

FCPTL GUIDELINES FOR PLAY 2017-2018

1. SPIRIT OF THE LEAGUE:

- a. All Players, Captains, Managers, Coaches, Referees, Board Members, and anyone otherwise associated with any League match, tournament or event, will be expected to abide by the "Spirit of the League", which is guided by the following Mission: "The purpose of the FCPTL is to increase the awareness, participation and enjoyment of healthy and friendly competition between clubs, teams, and associations throughout Fairfield County, CT."
- b. It is expected that the aforementioned categories of persons will conduct themselves at all times with the utmost regard for the Spirit of the League, fair play, good sportsmanship, civil communications, integrity, and respect for their teammates and opponents.
- c. Any participant in the League can expect to be treated in a like manner by any other participant, especially concerning matters of the League and friendly competition.
- d. In most cases, as long as a match has been contested by all parties in good faith, the Board will prefer to let the results of the match take precedence over any post-match technical loopholes. The Board takes a very dim view of protests deemed to be a nuisance and without merit, and especially of those intended to cause harm to any affected party.

2. LEAGUE STRUCTURE:

- a. Club Teams compete in seven Divisions (1 to 7)
- b. Divisions 1-3 play Saturday morning; Divisions 4-7 play Sunday morning.
- c. Given the growth of the League and court scheduling constraints, there will be a limit to the number of teams any club or association can field on either Saturday or Sunday. If a club has fewer than 4 operational courts, they may only field two teams per day. If a club has 4 or more courts they can field a maximum of 4 teams per day (currently Wilton Y exceeds this limit, which may impact them in future seasons). In addition, if a club or association exceeds the per day limit due to a team moving up or down, they may have to eliminate that team from the following season or, in the case of moving up to Division 3, could elect not to move up.
- d. The FCPTL Board is structured by division. If you have a question, please check the guidelines, visit the website, or reach out to the appropriate Division Manager.

Div.	Role	Name	E-mail
	President	Steve Larson	slarson@cornerstone-equity.com
1	D1 & Website, Sched.	Tom Kratky	tom.kratky@gmail.com
2	D2 & Treasurer	Ron Gayda	rongayda@yahoo.com
3	D3 & Website	Greg Brasher	gregory.brasher@gmail.com
4	D4 & PFI Tournament	Scott Hapgood	scott.hapgood@ubs.com
5	D5 & Scheduling	Demian Johnston	djohnston@gmail.com
6	D6 & Documents, PFI	Paul Harding	pharding21@hotmail.com
7	D7 & Captains Breakfast and Events	Tom Dickson	thomas.w.dickson@ustrust.com

3. 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 6 of the 8 players at each match must be residents of the town in which the facility is located, and 100% of the players must be residents of Fairfield County. The 2 (maximum) non-resident players must be Eligible Non-Residents. A non-resident becomes Eligible after approval by the FCPTL Board. Clubs must e-mail a list of proposed non-residents to the Board on or before October 7th. The Board will then confirm which non-residents are Eligible Non-Residents.
- b. A player may only play for one Club during the season.
- c. Up to two Pro's (non-members) that are on staff at a given club may play subject to the following restrictions. A Pro becomes Eligible after approval by the FCPTL Board. Clubs must e-mail a list of Pro's that are on staff to the Board at least one week before the first match of the season. The Board will then confirm which Pro's are Eligible Pro's. Eligible Pro's can only play in the top two divisions. In addition, only one Pro can be in the line-up for any team on a given Saturday. For clarity, a Pro must play on a Club's highest team, unless, based on his/her playing ability, he/she belongs on a lower team, in which case he/she may play in Division 2, if that option is available.

FCPTL GUIDELINES FOR PLAY 2017-2018

- 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 4 matches on their designated team during the season. In the event a frozen player does not play 4 matches, the team will lose one point for each match under the minimum (4) that the frozen player falls short (e.g. if a frozen player plays in only one match, three points will be deducted, if he plays in two matches, two points will be deducted). This rule applies for each frozen player. Points will be deducted at the end of the season from total Points Won.*
- e. *Players can only play once per day and cannot play in more than 17 total matches, regardless of the division, throughout the entire season (e.g. every match on Saturday and only 2 matches on Sunday, or 9 matches on Saturday and 8 matches on Sunday, or other combination).*
- f. *The Frozen Player List will be submitted to the Division Manager (FCPTL Board Member responsible for each division - see list above) prior to the start of the season, and will be 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.*
- g. *Pro's will not be eligible for the Paul Fowler Invitational tournament.*

4. 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. Lineups must be submitted simultaneously, such that neither team can reactively create its lineup.*
- 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!*

5. 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. *If an ineligible player participates in a match, the line he plays will be deemed a loss regardless of the actual outcome AND all lines below the line where the ineligible player participated will also be deemed losses. E.g. if an ineligible player plays the 2 line then lines 2, 3 and 4 will be deemed mandatory losses.*
- e. *A default occurs 15 minutes after the agreed upon starting time (typically 8:30 or 10:00AM).*
- f. *If a team is short of players, they must default in the 4 position (then 3, 2 and 1 in that order) and re-stack their team to play the top matches.*
- g. *If an injury or personal matter interrupts play, the team calling for the delay defaults.*
- h. *A match consists of the best of 3 sets.*
- i. *A.P.T.A. rules of play shall govern all matches.*
- j. *A 7-point tiebreak shall be played when a set reaches 6-all.*

6. SCORE REPORTING:

- a. *By 5pm each Monday night, the Host Captain must post the scores at www.fcptl.com (alternatively, the visiting Captain may post scores by agreement with the Host Captain).*
- b. *Game summary must include set scores, player's first and last names, order of play for each of the 4*

FCPTL GUIDELINES FOR PLAY 2017-2018

matches, 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 scores reported 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. *If you have any problems posting scores, send details to the appropriate Division Manager's e-mail address listed above.*

7. 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. *Any team that has multiple defaults during a season may be subject to either dropping a division or removal from the league.*
- d. *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; 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.*
- 2. *If tied on Points, Total Sets won in head to head match will be the 2nd Tiebreaker.*
- 3. *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.

<i>Year end Standings</i>	<i>Division 1</i>	<i>Divisions 2 thru 6</i>	<i>Division 7</i>
<i>Top Teams move up</i>	<i>N/A</i>	<i>1, 2 & 3 up</i>	<i>1, 2 & 3 up</i>
<i>Bottom Teams move down</i>	<i>14, 15 & 16 down</i>	<i>14, 15 & 16 down</i>	<i>N/A</i>

8. LEAGUE RULE CHANGES:

- a. *Should any matter arise and require intervention or ruling from the Rules Committee or the Board of Directors, any decision rendered shall be considered final and binding. The Board, along with any committees of the Board, reserves the sole right to add, delete, amend, or interpret any Rule at any time, as the Board sees fit.*