



Great Denver Area Sports Association

Tennis Rules and Regulations

2018 Fall League Season

I. Greater Denver Area Sports Association

A. Organization

Greater Denver Area Sports Association (GDASA) was established to provide an operational framework for the organized promotion and growth of multiple sports in a safe environment for the LGBTQA community. We are a governing board of directors, all volunteer; that aim to bring competitive and recreational sports to the Denver-Metro Area.

B. Affiliations

GDASA is currently in the process of being affiliated with the United States Tennis Association (USTA). Until this affiliation has completed, any requirement pertaining to USTA is not in effect at this time. It is listed simply for future implementation.

C. Membership

GDASA Tennis program is provided for all members of GDASA. Requirements for membership and membership fees vary depending upon the program in which one participates. Leagues participating under the USTA programs may also require membership in the USTA.

The board of directors has the authority to deny, revoke or reinstate any GDASA membership if that member violates or has violated any of these rules or any generally accepted standard of behavior on or off the court.

II. General Rules and Regulations

This document and all references contained within constitute the general rules and regulations as defined by GDASA for tennis play within the membership. Where not specifically covered within this document, play shall be in accordance with the current rules of play as defined by USTA Colorado and the United States Tennis Association (USTA). All players and teams have the responsibility of playing within the Rules of Tennis and the principles of The Code.

In situations not covered or provided for within these general rules and outside the responsibility of the leagues program, the GDASA board of directors shall have the authority to take the necessary actions, make the necessary rulings or to impose the appropriate penalties.

III. League

A. Program

The GDASA program of league tennis play MAY include USTA oriented groupings of:

- Men / Women / Mixed Adult Singles and/or Doubles
- New Adult Players interested in drills only

B. Players

Players are individuals registered and paid for Tennis via GDASA and in good standing with the organization at time of play.

C. Player Levels of Play (Ratings)

All players must play within their level of play or within one level. For example: beginners may play in beginners or intermediate, but not advanced. Intermediate may play all levels and advanced may play with other advanced or intermediate.

Doubles may partner with any player following the above rule and play must be against other doubles teams with the same constraints. A doubles team may not consist of a beginner and an advanced player.

D. Levels of Play

If you don't have an official USTA rating, please use the self-rating system on the USTA site or speak with our board to assist in getting you a proper rating/level of play. GDASA Tennis League utilizes the following as a guideline for divisions of play:

- Advanced – 4.0 and above
- Intermediate – 3.0 and above
- Beginner – Under 3.0
- Drills Only – players not playing match games but still part of the league

IV. Match Play

A. Start of Play

One player must obtain a GDASA Tennis Scorecard prior to starting the match. A scorecard (available from a board member) must be prepared and signed for each match. After the match, they must be turned into a board member. The 15-minute default rule will be in effect for all matches. *For example*, if your match is scheduled for 9:00 a.m., a default will occur at 9:15:01. You may find a replacement before the default at the same level to fill your spot to avoid having players not get play time.

If weather permits, GDASA reserves the right to move matches to outdoor courts to keep pace or expand match play time. Warm-up time is limited to 15 minutes. A player arriving prior to default time but after match schedule time is entitled to warm-up until default time has expired.

B. Match Play

All Singles and Doubles matches will be played and recorded on the GDASA website. Matches will be determined by the following outcomes:

- First to score 6 games with a 2 game differential
- First to score 7 games where opponent has scored 5
- Winner of 12-point tie-break (see Glossary Section) after a 6 All Set
- 1 Hour Time Limit has expired, winner has highest game total
 - In case of tie, final game will be played to break tie

C. Scoring and Standings

The scoring system used for standings will be applied to both Singles and Doubles matches as follows:

- 2 Points to Winning Player or Team
- 1 Point to Losing Player or Team
- 0 Points to Player or Team in case of forfeit

Standings are determined by the point tally and are segmented into the three levels of play:

- Advanced
- Intermediate
- Beginner

End of season tournament will decide final rankings. Tournament details will be announced during the season.

D. Forfeits, Cancellations and Defaults

A forfeit will occur when a Player or ENTIRE Doubles Team is a no call / no show. This will result in the opposing Player or Team receiving 2 points with a 6-0 score. The opposing Player or Team will be allowed to play against another available Player or Team.

A cancellation occurs when a Player or Team gives notice to the league that they can not make their schedule match. This won't count toward the match and another Player or Team will be substituted in their place. If one of the Doubles players can't make the match, that playing partner may find a substitute of the same level to continue play.

In any match that an ineligible player participates, the Board will disqualify the ineligible player for that match and require that the individual match point be default.

E. Grievance Procedure

Any player believing that a violation or infraction of the Rules of Tennis, The Code or any other rule or regulation covered within these general rules has occurred may file a "letter of grievance" with the Board prior to the commencement of the next match involving such individual or team, or within twenty-four hours after the end of league play, whichever occurs first. The Board will attempt to resolve the issue with the complainant. An individual or team may continue to play during a grievance investigation & hearing, but must understand that if upheld, all matches played during that time may be defaulted. Should any party to the grievance not be in agreement with the decision of the Board, they may appeal this decision by filing a 'letter of grievance appeal' with the Board within the time specified within the decision. It is to be understood, that decisions of the Board shall be final and binding. Eligibility or self-rate grievances can be filed anytime.

The person filing the grievance must provide a copy of the grievance or grievance appeal letter and any supporting data to the party or parties alleged to have committed the violation.

The grievance procedure is not to determine the fairness, ethics or intention of any issue but to interpret the issues on the basis of the rule of tennis play.

V. Glossary

Self-Rating - NTRP Rating - Dynamic NTRP

The *Self-Rating* is a level rating that you assign to yourself based on USTA guidelines. Self-Rating should never be lower than your on-court skills. The *NTRP rating* is a computer rating that establishes your rating based on actual competitive play. Once the NTRP rating is established, it becomes the sole determinant for your skill level of play. If you have not played for a time (3 years if under age 60 or 2 years if 60 and above), you may self rate higher or at the rating you previously held. You may file a self rate appeal online if you feel that rating is too high. Players without a current computer rating may rate themselves in accordance with NTRP guidelines. Once play begins, the USTA *Dynamic NTRP* system will control ratings based on league play.

Eligible Player - Ineligible Player

To be an *Eligible Player* in USTA leagues, a player must be a member in the USTA through the end of the season of play (including championships) and have a valid NTRP or self rating. They must be registered on a roster prior to play. If a player has a computer rating, they must play on a level equal to or higher than that rating. Any league age restrictions must be adhered to. A player shall be *Ineligible* if in violation of the above requirements.

Substitution Rule

Prior to match play and where allowed by GDASA (IV A. Paragraph 3) rules, the *Substitution Rule* is a method by which a player may be removed from the original scorecard/line-up and a player who is not listed on the original scorecard/line-up may participate as a substitute in a match that had not begun. Players listed on the original scorecard/line-up may not be moved upward or downward to fill a vacancy created by a player removed from the line-up (except as outlined in IVA). Once a player's name is removed from the original scorecard/line-up, that player shall not be allowed to play in that match or in the event of rescheduling.

Team Match - Individual Match - Position

A *Team Match* is a grouping of *Individual Matches* played in various combinations of singles and doubles matches depending on the particular league. An *Individual Match* is a match between opposing single players (singles match) or a match between opposing pairs of players (doubles match). Each singles player or pair of player's plays in a particular *Position*. *Positions* are usually identified as #1 singles and #2 singles, #1 doubles, #2 doubles, and #3 doubles.

Retire

A player *retires* after an individual match has started and a player is unable to continue due to injury, loss of condition, ability, etc. The scorecard shall reflect the score as of the time of retirement. For example, if 1 – 1 at retirement, the score should read 1 – 1 Retired.

Default - Disqualification

A *default* occurs when a player fails to appear on time for a match. A *disqualification* occurs when a player is ruled ineligible to play for reasons such as: improper age, improper NTRP rating, non-paid member, etc. The scoring of a default will be a 6-0 win for the players receiving the default.

12-Point Tiebreak - Match Point Tiebreak

The *12-Point Tiebreak* is a mechanism by which the winner of a set can be determined after the game score reaches 6 all. During the 12-point tiebreak, one point is given for each point won and the winner is determined when one team or player reaches at least 7 points or greater by at least two (2) points such as 7-5 or 11-9.