

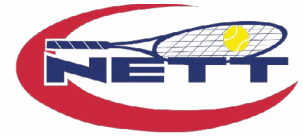


NORTHEAST TARRANT TENNIS

2022 LEAGUE RULES

**VP of Rules Email: Rules@nettleague.org
Website: www.nettleague.org**

Red text included in the following document represents updates from the last revision.
[Revised 1/17/2022](#)

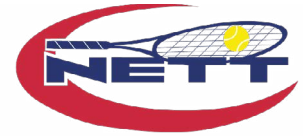


2022 LEAGUE RULES

The following rules will apply to all NETT leagues played, including Team Doubles, Progressive and Flex Leagues.

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NETT - LEAGUE RULES, SCORESHEETS & GRIEVANCE FORM

Click on Forms Tab & Downloadable Forms Tab to find these NETT Documents

<https://nettwomen.tenniscodes.com>

Link to:
NETT WEBSITE

USTA - THE CODE

USTA Rules of Tennis

www.usta.com/en/home/about-usta/who-we-are/national/officiating-rules-and-regulations.html

Link to:
THE CODE

USTA - NTRP SEARCH / SELF RATING

To Check NTRP Ratings & Create a USTA Self-Rating

<https://tennislink.usta.com/Leagues/Common/Default.aspx>

Link to:
NTRP RATINGS

USTA - GENERAL AND EXPERIENCED PLAYER GUIDELINES

Guidelines for Self Rating and Characteristics of NTRP Levels

www.usta.com/en/home/play/adult-tennis/programs/national/about-ntrp-ratings.html

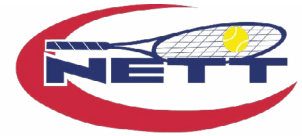
Link to:
GUIDELINES

WEATHER WEBSITE

Check the Weather at a Facility

www.weather.com

Link to:
WEATHER



I. GENERAL

- A. All participants in NETT tennis programs are bound by:
1. NETT Rules
NETT Rules can be found at www.nettleague.org, under the Rules and Forms Tab.
 2. USTA “The Code”, The Player’s Guide to Fair Play and the Unwritten Rules of Tennis.
The latest version can be found in the latest version of the USTA’s Friend at Court, PART 2.
 3. The rules of each Tennis Facility
- B. Not all possible incidents and ramifications are covered in the following rules. Participants in unusual or undocumented situations must abide by the decision of the Rules and Procedures Committee and/or the Board of Directors.
- C. If there is a conflict in an interpretation of any rule, NETT Rules shall supersede.

II. ROSTER REQUIREMENTS

A. LEAGUE FEES

1. All NETT members must pay required fees to NETT prior to participation.
2. No player will be added to a team roster until his or her league fee has been paid.

B. PLAYER QUALIFICATION

1. No one under nineteen (19) years of age may participate in NETT Adult Leagues.
2. NETT uses NTRP ratings.

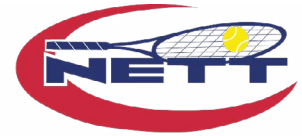
To find and/or obtain an official NTRP rating:

- Go to www.tennislink.usta.com and select the “USTA League” tab
- Enter your name in the “Find NTRP Rating Info” Search box.
- Look for your name in the listing to see your rating.
- If your name does not appear, you have no official current rating.
- To get an official NTRP rating, you can Self-Rate. Return to the “USTA League” tab and Click on the Self-Rate box. This will require you to join USTA and pay a membership fee.
- After you are a member, you can Self-Rate using the online player questionnaire.

3. NETT does not require an official NTRP rating. Alternatively, you can Self-Rate using the USTA’s General and Experienced Player Guidelines to determine your playing level. Guidelines can be viewed below or found at:

www.usta.com/en/home/play/adult-tennis/programs/national/about-ntrp-ratings.html

Link to:
GUIDELINES



4. Players must play at their designated USTA NTRP rating and/or one (1) level higher.

For Example:

A player with a 3.5 NTRP rating, can play at the 3.5 level and/or 4.0 level

- a. In the Ladies Doubles league, all players with an NTRP rating of 5.0 are restricted to play lines 1 or 2 in the 4.5+ Ladies Doubles League.
5. A team must have at least 3 players with a USTA NTRP rating at the flight level in order to qualify to play at that level.
 - a. If a team is out of compliance for any reason, they may add players up to the designated cutoff date.
 - b. If a team fails to add a player to put them back in compliance and the cutoff date for add-ons has passed, then they will forfeit all points earned for the entire season. The default rule will apply to any subsequent matches defaulted regardless of the team's eligibility.
6. In team play, a player may be listed on two (2) rosters in the same level, but not in the same flight.

For Example:

- You may play on two (2) rosters in the 4.0 Level,
 - > on a Flight "B" team and
 - > on a Flight "A" or "C"

- You may NOT be on two rosters in the same Flight,
 - > on two (2) Flight "A" rosters,
 - > two (2) Flight "B" rosters or
 - > two (2) Flight "C" rosters.

7. The VP of Adult Programs ultimately has discretion in placing teams and players in their flight.

C. ILLEGAL PLAYER

1. An illegal player is defined as:
 - a. Someone played by a team who is not on that team's roster
 - b. And/or not a member of NETT
 - c. Or is otherwise deemed illegal by the Rules and Procedures Committee.
2. A team playing the illegal player shall receive a four (4) point penalty. The line played by the illegal player shall be treated as a default.
3. Any additional penalties to the captain and the illegal player are to be reviewed by the Rules and Procedures Committee.

D. REGISTRATION

1. Team Registration

All players must register electronically through the NETT registration process. Membership and eligibility for play will be effective upon the receipt of all required information and fees by NETT.

- a. New Teams

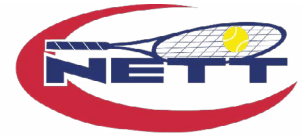
- Captains must secure facility approval for playing out of their requested facility PRIOR to registration.

- b. Returning Teams

- • To be considered a returning team, more than 50% of the players listed on the team's roster at the conclusion of the previous season must be listed on the roster at the registration deadline
- • Captains should CONFIRM court availability with their facility PRIOR to registration.

2. NETT Fees

- a. Fees to NETT must be paid electronically through the NETT online registration process.
- b. NETT fees must be paid by the player to be eligible to play.



3. Registration Deadline:
 - a. The registration deadline is the date at team may be added to the league in a season. The date will be set by the VP of Adult Programs and posted on the NETT website prior to the first day of registration.
 - b. After midnight on the registration deadline, no more teams may be added to the league and no players may be removed from a roster.
4. Adding Players
 - a. After the registration deadline, players may still be added to a roster up to midnight on the Player Add Deadline. The Player Add Deadline is set by the VP of Adult Programs and posted on the NETT website.
 - b. A player may NOT be added if it affects the team's status as either a new or existing team.

III. TEAM PLACEMENT

A. TERMS

1. **LEVEL** is a designation for a group of teams within the same NTRP rating (2.5, 3.0, 3.5, 4.0, 4.5+).
2. **FLIGHT** is an alphabetical designation for a subgroup of teams. "A" is the highest division within a flight.

B. TEAM MOVEMENT AMONG FLIGHTS

1. Existing teams may move from flight to flight, based on the results of play at the conclusion of the spring and fall seasons. The upward progression of a team through a flight is from "B" to "A". The downward progression of a team through a flight is from "A" to "B". Team movement will be as follows:
 - a. A team finishing 1st in their flight will automatically move to the next highest flight.
 - b. A team finishing 2nd in their flight may move to the highest flight if an opening exists.
 - c. A team finishing 1st in the highest flight of a level does not qualify to play at the next highest level but will remain in their flight at the start of the following season.
 - d. A team finishing last in the lowest flight of a level will not be moved.
 - e. Results from the summer season are not used to determine team movement for subsequent season.
2. Because of the fluctuation in the number of teams participating from season to season, the team movement as described above may be altered to allow for the best possible flight construction.
3. The VP of Adult Programs ultimately has discretion in placing teams and players in their flight and may override the team movement at his/her discretion.

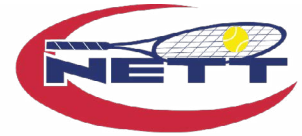
C. NEW TEAM PLACEMENT

The VP of Adult Programs is responsible for determining flights into which new teams will be placed. The decision will be based on:

1. Existing NETT team performance
2. Player experience
3. Individual player ratings

D. UNUSUAL CIRCUMSTANCES

1. The VP of Adult Programs will use his/her best judgment for conditions not covered by these rules.
2. The Rules and Procedures Committee will review any unusual circumstances identified and recommend refinements at the end of every fall season.



IV. COURTS AND BALLS

A. COURTS AND FACILITIES

1. Each home team is required to guarantee a sufficient number of hard outdoor courts each week at a NETT approved facility to meet league requirements.
2. No clay or grass courts will be allowed for match play.
3. All Captains must secure facility approval for playing out of their requested facility PRIOR to registering their team.

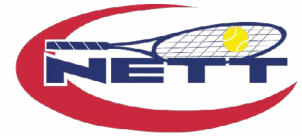
B. BALLS

1. Home teams must supply a can of new yellow USTA **approved** hard-court balls, for each line of the match. **See USTA.com for a list of USTA Approved Tennis Balls.**
2. No seconds, **grass court, clay court or high altitude balls** allowed.

V. MATCH PLAY

A. MATCH SCHEDULING

1. Matches must be played at the designated/scheduled times unless postponed by weather conditions or NETT Board decision.
2. All lines must play at the same time per the original schedule.
3. Defaults will be issued to both teams if matches are not played on the date they are scheduled (unless rescheduled due to weather conditions or by NETT Board decision).
 - a. Home teams should provide for two (2) hours per match play.
 - b. If at the end of two (2) hours, the match is not completed, the home team must provide alternate courts and the match must be restarted within 30 minutes. If alternate courts cannot be provided within 30 minutes, **the remainder of the match must be rescheduled within 14 days.** The home team will pay any additional court fees.
 - c. In the event that no other courts are available, all teams with early matches must relinquish courts to matches that begin at the later scheduled time (i.e., 11:30 start time). Any team that refuses to relinquish courts will automatically be defaulted and one (1) Penalty Points will be assessed.
4. Court Fees are to be paid by the Home Team for non-flex leagues. Flex players are responsible for their own court fees.
5. Home teams must provide courts at a NETT approved location if home courts are not available or not playable.
6. Indoor courts may be used at any time if both captains agree.
 - a. The Visiting Team Captain has the right to decline indoor court play.
 - b. When teams elect to play indoors, visitors should expect to pay half the court fees and abide by indoor court times and rules.
 - c. If a match extends beyond the facility's allotted indoor court time, it is the responsibility of the Home Team to provide additional indoor **or outdoor** court time within **30 minutes.** **In the event that courts are not available, the remainder of the match must be rescheduled within 14 days.**
 - d. For indoor matches, if all players agree to waive the changing of court sides at odd game changeovers, they may do so.



B. MATCH FORMAT

1. Individual matches will be the best 2 of 3 sets with regular scoring for the first two sets and a 10-point (Coman) Tiebreaker for the third (3rd) set.
2. The 7-Point Tiebreaker System (using Coman Tiebreaker procedure) will be in effect any time the score reaches 6-all in either of the first two sets.

C. WARM UP COURTS

Warm-up occurs once the match has been called. Any hitting before the match is called is considered pre-match practice. NETT does not require facilities to provide pre-match practice courts before a match is to begin. This is a facility courtesy.

1. If no courts are available for pre-match practice, then when the match is called, players should proceed to their assigned courts and are entitled to a warm-up of up to ten (10) minutes with their opponents and new match balls.
2. If pre-match practice courts have been made available, once the match has been called, players are entitled to a five (5) minute warm-up with their opponents and new match balls.
3. Teams or players may opt out of the warm-up, but if their opponents a team or players choose to warm-up, they may do so with whomever they choose with new match balls.
4. If an additional warm up period is wanted, players should make arrangements with the facility.
5. If a match is in progress on a neighboring court, pre-match practice/warm-up is allowed. But, courtesy to the match in play is expected.

D. START TIME

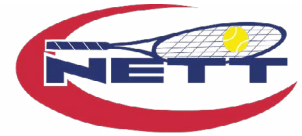
1. Play must begin no later than fifteen (15) minutes after the scheduled match time.
2. Warm-up and practice serves must be taken within this fifteen (15) minute time period.
3. Should a player arrive late to the court, but prior to the default time, the player must be given a warm-up period not to exceed five (5) minutes.
4. Play is continuous from the first ball served in the match except when interrupted by rain or when the match exceeds the two (2) hour court time limit.

E. SCORING

1. Scoring will be one (1) point per set won.
2. First and second set tiebreaks are scored 7-6. (You are no longer required to input the tiebreak score)
3. In the event of a 3rd set tiebreaker, Scoring of the 3rd set tiebreaker will be one (1) point for the winning team and should be entered as 1-0. (You are no longer required to input the 3rd set tiebreak score)

F. COACHING

1. Coaching is defined as any advice, signal or comment relayed by any means to the participants in a match by anybody, whether a bona fine coach, teammate or bystander.
2. Players may NOT accept any coaching during the progress of a match, EXCEPT during an official rest period between the second (2nd) and third (3rd) set tiebreaker.
 - a. The rest period between the second (2nd) set and the third (3rd) set tiebreaker should not exceed two (2) minutes.
3. If coaching occurs during a match, penalty points may be assessed.

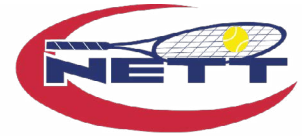


G. CAPTAINS' MATCH RESPONSIBILITIES

1. Rules - Read and know NETT Rules so you are prepared for any situation that may arise. It is advisable to DOWNLOAD a copy of the NETT Rules to your phone or PRINT a copy of the NETT Rules and have a copy of the rules available at the court. NETT Rules can be found on the NETT website.
2. Line Ups - Each Team Captain, or Designate, must have their line-ups made out and ready to exchange by the designated match time.
3. After **lineups** have been exchanged, there can be no switching of players, teams or positions. Replacement of players may occur only under the following conditions:
 - a. One of the team's members had to send a replacement and the captain did not know until the player arrived or a player does not show up and an eligible replacement is available before default time, or:
 - b. An injury or emergency during warm-up occurs and an eligible replacement player can be made available before default time. *Eligible Replacement Player* - A player whose name is on the team roster but is not on the current match score sheet.
4. **Written score sheets are recommended and should be retained in the event of a discrepancy. Scores should be verified with opposing team before leaving the match. If you fail to retain a signed copy of the score sheet and there is a discrepancy, you forfeit your right to challenge the discrepancy.**
5. Either the Home Team Captain/Co-Captain or the Visiting Team Captain/Co-Captain or a Designate may enter the match scores on the NETT website. Ultimately, the Home Team Captain is responsible for the scores being entered.
 - a. Scores must be entered by midnight on the day **THE MATCH IS COMPLETED.**
 - b. Failure to enter scores on time will result in a one (1) point penalty for each day they are late.
6. Both Team Captains are responsible for checking the entered scores and reporting any inaccuracies to the Flight Coordinator within seventy-two (72) hours of the completed match. After 72 hours, the scores will stand as entered.
7. Score sheets can be downloaded from the NETT website.

H. PLAYER MATCH RESPONSIBILITIES

1. Rules - Read and know NETT Rules so you are prepared for any situation that may arise. It is advisable to DOWNLOAD a copy of the NETT Rules to your phone or PRINT a copy of the NETT Rules and have a copy of the rules available at the court. NETT Rules can be found on the NETT website.
2. Your Opponent - Know the line you are playing and the name/(s) of your opponent before starting the match.
3. Leaving the Court - A player may leave the court for:
 - a. A bona fide bathroom visit
 - b. A two (2) minute break between the second (2nd) set and third (3rd) set tiebreaker.
4. Disputes can arise on the court.
 - a. Attempt to resolve any dispute with your opponent on the court.
 - b. If you are unable to resolve the issue, declare that the match is being played "UNDER PROTEST" and continue to play to the match's conclusion.
 - c. Should you decide to PROTEST the match, see RULE VIOLATIONS/UNRESOLVED DISPUTES/GRIEVANCES section for procedures on reporting UNRESOLVED DISPUTES.



5. Contacting an Official/Assistance During Play
 - a. Players who encounter problems during match play whereby the players on the court are unable to continue play without coming to an agreeable conclusion may request a Pro of the facility to assist with the completion of a match.
 - b. Or, the teams may request a player from each of their teams to assist with the match.
 - c. Some reasons for requesting assistance include:
 - Flagrant Foot Faults
 - Scoring Dispute
 - Pattern of bad calls
 - Poor sportsmanship behavior

I. DEFAULTS AND RETIRED MATCHES

1. Defaulted Matches
 - a. If a player or players arrive on court after fifteen (15) minutes of the scheduled match time, the line is a DEFAULT. For Example:

- Your match is scheduled for 9:30 a.m.
- Lineups must be exchanged at 9:30 a.m.
- Warm-ups may take place BUT play may not begin until
 - > All lines are present or
 - > Until a default has been declared
- The match is considered a default at 9:46 a.m.

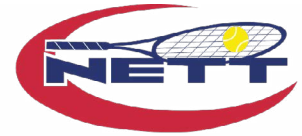
- b. Day of Match Default Protocol

If at all possible, let your opposing captain know in advance you are defaulting a line.

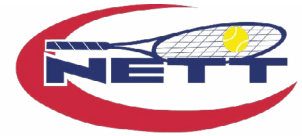
- In the event of a player arriving late to a match; choose an “official match time piece” (i.e., a cell phone or a specific watch)
- Exchange score sheets at the designated match time.
- No line may begin until all players are present or a default has been declared and the score sheet names have been altered. At default time, sixteen (16) minutes after the designated match time, edit the score sheet to show the default.

- c. When a default occurs regardless of which pair cannot play, defaulting begins with the lowest line. Edit the score sheet in the following manner:

- If Line 1 defaults:
 - Move Line 2 players in the Line 1 position
 - Move Line 3 players into the Line 2 position
 - Move Line 4 players into the Line 3 position
- If Line 2 defaults:
 - Line 1 remains unchanged.
 - Move Line 3 players into the Line 2 position
 - Move Line 4 players into the Line 3 position
- If Line 3 defaults:
 - Lines 1 and 2 remain unchanged
 - Move Line 4 players into the Line 3 position



- d. If an eligible player (a player on your roster but not listed on the current score sheet) is present before default time, she may take the place of the unavailable (ill, injured, late, or missing) player.
 - e. In the event that two (2) players from separate lines are unavailable to play, rather than default both lines, the available player from the lower line may take the place of the unavailable player from the higher line to form a new team.
 - f. The line-up for the team receiving the opponent (the team with all players present) remains unchanged, with their lowest line receiving the default.
 - g. All default time limitations shall apply to rescheduled matches as well.
 - h. Any time a team WILLFULLY DEFAULTS an entire match (all lines) in one (1) week, that team and all players may be disqualified for that season and may be barred from playing the next season.
 - i. After a team has defaulted four (4) lines in one (1) season, a two (2) point penalty will be assessed for each subsequent default. Additional defaults may be subject to further disciplinary action by the Rules and Procedures Committee.
 - j. In a defaulted match, points per set are credited to the team having both players present prior to the default time and recorded with the winners' score as DEFAULT. Once a default has been given, the default stands.
 - k. If you are defaulting a line, as a courtesy, contact the opposing captain and notify them of the default prior to the match. The line receiving the default in advance is not required to appear at the match site. The website score sheet does not require names, only the score 6-0, 6-0 or 0-6, 0-6 according to which team is defaulting and the team name which has won by default.
2. If a default has been given prior to a match, and the match requires rescheduling due to weather with no play, then the default is voided. However, if a minimum of one (1) court has served the first ball, the roster is locked in and cannot be changed.
3. Retired Match
 - a. An incomplete match is considered a "Retired" match when one player/team does not continue the match. Circumstances may include:
 - Cannot continue due to injury or illness
 - A player leaves due to personal reasons
 - Player refuses to complete a match due to a disagreement
 - b. All points, games and sets stand as played. Score the match exactly as played, giving the win to the players who did not have to stop play.
4. Accidental Injury/Bleeding timeouts may be taken at the time of the injury or at the next change over.
 - a. Time out during play – play will be called within three (3) minutes after the injury and the server must strike the ball within 25 seconds thereafter.
 - b. Time out taken at a changeover – play will be called at the end of four and one-half (4-1/2) minutes and the players must strike the ball within 25 seconds thereafter.
 - c. For a bleeding time out, up to 15 minutes may be taken at the time of injury or change over.
 - d. If play is not resumed within the required time, the injured player should retire the match.



J. MATCH RESCHEDULING

NO MATCH IS TO BE RESCHEDULED UNLESS POSTPONED DUE TO:

1. Decision by the NETT Board of Directors
2. Rain - Rain is defined as liquid falling from the sky in the form of rain, dew, snow or ice, making the courts unplayable.
3. Extreme Temperature Conditions

a. Day of match protocol:

- The HOME captain/player determines the conditions at the match site using www.weather.com
- The HOME captain/player should then notify the VISITING captain/player no more than three (3) hours prior to the match start time on the scheduled day of the match.
- BOTH must verify through www.weather.com
- EITHER may choose to reschedule the match.

4. Match Reschedule Guidelines

Cold Guideline

- > Determine if the Hourly "FEELS LIKE" reading on www.weather.com based on the zip code of the home facility, at the start time of the match, is 32 degrees or lower.

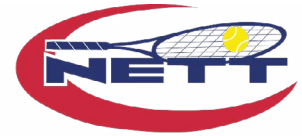
Hot Temperature Guidelines

- > Determine if the Hourly "FEELS LIKE" reading on www.weather.com based on the zip code of the home facility, at the start time of the match, is 105 degrees or higher.

- Match start time may be delayed, not to exceed one (1) hour.
- Be certain to discuss with facility in the event there is an earlier match that may have been delayed due to extreme temperatures.

K. WEATHER DELAYED MATCHES

1. In the event of weather delayed matches, all players must be ON SITE before default time of the designated match time and for at least one (1) hour beyond the time of scheduled match play unless BOTH team captains agree otherwise. Defaults may be issued (which will be binding even if the match is ultimately rescheduled because of weather) if all players are not present before default time. Failure to have ALL players in attendance at the schedule time of the match is subject to default at the default time.
 - a. Home team captains with a later start time should call their facility to determine the start time of the earlier matches.
 - b. If the earlier match time has been delayed up to one (1) hour, the home team captain MUST call the visiting team captain and inform them of the delay. They will then assume control of the courts no later than one (1) hour past originally scheduled match.
2. BOTH team Captains and/or Designate must submit a Rain Make-up Report with the rescheduled date and time of these matches (and lines) by midnight of the 3rd day from the scheduled match. For Example: Monday matches that are rained out need to be posted by Thursday midnight.
 - a. Rain Make Up reports can be found on the NETT website in the ADMIN section
 - b. Failure to submit a Rain Make Up report by the deadline will result in a one (1) point penalty.
 - c. If a Captain and/or Designate fails to submit a Rain Make-Up report within the designated timeframe, the report submitted by the opposing team shall stand.



3. Rescheduled matches must be played within a two (2) week period of the originally scheduled match. If Spring Break week falls within a rescheduled make-up, an additional week extension will be allowed. Rescheduled matches that require rescheduling due to weather conditions will be allowed the greater of, a one (1) week extension from the rescheduled date or the remainder of the two (2) week period.

For Example:

- If a match is rescheduled for the following day and the rescheduled day rains out, you still have 13 days to complete the match. You will NOT be granted a 1 week extension.
- If a match is rescheduled 10 days after the original date of play, you will be granted 1 week from the 2nd rain out to complete your match.

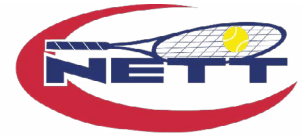
4. EXCEPTION: All matches that are rescheduled due to weather conditions the last week of the season will have one (1) week to make up the match.
5. Once a match is officially rescheduled, it cannot be changed unless the above conditions exist.
6. Incomplete matches will be continued by the same players at the exact place halted – set, game, point. Indicate such on the back of both score sheets to prevent controversy when resuming play.
7. In matches where rosters have been exchanged, but the match not begun, a NEW roster may be exchanged for the make-up match. If a default has been issued, it is now voided. However, if a minimum of one (1) court has served the first ball, the roster is locked in and cannot be changed.
8. Teams may play these make-up matches by positions rather than as a whole team. Home team captains must be flexible in designating three (3) or more alternate days and times, not to be consecutive days, for make-up matches. Night and weekend times will not be considered reasonable times, however, both team captains may agree to play at these times. Captains unable to agree on rescheduling are subject to playing at a time designated by the Rules and Procedures Committee.
9. If all courts play at the same time, line-ups must be made out and ready to exchange by the designated match time. If positions play at different times, the line-ups may be filled out as the positions are played.

L. CHILDREN

Children are not allowed on or around the courts during NETT match play. Penalty points may be assessed.

M. ELECTRONIC DEVICES

1. A player may NOT use any device capable of receiving communication during the match, except between the 2nd set and 3rd set tiebreaker. Devices include but are not limited to cell phones and smart watches.
 - a. Smart watches may be worn during a match. If the smart watch becomes a distraction to your opponent and the opponent notifies you of the distraction, this is considered a WARNING.
 - b. If a second infraction occurs, this is considered a “deliberate hindrance”.
2. Devices that emit a noise or ring during play are considered a “deliberate hindrance”.
3. A Deliberate Hindrance penalty for USING an electronic device or allowing the device to emit any noise will be assessed by the opponents in the following order:
 - a. First Offense – Point claimed in current game or point claimed in tiebreak.
 - b. Second Offense – Current game claimed or entire tiebreak.
 - c. Third Offense – Default of match.
5. A spectator’s phone ringing is not considered a hindrance.
6. Cameras and video cameras are not allowed.



N. WATER

Each player is responsible for providing his/her own water on court.

O. SPORTSMANSHIP

NETT's goal is to promote competitive tennis, good fellowship and SPORTSMANSHIP in accordance with the NETT Bylaws and Rules, USTA Rules and The Code.

P. RULE VIOLATIONS/UNRESOLVED DISPUTES/GRIEVANCES

1. Should a Rule Violation, Unresolved Dispute or Sportsmanship Issue arise among members, the proper steps to take shall be:
 - a. Rules Violations
 - First, contact the proper Flight Coordinator within 48 hours for clarification and a ruling.
 - If not resolved, the player may submit a Grievance Form
 - Grievances must be filed within **five (5)** days from the date of the offense.
 - b. Unresolved Disputes
 - If you played a match "Under Protest" (see Player Match Responsibilities), you are entitled to report the protested match.
 - First, contact the proper Flight Coordinator within 48 hours for clarification and a ruling.
 - If not resolved with your Flight Coordinator, the player may submit a Grievance Form
 - Grievances must be filed within **five (5)** days from the date of the offense.
 - c. Sportsmanship Violations
 - The player must file a Grievance Form, within 48 hours of the completion of the match.
2. Grievance Forms can be found on the NETT website
3. After receiving the submission, the VP of Rules will forward the complaint to the player/players involved, who will have seven (7) days to respond
4. Once responses have been received, the Rules and Procedure Committee will judge the situation. If the Committee deems the complaint to be valid, the following steps may be taken:
 - a. First Offense – warning;
 - b. Second Offense – match is defaulted by the offending player, and;
 - c. Third Offense – player will be asked to leave the league.
5. There is a ZERO TOLERANCE policy for any and all offensive and aggressive contact with another player in any and all situations regarding a NETT scheduled match. This behavior may result in removal from the league.
6. **Documentation of Grievances will be retained for 5 years.**

Q. FLIGHT WINNERS

1. A total of all points at the end of the regular season will determine the order of finish in a flight.
2. Ties for all positions will be broken by one (1) of the following methods, in this order:
 - a. Win/loss record (head-to-head).
 - b. Fewest sets lost among tied teams (head-to-head).
 - c. Fewest games lost among tied teams (head-to-head).
 - d. Fewest sets lost against all opponents.
 - e. Fewest games lost against all opponents.
 - f. Toss of coin.
3. Awards will be given to the 1st place team in each flight. All team members will receive an award.