



TOURNAMENT RULES
REVISED – March 6, 2009

1. CONSTITUTION OF A TEAM

1.1 A maximum of twelve (12) players will constitute a team.

A team is composed of two (2) "A" players, four (4) "B" players and six (6) "C" players for the ABC Category (Division-1).

A team is composed of four (4) "B" players and eight (8) "C" players for the BC Category (Division-2).

A team is composed of twelve (12) "C" players for the C Category (Division-3).

1.2 A team's line-up is considered final and official at the start of the tournament.

1.2.1 Player category must be based on Official Unified Ranking Guide

1.2.2 Team line up is subject for review and approval of;

a) Technical Committee – preliminary review

b) Joint meeting of Team Captains & Committee

1.3 Replacements and deletions from the team line-up will only be accepted until the 2nd week of the tournament.

1.3.1 No replacement will be allowed after the second week of the tournament.

1.4 Each team in BC & C division will meet each other in a single-round format in their respective group with a maximum of 8 games per division. ABC division will meet in a double-round format with a total of 6 games.

1.4.1 ABC Division - 5 Teams - 8 games each team

BC Division - 6 Teams - 8 games each team

C Division - 11 Teams - 8 games each team

1.5 A Team Captain and an Assistant Team Captain must represent each team.

1.6 A delinquent/unlisted player is not allowed to play in any team under any circumstances.

2. CONSTITUTION OF A MATCH

2.1 Warm up time is limited to strictly five (5) minutes only.

2.2 A match is composed of six (6) separate sets consisting of six (6) doubles combination.

2.3 Each set will consist of eight (8) games. The first team to win eight (8) games wins the set. If the set score reaches 7-7 games. A Tie-break of 7 points will decide the winner of the set. Two advantage points applies from 6-6 onwards during tie-break. At 11-11, the player(s) who wins the next point wins the set. The winning team will have the final score of 8-7.

2.4 In each game, NO ADVANTAGE will be played. If the score reaches 40-40 (deuce), the team who wins the next point wins the game. The receiver will have the option to choose as to which side of the court they will receive the serve for the final point.

The reported score or TOTAL WIN POINTS will be the summation of all SETS WON by the opposing teams, which earned more sets won.

- 2.5 The total points accumulated by the team in all their matches will determine their team's standing.
- 2.6 On completion of the tournament, any team having EQUAL TOTAL WIN POINTS will have their standings determined by their accumulated NUMBER OF GAME POINTS. If there is still a tie, then their team standing will be determined by who won the HEAD-TO-HEAD between the two teams having equal total win points; otherwise, a 12 point tie-breaker will be played by the HIGHEST DOUBLES PAIR, to finally break the tie, i.e. A+/A- in ABC Category, B1/B2 in BC Category, C1/C1 in C Category.
- 2.7 Team captains should assign a scorer whose role is only to assist in the scoring and not to make any other calls, i.e., line calls, etc.
- 2.8 Total of 4 sealed tubes of tennis ball shall be provided for each match.
 - 2.8.1 *Distribution of ball is assigned to the Officer of the Day*
 - 2.8.2 *Player captain should return the used balls to the Officer of the Day.*

3. SCHEDULING OF MATCHES

- 3.1 Team captains must exchange score sheets or team line-ups simultaneously prior to starting the match.
- 3.2 Matches should start at 5:00 p.m., allowing one hour for each set. The order of play shall be as follows:

SCHEDULE OF MATCHES - Thursday/Friday				
TIME	EVENT	ABC Div.	BC Div.	C Div.
5:00-6:00 PM	1 st doubles	C3 / C3	C4 / C4	C6 / C6
6:01-7:30 PM	2 nd doubles	C2 / C2	C3 / C3	C5 / C5
7:31-9:00 PM	3 rd doubles	C1 / C1	C2 / C2	C4 / C4
9:01-10:00PM	4 th doubles	A+ / A-	B3 / B4	C1 / C1
10:01-11:00 PM	5 th doubles	B1 / B2	C1 / C1	C2 / C2
11:01-12:00 PM	6 th doubles	B3 / B4	B1 / B2	C3 / C3

Should there be a need to change the order of matches it is required that both TEAM CAPTAINS must agree to the adjustment prior to start of play or AT LEAST A DAY BEFORE THE SCHEDULED MATCH.

- 3.3 To impose order and discipline to all members of the team the time slot schedule and ORDER OF PLAY should strictly be followed at all times. All team captains should instruct their players to come on time particularly the class "C" players, otherwise, DEFAULTS will be imposed in the following circumstances:
 - 3.3.1 It was noted in many instances matches could not start at 5:00 P.M. because there are no available C2/C2 players for the ABC Category, C3/C3 players for the BC Category, C6/C6 for the C Category for a certain team and precious court time is wasted. In this instance, after the 15 minutes grace period have expired, i.e., 5:15 p.m., the team which have available "C" players would notify the Organizing Committee the no-show of the opposing team, and the Organizing Committee would declare winner by default the team which have available players for the first doubles.
 - 3.3.2 In any case only **15 minutes maximum grace period** will be allowed as waiting time for late players in the respective time slot schedule, otherwise, it is **DEFAULT**.
 - 3.3.3 If the Team Captain has problem regarding the time slot schedule and "Order of Play" in any particular match, it is his duty to convince the opposing Team Captain to change the "Order of Play" and he should inform the Organizing Committee one day before the match.
- 3.4 Set play must begin automatically within five (5) minutes of the designated time. If a player fails to show up for the set, the following rules will apply:
 - 3.4.1 If at start of the first match the team has no "C3/C3-ABC Div", "C4/C4-BC Div", C6/C6-C Div" players, the team will FORFEIT the set within fifteen (15) minutes of the designated time.

- 3.4.2 In the event of an absence of one of the "C3/C3-ABC Div", "C4/C4-BC Div", "C6/C6-C Div" players, the following pair combination should be strictly followed at all times.

ABC CATEGORY	
C3.1 player unavailable	C3.2 player unavailable
C3.2/C2.2 – 1st Doubles Pair	C3.1/C2.2 – 1st Doubles Pair
C3.2/C2.1 – 2nd Doubles Pair	C3.1/C2.1 – 2nd Doubles Pair
C3/C3 unavailable - Default	
C2/C2 unavailable - Default	
BC CATEGORY	
C4.1 player unavailable	C4.2 player unavailable
C4.2/C3.2 – 1st Doubles Pair	C4.1/C3.2 – 1st Doubles Pair
C4.2/C3.1 – 2nd Doubles Pair	C4.1/C3.1 – 2nd Doubles Pair
C4/C4 unavailable - Default	
C3/C3 unavailable - Default	
C CATEGORY	
C6.1 player unavailable	C6.2 player unavailable
C6.2/C5.2 – 1st Doubles Pair	C6.1/C5.2 – 1st Doubles Pair
C6.2/C5.1 – 2nd Doubles Pair	C6.1/C5.1 – 2nd Doubles Pair
C6/C6 unavailable - Default	
C5/C5 unavailable - Default	

- 3.4.3 In the event of an absent player, the team can replace him with another player having a lower ranked classification. However, in the event that BOTH PAIRS are absent (i.e. A+/A-, B1/B2, B3/B4, C1/C1 for the ABC Category, B1/B2, B3/B4, C1/C1, C2/C2, for the BC Category, C1/C1, C2/C2, C3/C3, C4/C4, for the C Category), the team can replace them with another player/s having a lower ranked classification. A TEAM MEMBER IS ALLOWED TO PLAY A MAXIMUM OF TWO SETS ON THE SAME DAY, BUT NOT WITH THE SAME PARTNER), hence, lower ranked player/s can only play as substitute in lieu of an absent player/s but not with the same partner.
- 3.4.4 Players, who were already substituted in their respective slot of the day, can no longer play as substitute in lieu of other absent player/s of the team on the same day.
- 3.4.5 “New” players who are only new and do not have any record in the previous ATPR team tennis tournaments and found to be overqualified in their categories will not be allowed to substitute in lieu of an absent player.
- 3.4.6 Players with *(asterisk) sign cannot play as substitute in lieu of an absent player.
- 3.4.7 If scheduled set game can not be started due to conflict to another division, to avoid wasting expensive court time proceed to the next scheduled game.
- 3.5 Matches could be re-scheduled by both teams ONLY due to heavy downpour of rain, sandstorm and any other cause of nature that will hinder to play competitive tennis.

4. REPORTING OF MATCH SCORES

- 4.1 The opposing Team Captains must sign score sheets.
- 4.2 The winning team is responsible for submitting the results to the TOURNAMENT COMMITTEE after the last game.

5. INJURY

- 5.1 FIVE MINUTES INJURY TIME-OUT IS ALLOWED.
- 5.2 If an injured player(s) can no longer continue his match, the last point he and his partner made will be their final set score and the opposing doubles pair will be declared as winner with a score of 8.

6. PROTESTS

It is expected that this tournament will run smoothly but if a problem develops, the team captain involved must exert all effort and cooperate with the Tournament Committee to resolve the situation on the spot.

If a team captain has a protest in a certain match, he should sign the score sheet but will note which set is under protest. It must be encouraged that Team Captains should immediately approach the Organizing Committee should there be disputes/protests to resolve the situation on the spot.

The Organizing Committee would declare null and void all the scores of the team/s guilty of game fixing, score padding and other anomalies to pre-determine the results of the set/s to be played.

7. CLASSIFICATION OF PLAYERS

During the tournament, the Organizing & Technical Committee reserves the right to ELEVATE/UPGRADE or DOWNGRADE players to the classification it deems appropriate and it will impose strict compliance with proper classification. Players, who are overqualified in their categories particularly in Class C & Class B, will be upgraded. So, it is a must that these players are required to play in their corresponding levels or categories.

8. CONDUCT OF THE TOURNAMENT

The highest type of SPORTSMANSHIP is expected from every player. Players are under obligation to avoid acts, which are unsportsmanlike or detrimental to the game of tennis.

- 8.1 Loud, abusive, profane language, racket throwing or hitting balls indiscriminately is prohibited.
- 8.2 Do not stall. The Rules of Tennis allow a maximum of 1½ minute for changing ends of court on odd games and 30 seconds between points and between games when there is no changeover.
- 8.3 Intentional waving of a racket or arms or making distracting noises is prohibited.
- 8.4 Coaching is allowed only during changeovers. (Spectators, including parents, friends, etc. should not interfere with or participate in court matters).
- 8.5 Do not attempt to make a mockery of a match, whether winning or losing.
- 8.6 All players are encouraged to support their team during the entire tournament and establish rapport with the other teams.
- 8.7 In order to avoid wasting expensive court time and defaults, the team captain must require their first two pairs to be present before the first set of any scheduled match.
- 8.8 Remember, re-setting of matches to a later date is not allowed. If you fail to show up for your game, the entire team will suffer the consequences.
- 8.9 Since there are no umpires and linesmen in this tournament, players must exercise **FAIRNESS!** **HONESTY!** in making line calls.

8.10 Do not withdraw from a tournament (whether during the course of a match or prior to its commencement) except for illness, injury or personal emergency.

8.11 This is a friendly tennis tournament. Let's make the most of it and HAVE FUN!

9. ON-COURT RULES

9.1 If you have any doubt as to whether a ball is out or good, you must give your opponent the benefit of the doubt and play the ball as good. You should not play a let.

9.2 It is your obligation to call all balls on your side, to help your opponent make calls when the opponent requests it, and to call against your self (with the exception of a first service) any ball that you clearly see out on your opponent's side of the net.

9.3 Any "Out" or "Let" call must be made instantaneously (i.e., made before either an opponent has hit the return or the return has gone out of play); otherwise, the ball continues in play.

9.4 Do not enlist the aid of spectators in making line calls.

9.5 If you call a ball out and then realize it was good, you should correct your call.

9.6 To avoid controversy over the score, the Server should announce the set score (e.g., 5-4) before starting the game and the game score (e.g., thirty-forty) prior to serving each point and will help create more player interaction.

9.7 If players cannot agree on the score, they may go back to last score on which there was agreement and resume play from that point.

10. TENNIS ETIQUETTE

10.1 Wait until a point is over before walking behind a court where a match is in progress.

10.2 To retrieve a ball from another court or to return a ball to another court, wait until the players have completed a point.

10.3 Players should present a neat appearance and abide by local dress regulations. Avoid wearing fatigue or any other military type shorts.

11. All matches will be played in accordance with the "Rules of Tennis" as issued by the International Tennis Federation.

12. The Organizing & Technical Committee RESERVES THE RIGHT TO TAKE WHATEVER ACTION IS NECESSARY ON BEHALF OF THE TOURNAMENT AND MAY ALSO IMPOSE DISCIPLINARY MEASURES OR WARNINGS TO ERRING MEMBERS OF THE TEAM.

13. The Organizing & Technical Committee will be the final arbiter as to the implementation of the rules.

14. The Organizing & Technical Committee reserves the right to change court allocations.

15. No spectators are allowed in the playing area once the match has begun.

16. REGISTRATION FEES

All TEAMS are required to pay 50% of the registration fee before the start of the tournament. The committee determines deadline for full payment. If a team/ member failed to pay on or before the deadline, matches will be forfeited and therefore the team will no longer be allowed to compete in this tournament. Registration fee is not refundable.

Amendments – 2009 Spring Cup Ground Rules

On March 15, 2009, the Committee of the Association of Tennis Players – Riyadh, adopted the following rule amendments to the existing 2009 Spring Cup Ground Rules pursuant to Article 3, Paragraph 4 to 7, Page 3.

- 3.1.1 “New” players who are only new and do not have any record in the previous ATPR team tennis tournaments and found to be overqualified in their entered categories will not be allowed to substitute (Full Restriction) in lieu of an absent player.
- 3.1.2 Players with * (one asterisk) sign “Partially Restricted” and can only play as substitute players higher than their original category in the existing Unified Players Category Guide.
- 3.1.3 Players with ** (two asterisk) sign are “Fully Restricted” and cannot play as substitute in lieu of an absent player.
- 3.1.4 If scheduled set game can not progress due to conflict in another division shall automatically advance to the next scheduled game in order to avoid wasting expensive court time in waiting.
- 3.1.5 It is the duty and responsibility of every team captains and their assistants and not the committee to know, to determine, to clarify and ascertain those players are the listed doubles partners or as it may be the correct and rightful substitute.
- 3.1.6 In the event that no doubt has been established on the veracity of the players actual standing while the game is onset, the game therefore and its result is valid and logical and is irrevocable and un-appealable.

Definition of Terms:

- 1. New - Refer to the player who has no record on the ATPR previous tournaments and data base whose category can not be determined and established at the moment.
- 2. Partially Restricted – Players with one * who can play as substitute higher than his original category.
- 3. Fully Restricted – Players with two ** who in NO any given circumstance or whatsoever can play as substitute in lieu of an absent player.
- 4. Unified Players Category – Refer to the list of players in the organization whether active or in-active with their respective category which use as the basis in determining current players standing.