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Online Tennis Resource



ROUND ROBIN

ROUND ROBIN OUTLINE

This league is not affiliated with the USTA in any way.

ADMINISTRATORS

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1. LEAGUE OVERVIEW

1a. COST: League fees (none this season, summer 2007), Guest fees at the home team's club, can of balls provided by home team (see Player/Team responsibilities below).

1b. GETTING STARTED:

1. Create an account with On Court San Diego © online at www.oncourtsd.com (free, fast, and easy)
2. If you have an OCSD account, log-in and register as a player.
3. Pay your fees (not applicable this season; Summer 2007)
4. Receive your confirmation
5. Contact other players and schedule a match!

1c. FORMAT: best of 3 sets (a player/team needs to win 2 sets to win the match)

1d. TEAMS: Doubles: Each player is teamed with all other players in their division, and plays another pair. **Singles:** Each player will contact all others within their division for a game, and must play all others before the end of the season.

1e. DIVISIONS: Open 3.0-5.0, Senior (50 and older) 3.0 – 5.0, Junior (17 and younger) A, B, C NOTE: *all divisions are dependant of enrollment. If there are too few teams in a division teams may be moved to the next higher level. To qualify a division a minimum of four (4) teams must apply by the sign-up deadline.*

1f. DIVISION RESTRICTIONS: None. You may play in all round robin leagues as long as you remain active. An active player is considered one who plays at least 1 match every two weeks.

1g. PLAYER RATINGS: A player may only play in a division at or above his USTA Rating. If a player's rating increases during a season the player is expected to notify the league administrator for a ruling on placement. NOTE: *non rated players may seek a rating prior to the season. Contact the League Administrator for details.*

1h. PLAYER SUBSTITUTIONS: Players may only be substituted in the event of injury or illness, and the substitute player must be the same gender. For round robin play, a substitution can result in the following options; 1. the non-substituted team may opt to complete the match with the proposed substitute 2. They may require a reschedule 3. may require a default win retiring the affected set. A substitute player may have a five (5) minute warm-up.

1i. SEASONS: No specific season. Duration will be determined based on number of participants, allowing enough time for each pairing to play all others (Player numbers per division will be at the discretion of the league administrator).

1j. SCHEDULES: Posted online after season sign-ups.

1k. GAME DAYS AND TIMES: Using the player contact page, matches can be scheduled for any time when all involved players agree.

1l. TEAM/PLAYER CONTACT: At the beginning of each season all players' involved in the round robin will be listed with contact information and their availability (all contact information will be removed at the end of each season). Players must be logged in to their On Court San Diego © account to view their division's contact page as each account will be granted special permission to access each page.

1m. COURTS: All teams *should* belong to a club where they can reserve court time in advance. Public courts are not excluded as an option if properly maintained with a professional surface, and lighting (asphalt, unpainted concrete, *cracked surfaces, poor markings, torn or worn netting are not considered acceptable). On Court San Diego © recommends teams with no club affiliation playing a team who is club affiliated should request the game be played at that club and that the Away team's captain reserve a court in advanced (be prepared to pay the guest fees, and all other home team responsibilities will apply). *Also, all courts should be within view and reasonable walking distance of well lit parking.* Teams causing a delay of ten minutes beyond the agreed match start time will forfeit one game and one game for each five minute delay thereafter.

**cracked surface – any crack exceeding 1/4 of an inch, or a deviation in elevation in excess of 1/8 of an inch.*

1n. FINALIST DETERMINATION: Singles will first use Win/Loss ratio, followed by Win/Games ratio, and in the event of an all-out tie a sudden death match.

Placement determines home team advantage for the finals. The top four players of each division will proceed to the season finals where the #1 team will host the #3 team, and #2 will host #4, and so on. The winning player will have the opportunity to play for the city champion against the opposing county's winner in their division.

For Doubles, the top eight players using same solution process as Singles will be paired into four teams progressing to a finals round robin. The two best players will have the opportunity to play for the city champion against the opposing county's winners in their division.

1o. STANDINGS: All match scores, and team and player stats will be tracked online at <http://www.oncourtsd.com>.

2. SCORING

2a. STANDARD SCORING: A standard game is scored as follows with the server's score being called first:

No point - "Love"

First point - "15"

Second point - "30"

Third point - "40"

Fourth point - "Game"

Except that if each player/team has won three points, the score is "Deuce". After "Deuce", the score is "Advantage" for the player/team who wins the next point. If that same player/team also wins the next point, that player/team wins the "Game"; if the opposing player/team wins the next point, the score is again "Deuce". A player/team needs to win two consecutive points immediately after "Deuce" to win the "Game".

2b. TIE-BREAK:

Doubles: Coman; The Coman Tiebreak Procedure is the same as the present tiebreak (set or match), except that ends are changed after the first point, then after every four points (i.e., after the 5th, 9th, 13th, 17th points, etc.), and at the conclusion of the tiebreak. The scoring in the Coman Tiebreak Procedure is the same as a traditional set or match tiebreak, and the procedure for playing the Coman Tiebreak is the same as a set or match tiebreak. For example, if the Coman Tiebreak Procedure is used when the set score is 6-6, the player whose turn it is to serve shall serve the first point from the deuce court; after the first point, the players shall change ends and the following two points shall be served by the opponent(s) (in doubles, the player of the opposing team due to serve next), starting with the ad court; after this, each player/team shall serve alternately for two consecutive points (starting with the ad court), changing ends after every four points, until the end of the tiebreak game.

Singles: During a tie-break game, points are scored "Zero", "1", "2", "3", etc... The first player/team to win seven (7) points wins the "Game" and "Set", provided there is a margin of two (2) points over the opponent(s). If necessary, the tie-break game shall continue until this margin is achieved. The player whose turn it is to serve shall serve the first point of the tie-break game. The following two points shall be served by the opponent(s). After this, each player/team shall serve alternately for two consecutive points until the end of the tie-break game. Players change ends after every six points and at the end of the Tiebreak. They must change sides during the Tiebreak without any break or delay. The player/team whose turn it was to serve first in the tie-break game shall be the receiver in the first game of the following set.

2c. SPECIAL CIRCUMSTANCES: In the event of a match's game number ending equally e.g. 6-3, 1-6, 6-4 (13, 13) the third set would dropped from the main score

e.g. 6-3, 6-4 (12 -7). This method will remove a "tie" calculation within the system. In the case of a close placing by the top four teams the omitted sets will be applied at the end of the season. The "true" scores will still be visible via each game's summary where all sets will be displayed, however the main standings will include only the two winning set's games under these circumstances.

3. GAME CONDITIONS

3a. DETERMINING SERVE: The home team will spin a racquet or toss a coin, and the away team will make a call. The winner of spin or toss will choose service or side.

3b. BREAKS: Two minutes between sets 1 and 2, and 10 minutes between the 2nd and 3rd set.

3c. TIME OVERAGES: In the event of a time shortage, the captains will make note of the following; Players, player position (sides and ends of court), match score, game score, and service order. The captains should then confer with the players present and schedule a time within ten (10) days to complete the match. All information should be submitted to the league administrator for recording purposes.

3d. GAME PLAY OPTIONS: When time becomes an issue both teams may consider any or all of the following methods of game play. However, these methods should not be used until after the end of the game or set currently in play and both teams MUST agree;

- Do not switch ends between sets, or points in the case of a tie-break.
- No breaks between "every other" end change (players should avoid dehydration and/or hyperthermia at all costs).
- No-Ad scoring.
- A Match Tie-break in lieu of a third set.

3e. CALLING LINES: The following method will be used during play;

- Receiving players will make the line calls. (If the receiving partners are not of the same opinion then the call will be considered good or in.
- Net ball can be called by any player on court.
- No foot fault calls will be called on service line

MATCH TIE-BREAK (10 POINTS):

When the score in a match is one set all, one tie-break game shall be played to decide the match. This tie-break game replaces the deciding final set. The player/team who first wins ten points shall win this match tie-break and the match provided there is a margin of two points over the opponent(s).

(the score of the winning set will be duplicated e.g. Team A wins set #1 6-4, Team B wins set #2 6-2, Team A wins the tiebreak, and the final score would be 6-4, 2-6, 6-4. If the final score ties in games please refer to SCORING (SPECIAL CIRCUMSTANCES) above).

3d. MAKE-UP GAMES: Team captains may request a reschedule, however, that match must be played the following week in addition to the normally scheduled match. All rescheduled matches must be reported to the league administrator in writing (email) no later than 9pm Sunday of that week. NOTE: Each team is allowed to postpone four (4) games per season, and two (2) games may be postponed to the week following the last week of the season, and those games must be completed and scores submitted no later than midnight Sunday of that week.

3e. COACHING: May only take place during the 10 minute break between the 2nd and 3rd sets.

4. PLAYER/TEAM RESPONSIBILITIES

4a. HOME TEAM RESPONSIBILITY: Court reservations, initial scheduling contact, administration notifications, game score submissions, and three new line balls.

4b. SCORE SUBMISSIONS: Made by the home team captain no later than midnight Sunday of the scheduled game week, via a score form on the website at www.oncourtsd.com

4c. CELL PHONES: Cell phones must be turned off or set to vibrate. If a cell phone rings during play the opposing team has the right to demand the phone be turned off or set to vibrate. The second occurrence will result in the forfeit of that "game" by the offending team. The third occurrence will result in a match forfeit. Using the phone between sets is allowed only during the break and must not exceed two minutes between sets one and two, and ten minutes between sets two and three. Any delay will result in a game forfeit unless agreed upon by the opposing team.

5. ETIQUETTE

5a. PLAYER PREPARATION: All players, Home and Away, should be warm and ready to play at the proposed game time. This will ensure maximum use of the court time allotted and reduce the number of game overages.

5b. BEHAVIOR: Players are expected to maintain a high level of professionalism and good sportsmanship on the court during play. Profanity, disruptive behavior (talking during a point, yelling at or distracting an opponent), and cheating (calling lines out, misrepresenting scores, etc...) are not acceptable. Such behavior may be appealed to the administration and the offenders penalized.

5c. CALLING LINES: this is often an issue with non-umpired games and should be addressed. On Court San Diego © would like to encourage the following method be used during play; any ball that appears to have NO SPACE BETWEEN IT AND THE OUTSIDE OF THE LINE should be considered "in" or a "good" shot.

6. ADMINISTRATION

6a. APPLICATION FOR RULINGS: An application for a Ruling may be made by any player and must be submitted in writing (email) to the League Administrator.

To be valid an application for a Ruling must include the following minimum information:

- a. The full name and address of the Applicant.
- b. The date of the application.
- c. A statement clearly identifying the interest of the Applicant in the question upon which a Ruling is requested.
- d. All relevant documentary evidence upon which the Applicant intends for evaluation if, in the opinion of the Applicant, expert evidence is necessary he shall include a request for such expert evidence to be heard. Such request must identify the name of any expert proposed and their relevant expertise.

6b. ADMINISTRATIVE RULINGS: The league administrator may rule on all issues presented for review, or opt to assemble a board at his/her discretion.

6c. BOARD: The league administrator may appoint any number of persons to assemble a board for ruling.