

TENNIS

League Rules



CSSC

CALGARY SPORT & SOCIAL CLUB

RULEBOOK CONTENTS

1. Event Coordinators	3
Roles of Players in an EC'd League.....	3
2. Court Requirements	3
3. Default Minimums & Scores	3
4. Format & Equipment	4
Game Format	4
Scoring.....	4
Equipment.....	4
5. Game Play	5
Court Layout.....	5
Service.....	5
Violations and Faults.....	5

1. EVENT COORDINATORS

An Event Coordinator (EC) is a player in the league who is already registered on a team for that specific season, who has agreed to help coordinate games and manage the facility.

ROLES OF PLAYERS IN AN EC'D LEAGUE

- Arrive on time, and pay attention when the EC is making announcements
- Record the game results on the score sheet after each game/match
- Return any borrowed equipment to the EC at the end of the night

2. COURT REQUIREMENTS

Format	Total # of Players Required on the Court	Minimum # of Females Required on the Court	Maximum # of Males Allowed on the Court
Singles – 1 v 1	1	0	1
Doubles - Co-Ed	2	1	1
Doubles - Open	2	0	2

The CSSC welcomes people of all gender identity or expression. Minimum female requirements are inclusive of anyone who identifies as a female (i.e. players who identify themselves as M and X will not count towards female minimums).

3. DEFAULT MINIMUMS & SCORES

Format	Minimum # of Players to Avoid Default	Default Score
Singles – 1 v 1	1	0 – 6
Doubles – Co-ed / Open	1 (no gender restrictions)	0 – 6

4. FORMAT & EQUIPMENT

GAME FORMAT

- Teams will play two matches per night
- Each match will consist of a single set:
 - The first team to win 6 games within the set/match (provided that there is a margin of two games over the opponent) will be the winner
 - If each team wins 6 games, a tie-break game will be played (time dependent)
 - A new game cannot be started with less than 5 minutes remaining in a match
 - If the EC is required to call 'time' on a match, finish the current game

- Tie-break Game:
 - In regular season: used when time permits to break a set/match that is tied at 6-6, otherwise a tie is allowed
 - Used in playoffs when a set/match is tied and time is called by the EC
 - The first team to 7 points (provided that there is a margin of two points over the opponent) is the winner
 - *Regular Season:*
 - If time is called by the EC, at least 7 combined points must have been played in the tie-break in order for it to count
 - *Playoffs:*
 - The tie-break continues until this margin is achieved

SCORING

- All Tennis Leagues use a rally-point scoring system
 - The first team to '4' points wins the game
 - Advantage rules will apply, meaning that each game must be won by two points

Points	0	1	2	3	4
Score	Love	15	30	40	Win

- A score of 40-40 is referred to as "Deuce"
- Deuce + 1 point = "Advantage"
- Advantage + 1 point = Win
- There is no mercy score in Tennis.

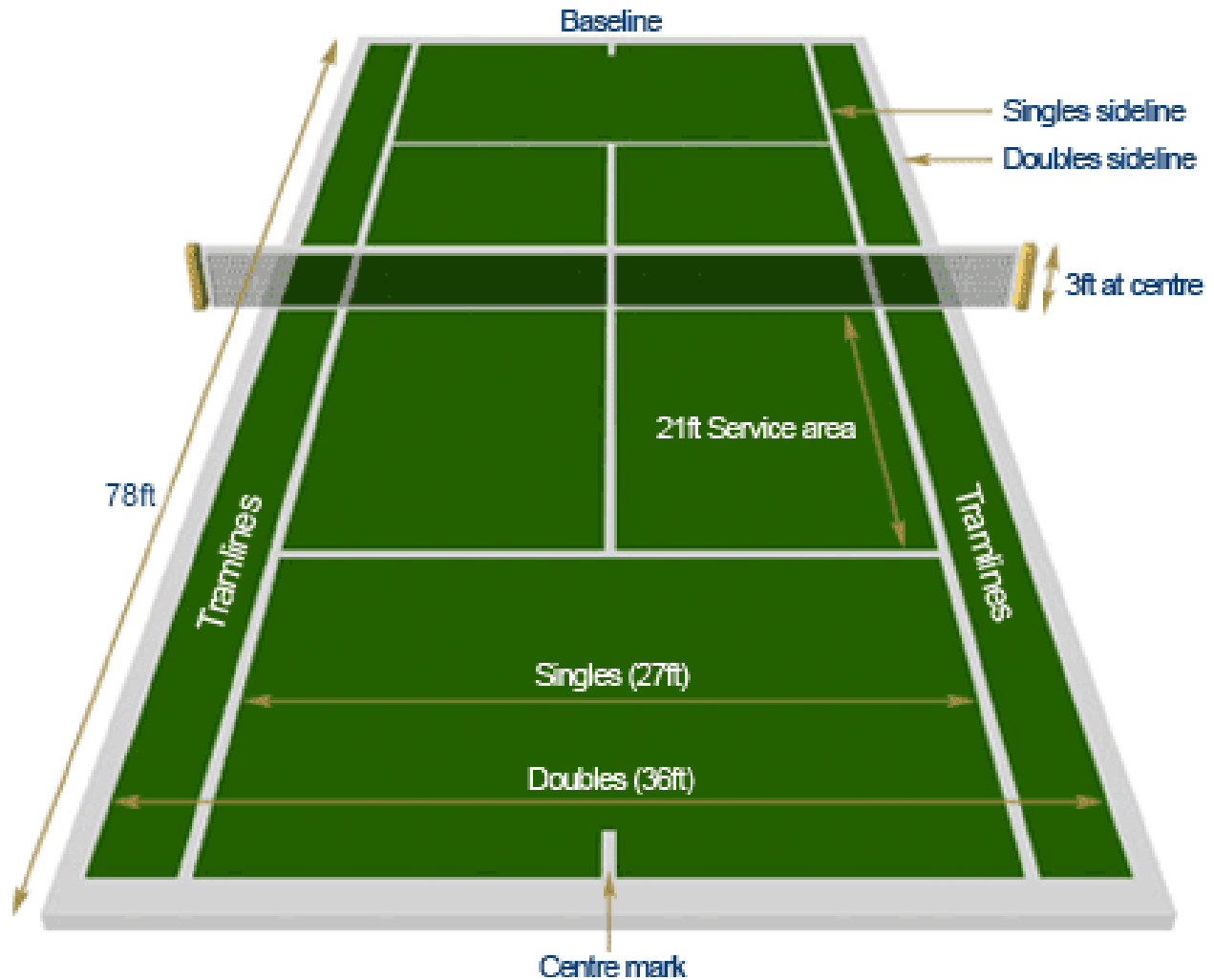
EQUIPMENT

- Players are encouraged to bring their own racquet, but the Event Coordinator will have a limited supply on hand
- String / vibration dampeners are allowed on racquets
- Balls are supplied by the Event Coordinator

5. GAME PLAY

Unless otherwise stated, the [International Tennis Federation \(ITF\)](#) rules of Tennis will apply.

COURT LAYOUT



SERVICE

- Teams can use any suitable means to determine who gets to serve first (or pick a side)
- Teams will switch sides after one complete serving rotation (at the end of every 4 games)
- The serving player alternates serves between the deuce court (right) and the advantage court (left) at the start of each point
- A 'let' serve results in a re-serve, and does not count as a fault
- The serve is a let if:
 - The served ball touches the net, strap or band, and lands in the correct court
 - The served ball touches the net, strap or band and then touches the receiver, the receiver's partner or anything they wear or carry before hitting the ground
 - The ball is served when the receiver is not ready

SERVICE ROTATION

- Service alternates between teams at the start of each new game within a set
- **Doubles** - Service alternates between teammates at the start of each new service game within a set
- **Doubles** - If Team A + B is playing against C + D, the rotation would follow this four-game cycle:
 - Game 1: Player A, Game 2: Player C, Game 3: Player B, Game 4: Player D
- **Doubles** - Tie-break game:
 - Point 1 - Player D Serves (whoever is next in line to serve from the original rotation)
 - Point 2 - Player A Serves
 - Point 3 - Player A Serves
 - Point 4 - Player C Serves
 - Point 5 - Player C Serves
 - Point 6 - Player B Serves
 - Point 7 - Player B Serves
 - Point 8+ - Players continue to serve in a two-serve rotation
- **Singles** - Tie-break game:
 - Point 1 – Player A - Player whose turn it would have been to serve the next game
 - Point 2 - Player B Serves
 - Point 3 - Player B Serves
 - Point 4 - Player A Serves
 - Point 5 - Player A Serves
 - Point 6+ - Players continue to serve in a two-serve rotation

RECEIVING THE SERVE

- **Each game teammates must opt to receive serves in the deuce court or advantage court**
- **Each player can only return serves from his or her designated service court for that game**
- **Receiving players are to call the ball in or out of bounds**

VIOLATIONS AND FAULTS

Players are expected to know the rules and call their own faults. If an obvious fault is missed, a player on the opposing team may politely point this out, assuming that their opponent either does not know the rule or missed their own fault. Generally, teams should not call faults against their opponents.

If any of the faults below occur, the opposing team gets a point:

SERVICE FAULTS

- The server foot faults; touching the baseline or court during the serve.
- The server misses the ball when trying to hit it.
- The ball touches a permanent fixture or net post before hitting the ground.
- The ball touches the server's partner, or touches anything the server is wearing or carrying.
- It is not a fault if the server tosses the ball in the air and then decides to catch it.

The serving player is allowed one fault; after a second fault (immediately following the first fault - double fault) a point will be awarded to the other team.

GAMEPLAY FAULTS

If the ball does any of the following, it is considered a fault:

- Lands outside the doubles boundaries of the court.
- Fails to pass over the net.
- Touches the side walls.
- Touches a player or their clothing.
- Touches any other object or person outside of the court.
- Is caught and held on the racquet and then slung during the execution of a stroke.
- Is hit more than once by the same team (double hit).

PLAYER FAULTS

If a player does any of the following, it is considered a fault:

- Touches the net or its supports with their body, racquet or clothing.
- Crosses the plane of the net with their body, racquet or clothing.
- Exception: Players can cross the plane (without touching the net) if they have contacted the ball on their side of the net first.

Note: Hard smashing is discouraged in CSSC Tennis leagues, please respect the level of your opponents.