

WORLD TEAM TENNIS RULES AND REGULATIONS COLORADO DISTRICT

1.0 WORLD TEAM TENNIS

1.01 Eligibility.

1.01A All players participating in World Team Tennis (WTT) must be at least 18 years old. A team will consist of a minimum of four (4) players, two men and two women. Teams may not have more than ten players. Players may play on more than one team. Players must have a NTRP rating. If players do not have a published rating, they must review the NTRP rating guidelines at www.COLORADOTENNIS.com and make sure that their playing ability is appropriate for the league.

1.02 Determining a team's NTRP Rating.

1.02A Based on the National Tennis Rating Program (NTRP), the levels of play will be: 3.0, 3.5 and 4.0. The NTRP level of play each team participates at will be determined by the average of the NTRP ratings of the two top men and the two top women on the team.

For example:

Mike 4.5 Susan 3.5

Joe 4.0 Sarah 3.5

Brad 4.0 Gail 3.5

Kurt 3.5 Kathy 3.0

Mike, Joe, Susan and Sarah's NTRP ratings total 15.5, then divided by 4 gives an average rating of 3.875. The team must play at 4.0 or above.

1.03 Matches.

1.03A Team competition will consist of six no-ad sets: starting with one set of men's doubles and one set of women's doubles, followed by one set of men's singles and one set of women's singles, followed by two mixed doubles matches, each playing one set.

1.03B In World Team Tennis, players should warm-up with teammates. Prior to match play, warm-up time is limited to 5 minutes. All team members are encouraged to warm-up during this time. Once play has begun, a 3-minute break is allowed between sets. Players may use this time to warm up with their opponents.

1.03C The World Team Tennis season will be scheduled over the course of a predetermined weekend. Please see the [League Calendar](#) on COLORADOTENNIS.com for more information.

1.04 Rosters.

1.04A A team roster must include a minimum of two men and two women. Players must be registered on their team prior to playing their first match. Matches played by non-rostered players may result in the matches being declared defaults. Additions to rosters can be made until the last match of the season. [Contact](#) the CTA League Department with any registration questions.

1.05 Scoring.

1.05A Game Scoring

1.05A(1) In World Team Tennis, the scoring is no-ad and is counted in increments of one (i.e. 1,2,3, game). Each game is won by the first team to win four points. When the game score is 3-3, the receiving team chooses on which side they will

receive serve. In the mixed doubles sets, the serve must be gender to gender at 3-3.

1.05B Set Scoring

1.05B(1) A match consists of six no-ad sets played on 2 courts. The order the sets are to be played in is listed in 11.03A.

1.05B(2) Each no-ad set is won by the first team to reach six games. A nine-point tiebreaker will be played at five games all in any set.

1.05B(3) Definition of a nine-point tiebreaker: The person who is to serve next 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 has the choice of sides (except in mixed doubles, where the service must be gender to gender). The winner of the ninth point is the winner of the set. You do not have to win by two points.

1.05B(4) Match scoring and Overtime: The winner of the match is determined by the cumulative number of games won from all 6 sets. However, for purposes of determining whether a match will go into overtime, set number six will be the deciding factor. NOTE: Players may not play in both mixed doubles sets. (See [Substitutions](#) for guidelines on player substitutions.

1.05B(5) After both mixed doubles sets are finished and the game scores are recorded and totaled, the procedure is as follows:

- If the leading team won set number six, the match is over
- If the trailing team won set number six, the match continues into overtime until the leading team wins one game or until the score is tied. If a tie occurs, a Super Tiebreaker will be played to determine the winner.
- If the overall game total is tied at the end of the mixed doubles play, a Super Tiebreaker will be played to determine the winner.
- In the Super Tiebreaker, players change ends only after the first six points. Do not change ends before the 13th and final point of the Super Tiebreaker.

1.06 Substitutions.

1.06A A team can substitute a player of the same gender at any point of the match, including the Super Tiebreaker. Once a player is replaced, he/she can not return in that set. Players may not play in both mixed doubles sets. If a substitution occurs in doubles, the remaining player may not change the side on which he/she receives or the service order. Substitutions are allowed in overtime if a player has not already played in mixed doubles. The Super Tiebreaker is treated as a new set, and all players are eligible substitutes.

1.07 Service Order.

1.07A Doubles – The home team serves first

1.07B Singles – The away team serves first

1.07C Mixed Doubles 5th set – the away team serves first

1.07D Mixed Doubles 6th set – the home team serves first

1.07E Since the serving order is predetermined; the receiving team selects from which end of the court they want to receive.

1.08 Changing Ends.

1.08A Players change ends after every four games. In the nine-point tiebreaker, players change ends only after the first four points.

1.08B In the Super Tiebreaker, players change ends only after the first six points. Do not change ends before the 13th and final point of the Super Tiebreaker.

1.09 Service Lets.

1.09A In WTT, the serve is treated as any other shot. If a serve hits the net

cord and bounces in, the ball is in play. In doubles, either player on the receiving side may return such a serve once the ball has bounced in. Any player or team who calls "let" on a serve loses the point. If players on both teams call "let", the point must be replayed.

1.10 Coaching / Line Calls.

1.10A Coaching is allowed in between points at any point throughout the match. We encourage team members to stand along the court and support their team. Only the two players (singles) or four players (doubles) can make line calls, and they may only make calls on their own side of the net. Team members along or near the court may not make line calls.

1.11 Defaults / Forfeits.

1.11A If the home or away team player does not show up on time, his/her match, there will be a 15-minute default time should a substitute player not be available. If a set is defaulted, the score should be recorded as 6-0 in favor of the player(s) present. If the home or away team does not show up on time for the match, there will be a 15-minute default time. If an entire team match is defaulted, the match score should be recorded as 36-0 in favor of the team that is present. If a player defaults during a set and cannot be substituted, the opposing team receives 6 games, and the defaulting team receives all full games they had won to that point in the set.

1.12 Controversies & Grievances.

1.12A Grievances are not part of World Team Tennis. Disagreements should be handled on the court in a sportsmanlike manner.

1.12B The USTA official publication "The Code" shall be observed in all World Team Tennis matches.

1.13 Standings and National Qualifiers.

1.13A League standings will be available on TennisLink Team Tennis. Standings are determined on the basis of won-loss record. The team with the most team matches won in each division will become eligible to compete in a World Team Tennis National Qualifier. If there is a tie within the division, the tie shall be broken by the first of the following criteria:

1. The most direct wins over the tying team
2. The best winning percentage (total games won divided by the total games played) between the teams with tied match records.
3. The team which has won the most total games in all of their matches during the regular season.
4. The team who has lost the least number of games in the regular league season
5. The team which has scored the most games over the other during the regular season
6. Coin toss

1.13B Division winners will have one year from the completion of their league season to register for a WTT National Qualifier. Players must have competed in 2 regular season matches and must have a published NTRP rating to be eligible to play in a National Qualifier. Visit WTT.com for information about National Qualifiers.