

# North West Divisional "B/C" Tennis Tournament - 2015

Tournament Manager:

Tournament Director:

Location: Conrad Tennis Courts – Conrad, MT



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## NORTHWEST DIVISIONAL TOURNAMENT SITE RULES

It is the responsibility of the Coaches to cover all site rule information with their players prior to the start of the tournament. Questions / clarifications can be addressed during the Coaches meeting and the call to play, players gathering.

### PLAYERS:

1. Competitors' conduct
  - All tennis players in MHSA sanctioned tournaments shall be penalized one team point (on the first infraction) and removed from further play (on second infraction) for any unsportsmanlike conduct on site after a match or before the next match or at the end the tournament. During the match, players are under the Tennis Code of Conduct / point penalty system of the USTA. Any coach, who personally observes misconduct may invoke the point penalties, provided they report their action to the tournament manager/site director.
  - Each tennis court should have a site director and that director should be in charge of administering the penalty system above for violation/abuse of any equipment or facilities, abusive language, abusive gestures, and other obnoxious, offensive behavior.
  - Unsportsmanlike conduct on the tournament site includes, but is not limited to, the following examples: throwing rackets or any equipment, swearing, intentionally hitting game balls out of the court, being abusive to tournament officials, and fighting.
2. It is the responsibility of the players to report to assigned courts at the proper times. Matches will be played on a next-up basis. If a player is more than 10 minutes late, he/she will forfeit that match. Coaches are responsible for assuring players are on the appropriate court at the appropriate time.
3. A player may request a one-time, three-minute injury time-out from an official.
4. Hair devices made of soft material or unadorned hair devices, such as bobby pins, barrettes, or hair clips, no longer than 2 inches, may be worn to control a player's hair. Hair adornments made of soft material and no more than two inches wide may be worn.
5. Jewelry Policy - No jewelry, which includes visible body piercing objects, shall be worn in any sport. Any piece of jewelry that is visible at the start of or during a contest is in violation of the MHSA Jewelry Policy. Religious medals must be taped to the body and under the uniform. Medical medals must be taped to the body so they are visible.

If a competitor is observed wearing jewelry during competition the competitor, without delaying competition, shall remove the jewelry before any further competition. If it can't be removed, the competitor will not be allowed to compete until he/she is legally equipped. The tournament manager shall record the name of the competitor, school, event, time the violation occurred and description of prohibited item.

The tournament manager shall then notify the head coach of the offending school of the violation. The tournament manager will keep track of the competitor, school, gender and time of day the time warning was given. Any further violations of wearing jewelry by that member of the team shall result in disqualification of the competitor from the event.

The protocol for communication of a violation will be established by the tournament manager before the tournament begins.

## 6. Tennis Code of Conduct/Point Penalty

*(There shall be no warnings for the first offense. Penalties become immediate and carry over throughout a tournament.)*

MHSA Addition - All tennis players in MHSA sanctioned tournaments shall be penalized one team point (on the first infraction) and removed from further play (on second infraction) for any unsportsmanlike conduct on site after a match or before the next match or at the end the tournament. During the match, players are under the Tennis Code of Conduct / point penalty system of the USTA.

### **Misconduct 1st Offense 2nd Offense 3rd Offense**

- Violation of USTA Rule No. 29, taking more than ninety seconds on changeover or taking more than 20 seconds between points: First Offense – loss of 1 point 2<sup>nd</sup> Offense: Loss of 4 points/game 3<sup>rd</sup> Offense: Disqualification
- Prolonging argument over decision after directed to resume play First Offense – loss of 1 point 2<sup>nd</sup> Offense: Loss of 4 points/game 3<sup>rd</sup> Offense: Disqualification
- Failure to commence play after expiration of warm-up minutes First Offense – loss of 1 point

### **Lateness in being ready**

- A player or players who are not ready to play, or are not properly attired, when a court and opponent are available after a match has been called will be penalized 1 game after 5 minutes, 2 games after 10 min., defaulted after 15 min.
- To start a match, after an intermission 1 point per minute or fraction thereof
- To resume play within fifteen minutes of injury (considered a 1 time-out injury) Disqualification

NOTE: The time-out for injury should begin once a trainer is available on the court or if the coach or the site director makes the decision on the court.

### **Profane or obscene language or gestures**

- Directed at no one in particular First Offense – loss of 1 point 2<sup>nd</sup> Offense: Loss of 4 points/game 3<sup>rd</sup> Offense: Disqualification/Ejection
- Directed at an official, opponent, or spectator First Offense – Loss of 4 points/game; 2<sup>nd</sup> Offense: Disqualification/Ejection

### **Unsportsmanlike acts**

- Knocking ball out of enclosure First Offense – loss of 1 point 2<sup>nd</sup> Offense: Loss of 4 points/game 3<sup>rd</sup> Offense: Disqualification/Ejection
- Intentional racquet dropping First Offense – loss of 1 point 2<sup>nd</sup> Offense: Loss of 4 points/game 3<sup>rd</sup> Offense: Disqualification/Ejection
- Hitting ball or throwing racquet at/near person First Offense – Loss of 4 points/game; 2<sup>nd</sup> Offense: Disqualification/Ejection
- Intentional racquet dropping to disconcert opponent First Offense – Loss of 4 points/game; 2<sup>nd</sup> Offense: Disqualification/Ejection

### **Gross Misconduct**

- Trash talking First Offense – loss of 1 point 2<sup>nd</sup> Offense: Loss of 4 points/game 3<sup>rd</sup> Offense: Disqualification/Ejection
- A single, flagrant, gross act of misconduct First Offense – Disqualification/Ejection
- A single, flagrant, gross act of misconduct after the player has completed his/her last match: 1 point team deduction

### **Use of an Ineligible Coach** 1 point team deduction per match

NOTE: The tournament manager/site director and eligible coach may invoke point penalties in matches where there is no umpire, provided they personally observe the misconduct. In addition, it is the responsibility of all coaches of participating schools to monitor player conduct. Any coach, tournament manager, or site director who personally observes misconduct may invoke the point penalties, provided they report their action to the tournament manager/site director. In accordance with MHSA By-Laws, any player or coach ejected (not disqualified) from a match will be ineligible for the next interscholastic contest at that level of competition, and all other interscholastic contests at any level in the interim

7. Warm-ups (to include serving and net play) will be restricted to 10 minutes. Players may prepare for their pre-match warm-up by “loosening up” on the grass adjacent to the courts.
8. Match balls must be picked up at the scoring table before the match begins
9. Servers **MUST** call out the game score, loudly and clearly, each time a point is played. Players receiving serve are expected to **aggressively request** the server to call out the score if it has not been called out clearly.
10. Scoring devices are provided on each court. Players are to use these aides and correct the match score on changeovers.
11. Winners of each match must report directly to the scorer’s table with the game balls at the conclusion of the match and report the match results. This will aide in keeping the tournament progressing.
12. Players call their own games as far as line judging is concerned. Players or coaches may initiate requests for the assistance of a site official (line judge, rules or score disputes, etc.)
13. Should any problems arise, a tournament official may be contacted and a court monitor will be assigned.

# Basic Tennis Etiquette and Procedures for Players During Matches

## Making Calls

1. A player makes calls on his/her side of the net - promptly.
2. A ball landing on the line is good.
3. Opponents get the benefit of the doubt.
4. If a ball can't be called out with certainty, it is good.
5. The call of a player looking down a line is much more likely to be accurate than that of a player looking across a line. When you are looking across a line, don't call a ball out unless you can clearly see part of the court between where the ball hits and the line. It is difficult for a player who stands on one baseline to question a call on a ball that landed near the other baseline.
6. Partner's disagree on calls. If a player and his/her partner disagree about whether the ball was out, they shall call it good.
7. Audible or visible calls. No matter how obvious it is to a player that his/her opponent's ball is out, the opponent is entitled to prompt audible and/or visible call.
8. Spectators are never to make calls.
9. Lets should be called when balls roll on the court. The server receives 2 serves.

## Serving

1. Foot Faults - A player may warn his/her opponent that the opponent has committed a flagrant foot fault. If the foot faulting continues, the player may attempt to locate the site director.
2. Service calls in doubles - The receiver's partner should call the service line, and the receiver should call the sideline and the center service line. Either partner may call a ball that he/she clearly sees.
3. Service calls by the serving team - Neither the server nor his/her partner shall make a fault call on the first service even if they think it is out because the receiver may be giving the server the benefit of the doubt.
4. Receiver readiness - The receiver should make no effort to return a serve when he/she is not ready. If a player attempts to return a serve, it is presumed that he/she is ready.
5. Delays during service - When there is a delay between the first and second serves:
  - The server gets one serve if he/she was the cause of the delay.
  - The server gets two serves if the delay was caused by the receiver or if there was outside interference.
6. Service let calls. Any player can call a service let.
7. Players are not allowed to stand in the receiving court during service. Additionally, a receiver's partner shall not:
  - Move in or around the receiving box, causing a distraction
  - Wave equipment in and out of the receiving box, causing a distraction
8. Rectifying mistakes - The general rule is that errors are rectified as soon as they are discovered but not during play, and points remain.
  - If a server serves from the wrong court, the point stands and he/she serves the next point from the proper court.
  - If in doubles, the wrong person serves, the game stands and his/her partner serves the next game from his/her side. If discovered during the game, the partner whose turn it is to serve, takes over.
9. Discarding a second ball - The server's discarding of a second ball may constitute a deliberate hindrance. If the receiver asks the server to stop discarding the ball, then the server shall stop the practice.

## Grunting

1. A player should avoid grunting and making other loud noises. Grunting and other loud noises may bother not only opponents but also players on adjacent court.

## Line Judges

1. If line judges are placed on the court, the players continue to call their own lines. Line judges over-rule only if players ask for help.

**COACHING INFORMATION** - the MHSAA has instituted this best practice in relationship to coaching rules in all classifications of MHSAA tennis:

- Eligible member school tennis coaches are permitted to talk with their player(s):
- ✓ At 90 second change overs, except following the first game of a set. During shortened sets, coaches will be allowed to coach after the first game when the score is 3-2.
- ✓ At 120 second change set break (end of set)
- ✓ At split sets 10 minute rest period when playing regular 3rd set or 120 seconds with match tiebreaker

NOTE: Coaches may **not** coach players during a bathroom break or a medical timeout (during a medical timeout, coaches can treat players for an injury, just not use this as a coaching opportunity) (per USTA rules)

- Locations where coaching can occur:
  - ✓ Outside Courts – coaching will be at the fence, not on the court
  - ✓ Inside Courts – Tournament managers will determine the coaching locations
- Who can coach - to be an approved coach, an individual must:
  - ✓ Be approved by their local school district administration.
  - ✓ Have passed the MHSAA Coaches Education Program.
  - ✓ Have been a bona fide member of the coaching staff during the season.
  - ✓ Have proper identification
- Coaches are expected to help with the crowd control at the sites.

#### SCORING:

1. Scoring Devices - Scoring devices are available to keep score at each court. Players are to use them.
2. The tie breaker system in use will be the USTA 12-point tie breaker system.
3. To determine divisional champions, each school's team shall be awarded two advancement points for every player advancing on the winner's bracket and one advancement point for those advancing on the consolation brackets, one point also for defaults, forfeits and disqualifications. Byes receive two points on the winner side of the bracket if the player who receives the bye wins the next round and one point if the player who receives the bye wins the next round on the consolation side of the bracket. Other points awarded shall be first place, 10 points; second place, 7 points; third place, 5 points; fourth place, 4 points; fifth place, 3 points and 6<sup>th</sup> place, 1 point.
4. Decisions - The decision must be made on each play. There is no replay of a point except in the case of a let. Only coaches and players can ask the site director to put a judge on the court to make calls if a problem arises.

#### MEDICAL INFORMATION AND MEDICAL TIMEOUTS

- In the event of injury, the player must be able to play within 15 minutes or the opponent may win by default.
- The time starts when trainer or coach arrives at site.
- A maximum of 5 minutes for the diagnosis and treatment.
- Maximum amount of time is 3 minutes for treatment
- Bleeding timeout – treatment time ends when bleeding has stopped and playing area has been cleaned. Maximum amount of treatment time is 15 minutes.

#### SCHEDULING:

1. In the event of inclement weather and need to run an abbreviated format and schedule, a consensus among the coaches will be determined. If the weather eliminates the possibility of an outdoor tournament, we may use the two (2) indoor courts at Willie DeGroot Gymnasium.
2. All matches will begin at 9:00 am on Friday and at 8:00 am on Saturday. Match times are

next-up format. The times provided in your schedule are tentative at best. USTA rules state there is a minimum of 60 minutes rest between singles matches and a minimum of 30 minutes rest for doubles matches if competitors are playing full matches (including any matches using a match tiebreak for the 3rd set). In the case of shortened matches, (prosets or 4 game sets), the minimum rest time for both singles and doubles is 30 minutes. Exceptions may be made at the discretion of the site tournament director OR if both players are ready, a match may begin before its scheduled time.

3. The Awards Ceremony will immediately follow the championship and consolation matches.
4. Coaches – read through these rules and regulations with your players prior to the start of the tournament. Be sure your players understand their responsibilities.

# Sportsmanship



## Coaches and Participants:

1. Set a good example for spectators to follow.
2. Respect the integrity and judgment of game officials, and accept their decisions graciously.
3. Respect the integrity and personality of the individual athletes and coaches.
4. Display modesty in victory and graciousness in defeat.
5. Show respect for opponents before, during, and after contests.
6. Represent your team, school and community with dignity.

## Spectators:

1. Show respect for opposing players, coaches, spectators, and support groups.
2. Respect the integrity and judgment of officials and accept their decisions graciously.
3. Show respect for members of the coaching staff and team.
4. Display modesty in victory and graciousness in defeat.
5. Recognize and show appreciation for outstanding plays by either team.
6. Use only cheers that are positive in support of their team.

## Acceptable Behavior...

- Applause during introduction of players, coaches and officials.
- Players shaking hands with opponents while both sets of fans recognize player's performance with applause.
- Accept all decisions of game officials.
- Spirit Participants lead fans in positive support.
- Handshakes between participants and coaches at the end of contests, regardless of the outcome.
- Treat competition as a game, not a war.
- Coaches/players search out opposing participants to recognize them for outstanding performance or coaching.
- Applause at the end of the contest for performance of all participants.
- Everyone showing concern for an injured player, regardless of team.
- Encourage surrounding people to display only sportsmanlike conduct.

## Unacceptable Behavior...

- Disrespectful or derogatory yells, chants, songs or gestures.
- Booming or heckling an official's decision.
- Criticizing officials in any way; displays of temper with an official's call.
- Yells that antagonize opponents.
- Refusing to shake hands or give recognition for good performances.
- Blaming the loss of the game on officials, coaches or participants.
- Laughing or name calling to distract an opponent.
- Use of profanity or displays of anger that draw attention away from the game.
- Doing own yells instead of following the lead of spirit participants.