATORS

| <u>Division</u> | <u>Coordinator</u> |
|-----------------|--------------------|
| 1               | Andy Plankenhorn   |
| 2               | Andy Plankenhorn   |
| 3               | Jim Scates, Sr.    |
| 4               | Jamie Kelly        |

## PAST PRESIDENTS

|                          |      |                      |      |
|--------------------------|------|----------------------|------|
| Jamie Kelly .....        | 2008 | Ron Shubert .....    | 1985 |
| Aditya Bedekar .....     | 2007 | Jay Loomis .....     | 1984 |
| Daniel Byrne .....       | 2006 | Doug Patz.....       | 1983 |
| Ashok Raman.....         | 2005 | Dick Mohlere.....    | 1982 |
| John Lindley .....       | 2004 | Sarat Praharaj ..... | 1981 |
| Carl Case .....          | 2003 | Henry Hood .....     | 1980 |
| Nelson McKown .....      | 2002 | Hal Peterson.....    | 1979 |
| Nigel Barham * .....     | 2001 | Hrishi Saha.....     | 1978 |
| Nigel Barham * .....     | 2000 | Gerald Estes.....    | 1977 |
| Randall Hargrove.....    | 1999 | Jim Roberts .....    | 1976 |
| Fred Baier.....          | 1998 | Larry Morgan .....   | 1975 |
| Jeff Burns .....         | 1997 | Bob Wolf.....        | 1974 |
| T. L. Kuo.....           | 1996 | Parks Cobb.....      | 1973 |
| Charlie Thornton.....    | 1995 | Earl Jacoby.....     | 1972 |
| Jim Zurasky .....        | 1994 | Tom Sloan .....      | 1971 |
| JoAnn Wyatt.....         | 1993 | Dave Brown.....      | 1970 |
| Frank Craig.....         | 1992 | Colonel Pearson..... | 1969 |
| Mike French.....         | 1991 | John Steward .....   | 1968 |
| Gayle Eakes-Milton ..... | 1990 | Ralph Holmes .....   | 1967 |
| Nigel Barham.....        | 1989 | George Buckle.....   | 1966 |
| Paul Fortson .....       | 1988 | (* acting)           |      |
| Dave Marshall.....       | 1987 |                      |      |
| Bruce Metzger .....      | 1986 |                      |      |

# **Constitution and By-Laws Huntsville Industrial Tennis League**

(Revised 5/30/2005)

## **PREAMBLE**

We, the members of the Huntsville Industrial Tennis League, do organize as a service organization for the recreation, pleasure, community service and advancement of the ethical standards of the sport of tennis.

## **CONSTITUTION**

### **ARTICLE I. - NAME**

Section 1. We shall be known as the Huntsville Industrial Tennis League (herein referred to as HITL or the League).

### **ARTICLE II. - OFFICERS**

Section 1. The officers of HITL shall consist of a President, Vice President, Secretary, League Coordinator, Treasurer, and a representative on the Huntsville Area Tennis Association (HATA) Board of Directors (BoD).

### **ARTICLE III. - DUTIES OF OFFICERS**

- Section 1. President
- a. He\* shall preside at all business meetings \* ("He" or "his" would be interpreted to be "he or she" and "his or hers" throughout the By-Laws).
  - b. He shall be Chairman of the Executive Board.
  - c. It shall be his privilege and duty to call extra business meetings, appoint committees not otherwise provided for and fill committee and pro-tem vacancies.
  - d. He shall perform such other duties as his office may require.
  - e. He shall perform the duties of the Vice President in the latter's absence.
  - f. He or his appointee shall be the official representative of HITL.
- Section 2. Vice President
- a. He shall oversee and coordinate the efforts of all major committees.

- b. He shall exercise the powers and perform the duties of the President in the absence of that officer.
- c. He shall perform such other duties as his office may require.

Section 3. Secretary

- a. He shall keep the minutes of all the Executive Board meetings.
- b. He shall prepare the minutes of the Executive Board meetings and correspondence of HITL as directed by the President or Vice President.
- c. He shall perform any duties as his office may require.
- d. He shall be responsible for the distribution of HITL correspondence.
- e. He shall assume the duties of the President in the absence of both the President and Vice President.
- f. He may appoint a committee to assist in the performance of the following tasks: publicity, win-loss records; and up-to-date list of HITL officers, committee chairman, member teams, captains, and co-captains.
- g. He shall update the Constitution and By-Laws to incorporate all changes during his term of office.

Section 4. League Coordinator

- a. He shall determine the proposed line-ups at the beginning of the season for each division.
- b. He shall appoint a Division Coordinator for each division.
- c. He shall collect from the Division Coordinators the scores of all dual team matches, and retain them.
- d. He shall maintain accurate standings for each division.
- e. He shall perform any duties as his office may require.
- f. He shall assume the duties of the President in the absence of the President, the Vice President, and the Secretary.

Section 5. Treasurer

- a. He shall keep an accurate account of all financial transactions of the League.
- b. He shall be responsible for all funds of the League and shall receive and disburse all money, subject to the direction of the Executive Board.
- c. Disbursements shall be made by check only except for disbursements from the petty cash account (limit \$50). A checking account will be set up and no check will be honored by the bank for payment unless signed by the Treasurer and countersigned by another officer.
- d. He shall maintain accounts and render financial statements of the League to the Executive Board as required by the Board.
- e. He shall receive the membership dues.

- f. He shall act as the purchasing agent for HITL and coordinate any necessary budget activity required by HITL.
- g. He shall assume the duties of the President in the absence of the President, Vice President, the Secretary and the League Coordinator.

Section 6. HITL Representative to HATA BoD

- a. This officer shall represent the interests of HITL at all HATA business meetings.
- b. He shall provide reports as necessary to the HITL Executive Board concerning the activities of the HATA.
- c. He shall perform any duties as his office may require.
- d. He shall assume the duties of the President in the absence of the President, the Vice President, the Secretary, the League Coordinator, and the Treasurer.

#### **ARTICLE IV. EXECUTIVE BOARD AND COMMITTEES**

Section 1. There shall be an Executive Board and Committees.

Section 2. Executive Board

- a. The League Officers, division coordinators, the captain or his designated representative of each member team, and "active past Presidents" of the League shall constitute the Executive Board, hereafter called the Board. "Active past Presidents" are defined as those past Presidents who are members of a HITL team.
- b. The Board shall approve major expenditures, promotion of activities, appointments of committees, and the general management of the League.
- c. The Board shall meet at least twice a year at times deemed advisable by the President or a majority of the Board.
- d. The Board shall approve the start and end date of the League competition established by the Schedule Committee.
- e. In all matters to be decided by the Board, each Board member shall have only one vote, even though he may qualify as a Board member by more than one means.
- f. The Executive Board, upon motion from any member or committee, may reprimand any HITL team, individual HITL team member, or HITL Officer for good cause only. Punishment may include any reasonable action up to and including expulsion from HITL for life. The accused shall be offered an oral hearing to present any relevant evidence. At the accused's option, the hearing may be held immediately or at a future date to provide the accused with sufficient time to prepare a defense.

- g. The Executive Board shall have the right to hold a recall election of any League Officer at any time so long as a petition with at least one-sixth of the total number of Executive Board members is presented to any Officer who is not the subject of the recall. That Officer shall verify the authenticity of the signatures and cause a meeting of the Executive Board to be called to discuss and vote on the recall. Such recall voting shall follow the same voting procedures as that practiced for electing a new officer.

Section 3. Committees

- a. The major standing committees shall include: Schedules, Awards, Tournament, Nominations, Grievances, and Yearbook.
- b. In addition to the above standing major committees, the President shall establish necessary appointive committees such as: Community Action and Social Committees.
- c. Chairman of major standing committees shall attend all Board meetings. Appointive committee chairman shall attend as required.
- d. Each team captain, or team representative, is required to serve on at least one committee by either volunteering for a particular committee or being available for special assignments as required by the President.

**ARTICLE V - MEETINGS**

- Section 1. Prior notification of all meetings of the Executive Board shall be made to all Board members.

**ARTICLE VI - AMENDMENTS**

- Section 1. This Constitution may be amended by the submission, in writing, of a proposed amendment(s) at any meeting of the Executive Board. The Proposal, with any appropriate changes, shall be acted upon by ballot as provided in Article VI, Section 2.
- Section 2. A simple majority of the Board members present, as defined in Article IV, Section 2a, shall be required to adopt an amendment.

**ARTICLE VII - BY-LAWS**

- Section 1. The By-Laws shall be established to govern the operation and to conduct League activities. The By-Laws may be modified by the submission, in writing, of the proposed amendments at any meeting of

the Board. The proposal, with any appropriate changes, shall be acted upon by ballot as provided in Article VI, Section 2.

**BY-LAWS**  
**PROVISION I - MEMBERSHIP**

- Section 1. Membership shall be open to any group meeting requirements in By-laws Provision V. A simple majority of the Board members present shall be required to accept a new team or expel a member team. Final approval for membership shall be contingent upon payment of annual dues. However, voting privileges occur upon election to League membership.
- Section 2. Membership dues and their date of payment shall be established by the Board on an annual basis. Continued membership will require payment of dues by the established dates.
- Section 3. Membership and elective year shall be January 1 through December 31.

**PROVISION II - QUORUM**

- Section 1. A majority of the Board, as defined in Article VI, Section 2 of the Constitution, shall constitute a quorum for conducting League business, including the election of officers, except as provided otherwise in this Constitution and By-Laws.

**PROVISION III - ELECTION OF OFFICERS**

- Section 1. The offices of President, Vice President, Secretary, League Coordinator, Treasurer, and HITL representative on HATA BoD shall be filled by an election at the September monthly meeting of the Board, the newly elected officers to start their duties the following January 1st.
- Section 2. The term of officers shall be for one year. These terms shall coincide with the membership year.
- Section 3. Nominations for League Officers shall be made by a Nominating Committee, appointed by the Board. They shall present a list of nominations to the Board members. Nominees must have expressed willingness to serve prior to their nomination.
- Section 4. No person is eligible to hold office who is not a member of an organization of HITL.



- Section 5. No member is eligible to hold more than one elective office at a time.
- Section 6. All elections shall be by a "show-of-hands," or by written ballot if so requested by a motion from the floor or an officer at the time the vote is to take place. No proxies are allowable for any voting member.
- Section 7. Special elections in event of office vacancies may be held at any time.
- Section 8. Voting for election of officers shall be done by members of the Board.

#### **PROVISION IV - GENERAL**

- Section 1. Property or equipment purchased by the Huntsville Industrial Tennis League with HITL funds shall not be considered property of any individual member or groups of members, but shall be known as League property.
- a. As League property, it shall be entrusted to the custodial care of the Board.
  - b. In the event of HITL disbanding, League property shall be distributed equally between membership teams, to be handled in a suitable manner until further group interest and use is indicated.
- Section 2. Acquisition of any property, real, personal, or interest therein, in excess of \$50 valuation shall receive prior clearance by vote requiring a simple majority of the Board present.
- a. Real property shall be defined as land or buildings.
  - b. Personal property shall be defined as any property which is movable (i.e., tables, tennis balls, etc.).
  - c. Interest therein property shall be defined as the property which is leased or rented.
- Section 3. The fiscal year for the League shall be from January 1 through December 31. All budgeting and financial accounting shall be rendered on this basis.

## **PROVISION V - REQUIREMENTS**

- Section 1. All participants in HITL after 1/1/94 must have a current USTA computer rating (excludes USTA self ratings) or written proof of an approved HITL equivalent rating dated 1/1/93 or later. Approved HITL equivalent ratings are NTRP ratings assigned by teaching professionals at HTC, HAC, VHCC, or HRC. (Participants in HITL prior to 12/31/93 must have an NTRP rating or an approved equivalent rating.)
- Section 2. A team must have a captain and a co-captain.
- Section 3. A team must maintain a current ladder. An example of how to set up and run a ladder is given in Appendix A.
- Section 4. A team must have a representative authorized to vote at HITL Board meetings.
- Section 5. A team shall be a member of a Division. Annual Division grouping will be established and approved by the Board, based on the average team rating, which will be determined by the ten highest rated members of the team. There shall be a maximum one point player rating spread between the highest and lowest rated player on a team, except that a 0.5 point subtraction from a woman's rating shall be made. The League Coordinator shall propose divisions composed of preferably six teams that have the closest team averages. These team averages shall be shown with four significant digits accuracy on the proposed division composition summary. The League Coordinator will explain his reasons for placing teams in positions that are inconsistent with the teams' ratings.
- Section 6. When an organization sponsors more than one HITL team, each team shall be viewed as a separate independent team.
- Section 7. A complete team roster must be submitted to the League Coordinator by a date determined by the officers. The rosters of teams within a division will be approved by a simple majority vote of the team captains within the division who are present, and the appropriate Division Coordinator, with the HITL President serving as a tie breaker vote. Additions to and deletions from and transfers to or from a team will be approved by the same procedure. Transfers to another team will be done at no additional cost to those players involved provided they have already participated in the dues for their original team.
- Section 8. A student in grade 12 or lower shall not be a member of HITL Team.

- Section 9. A player may be a member of two teams at the same time within HITL, as long as they are in separate divisions. The player may only be submitted on one team's roster prior to the approval of the divisional lineup by the Board. Following that, the player may be added to the roster of a team in another division, with the approval of the other captains in that division as defined in the by-laws.
- Section 10. Any team whose roster contains a 5.0 or higher rated player shall automatically be placed into Division 1. Any team whose roster contains a 4.5 or higher rated player shall automatically be placed no lower than Division 3. Deviation from this automatic placement may be made when the board approves the Division line-up for the season. Each such deviation must be voted on separately by the board before a vote may be taken to approve the line-up as a whole. A simple majority vote shall be needed to approve each deviation.
- Section 11. Once team rosters have been submitted, a player cannot be added to a team if that player's rating will raise the team rating above that of the lowest rated team in the next higher division. A 5.0 or higher rated player may only be added to teams below Division 1 with the unanimous consent of all captains and the Division Coordinator in that Division. Similar consent is required to add 4.5 or higher rated players to teams below Division 3. Other players may be added by majority vote of all captains and the Division Coordinator of the division affected.

#### **PROVISION VI - DUAL TEAM MATCH REGULATIONS**

- Section 1. A dual team match will consist of nine individual contests: six singles and three doubles contests. Each contest won shall count two points. Each contest lost shall count one point. No points shall be awarded for a no play. Two points shall be awarded to the team gaining a forfeit and no points shall be awarded to the team forfeiting. Total team points will determine season standings. In case of a tie, the team having the highest point sum of the dual matches between the tied teams will take the higher position. If a tie still exists, a play-off dual team match will decide the winner.
- Section 2. Each contest will be the best of three sets.
- Section 3. USTA rules will govern play. To expedite match completion and lessen court time demands, the USTA approved twelve point tie breaker procedure will be utilized to determine the winner of deuce sets reaching six all. No-add scoring can be used only if both players or teams agree to use it; when no-add scoring is used and the point score has reached

40-all, the receiver shall have his choice of court in which to receive the serve.

Section 4. A contest will be won by default if the opponent is not present within 15 minutes after the contest is scheduled to begin. The contest shall be scored as two points for the non-defaulting team and no points for the defaulting team.

Section 5. A team captain is responsible for informing his players of dual matches.

Section 6. Teams shall make every effort to play every contest within the scheduled play period. Unplayed matches shall be handled in the following three ways:

- a. Forfeits: If a forfeit can be justified, the captain claiming the forfeit shall notify the other captain and the Division Coordinator before the end of the period. The forfeit must be claimed before the scores are reported.
- b. Nonplay: If a match is not played by the end of the period and no forfeit is claimed, no points will be awarded to either team.
- c. Matches that are begun but not completed due to reasons beyond control of the players (i.e., court time constraints, rain, or lighting), and for which the two teams cannot reschedule a time to complete the match, will be scored as one point for each team.

Section 7. Dual team match contest grievances should be handled in the following manner:

- a. The two team captains try to solve the problem.
- b. If a solution cannot be reached, the appropriate Division Coordinator will rule on the problem.
- c. If the Division Coordinator's solution is unacceptable to either captain, the League Coordinator will rule on the problem.
- d. If the League Coordinator's solution is unacceptable to either captain, he may request a hearing before a Grievance Committee for a final ruling. A request for a Grievance Committee hearing must be in writing, must specify the details of the grievance, and must be received by the League Secretary no later than 28 days after the last day of the play period in question. (The Secretary may choose to accept a request by e-mail.) Such request may be given to the President or Vice-President if the Secretary is not available. If more than 28 days have passed, at least three League officers must agree to accept the grievance before a Grievance Committee hearing will be called. The Grievance Committee is composed of all the Division Coordinators and the League Officers.

- Section 8. On or before the first day of a new period, the home team captain, as defined by the order of play, will call his opposing captain, or his designee, to exchange line-ups of singles and doubles match-ups giving names and phone numbers. If by the first day of the play period this contact has not been completed, the visiting team can claim a home team forfeit of all matches. It is understood that this line-up is consistent with the current ladder ranking. A player will be limited to playing no more than one singles and one doubles match per round. The line-up, as presented at the start of the play period is official, and no deviations are permitted unless mutually agreed upon by both Captains of opposing teams, (mutual agreement, if reached, allows substitutions after the lineup has been presented).
- Section 9. Each home team must provide a new can of approved balls for each match. Approved balls are those with a label on the container "Approved by USTA", except for bicolor balls. A forfeit may be claimed if non-approved balls are presented at a match.
- Section 10. Names of players for doubles teams do not have to be in same order as their ladder designates for singles play.
- Section 11. Each team captain shall report the score of the dual team match to the appropriate Division Coordinator, in writing if designated by the Division Coordinator, showing the set-scores of each individual match, no later than six days after the play period. The phrase "in writing" shall include letters delivered personally, via US postal service, facsimile, or electronic mail. A team captain's failure to meet this deadline shall cause his submission, if any, to be ignored forever and the opposing team captain's submission shall be deemed correct if it is received by the deadline. If the Division Coordinator does not receive a report from either captain in a dual team match by the deadline, both teams shall be awarded no points for the round.
- Section 12. The Division Coordinator will submit the complete results to each round to the League Coordinator within one week after the end of the previous play period.
- Section 13. The Secretary or his appointee shall periodically notify team captains of Division standings.
- Section 14. HITL matches will be played at any location that all contestants agree upon. If no consensus can be reached cooperatively, then the match will be played at the Huntsville Tennis Center on a clay court that is reserved by the home team.

- Section 15. It is the responsibility of each home team member to initiate contact within five days after the start of the play period. (Each team is charged with attempting to contact each other to schedule play.) The visiting team may claim a forfeit for each match for which contact has not been made.
- Section 16. Any team who falsifies any dual-team match score shall be awarded no points for the play period for which the false scores are reported.
- Section 17. Falsification of a player's rating shall cause all individual singles and/or doubles matches in which that player participated to be defaulted to the other team. The results of the other individual matches of a dual team match are not affected. Falsification consists of incorrect certification of a player's rating, generally meaning that the player has never been rated or the rating listed is not correct.
- Section 18. If a match participant is unavailable for more than seven days of a play period, it is the responsibility of that player (or the player's captain) to make contact with the opponent by the third day of the play period informing the opponent of this situation. Failure to meet this deadline is grounds for claiming a forfeiture of the individual match.

#### **PROVISIONS VII - FALL TOURNAMENT**

- Section 1. Single elimination tournaments shall be held in singles and doubles for each division. Champions and runners-up will receive appropriate awards. Format and arrangements for the Fall Tournament shall annually be reviewed and established by the Board.
- Section 2. Seedings and draw for the Fall Tournament shall be established by a committee consisting of the team captains and division coordinator within each division. Seedings will be based on individual performance during the season.
- Section 3. Each HITL team will be allowed to enter at least six singles players and three doubles teams from their team roster in the post-season tournament, provided each of the players have played matches for that team (singles and/or doubles) during three rounds and have an official NTRP or HITL equivalent rating. The players will be entered in the flights and seeded in those flights based upon the results of their regular season play.

**APPENDIX A**  
**EXAMPLE RULES FOR RUNNING A LADDER**

This set of rules applies to a "linear" ladder, not a "pyramid" ladder.

1. Any player may challenge for a position up to two levels above his present level (i.e. player #4 may challenge player #3 or #2).
2. If the challenging player wins the contest, he immediately takes the position of the losing player and all other players move down one position (i.e. if player #4 beats player #2, then player #4 becomes player #2, player #2 becomes #3, and player #3 becomes #4).
3. The losing player may not reissue a challenge to the winning player for the same position before at least three weeks have elapsed (or not within the same period of play for HITL).
4. A challenge must be played within a week after it has been issued or a forfeit may be claimed by the challenging player.
5. A player may not accept a challenge if he has an outstanding challenge scheduled, either issued by him or issued to him. This avoids the "piggy-back" effect of having someone possibly jumping more than two positions with a single victory.
6. A player may only issue one challenge at a time.
7. A player may not refuse a challenge under the pretext that he has not challenged above his position for a while.
8. A player may challenge as often as the rules permit, i.e. if he keeps on winning his challenges, he may challenge as many times as he wants.
9. All scores must be reported to the team captain who maintains the current ladder.
10. A player issuing a challenge must first check with his team captain to determine who are the players he may challenge according to the rules (i.e. get the up-to-date ladder).
11. The same rules apply for doubles if a team chooses to have set pairings and an active ladder for doubles play.

## **RULES SUMMARY**

### **SERVER AND RECEIVER**

The players shall stand on opposite sides of the net; the player who first delivers the ball shall be called the Server, and the other the Receiver.

### **CHOICE OF SIDES AND SERVICE**

The choice of sides and the right to be Server or Receiver in the first game shall be decided by toss. If the winner of the toss chooses the right to be Server or Receiver, his opponent shall have the choice of sides. If the winner of the toss takes the choice of sides, his opponent shall have the right to be Server or Receiver.

### **HOW SERVICE IS DELIVERED**

The service shall be delivered in the following manner: Immediately before commencing to serve, the Server shall stand with both feet at rest behind the base line, and within the imaginary continuation of the center mark and side line of the singles court in single play, or the side line of the doubles court in doubles play.

The Receiver may stand wherever he pleases on his own side of the net. However, he must allow the ball to hit the ground before returning service. The Server shall then throw the ball into the air and strike it with his racket before it hits the ground. Delivery shall be deemed complete at the moment the racket strikes the ball.

### **SERVICE DELIVERED FROM ALTERNATE COURTS**

In delivering the service, the Server shall stand alternating behind the right and left courts, beginning from the right in every game. The ball served shall pass over the net and hit the ground within the service court which is diagonally opposite, or upon any line bounding such court, before the Receiver returns it. If there is any doubt, it is customary for the Receiver to determine whether the service is good or not. If the ball is erroneously served from the wrong half of the court, the resulting play shall stand, but service from the proper court shall be resumed immediately after discovery of the error.

### **FAULTS**

The Server is at fault if:

- (a) The Server swings at and misses the ball in attempting to serve it.
- (b) If the ball does not land in the proper service court.
- (c) If the ball served touches a permanent fixture other than the net, strap or band.
- (d) If the Server foot faults.



## **SERVICE AFTER A FAULT**

After a fault (if it is the first fault) the Server shall serve again from behind the same half of the court from which he served the fault, unless it was a fault because he served from behind the wrong half, when he shall be entitled to deliver one service from behind the other half. A fault may not be claimed after the next service has been delivered.

## **BALL NOT SERVED UNTIL RECEIVER IS READY**

The Server shall not serve until the Receiver is ready. If the latter attempts to return the service, he shall be deemed ready.

## **A LET**

During the service, a ball touches the net but lands in the proper court is termed a "Let" and counts for nothing, another service being delivered. If the ball touches the net when going into the proper court during a rally, it is good. There is no limit to the number of let balls that may be made on the service, and the Server continues serving in the same court until a good service is delivered or two faults are made.

## **FOOT FAULT RULE**

The Server shall throughout the delivery of the service -

- (a) Not change his position by walking or running. (Slight movements of the feet which do not materially affect the original positions are permissible.)
- (b) Keep both feet behind the base line when starting to serve.
- (c) A foot fault is called when the server steps on the base line or into the court before his racquet meets the ball. When serving, stand a little behind the line to avoid foot faults.
- (d) Jumping off the ground in hitting a serve is no longer considered a foot fault. Server's feet may swing over the baseline but must not touch the ground before the ball is hit.

## **WHEN THE PLAYER LOSES POINT**

A player loses the point if -

- (a) He fails before the ball in play has hit the ground twice consecutively, to return it directly over the net; or
- (b) He returns the ball in play so that it hits the ground, a permanent fixture, or other object, outside any of the lines which bound his opponent's court; or
- (c) He volleys the ball and fails to make a good return even when standing outside the court; or
- (d) He touches or strikes the ball in play with his racket more than once in making a stroke; or

- (e) He or his racket (in his hand or otherwise) or anything which he wears or carries, touches the net, or the ground within his opponent's court at any time while the ball is in play; or
- (f) He volleys the ball before it has passed the net; or
- (g) The ball in play touches him or anything that he wears or carries, except his racket in his hand or hands; or
- (h) He throws his racket at and hits the ball.

### **WHEN SERVER WINS POINT**

The Server wins the point if the ball is served, having cleared the net without touching it, touches the Receiver or anything which he wears or carries before it hits the ground.

### **WHEN RECEIVER WINS POINT**

The Receiver wins the point if the Server serves two consecutive faults.

### **BALL FALLING ON LINE IS IN COURT**

A ball falling on a line is regarded as falling in the court bounded by that line. It is customary for each player to make the calls on all balls hit to his side of the net.

### **WHEN RECEIVER BECOMES SERVER**

At the end of the first game the receiver shall become server, and the Server receiver; and so on alternately in all subsequent games of a match. If a player serves out of turn, the player who ought to have served shall serve as soon as the mistake is discovered. All points scored before discovery shall be reckoned. If a game shall have been completed before such discovery, the order of service shall remain as altered.

### **A GOOD RETURN**

It is a good return -

- (a) If the ball touches the net, posts, cord or metal cable, strap or band, provided that it passes over any of them and hits the ground within the court; or
- (b) If the ball, served or returned, hits the ground within the proper court and rebounds or is blown back over the net, and the player whose turn it is to strike reaches over the net and plays the ball, provided that neither he nor any part of his clothes or racket touches the net, and that the stroke is otherwise good; or
- (c) If the ball is returned from outside the post, either above or below the level of the top of the net, even though it touches the post, provided that it hits the ground within the proper court; or

- (d) If a player's racket passes over the net after he has returned the ball, provided the ball passes the net before being played and is properly returned; or
- (e) If a player succeeds in returning the ball, served or in play, which strikes a ball lying in the court.

### **INTERFERENCE**

If a player, while the ball is in play, is interfered with by the gallery, by a ball coming into the court or by any disturbance not within his control, a let shall be called.

### **SCORING**

If a player wins his first point, his score is 15; on winning the second point, his score is 30; on winning his third point, his score is 40; on winning his fourth point he has won the game, except as follows:

If both players have won three points, the score is called Deuce; and the next point won by a player is scored Advantage for that player. If the same player wins the next point, he wins the game, if the other player wins the next point, the score is again called Deuce; and so on, until a player wins the two point immediately following the score at Deuce, when the game is scored for that player.

The word "love" is generally used in tennis to mean zero, or NO points, games or sets won by a player. In calling the score, the Server's score is given first. Example: "30-love" means two points for Server, none for Receiver.

### **HOW WINNER OF SET IS DECIDED**

The player who first wins six games wins a Set, except as follows: If both players have won five games, the score is called Games-All, and the next game won by a player is scored Advantage Game for the player. If these same player wins the next game, he wins the Set; if the other player wins the next game, the score is again called Games-All; and so on until player wins two games more than his opponent; when the Set is scored for that player. By mutual agreement, players may chose to play a "tie breaker" at six games all.

### **WHEN PLAYERS CHANGE SIDES**

The player shall change sides after the first game, and after every two games thereafter, throughout the entire set.

### **MAXIMUM NUMBER OF SETS**

The maximum number of sets in a match shall be five, or, where women take part, three.

## **THE DOUBLES GAME**

### **ORDER OF SERVE**

The pair who have to serve in the first game of each set shall decide which partner shall do so, and the opposing pair shall decide similarly for the second game. The partner of the player who served in the first game shall serve in the third; the partner of the player who served in the second game shall serve in the fourth, and so on in the same order in all the subsequent games of a set. The order of service having been decided shall not be altered during the set, but it may be changed at the beginning of a new set.

### **ORDER OF RECEIVING**

The pair who have to receive the service in the first game of each set shall decide which partner shall receive the first service and the opposing pair shall decide similarly in the second game of each set. Partners shall receive the service alternately throughout each game and the order of receiving the service having been decided shall not be altered during the set, but it may be changed at the beginning a new set.

### **SERVICE OUT OF TURN**

If a partner serves out of his turn, the partner who ought to have served shall serve as soon as the mistake is discovered, but all points scored, and any fault serve before such discovery, shall be reckoned. If a game shall have been completed before such discovery, the order of service remains as altered.

### **ERROR IN ORDER OF RECEIVING**

If during a game the order of receiving the service is changes by the receivers, it shall remain as altered until the end of the game in which the mistake is discovered, but the partners shall resume their original order of receiving in the next game of that set in which they are receivers of the serve.

### **BALL TOUCHING SERVER'S PARTNER IS A FAULT**

The service is a fault if the ball served touches the Server's partner or anything which he wears or carriers; but if the ball served, having cleared the net without touching it, touches the partner of the Receiver or anything which he wears or carries, before it hits the ground, the Server wins the point.

### **RETURN BY ONE PLAYER ONLY**

In making a return, only one member of a double team may hit the ball. A return made by the second player after his partner has touched the ball is an illegal return.

## **"TIE-BREAK" PROCEDURES**

The USTA has authorized procedures for quickly determining the winner of a set which has reached the "deuce" score of 6-games-all. Its purpose is to prevent the "endless set" which may extend a match beyond the allotted or available time. Two alternative methods are now in common use. The USTA supports the 7-out-of-12-points procedures.

**Singles:** This is the tie-breaker often seen on televised pro matches when games reach 6-all. If it is Player A's turn to serve the 13th game, he serves first point from the right court; Player B serves Points 2 and 3, starting in left court; Player A serves Points 4 and 5, also starting in left court. B serves 6th (left) and players change sides. B serves 7th (R); A serves 8th and 9th (L and R); B serves 10th and 11th (L and R); A serves 12th (L). The first player to win 7 point wins the set at 7-6. If the points reach 6-all, players change sides again and continue in the same pattern, changing sides after every six points, until one player leads by two points where-upon he wins the set 7-6. They "change for one" to start the next set, with Player B and first server.

**Doubles:** (A and B vs. C and D) follows the same pattern, with partners preserving the sequence of their serving, as the service alternates from team to team. A serves the first point (R); C serves Points 2 and 3 (L and R); B serves Points 4 and 5 (L and R); D serves Point 6 (L) and, after teams change ends, Point 7 (R); A serves points 8 and 9 (L and R); then C serves Points 10 and 11 (L and R), and B serves Point 12 (L). If points reached 6-all the teams again change ends and continue in the same pattern until one team gets a two point lead. The teams "change for one" at start of the next set, with team C and D at first server.

**Notes:** At Wimbledon the tie-breaker occurs at 8-all in a set and is not used in the third set of a best-of-three match or the fifth set in a best-of-five.

Also, the "change every six points" provision, always and indoors, may be modified to "change every four points" in outdoor play, especially where severe sun and/or wind conditions prevail.

A variation of the "7-out-of-12" tie-breaker is also tentatively approved by the USTA. For details refer the USTA Official Tennis Yearbook and Guide.

**Note:** When all players agree, the 9-point tiebreaker may be used. See 1980 Yearbook, page 57, for description.

## **NO-AD SCORING**

The USTA also approved a variation of the conventional scoring system for the purpose of shortening the duration of a tennis match. It is called "no-ad scoring," and is simply and precisely what the names implies.

Singles or Doubles: A game is won by the first player or team to win 4 points; that is, if the score goes to 3-points-all (or deuce) the next point decides the game. There is no "advantage" point. Receiver decides to which court the service is delivered on 7th point. When games reach 6-all an approved tie-breaker is used.

## **CODE OF ETHICS**

"THE CODE" is not an antidote for willful cheating, instead, it constitutes a way for honest players to employ the same approach to various situations so that neither takes advantage of the other. The following sentences have been taken from it and included here with the objective of making tennis more enjoyable.

### **GENERAL PRINCIPLES**

Any doubt must be resolved in favor of the opponent.

Any ball that cannot be called out is presumed to have been good.

Once an out or let call is made play stops, regardless of what happens thereafter.

All points should be treated with the same importance, and there is no justification for considering match point any differently from the first point.

The prime objective in making line calls is accuracy and all participants should cooperate to attain this objective. When a player does not call an out ball against himself when he clearly sees it out he is cheating.

Don't interrupt other's play to retrieve or return a loose ball. Don't hit it aimlessly out of your court; do pick it up and direct it to one of the players so it goes to him on the first bounce.

Don't complain of the type of shots an opponent hits; they are his business as long as they are legal. Don't slam the ball in anger. Don't sulk when you are losing.

Above all, try to make tennis a fun game for all participants.

## **SERVICE**

When a server requests three balls prior to each serve, the receiver should comply when the third ball is readily available. The receiver should not be required to get the third when it is a distance away. Distant balls should be retried at the end of a game. Even if no ethics were involved, from the practical view it behooves a player to avoid foot faults. Many players want to practice their serves just before they serve the first time; once a match has started there is no basis for practice of any sort.

In returning service in doubles, the receiver's partner must call the service for him, with the receiver aiding his partner in calling the center line and the alley line. Returning a service that is obviously out is a form of rudeness (or gamesmanship). At the same time it must be expected that a fast service that just misses the tape will frequently with justification be returned as a matter of self-protection, even though an out call is made. The server's net man should not make an out call of his partner's first service even though he thinks it is out, because the receiver may think the service is good and hit his for a placement. However, the net man should volunteer a call on any second service he clearly sees to be out, for in this instance his call terminates the point.

## **CALLING "LINE" BALLS**

A player will frequently keep in play a ball that "might have been out" and was out. Even so, the game is much better played this way. In making a line call, a player should not enlist the aid of a spectator. It is both the obligation and prerogative of a player to call all balls in his court, to help his opponent make calls when the opponent requests it, and to call against himself (with the exception of a first service) any ball that he clearly sees out on his opponent's side.

No player should question another's call unless he is asked, but a player should always ask his opponent's opinion when the opponent is in a better position to see a ball. The law of parallax being what they are, the opinion of a player looking down a line is much more likely to be accurate than that of a player looking across a line.

When time and the court surface permits, a player should take a careful second look at any point-ending placement that is close to a line. Calls based on a "flash look" are often inaccurate and unfair to an opponent. A driven ball -- in contrast to a ball dropping vertically -- will leave a mark in the shape of an ellipse. If you cannot see court surface between the ellipse and the line, the ball is good. If you can see only part of an ellipse on the ground the missing part is on the line or tape. Some players will call this kind out - this thinking is fallacious as a ball 99% out is still good. On courts which have tapes for lines, occasionally a ball will strike the tape, jump an inch, and then leave a full ellipse. The receiver should give the point, the out ellipse notwithstanding.

## **CLAIMING LETS AND REPLAYS**

A player cannot claim a let on the basis that he did not see a ball. When you ask for a replay because you say your opponent's shot was really out but you want to give him "a break", you are deluding yourself; you must have had some small shred of doubt, and that doubt means the point should be your opponents.

A replay should occur only on rare occasions. Your opponent's ball appears out and you so call, but return the ball to his court. Inspection reveals that your out call is in error. Since you actually returned the ball a let is authorized.

Any call of "out" or "let" must be made instantaneously; otherwise the ball is presumed good and still in play. "Instantaneously" means before either an opponent has a chance to hit the return or the return has gone out of play. This requirement will quickly eliminate the "two chance" option some players practice, i.e., to go ahead and hit a ball under "let" conditions, and then if you've missed the shot to demand the "let".

## **LANGUAGE ON THE COURT**

A player who hits a weak shot and before the ball has crossed the net utters an exclamation such as "lousy shot" entitles his opponent to a let. Conversation between partners while the ball is in play on their opponent's side of the net is taboo. Even on their own side conversation should be minimized, only words permitted being such exhortations as "run" or to let a ball pass "out".

Avoid the practice of some players who in loud tones have a post-mortem on each point, to the dismay of the players on the adjoining courts.

But a player, when a ball is in play or about to be in play, is entitled to feint with his body. He may change position on the court at any time. He may not wave his racket or his arms nor may talk to make noise in an attempt to create a distraction.



## 2005 Play Periods

| Round | 6 team<br>rotation | 4 team<br>rotation | Schedule<br>All Divisions |
|-------|--------------------|--------------------|---------------------------|
| 1     | 2-1 3-6 4-5        | 1-2 3-4            | 4/13 - 4/26               |
| 2     | 3-4 6-1 2-5        | 1-3 2-4            | 4/27 - 5/10               |
| 3     | 6-4 2-3 1-5        | 1-4 2-3            | 5/11 - 5/24               |
| 4     | 4-1 5-3 6-2        | 2-1 4-3            | 5/25 - 6/7                |
| 5     | 5-6 1-3 4-2        | 3-1 4-2            | 6/8 - 6/21                |
| 6     | 1-2 6-3 5-4        | 4-1 3-2            | 6/22 - 7/5                |
| 7     | 4-3 1-6 5-2        | 1-2 3-4            | 7/6 - 7/19                |
| 8     | 4-6 3-2 5-1        | 1-3 2-4            | 7/20 - 8/2                |
| 9     | 1-4 3-5 2-6        | 4-1 3-2            | 8/3 - 8/16                |

Home team is listed first. The home team supplies the tennis balls.

### Tournament Dates (Tentative)

Divisions with four teams:

Singles:      Round 1 Aug 17th through Aug 30th  
                   Semis Aug 31st through Sept 13th  
                   Finals Sept 14th through Sept 27th

Doubles:      Round 1 Aug 17th through Sept 6th  
                   Finals Sept 6th through Sept 27th