# **GUIDELINES FOR PLAY 2010-2011**

#### 1. LEAGUE STRUCTURE:

- a. Clubs' Teams compete in seven Divisions (1 to 7). Division 1 is the most competitive.
- b. Divisions 1-3 play Saturday AM. Divisions 4-7 play Sunday AM.

## 2. PLAYER ELIGIBILITY:

- a. All players must be a member of the Club for which they play, as determined by the club's (facility's) rules. In addition, at the following facilities - Darien Town & Town of New Canaan - the following rule applies: At least 75% of the players at each match must be residents of the town where the facility is located, and 100% of the players must be residents of Fairfield County.
- b. A player belonging to two different Clubs may only play for one Club during the season.
- c. <u>One</u> teaching professional employed by a club is eligible to play, but only at either the Division 1 or Division 2 level, whichever is the highest ranked team for that club. Therefore, if the club has a Division 1 and a Division 2 team, the Pro can only play for the Division 1 team.
- d. Every Team in Divisions 1-7 must provide a list of eight (8) "frozen" players. These players are ineligible for play on any other Team in the same or a lower Division. The players must be listed in rank order of ability starting with the best player first. Frozen players must play a minimum of 3 matches on their designated team during the season. In the event a frozen player does not play 3 matches, the team will forfeit one match for each match under the minimum (3) that the frozen player falls short (e.g. if a frozen player plays in only one match, two will be forfeited, if he plays in two matches, one will be forfeited). This rule applies for each frozen player. Forfeits will be deducted at the end of the season from total Points Won.
- e. The Frozen Player List will be submitted to the Division Manager (FCPTL Board Member responsible for each division see list below) prior to the start of the season, and posted on the website before the start of the season. An adjustment to this list may only be made with a submission to the Division Manager. Changes will take effect one week after confirmed receipt of the change. Decisions regarding players will be made based on postings on the website at the time of a match.

## 3. PRE-MEET RESPONSIBILITIES:

- a. The host Captain will contact the visiting Team Captain by Wednesday of the week before the meet to confirm the time and location of the meet.
- b. The host Team provides balls and refreshments.
- c. Captains must prepare their line up before the meet, listing match teams in descending order of ability from highest to lowest.
- d. Do not cancel a meet prematurely; wait until the morning of the meet.
- e. If courts are not playable at the host Club, try to switch to the visiting Team's Club.
- f. Rain is not considered a reason for postponement (use good judgment, however, concerning players' safety).
- g. Postponed matches are only permissible due to inclement weather and must be replayed within 2 weeks of the originally scheduled date. Each individual match not replayed within 2 weeks will be scored as a loss of 1 point for both teams. This will be strictly enforced!

## 4. MEET GUIDELINES:

- a. A meet between two opposing Club Teams consists of four matches.
- b. Captains are expected to field their best teams in descending order of ability from highest to lowest.
- c. A meet must be played on the morning of the date scheduled. Points will be forfeited by both Teams for not completing the match as scheduled.
- d. A default occurs 15 minutes after the agreed upon starting time (typically 8:30 & 10AM).
- e. If an injury or personal matter interrupts play, the team calling for the delay defaults.
- f. A match consists of best of 3 sets.
- q. A.P.T.A. rules of play shall govern all matches.
- h. A 7-point tiebreak shall be played when a set reaches 6-all.

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## 5. SCORE REPORTING:

- a. By 5pm each Monday night, the Host Captain must post the scores at <a href="https://www.fcptl.com">www.fcptl.com</a> (alternatively, the Visiting Captain may also post scores).
- b. <u>Game summary must include set scores</u>, <u>player's first and last names</u>, <u>and order of play for each of the 4 matches</u>, and the name of the Captain submitting the scores.
- c. If the set scores and players are not properly recorded within a week following completion of a match, both teams will default the misreported match.
- d. If there is a challenge to meet reporting on the website, it must be submitted by either Captain to the Division Manager by 12 noon on Wednesday following the meet with a copy to both Captains. A final ruling will be adjudicated as quickly as possible.
- e. Division Manager contacts are as follows:

Div.	Role	Name	Email
	President & Schedule	Scott Smith	smithsa@optonline.com
1	Treasurer	Bobby Kellman	<u>kellmanr@hotmail.com</u>
2	Tournament	Steve Larson	slarson@cornerstone-equity.com
3	Website	Greg Brasher	gregory.brasher@gartner.com
4	Website	Tom Kratky	tom.kratky@gmail.com
5	Captain's Breakfast	Richard Hurst	thirstywork@optonline.net
6	Tournament	Ron Gayda	<u>rongayda@yahoo.com</u>
7	Public Relations	Steve Caccam	stevecaccam@gmail.com

f. If you have any problems posting scores, send details to the appropriate Division Manager email address listed above.

## 6. LEAGUE STANDINGS & YEAR END RESULTS:

- a. Each match won counts one point for the Club. There are a total of 4 points to be won. If one team cannot field a full squad of 4 doubles teams, they forfeit one (1) point for each pair they are short. If both teams are short players, then the number of Match Points is reduced. For example if both teams are short 1 pair, then only 3 points will be awarded for that meet. If Team A only has 2 pairs, and Team B only has one, a maximum of 2 points are awarded for that meet Team A automatically wins one point on forfeit, and the other point is awarded based on the result of the match that was played.
- b. Based on the end of the season point standings, top and bottom clubs in each Division will move up or down per the chart below.
- c. Tiebreaker Hierarchy

If there is a 2-way tie in any division, the following hierarchy will apply:

- 1. Head to head total Match Points will be used as the 1st Tiebreaker.
- 2. If no score details beyond the Match Points were entered and the teams tied, then a coin flip will decide which team moves up or goes down.
- 3. If tied on Points, Total Sets won in head to head match will be the 2nd Tiebreaker.
- 4. If tied on Points and Sets, Total Games won in head to head match will be used as the 3rd Tiebreaker.

If the result can still not be determined, or if there is a 3-way or more tie in any division, the following will apply - total points won, then total sets won, then total games won across all teams that are tied will be compared, and the lowest team(s) drop or do not move up, even if they won in head to head competition.

Year end Standings	Division 1	Divisions 2 thru 6	Division 7
Top Teams move up	N/A	1 & 2 up	1 & 2 up
Bottom Teams move down	11 & 12 down	11 & 12 down	N/A

**7. LEAGUE RULE CHANGES:** The FCPTL Board reserves the right to add, delete, or change any rule at any time.