

Tennis Rules

Stonewall Sports Wilmington

1. RULES

The standard United States Tennis Association (USTA) rules of tennis will be used with a few modifications as outlined below.

2. SKILL LEVELS

- A. Advanced (USTA 4.0+)
- B. High Intermediate (USTA 3.5)
- C. Low Intermediate (USTA 3.0)
- D. Novice (USTA 2.5)
- E. Beginner (USTA 2.0/ Just Learning)

SKILL LEVELS EXPLAINED:

- **USTA 2.0:** Beginners still learning the basics about returning hits and serves. Little to no volley nor front play skills. Need on court experience to learn. May need guidance with scoring, game play, etc.
- **USTA 2.5:** Players are learning more about movement and starting to predict where the ball will go. Working on consistency in return placement and accuracy.
- **USTA 3.0:** Players are consistent when returning balls that are medium paced, but lack accuracy, depth, and directional control with their ground strokes. Still developing volley/ front play skills.
- **USTA 3.5:** Players can return moderate paced hits consistently. Players have limited abilities and skills in terms of lobs, over-head approaches, and volleys.
- **USTA 4.0:** Consistent players with good directional and depth control on both their forehand and backhand hits. Players also have success with over-heads, lobs, volleys, and approach shots. Can return fast paced serves with accuracy.
- **USTA 4.5:** Players have a well-balanced skill set in regard to ground strokes, volleys, over-heads, etc. Know how to change pace and spins on their shots. Are able to develop game plans according to their opponents' strengths and weaknesses.

3. MATCH FORMAT

Teams

- Each match will consist of 3 doubles teams of 2 players. Total playing slots = 6 per team.
- Captain (or Co-Captain) is responsible for the team lineup and must present the lineup 24 hours before the start of play. Captains will review with each other, make changes, and submit the final line-up to the director by noon on game day. Captains must sign-off on finalized line-ups before the match starts.
 - Adjusted line-up must be approved by the opponent captain as well.

8 Game Pro-Set

- Each match is an 8-game pro set - win by 2 games. If the score reaches 7-7, a 7-point tiebreaker is played to determine the winner.

Regular scoring

- 15, 30, 40, game. If the score reaches 40-40 or deuce you must win 2 consecutive points to win the game.

Changing Sides

- Players should change ends of the court on odd number games.
 - Example: switching ends of court when score is 1-0, 1-2, 2-3, etc.

7 Point Tiebreaker

- This is considered the last game of a set or a match if the score reaches 6-6 or 7-7 in an 8 game pro-set. The first player to reach 7 points with a 2-point margin is the winner. The first point is served to the deuce court. Team's alternate ends of the court every 2 points each after the first point serving to the ad court first and the deuce court second. Players can request support on tracking tiebreakers from Captains and Directors.

4. TEAM SCORING

- Team score will be kept by total games won. Team that wins the most games is the winner. A tie score is possible.
 - Example with Baby Got Backhand (BB) and Wilmington Aces (WA)
 - #1 Doubles BB 8 -- AC 5
 - #2 Doubles BB 4 – AC 8
 - #3 Doubles BB 8 – AC 6

Total Games Won BB 20 - AC 19

BB wins the match 20 - 19. As you can see from the example above – every game counts.

5. REPORTING SCORES

- Each court will have score cards where teams can report the number of games won by each team. In the event that the court score is not documented, the captain must report scores to directors within 24 hours of game play.

6. MINIMUM NUMBER OF PLAYERS – This will depend on how many people register

- A minimum of 6 team members will need to be present in order to be eligible to receive maximum points. If a team has 6 players present, they are eligible to play.
- If a team has 5 or 6 players for lines that are not able to be filled, that team may utilize subs from any other team's (not opposing team) practice court.
- 4 or fewer players results in a forfeit and 0 points. In this scenario, a possible 30 points will be awarded to the opposing team with a full roster available (10 lines at 3 points each). The opposing team must have the required minimum players to receive full points.

7. WARMUPS

A five-minute warmup is allowed and encouraged. After that, players will be asked to begin as we have many sets to play in a relatively short period of time. Balls will be provided and should remain on the court once a match finishes.

8. LINE CALLS AND OTHER DISPUTES

- Each player calls the ball in or out, using the designated singles or doubles lines on their side of the court.
- The serving team is responsible for calling the point score and game score.
- In the event the serving team forgets the score, they may ask opponents or any spectators or assistant directors (volunteers) for assistance.
- In the event of a dispute, please first try to come to an agreement by walking back through each point that was played in the game. Players should return to the point that both players agree on the score.
- Please consult with the Tennis Directors, or a team captain if players cannot come to an agreement.
- A line ref can be provided by the director if someone on court believes this is necessary. This will be an impartial player from another team or a knowledgeable spectator.

9. TIEBREAKERS USED FOR TOURNAMENT SEEDINGS:

1. **First Tiebreaker:** Overall win-loss record
2. **Second Tiebreaker:** Season games won
3. **Third Tiebreaker:** Head-to-head record
4. **Fourth Tiebreaker:** Coin toss

10. TOURNAMENT

- Tournament will be based of seeding as follows.
 - #1 & #2 teams will play for 1st and 2nd
 - #3 & #4 teams will play for 3rd and 4th
 - #5 & #6 teams will play for 5th and 6th
- Tournament play will follow be the best of 2 out of 3 sets. Subject to change to 8-game pro set under director's discretion.

10. Captains Responsibilities

- Captains are responsible for creating line ups and sending them to the director/opposing team by 12 PM the day of matches.
- Captains will serve as liaison, communicating updates between Tennis Directors and players.
- Captains will ensure that each court played reports scores to directs within 24 hours of match.

- Captains will work with Directors to equitably disperse players to create teams.

All rules are subject to the Tennis Director's discretion. Any questions regarding the rules above can be directed to the Tennis Directors:

Terrance Williams - *he/him/his*
Stonewall Wilmington Tennis Director

Nicholas Moriarty - *he/him/his*
Stonewall Wilmington Assistant Tennis Director

Wilmington.Tennis@StonewallSports.org

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