



2008 MetropoliTEAM TENNIS RULES

I. Eligibility

MetropoliTEAM Tennis is open to all current MTG members.

II. The Game & Players

1. A team consists of four to six players, with four playing per tie. The format consist of three no-ad sets which include two sets of singles and one set doubles, which will be played consecutively.
 - Within a given tie, the cumulative NTRP rating of the 4 players (2 singles and doubles team) cannot exceed 14.0. For team play, maximum number of players per tie is encouraged. However, on evening where that is not possible, an individual player may participate in both the singles and doubles sets, provided that the cumulative NTRP still does not exceed 14.0 (with the individual's rating calculated twice).
 - 4.5, 3.5, 3.0, 3.0
 - 4.5, 3.5, 3.5, 2.5
 - 4.0, 4.0, 3.0, 3.0
 - 4.0, 3.5, 3.5, 3.0
 - 3.5, 3.5, 3.5, 3.5
 - any combo of 3.5s and below
 - Teams cannot have more than ONE player of 4.5 or higher. Any player 5.0 or better, when calculating the team's rating, counts as a 4.5.
 - Prior to each tie, rosters (consisting of first singles, second singles and a doubles team) will be given to the coordinators who will then announce the match-ups.
2. Before play, players may warm-up (5 minutes) with other teammates. Once play has begun a three-minute warm-up is allowed between pro-sets. This must be adhered to so that all pro-sets will be completed in the time allotted.
3. Substitutions: During play within a tie, no substitutions will be allowed.
4. The Teams shall change ends at the end of the first, third and every subsequent alternate game of each set, and at the end of each set unless the total number of games in such set is even, in which case the change is not made until the end of the first game of the next set. If a mistake is made and the correct sequence is not followed the players must take up their correct station as soon as the discovery is made and follow their original sequence.
5. There will be 3 ties of play with match-ups randomly determined [July 13th, July 27th and August 10th play at **MetroTennis Academy** (Riverdale campus at Kennedy High School)]. Cumulative totals for the three ties will determine the advancing semi-finalists. Semi-finals and Finals will be played consecutively during the MTG September Doubles party at the **USTA National Tennis Center**. Third place finishers will be determined by a consolation final (to be played simultaneous to the Team Tennis Final).

III. Costs

1. The cost is \$100 per team for the duration of the MetropoliTEAM Tennis season. This breaks down to \$33/tie for the 3 round-robin ties: assuming 4-person roster per tie, this would equate to approximately \$8/person per tie played. Team fees are required *before* the start of the Team Tennis season and reimbursements will be handled individually by team captains (similar to USTA team fashion).
2. Tennis balls and court time costs are included in the team fee.

IV. Scoring

1. In Team Tennis the scoring is no-ad. When the game score is deuce (game point), the receiving team chooses which side is to receive the serve.
2. The first team to reach **six games** will win each no-ad set. A nine point Tiebreaker will be played at five games all in any set.
3. The winner of the match will be the team that wins the most games. After all games are totaled, if the trailing team won the doubles set, the match is not over. Doubles play continues until the leading team wins another game or the trailing team ties the score. The overtime rule gives the trailing team a chance to make a comeback. It also emphasizes the importance of the double set. If a tie occurs, a super tiebreaker will be used to determine the winner of the match.

V. Tie Games (Tiebreak Rules)

1. Nine Point Tiebreaker - The person who is next to serve 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. The winner of the ninth point is the winner of the set. You do NOT have to win by two points.
2. Super Tiebreaker - If the match enters into a super tiebreaker, a coin toss will decide which team serves first. The super tiebreaker should be treated as a new set. 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 super tiebreaker. If the super tiebreaker reaches 6-6, the person who served the 12th point will serve the 13th (final) point. The winner of the 13th and final point wins the super tiebreaker and the match. NOTE: You do NOT have to win by two points.