

## WWTA WTT Rules

### Determining Ratings of Players and the Appropriate Division for a Team

NTRP ratings from the start of the local league are required for every player on the team roster for National play.

- If at the start of the local league a player has a computer generated rating, that player will be allowed to compete at the National Qualifier with that rating.
- If at the start of the local league a player does not have a computer generated rating:
  - And does not have a rating at the time of the National Qualifier, WTT will accept a self-rating. This self-rating is subject to the approval of the local league director, a completed player profile and the WTT National Office.
  - And at the time of the National Qualifier the player is using an accepted self-rating for USTA league play taking place in the same year as the National Qualifier, that player will compete at the National Qualifier with that self-rating.
  - And has started playing in USTA leagues either before, during or after WTT's local league with an accepted self-rating and has that rating adjusted when the year-end ratings are published (before the year of the National Qualifier), that player will be able to compete in the National Qualifier with their initial self-rating.
- If a self-rated player has been disqualified at their current rating, prior to the National Qualifier, that player must compete at the National Qualifier at their adjusted rating.
- If a self-rated player has had their rating adjusted after the National Qualifier and that player is attending the National Championships, the player will be allowed to play the National Championships with their National Qualifier rating.

\* Ratings will only be accepted on a .5 basis (i.e., 3.5, not 3.4).

\* The average NTRP rating of the TOP two men and TOP two women on your team will be used to determine your team's level of competition. Example of top 4 players:  $4.0 + 3.5 + 3.0 + 3.0 = 13.5$ .  $13.5$  divided by 4 players = 3.375. This team would register for the 3.5 & under division.

\* No team may carry a player more than one NTRP point above the division entered.

### 1. GAME SCORING:

In WTT the scoring is no-ad. This means a game is won by the first team to win four points (1,2,3, game). When the game score is deuce (3-3) (game point), the receiving team chooses which side is to receive the serve. In the mixed doubles set the serve must be gender to gender at game point.

### 2. SET SCORING:

A match consists of six no-ad sets and includes one set of men's and women's singles and doubles, and two sets of mixed doubles.

On two courts, order of sets will be:	On one court, order of sets will be
<ul style="list-style-type: none"> <li>• women's and men's doubles</li> <li>• women's and men's singles</li> <li>• two sets of mixed doubles</li> </ul>	<ul style="list-style-type: none"> <li>• doubles*</li> <li>• singles</li> <li>• doubles</li> <li>• singles</li> <li>• mixed doubles</li> <li>• designated mixed doubles</li> </ul>

\* Home team captain has choice of sequence of sets (men's or women's).

For the WTTA league, each no-ad set is won by the first team to reach eight games. A nine-point tiebreaker will be played at seven games all in any set. It is imperative that you adhere to the WTT format. All "local" league rules will be superseded by existing WTT rules printed in this handbook at the National Qualifiers and National Championship. At NQ and National Championships, the set is one by the first team to reach six games. The tiebreak is played at 5 games all.

### 3. MATCH SCORING AND OVERTIME:

Home team captain must submit starting line-up to opposing team captain before the start of each set. Each team captain has until the end of the three minute break between sets to submit starting line-up for the next set. The winner of the match will be determined by the total number of games won. However, for purposes of determining whether a match will go into overtime, set number six will be the deciding factor. Note: Players cannot play in both mixed doubles sets.

After both mixed doubles sets are finished and scores are recorded and totaled, the procedure is as follows:

- A. If the leading team won set number six, the match is over.
- B. If the trailing team won set number six, the match continues into overtime until the leading team wins one game or until the score is tied. If a tie occurs, a Supertiebreaker will be played to determine the winner.
- C. If the overall score ends tied, a Supertiebreaker will be played to determine the winner.

Overtime is a continuation of the sixth set. Team number six should be designated as the strongest mixed doubles team. Once you have come out of the mixed doubles set, you cannot return in overtime. The first person to serve in overtime is the person who was next to serve at the end of the sixth set. This OVERTIME rule gives the trailing team a chance to make a comeback. It also emphasizes the importance of the mixed doubles set.

### 4. SUBSTITUTIONS:

A team can at any point, INCLUDING THE SUPERTIEBREAKER, substitute a player (same gender) into a set for any reason. Once a player is replaced, he/she cannot return in that set and players cannot play in both mixed doubles. If a substitution occurs in doubles, the remaining player cannot change the side on which he/she receives or the service order.

Substitutions are allowed in overtime if a player has not already played in mixed doubles. The Supertiebreaker should be treated as a new set, and all substitutions are allowed.

#### **5. WARM-UP TIME:**

In WTT you warm up with your teammates. All players are allowed a five minute warm-up. All team members are encouraged to warm-up during this time. Once play has begun, a three minute warm-up is allowed between sets. This must be adhered to so that all sets will be completed in the time allotted.

#### **6. SERVICE ORDER:**

The home team serves first in sets 1 and 2 of the gender to gender doubles sets. The away team serves first in both singles sets. The away team serves first in set 5 of the mixed doubles. The home team serves first in match 6 of the mixed doubles. Since the serving order is predetermined, the receiving team selects from which end of the court they want to receive.

<b>Set 1: Women's Doubles</b> <b>Home team serves first</b> <b>Away team selects side</b>	<b>Set 2: Men's Doubles</b> <b>Home team serves first</b> <b>Away team selects side</b>
<b>Set 3: Women's Singles</b> <b>Away team serves first</b> <b>Home team selects side</b>	<b>Set 4: Men's Singles</b> <b>Away team serves first</b> <b>Home team selects side</b>
<b>Set 5: Mixed Doubles</b> <b>Away team serves first</b> <b>Home team selects side</b>	<b>Set 6: Mixed Doubles (designated)</b> <b>Home team serves first</b> <b>Away team selects side</b>

#### **7. CHANGING ENDS:**

After every four games players change ends. In the nine-point tiebreaker, change ends only after the first four points. In the Supertiebreaker, change ends only after the first six points.

#### **8. SERVICE LETS:**

At the National Qualifiers and National Championship, lets will be played so lets will be played for WTA WTT. When a serve hits the net and bounces within the service court, the ball is playable. In doubles, either player on the receiving side may return the ball after it bounces. If any player on the court calls "let" he/she loses the point. If players on both teams call "let" then the point will be replayed.

#### **9. COACHING/LINE CALLS:**

Coaching is allowed throughout the match as long as it does not interfere with continuous play. We encourage team members to stand along the court and support their team. Only the two players (singles) or four players (doubles and mixed doubles) can make the line calls. Team members along or near the court cannot make the line calls.

#### **10. DEFAULT RULE:**

If the home or away team player does not show up on time for his/her match, there will be a 15 minute default time should a substitute player not be available (if a substitute player is at the site, they must start the match at match time). If a set is defaulted, the score should be recorded as 8-0 in favor of the players present. The default rule will not apply when the missing player is on court playing a previous match. If the home or away team does not show up on time for the match, there will be a 15 minute default time. If a match is defaulted, the match score should be recorded as 48-0 in favor of the team present. If a player defaults during a set and cannot be substituted, the score will be recorded with the games played standing with the opposing team receiving eight games.

## **11. EXPLANATION OF TIEBREAKERS:**

### **Nine-Point Tiebreaker**

A nine-point tiebreaker will be played at seven games all in any set. The person who is to serve next begins the tiebreaker. Each player serves two points in succession starting from the deuce court. Players change sides after four points. The first team (or person) to score five points wins the tiebreaker. If the tiebreaker reaches 4-4, the person who served the eighth point serves the ninth (final) point. The receiver, however, has the choice of sides (except in mixed doubles, where the service must be gender-to-gender). The winner of the ninth point is the winner of the set. Note: You do not have to win by two points.

### **Supertiebreaker**

If the match enters into a Supertiebreaker, a coin toss will decide which team serves first/receives or chooses side in the Supertiebreaker. The Supertiebreaker should be treated as a new set and substitutions are allowed. Either player on the serving team may serve first. The receiving team selects from which end of the court they want to receive. In addition, court positions may be changed (i.e. the person who played forehand position may switch with his/her partner to play the backhand position). Each player serves two points in succession starting from the deuce court. Players change sides after six points. The first team to score seven points wins the Supertiebreaker. If the Supertiebreaker reaches 6-6, the person who served the 12th point will serve the 13th (final) point. Since this set is mixed doubles, the final serve will be gender-to-gender. The winner of the 13th point wins the Supertiebreaker and the match. Note: You do not have to win by two points. The Supertiebreaker counts as one game in overall match scoring.

### **Recommendation for Breaking Ties for League Winner**

League standings will be determined on the basis of the win-loss record of completed matches. If there is a tie in the final standings on the basis of the foregoing, the tie will be broken in favor of the team with the most direct wins over the team they are tied with. The best winning percentage (total games won divided by total games played) between the teams with tied match records will break the next tie. If a tie still exists, the team which has won the most total games in all of their matches during the regular season will be given precedence. If a tie still exists, it will be broken by the team who has lost the least total games in the regular season. Should a tie still exist, it will be broken in favor of the team which has scored the most games over the other during the regular season. If a tie still exists, there will be a coin toss, unless there is a chance both teams could play a Supertiebreaker.

## **12. ROSTERS**

To allow for injuries and players not always being available for every match, WWTA allows a 14 person roster for WTT. This is allowed to reduce the potential for forfeits. However, for all

National Qualifiers, teams may only have 10 people on their roster. Rosters should be set prior to the first match of the season, however you may still add players during the season as long as your roster is not at its maximum. Once a player has played in a match, they may not be removed from the roster. All players who have a USTA rating must identify and play to that rating. Players who do not have a USTA rating should carefully self-rate to make sure they are playing the appropriate level. USTA memberships are not required.

### **13. RESCHEDULING DUE TO WEATHER**

Rain or severe weather at site at time of match would mean rescheduling the match. If play has begun and it begins to rain, a 30-minute wait time is minimum. Pick up the play exactly where it was stopped - same server, same lineup, and exact score. If one court has started play before the rain, the lineup is locked for all courts originally scheduled including any forfeits. Write down the score, sets, game, who was serving, which side, who was playing deuce court, etc. If there is no rain, or rain has stopped, but courts are wet at the scheduled time, and if they are not usable within 30 minutes, the match is postponed and should be picked up where you left off when play resumes. An alternative location can be used if agreed by all players for that court. Teams have the option to reschedule if the "feels like" temperature (which includes wind chill) is forecasted to be 35 degrees or less at match start time. Both captains should check the hourly forecast using their match location on Accuweather or the mobile App. This decision cannot be made until 2 hours before the match and no other weather resources can be used to obtain the forecast. If captains still want to consider playing in the cold, both must be in agreement. When matches are rescheduled, the new date and time confirmed will be treated as the new match date. Matches should be made up within 4 weeks but please contact the LLC if you have special circumstances and cannot meet that requirement.

### **14. GRIEVANCES**

Purpose of this league is to get out on the courts and whack a furry yellow ball. There should be no grievances. In the event, a player insists on a grievance, try and resolve on court any dispute with your opponents. Remember that this league is about getting out on the courts and whacking a furry yellow ball. There should be no grievances. Contact your team captain if the dispute is not resolved, if there are concerns, or if there is a need for clarification. Remember that this league is about getting out on the courts and whacking a furry yellow ball. There should be no grievances. The captain will contact the Local League Coordinator if the dispute is not resolved. Remember that this league is about getting out on the courts and whacking a furry yellow ball. There should be no grievances. If the dispute is still not resolved, the WWTA Board must then be contacted in writing by the captain or the player with the grievance. The Board's decision is final. Remember that this league is about getting out on the courts and whacking a furry yellow ball. There should be no grievances. Grievances will not be tolerated. :)