

Article X – Tennis

1. PRACTICE
 - A. “Organized Practice” is defined as a practice which is attended by the players and a coach, and at which the coach directs, instructs and drills the player, players and/or the whole team. [CCS Bylaws: Article V Approved Sports, Section 3 Season of Sport, F Practice, 1 Definition](#)
 - B. Practice shall not be held on Sundays or Christmas.
2. STARTING DATES – Organized practice for all levels may not begin prior to a date established by the CCS. [CCS Bylaws: Article V Approved Sports, Section 3 Season of Sport, F Practice, 6 Starting Dates for Practice](#)
3. COACHING STAFF LIMIT – The maximum number of coaches, paid or volunteer, for tennis is 3 for each gender.
4. GAMES AND GAME LIMITS
 - A. It is considered to be a “game” whenever two schools meet in any competition in any CIF approved sport. The game limit for tennis is:

Varsity:	24 Matches and 2 Scrimmages
JV:	24 Matches and 2 Scrimmages
 - B. A tournament counts as the minimum number of contests guaranteed.
 - C. An alumni contest shall not be included in the game limit of any sport.
 - D. Games shall not be played on Sundays and Christmas.
 - E. All games shall be played according to the USTA Rules of Tennis.
5. STARTING TIMES

Matches on both the Varsity and JV levels are to begin at 3:30 during DST and 3:00 during standard time, or the time dictated by the off-campus tennis facility. Starting times for all matches shall be designated on all schedules and must be observed under the penalty of forfeiture. Game times and/or locations can be changed by mutual agreement from each school’s Athletic Director and WCAL Commissioner approval.
6. SCRIMMAGES [CCS Bylaws: Article V Approved Sports, Section 3 Season of Sport, G Scrimmages](#)
 - A. A Scrimmage is considered a contest per all CIF and CCS bylaws and is defined as (1) an activity involving teams or individual student-athletes from two or more different schools in a CIF-approved sport; AND (2) where no score is kept; AND (3) where regulation time is not kept; AND (4) where substitute rules are set aside; AND (5) where coaches are stopping play for instructional purposes, (6) where officials are allowed to be paid, and (7) where admission may be charge to spectators.
 - B. All scrimmages must be listed on a school’s official sports schedule.
7. SCHEDULE
 - A. A double round robin League schedule shall be played each year by both boys and girls Varsity and JV teams.
8. ELIGIBILITY – Student-athletes may move between levels of competition during the season. A student-athlete may only participate in one level per day.
 - A. Member school’s administration must track eligibility and CCS max number of contests may not be exceeded.
 - B. Coaches must have Athletic Department documentation and approval. It is considered a contest when on the roster even if the student-athlete did not play.
 - C. Seniors: Senior athletes are not eligible for JV competition.
 - D. Season Long Play— 50% Rule

Athletes must participate in at least ½ of all league matches to qualify for CCS playoffs.
This is the CCS 50% rule and specific language can be found in the CCS Playoff Policy section.

9. SPORT-SPECIFIC RULES

A. Levels of Competition

There shall be Varsity and JV competition.

B. Team Composition

1. Each team will participate in seven (7) matches, with the following formatted play:
 - i. Four (4) Singles and three (3) Doubles, with seven team points. The format is seven (7) “best two-out-of-three sets tie break” matches. If a match splits sets, a 10-point match tiebreaker will be used for the third set.
 - ii. Team Points Format: Each Singles and Doubles match is worth one (1) point for a total of seven (7) points. Four (4) or more points are required to win the match.
 - iii. All matches shall be played to completion. If there are unforeseen circumstances (ex. running out of daylight or rain) and the match has been decided, if both coaches agree, then the remaining matches do not have to be completed.
2. Varsity only: Coaches from both teams shall submit a player strength ladder and line-up prior to the match.
3. Varsity only: The player strength ladder must represent both singles and doubles players on team roster starting with highest strength players as number one to lowest strength player listed last.
4. Varsity only: Each team will consist of four singles players and three doubles teams.
 - i. The number one singles player must be ranked higher on the team individual player strength ladder than the number two player. The number two singles player must be ranked higher than the number three singles player. The number three singles player must be ranked higher than the number four singles player.
 - ii. The ranking of the doubles teams will be determined by the sum of the ladder positions of each team. The number one doubles team will be the team with the lowest sum. The number two team with the next lowest sum. The number three team with the highest sum. If the sum of any of the ladder positions for two or three of the teams are equal, then the highest ranked individual player shall play on the higher ranked doubles team.
5. Varsity only: No player can appear in the lineup unless he/she is listed on the ladder.
6. No-Ad scoring will be used during the girls season in the fall. Ad scoring will be used during the boys season in the spring.

C. Team Balls The home team shall provide a minimum of 14 USTA approved balls.

D. Rules for coaching:

1. In accordance with USTA rules, the Coach may coach a player or team during the 90 second change-over. No coaching can take place after the 1st game nor before or during the tiebreaker.
2. Only a school’s coach may advise or coach the team or player during the match.
3. Only one coach may be designated as the coach for the designated match. If a school has more than one coach, multiple coaches may coach the match as long as it is an equal number per school or agreed upon by the coaches at the match.
4. Coaches may not go onto the court of play during switchovers. Coaches are encouraged to discourage any distractions in play.

E. Rules for Line Judges:

1. Line judges may only be called by a player involved in the match on the court. Coaches, parents, teammates should never ask or suggest that a line judge be called.
2. When a line judge is called, each team should select a representative from their team (a player, not a parent.) If there are no players available, the responsibility falls on the coach to be the line judge. A parent or person not a member of the team should never be the line judge. The coach is within their right to be the line judge for their team as well regardless of availability of players.
3. The Double Over Rule System will be used. Each line judge should stand at opposite net posts. Line judges are called to assist with line calls only, not score keeping, not ball retrieval etc. In such a case in which a player objects to a call made by their opponent, they may ask the line judges (both of them) for a ruling. For the call to be “overruled” both line judges have to agree. Each line judge is in charge of the entire court. For example; if player 1 calls the ball out and player 2 disagrees, player 2 defers to the line judges. If the two line judges do not agree that the ball was in, the call stands. If only one line judge overturns the call, the call stands. If at any time, the two respective coaches feel a change needs to be made in line judges, they may do so.

10. POSTPONEMENTS AND TIES

- A. Rescheduling of League Matches – These matches, whether postponed beforehand or after matches begin, shall be rescheduled by the host school, after notifying the Commissioner. If the match had already started before being suspended, then the players shall continue from the point of interruption. The decision to call a match shall be mutually decided by the coaches.
- B. Postponement of Varsity League Tournament – The tournament shall be rescheduled at the earliest possible date by the League Commissioner.

11. LEAGUE CHAMPIONSHIP

- A. The team which wins the double round robin competition shall be the League champion. For Varsity, the League champion will be the automatic entry in the CCS tennis team tournament.
- B. Varsity only: If two or more teams tie for the round robin championship, and all teams within the tie have equal records among themselves, a playoff shall be conducted as described below to determine which team shall be the automatic league entry to the CCS team tennis tournament. All teams involved in the tie shall be declared League champions, unless one team involved in the tie has a better record against the other team(s) involved in the tie. In this case, the team with the better record shall be the League champion, and no playoff would be necessary.
- C. Varsity only: Ties involving two or more teams
 - 1. In the event there is a tie involving two or more teams, and those teams have equal records among themselves, then a playoff shall be conducted to break the tie as follows: Following Section 9.B.4 lineup rules, each position on one team will play a set against the similar position from the other team. The first team to win four sets shall be declared the automatic league entry to the CCS team tennis tournament.
 - i. If there are only two teams and if the match has been decided before the completion of all matches, then the match does not have to finish.
 - ii. If there are more than two teams, then each match will play to completion.
 - 2. In the event there is still a tie between more than two teams after the above playoff, then counting up the results of each match and awarding one point for each game won within the match shall break the tie. For example, if player A defeats player B in their set by a score of 6-2, then player A would receive six points and player B would receive two points. Each team would total up all their points from all the matches, both singles and doubles, and the team with the greatest number of points would be declared the champion and representative to the CCS. In the event there are still two teams tied after this tiebreaker, then the results of the head-to-head competition in the playoffs between those two teams shall determine the representative to the CCS.
 - 3. If all of the above tie-breakers cannot decide a champion, then a coin flip will be held to break the tie.

12. LEAGUE TOURNAMENT FORMAT

- A. A League tournament shall be held for the Varsity level only and shall decide who is eligible to compete in the CCS singles and doubles tournament. Each school will send six players: two singles and two doubles.
- B. The boys League tournament shall be played on two consecutive days. The girls League tournament shall be played on one day.
- C. In the singles competition, the top four players will be seeded based upon their individual League records. If there is a tie for the seeds, it will be broken in the following manner:
 - 1. The player who normally plays the number one position
 - 2. Record against the other player
 - 3. Sets won against the other player
 - 4. Blind draw
- D. The doubles team is seeded similar to the singles. Their seeding is based upon the combined League record of each member of the team.

13. ALL-LEAGUE TEAM

An All-League Varsity team shall be selected by the Varsity coaches. The procedure is as follows:

- A. Each coach nominates his/her own players.
- B. From the nomination list, each coach shall vote for players and rank them in order from first to 14th but may not vote for his/her own players.

- C. Point System – Fourteen points shall be given to first choice, thirteen for second choice, etc. The seven players with highest point totals shall be named first team and the next seven players shall be second team.
- D. All-League certificates shall be awarded to the 14 players.
- E. Doubles teams should be treated as one spot on the All-League list.
- F. Along with the voting of the All-League team, the coaches shall vote for a Player of the Year and Doubles Team of the Year. In order to be considered for Player of the Year or Doubles Team of the Year, the 50% rule applies. Players of the year must play in a minimum of 50% of the league matches. Doubles Team of the Year has to have played together as a doubles team in 50% of the league matches.

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