

1. Player Eligibility, Availability & Commitment:

- a. Eligibility of Players - The youngest players must be 18 years of age by the start of the season, the oldest.....well, who knows!
- b. Players must be **available to play most weeks – not missing more than 3 weeks** of the season or be subjected to replacement.
- c. Players must meet a Minimum Competitive Level of Skill as determined by the Oakland Team Tennis (OTT) Committee.
- d. Flexibility to play in all time slots is expected – 7:00 pm to 9:15 pm as stated below. Players must also be prepared to play up until 11pm to finish the last match as sometimes matches start at a later time than scheduled due to length of prior match.
- e. In case of unexpected or extended leave, and 4 or more weeks will be missed, the OTT Committee reserves the right to assign a permanent or temporary replacement for that player.

2. Playing Times:

- a. Match Times are scheduled the same on all nights:

1st Match 7:00 PM 2nd Match 7:45 PM 3rd Match 8:30 PM 4th Match 9:15 PM

- b. Players must arrive at the courts at least 15 minutes prior to their match.
- c. Warmups are permitted for five minutes after match start time. Coordinators will call time at five minutes and games must begin immediately.

3. No/Late Shows:

- a. Players who do not arrive on time to start a match will be substituted as per substitution rules, by Coordinators if necessary.
- b. If the originally scheduled player arrives, he/she will replace the substitute after the game in progress is over, unless one of the teams has won 6 games or more. If the original player replaces the sub after the end of the 3rd game, substitution penalties will apply in accordance with the Substitution Rules.
- c. Coordinators will assist in the case of no shows to avoid a forfeit to ensure that a match is played.
- d. If a team does not have two ready players on the court 10 minutes after the scheduled start time for the match, and no sub is available to start, the match is forfeited and the team with the 2 players available is awarded match and game points.

4. Scheduling Matches: Captains should contact each other as early as possible to set up the schedule for matches. When possible, matches should be set up at the courts a week ahead and match times provided to players with maximum notice. Any changes to the designated matches (such as a 2M/2M match being changed to a 2M/2W match) will only be allowed under exceptional circumstances and must be coordinated with the Coordinators and approved by the Committee prior to being played.

5. **Re-Evaluations:** After two weeks of play, the Captains will furnish the OTT Committee any recommendations for changing rankings on their team. Only the OTT Committee can approve changes.
6. **Season:** The season will consist of a number of weeks of scheduled playing time that will be defined by the OTT Committee prior to the start of each season. The actual number of weeks played during the season may be shortened depending upon weather conditions and availability of make-up dates.
7. **Delayed or Cancelled Matches Due to Weather, Light Outage or Otherwise:**
 - a. Coordinators will contact Captains as soon as play is cancelled due to weather or otherwise.
 - b. Matches delayed or cancelled due to rain, lightning or light outage will be played on the next available Monday.
 - c. Captains are responsible for contacting team members immediately via text message and for confirming the make-up date with players.
 - d. Any exceptions to the make-up (date or time) must be approved by the Coordinators.
 - e. A cancellation will be called by Coordinators as soon as it is inevitable.
 - f. On a rainy day that clears in time for play, Captains, players and Coordinators are responsible for drying courts until they are safe for play. Leaf blowers, old towels, rollers, brooms and squeegees may be used. Should the courts not be able to be completely dried within 30 minutes after the start of the first matches, games for that night will be cancelled.
 - g. Once the lightning alarm is activated, play must stop immediately and players must return to their vehicles. Players may return to the courts when the alarm signals clear by stopping and the Coordinators have determined play will continue. See Oakland Recreation Lightning Detection Information at end of rules.
 - h. Matches may be delayed by rain for a short period of time. Coordinators will determine if matches are to be stopped due to the weather, and if they will be restarted that night or cancelled. Players must stop all play once Coordinators have signaled for the play to stop.
 - i. Matches and games already underway when weather or court lighting causes cancellation must be made up from where they left off.
 - j. Captains should note the match score, game score, positions of players and the server.
 - k. Substitution rules apply for make-ups.

8. Game Play/Scoring:

- a. The first team to win 8 games wins the set/match. Tiebreakers occur at a score of 7-7.
- b. Team that wins, receives 3 points. The losing team receives 0 points for the set/match.
- c. The first team to win 4 points wins the game. There are no deuces.
- d. When the game score is 3-3 in mixed doubles, man serves to man, woman serves to woman. Otherwise, equal rank serves to equal rank (1M to 1M, 2W to 2W. etc.).
- e. In the case where like players are partners (Ex., 1M/1M), the receiving team selects who receives the serve at 3-3.
- f. No "first ball in" when serving.**
- g. 3 practice serves maximum during the first service game for each player only.
- h. It is the responsibility of the receiving team to call their own lines.
- i. Foot faults may be called by the receiving team; but must be called before the serve is returned.
- j. If the receiving team does not clearly see a ball IN or OUT, it is considered IN.
- k. No "do overs" (Team receiving the ball must make a call).**
- l. When a ball from a neighboring court enters onto a court during active play, players are required to call a "let" and stop play to prevent injury. The point is then replayed. In addition, if this occurs during service, then the serving team is granted a first serve.
- m. Any issues or discrepancies that might occur during the match should be resolved before the end of the match. In the event of an issue or discrepancy, stop play and consult Captains and Coordinators for resolution. OTT will follow USTA rulings.

9. Tiebreak rules:

- a. When the game score is 7-7, a 9-point tiebreak will be played.
- b. The next server in rotation serves for the first 2 points from the same end of the court from which he had been serving.
- c. After 2 points, the opponent who had just completed his serve at the end of the previous game serves again from his/her regular end of the court.
- d. After 4 points are played, the players switch ends.
- e. The next server in the rotation serves the next 2 points and the fourth server serves the remaining 3 points, if necessary.
- f. The first team to win 5 points wins the set.
- g. Set score is recorded as 8-7.

10. Etiquette: All players are expected to follow tennis etiquette rules including:

- a. Server must announce score before each serve.
- b. No “trespassing” on, behind or between courts while a point is underway.
- c. If a ball rolls onto your court from a neighboring court, return the ball AFTER the point is concluded for the neighboring court.
- d. The server should always have 2 balls in his/her possession prior to serving.
- e. In the case of a service fault, do not hit the ball back to the server.
- f. No screaming or use of expletives on the court or in the stands. No slamming rackets on ground or hitting balls out of courts on purpose.
- g. No children are allowed on the courts during match play.
- h. No pets are allowed on the courts at any time.
- i. If available, an open court may be used for match play if no badge holders are waiting to play. Captains must also notify Coordinators if they plan to use an open court for match play.
- j. No inquiries regarding scores or other questions to occur across courts involved in active match play.
- k. Proper attire must be worn – sneakers, shorts, skirts, tops, etc. No open-toed footwear.

11. Score Sheets:

- a. Captains or a player from that team, chosen by the captain, must fill in score sheets completely and legibly. Each team must have a sheet completed and a penalty point may be deducted from a team’s score if their sheet is not completed and turned in.
- b. Opposing Captains or their designates must compare sheets at the end of the night to ensure that both have recorded the same results.
- c. Scoring is listed on the bottom of each score sheet. Each set/match win without outside subs is equal to 3 points. For scoring with outside subs see Sub Penalty Scoring under 15 (f).
- d. Any disputes to the scoring including sub penalties, must be brought to the Coordinators’ attention before the start of play the following week.
- e. Correct sheets are turned in to Coordinators at the end of the night.
- f. Subs that affect scoring must be identified on the sheet with a large letter S. No need to indicate “S” for subs within your team.

12. Captain Absences:

- a. Captains must assign a team member or another Captain to be present and responsible if they are absent from the courts and they must also notify the Coordinators. Captains who fail to do so may incur a one-point penalty deduction for their team.
- b. Captains must provide their chosen player with the means to contact the team, tennis balls if needed and an understanding of the score sheet as well as the match schedule. Coordinators can assist.

13. Coordinators: The Coordinators are available to all Captains for assistance in resolving issues and problems. Contact them as soon as an issue arises so that it can be quickly addressed. Their contact information is included in your folder. Coordinators will:

- a. Ensure that all matches begin on time. Warm-ups are limited to 5 minutes.
- b. Check on the courts after or during rain and decide to delay or postpone the matches.
- c. Notify Captains in the event of a cancellation.
- d. Stop all matches in case of lightning.
- e. Assist Captains and others with drying wet courts.
- f. Report damaged court conditions to the Tennis Commissioner.
- g. Keep the courts clear of debris, etc.
- h. Inform all Captains of rule changes.
- i. Settle arguments and rules disputes by players.
- j. Review score sheets and make sure that outside subs are clearly marked.
- k. Turn in all scoring sheets at the end of all matches to designated Coordinator.

14. Fees, Badges and Balls:

- a. Fees are collected with the application at the initial sign up.
- b. Team Tennis fees pay for insurance, court fees, balls, prizes/gifts, admin supplies, court supplies and the end of year party.
- c. Badges must be purchased by all players from the Borough, and badge numbers provided to Team Captain.
- d. 12 cans of tennis balls are provided by Oakland Team Tennis to each Captain. Captains are to bring a new can of balls provided by Oakland Team Tennis to every match. Two cans of balls are used for four matches – one can for the first 2 matches, the second can for the last 2 matches.

15. Substitution Rules:

- a. Captains should try to Sub within their own team first and then their own night. Subbing within your team incurs no sub penalty in scoring. This rule DOES NOT require you to sub up within your team first (i.e. 2M for a 2+M or 2W for a 1W) unless you wish to do so. This rule is intended for subbing of equal rank. This rule does not preclude a Captain from making a strategic decision to get a sub from outside their team and incur a sub penalty. Captains should never sub a player on their team if the player is ready and available to play.
- b. **A sub from within your team** must be the same rank or lower to substitute for another player on your team. Ex., a 1M cannot sub for a 2M, but a 2M can “sub up” as a 1M within your team without penalty and the same for women players.
- c. A male player cannot sub for women. OTT Committee may consider exceptions on the lowest ranked players if the match would otherwise need to be forfeited.
- d. Women of like or lower rank may sub for a man. Ex., 2W can sub for a 2M.
- e. **Outside subs:** A sub from outside your team must be same draft rank or lower as the player who is being replaced. Subbing outside the team incurs sub penalties as stated below. All Captains will receive a master list of players by night with contact information and draft rank. Captains are responsible for checking the list to obtain the correct draft rank sub.
- f. **Sub penalty scoring:** A team using an outside sub will earn 2 points for a win. The opposing losing team earns 1 point. The opposing team will earn 3 points for a win.
- g. **If both teams use an outside sub for a match,** the winning team gets 2 points and the losing team records 1 point. Captains should make sure “S” is clearly marked next to outside subs on scoresheets.
- h. The same outside sub may be used only once per season by any team, unless approved by the OTT Committee. An outside sub can be used more than one time if subbing on one night, ie., one or more matches on the same night.
- i. In the case of a **team fielding two outside subs in a match,** the opposing team gets 3 points for a win and 2 points for a loss. The team fielding two outside subs in the match will earn 1 point for a win and games will be recorded. **If one team has two outside subs and the opposing team has one outside sub during a match,** the team with one outside sub will earn 2 points for a win and 1 point for a loss. **If both teams have 2 outside subs,** 1 point is awarded for a win and 0 points for a loss and games will be recorded.
- j. It is not permitted to sub into a match that may conflict with your team match.
- k. Captains and players should try not to schedule outside subs with back-to-back matches unless necessary for the player and/or availability of subs.
- l. Players may agree to sub in a match that follows their scheduled match, but that team’s Captain must be made aware that they may face a delay of their match and should be prepared with a back-up to “start” the match to avoid delay penalties. (See No/Late Shows above)

- m. **Injury substitution** – outside sub in case of injury is allowed. If an outside sub plays for a team that has already won 4 or more games, then there will be no penalty. Otherwise, substitution penalties apply.
- n. Player injuries which result in missing one or more weeks, must be reported to the Coordinators and/or Committee, as soon as possible, for a determination as to whether sub penalties should be applied during a player's absence and whether a temporary or permanent sub may be needed. Sub penalties may not be changed retroactively.
- o. Permanent replacement subs. When a player cannot finish the season due to injury or extended leave of more than 4 weeks, a replacement will be assigned by the OTT Committee once the Committee is notified by the player.
- p. Substitution rule exceptions are subject to the Coordinators' approval.

16. Forfeits:

- a. Forfeitures should be avoided, if possible.
- b. If your team or your opposing team is unable to put a match on the court, PLEASE SEE THE COORDINATORS, who will assist in making sure that a match is played.
- c. In order to avoid a forfeit, it may be possible to change the scheduled matchup to accommodate the players who are able to play during that timeslot. This can be done only if both Captains agree, and the change is approved in advance by the Coordinators.
- d. In case a forfeit is unavoidable, and the match IS PLAYED, the team that fielded its own players will receive 3 points for the match, 8 games for win, while opposing team will receive 0 points and 0 games recorded, disregarding the actual score.
- e. In case a forfeit is unavoidable, and the match is NOT PLAYED, the team that fielded its own players will receive 3 points for the match, and 8 games will be recorded. This should be avoided as much as possible.

17. Final Standings: Final standings are determined based on the following hierarchy –

- a. Total Points
- b. Matches Won
- c. Games Won
- d. Games Lost

If all are equal, then a tie is declared.

18. Prizes and Awards at End of Season:

- a. Prizes are generally awarded by the OTT Committee to the top 3 teams, as well as a crying towel to the last place team.
- b. A player must have played at least 7 weeks with a team to be eligible to receive a prize from OTT unless an exception is approved by the OTT Committee.
- c. The type of prizes awarded will be at the discretion of OTT Committee.

19. COVID-19 or Other Communicable Disease Guidelines:

- a. Players should not come to the courts if they are experiencing any symptoms related to Covid-19 or other communicable disease and Coordinators have the right to ask players to leave, in order to protect other players.
- b. Mask wearing will be optional but may be made mandatory by the OTT Committee at any time along with other recommendations such as temperature checks based on CDC guidance and situations locally, with regard to virus transmission.
- c. Any player who tests positive for Covid-19 or other communicable diseases during the season or within a week after the end of the season is requested to notify the OTT Committee so other players can be made aware of possible exposure. He or she agrees to forgo play in accordance with CDC or current national, state and local guidelines.

Oakland Lightning Detection Information ([see also Oakland Website](#))

The Lightning Detection System at the Recreation Complex will now alert everyone to the threat of lightning in the area. EVERYONE must follow the new rules for safety: System is located on side of Danny D'Elia building.

1. If the siren sounds one long tone, the strobe light will then go on. This means to seek shelter immediately. Enter your car or go indoors. Do not stand under trees or anywhere outdoors.
2. The light will remain on or flashing after the tone. This means that lightning is still in the area and you are to remain indoors. If you arrive at the field/courts and see the light on or flashing this means the tone has sounded and lightning is in the area, return to your car.
3. When the horn sounds three consecutive blasts and the light goes out, that means it is safe to return to the field/courts.

If you wish to have access to the data used in our lightning detection system, please load the Weatherbug application to your smart phone. Once uploaded, click on the symbol in the upper left corner of the app. Then click on the heading Spark. This will tell you how close the last strike of lightning was located and or if lightning is in the area. When lightning strikes within the 10 mile radius the detection alert system will go off.