



2024
TENNIS LEAGUE RULES

WEB PAGE LINKS

NETT - LEAGUE RULES, SCORESHEETS & GRIEVANCE FORM

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

<https://www.nettleague.org/rules-and-forms>

Link to
NETT RULES

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

You can also find USTA League NTRP Rating Information

https://activesupport.secure.force.com/usta/articles/en_US/Article/League-NTRP-Rating-Information

Link to
**USTA
GUIDELINES**

Link to
**LEAGUE NTRP
RATINGS INFO**

Items highlighted in RED represent changes or updates to the NETT Tennis Rules.

I. GENERAL

All participants in NETT tennis leagues are expected to know and abide by NETT rules, USTA's "The Code" and the rules of each facility.

1. NETT Rules can be found on [NETTLeague.org](https://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. 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.
4. If there is a conflict in an interpretation of any rule, NETT Rules shall supersede.
5. **The NETT Tennis Rules, as provided herein, shall apply to all NETT Tennis members unless such rules are revised, amended or otherwise changed by the NETT Board. In such an event, the revised NETT Tennis Rules shall be updated on the NETT Tennis website.**

II. ROSTER REQUIREMENTS

A. LEAGUE FEES

1. All NETT members must pay required fees to NETT prior to participation in any NETT league match.
2. No player will be added to a team roster until his or her league fee has been paid.
3. No refunds will be given after the registration deadline has passed.

B. PLAYER QUALIFICATIONS

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 and USTA League NTRP Rating Information to determine your playing level. **If a player self-rates and under or over rates their level, an opponent may file a grievance and appeal a self-rated player's rating. If the NETT Rules Committee agrees with the appeal and concludes that the player has over or underrated themselves, the self-rated player will**

be treated as an illegal player. Rating guidelines and USTA League NTRP rating information can be viewed below or found at:

- www.usta.com/en/home/play/adult-tennis/programs/national/about-ntrp-ratings.html
 - https://activesupport.secure.force.com/usta/articles/en_US/Article/League-NTRP-Rating-Information
4. Players must play at their designated USTA NTRP rating and/or one (1) level higher. For Example:
 - a. A player with a 3.5 NTRP rating, can play at the 3.5 level and/or 4.0 level
 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 forfeit rule will apply to any subsequent matches forfeited regardless of the team's eligibility.
 6. In doubles team play, a player may play on two (2) teams in the same level, but not in the same flight. For Example:
 - a. You may play on two (2) teams in the 4.0 Level,
 - on a Flight "B" team and
 - on a Flight "A" or "C" team
 You may NOT be on two teams in the same Flight,
 - on two (2) Flight "A" teams,
 - two (2) Flight "B" teams
 - b. A player may NOT register for a second team in the same level until:
 - the Registration Deadline has passed,
 - flighting is complete, and
 - schedules have been released to the facilities.
 - c. A player registered on two (2) teams in the same flight will be removed from one (1) team. The removal from a team cannot jeopardize the returning team 50% status or the minimum roster size for registering teams. League fees will not be refunded.
 - d. A team captain may play on two (2) teams in different flights but may only captain one (1) team and has a primary responsibility to the team they captain.
 7. The VP of Adult Programs ultimately has discretion in placing teams and players in their flight.

C. ILLEGAL PLAYER

1. Someone played by a team who is not on that team's roster before the match begins and the first ball is struck.
2. and/or who is not a member of NETT,
3. or is otherwise deemed illegal by the NETT Rules Committee.
4. A team playing the illegal player shall receive a shall receive a **two (2)** point penalty.
5. The line(s) played by the illegal player shall be treated as a forfeit.

Items highlighted in RED represent changes or updates to the NETT Tennis Rules.

6. Any additional penalties to the captain and the illegal player will be determined by the Rules Committee.

D. REGISTRATION

1. TEAM REGISTRATION
 - a. All teams must have a designated captain.
 - b. All teams, and members, must register electronically through the NETT registration process before the published registration deadlines. Membership and eligibility for play will be effective upon the receipt of all required information and fees by NETT.
 - c. Fees must be paid to be eligible to play.
 - d. If a team that fails to participate once a roster has been submitted **and scheduled**, it is ineligible to play for the current season and may be ineligible the following season.
2. RETURNING TEAMS
 - a. 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.
 - b. Captains should CONFIRM court availability with their facility PRIOR to registration.
3. NEW TEAMS
 - a. Captains must secure facility approval for playing out of their requested facility PRIOR to registration
4. MINIMUM ROSTER REQUIREMENTS
 - a. For a team to be considered a valid team, the team must have at least the number of players as playing positions for the league. (i.e. a minimum of 8 players if the league is scheduled to play 4 lines of doubles).
 - b. Any team that does not meet the minimum number of players will not be included in the schedules and refunds will be made to players unable to play.
5. REGISTRATION DEADLINE
 - a. This is the last date a 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.
6. WITHDRAWAL OF TEAMS
 - a. Teams are allowed to withdraw prior to the registration deadline. Any league fees paid will be refunded.
 - b. Withdrawal of a team after the Registration Deadline creates significant issues in the planning of the upcoming season. If you are unable to field the minimum roster size, you must withdraw your team prior to the Registration Deadline. If a team withdraws after the Registration Deadline, no league fees will be refunded and the withdrawing team may be sanctioned, including suspension from the league for the following season.

- Circumstances behind the withdrawal of a team after the registration deadline will be reviewed by the Rules Committee,
- Teams subject to suspension will be reviewed by the NETT Board of Directors.

7. 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 prior to the first day of registration.
- 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. SPRING & FALL SEASONS

- a. 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 team finishing 1st in their flight will automatically move to the next higher flight.
 - A team finishing 2nd in their flight may be moved to the next higher flight, if an opening exists.
 - A team finishing 1st in the highest flight of a level will remain in their flight at the start of the following season.
 - A team finishing last in the flight will be moved to the next lower flight.
 - A team finishing last in the lowest flight of a level will not be moved.
- b. 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.

2. SUMMER SEASON

- a. **The Summer Season will be treated as a standalone season due to the fluctuation in the number of teams and complexion of teams. There will be no impact on the following Fall season's flights from the Summer Season standings.**
3. Ultimately, the VP of Adult Programs has discretion in placing teams and players in their flight and may override the team movement at his/her discretion.

C. NEW TEAM PLACEMENT

Items highlighted in RED represent changes or updates to the NETT Tennis Rules.

1. The VP of Adult Programs is responsible for determining flights into which new teams will be placed. The decision will be based on:
 - a. **Previous** NETT **player** performance
 - b. Player experience
 - c. 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 Committee will review any unusual circumstances identified and recommend refinements at the end of every fall season.

IV. COURTS AND BALLS

A. COURTS

1. Home teams must provide courts at a NETT approved location
2. If home courts are not available or not playable, the home team must make arrangements for an alternate approved site.
3. Each home team is required to guarantee a sufficient number of outdoor hard courts each week at a NETT approved facility to meet league requirements.
4. No clay or grass courts will be allowed for match play.
5. 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 (search *Approved Balls*).
2. No seconds, grass court, clay court or high-altitude balls allowed.
 - a.

II. MATCH PLAY

A. SCHEDULING

1. All scheduled NETT matches are considered official league matches. Matches may be added to the schedule (i.e., Preseason) to afford additional weeks of play. These matches are considered official league matches and all league rules apply.
2. Matches and lines must be played at the designated/scheduled times **EXCEPT** in the event of extreme weather conditions or NETT Board decision. **SEE EXTREME WEATHER GUIDELINES FOR MORE INFORMATION.**
3. Forfeits 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).

Items highlighted in RED represent changes or updates to the NETT Tennis Rules.

- a. Home teams should provide two (2) hours per match.
 - 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 forfeited and one (1) Penalty Points will be assessed.
4. COURT FEES
- a. Court fees are to be paid by the Home Team for non-flex leagues.
 - b. Flex players are responsible for their own court fees.
5. **NETT is an outdoor tennis league. All matches must be played outdoors unless the weather impacts outdoor play. If weather impacts the ability to play outdoors AND both captains agree,** indoor courts may be used.
- a. **Either** 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.
3. A simplified version of the Coman Tiebreaker Rules can be found at [NETTLeague.org](https://www.nettleague.org) under the Rules and Forms tab.

C. WARM UP COURTS

1. PRE-MATCH PRACTICE
 - a. Any hitting before the match start time is considered pre-match practice. NETT does not require facilities to provide court time for pre-match practice. This is a facility courtesy. If pre-match practice is wanted, the home team must make arrangements with the facility.
2. MATCH WARM-UP

- a. Match warm-up begins at the match start time. If not accomplished in a pre-match practice, warm-up and practice serves take place within the during the match warm-up time.
 - b. If no courts are made available for pre-match practice, players are entitled to a 10 minute warm-up with their opponents and new balls.
 - c. If pre-match practice time has been made available, players are entitled to a 5-minute warm-up with their opponents and new balls.
 - d. Teams or players may opt out of the warm-up, but if their opponents (a team or a player) choose to warm-up, they may do so with whomever they choose and with the new balls.
3. If a match is in progress on a neighboring court, pre-match practice and match warm-up are allowed. 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. Should a player arrive late to the court, but prior to the forfeit time, the player must be given a warm-up period not to exceed five (5) minutes.
3. 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.
 - a. **Players may NOT accept any coaching during the match.**
 - b. **If coaching occurs during a match by anyone, a grievance may be filed, and penalty points may be assessed to the team found to be coaching their players.**

G. CAPTAINS' RESPONSIBILITIES

RULES

1. Read and know NETT Rules, "The Code" and your facility rules so you are prepared for any situation that may arise.

2. It is advisable to DOWNLOAD a copy of NETT Rules and The Code to your phone or PRINT a copy and have them available at the court.

ROSTERS

1. A captain must verify that players are on their team's roster before playing any NETT match.

LINE UPS

1. Each Team Captain, or Designate, must have their line-ups made out and ready to exchange by the designated match time.
2. 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 forfeit time, or:
 - b. If an injury or emergency occurs during warm-up and an eligible replacement player is available before forfeit time. *Eligible Replacement Player* - A player whose name is on the team roster but is not on the current match score sheet.

SCORE SHEETS / SCORING

3. 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.
4. 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.
5. Ultimately, the Home Team Captain is responsible for the scores being entered.
6. Scores must be entered by midnight **ON THE DAY THE MATCH IS COMPLETED.**
7. Failure to enter scores on time will result in a one (1) point penalty for each day they are late.
8. 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.
9. Score sheets can be downloaded from the NETTLeague.org/Rules and Forms.

H. PLAYER MATCH RESPONSIBILITIES

RULES

1. Read and know NETT Rules, "The Code" and your facility rules so you are prepared for any situation that may arise.
2. It is advisable to DOWNLOAD a copy of NETT Rules and The Code to your phone or PRINT a copy and have them available at the court.

ROSTERS

1. A player must verify that they are on the roster before playing any NETT match.

LINE-UPS

1. Know Your Opponent - Know the line you are playing and the name/(s) of your opponent before starting the match. **Playing the correct opponent is the players' responsibility.**

DISPUTES

1. Disputes can arise on the court.
2. Attempt to resolve any dispute with your opponent on the court.
3. If you are unable to resolve the issue, declare that the match is being played "UNDER PROTEST".
4. Continue to play to the match's conclusion.
5. Should you decide to PROTEST the match, see RULE VIOLATIONS/UNRESOLVED DISPUTES/GRIEVANCES section for procedures on reporting UNRESOLVED DISPUTES.
6. Players who encounter problems during match play (the players on the court are unable to continue play without coming to an agreeable conclusion), players may request assistance during play and request a Pro of the facility **or a representative from both teams** to assist with the completion of a match.
7. Some reasons for requesting assistance include:
 - a. Flagrant Foot Faults
 - b. Scoring Disputes
 - c. Pattern of questionable calls
 - d. Questionable sportsmanship behavior

I. FORFEIT AND RETIRED MATCHES

A. FORFEITED MATCHES

1. If a player or players arrive on court after fifteen (15) minutes of the scheduled match time, the line is a forfeit. For Example:
 - a. Your match is scheduled for 9:30 a.m.
 - b. Lineups must be exchanged at 9:30 a.m.
 - c. Warm-ups may take place BUT play may not begin until
 - All lines are present or
 - Until a forfeit has been declared
2. The match is considered a forfeit at 9:46 a.m.

J. DAY OF MATCH FORFEIT PROTOCOL

1. If at all possible, let your opposing captain know in advance you are forfeiting a line.
2. 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).
3. Exchange score sheets at the designated match time.

4. No line may begin until all players are present or a forfeit has been declared and the score sheet names have been altered. At forfeit time, sixteen (16) minutes after the designated match time, edit the score sheet to show the forfeit.
5. When a forfeit occurs regardless of which pair cannot play, forfeiting begins with the lowest line.
6. Edit the score sheet in the following manner:
 - a. If Line 1 forfeits:
 - Move Line 2 players into the Line 1 position
 - Move Line 3 players into the Line 2 position
 - Move Line 4 players into the Line 3 position
 - b. If Line 2 forfeits:
 - Line 1 remains unchanged.
 - Move Line 3 players into the Line 2 position
 - Move Line 4 players into the Line 3 position
 - c. If Line 3 forfeits:
 - Lines 1 and 2 remain unchanged
 - Move Line 4 players into the Line 3 position
7. If an eligible player (a player on your roster but not listed on the current score sheet) is present before forfeit time, she may take the place of the unavailable (ill, injured, late, or missing) player.
8. In the event that two (2) players from separate lines are unavailable to play, rather than forfeit 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.
9. The line-up for the non-forfeiting team (the team with all players present) remains unchanged, with their lowest line receiving the forfeit.
10. All forfeit time limitations shall apply to rescheduled matches as well.
11. If you know that you will be forfeiting a line, as a courtesy, contact the opposing captain and notify them of the forfeit prior to the match.
 - a. The line receiving the forfeit in advance is not required to appear at the match site.
12. If a forfeit has been given prior to a match, and the match requires rescheduling due to weather with no play, then the forfeit is voided. However, if a minimum of one (1) court has served the first ball, the roster is locked in and cannot be changed.

B. FORFEIT PENALTIES/SCORING

1. When entering the forfeit into Tenniscores, DO NOT enter names, only enter the score 6-0, 6-0 or 0-6, 0-6 according to which team is forfeiting and the team's name of which has won by forfeit.
2. Any time a team WILLFULLY FORFEITS 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. **Any team subject to disqualification will be reviewed by the NETT Board of Directors.**
3. After a team has forfeited four (4) lines in one (1) season, a two (2) point penalty will be assessed for each subsequent forfeit. Additional forfeits may be subject to further disciplinary action by the Rules Committee.

4. In a forfeited match, points per set are credited to the team having both players present prior to the forfeit time and recorded with the winners' score as forfeit. Once a forfeit has been given, the forfeit stands.

RETIRED MATCH/SCORING

1. An incomplete match is considered a "Retired" match when one player/team does not continue the match. Circumstances may include:
 2. Cannot continue due to injury or illness
 3. A player leaves due to personal reasons
 4. Player refuses to complete a match due to a disagreement
 5. All points, games and sets stand as played.
 6. Score the match exactly as played, giving the win (2 points) to the players who did not have to stop play. For Example:
 - a. If a match is retired in the 1st set at 5-3 (Team A has 5 and Team B has 3 and Team A Retires),
 - Only enter the games played 5-3
 - Score will be 2-0, with 2 points going to Team A
 - b. If a match is retired in the 2nd set, Team B won the 1st set 6-3 and then retired in the 2nd set at 2-4,
 - Enter the 1st set as 6-3 and 2-4 for Team B
 - Team B will get 1 point for winning the 1st set and Team B will get 2 points (1 for the incomplete 2nd set and 1 for the unplayed tiebreaker)

K. TIME LIMITS / TIMEOUTS

1. TIME LIMIT ON CROSSOVERS
 - a. A ninety (90) second break is allowed on the crossover after the first service in a set.
 - b. A two (2) minute break is allowed on the crossover of all other (in set crossovers) after the first service in a set.
2. TIME LIMIT AT END OF SETS
 - a. A two (2) minute break is allowed between the first (1st) set and second (2nd) set.
 - B. A two (2) minute break between the second (2nd) set and third (3rd) set tiebreaker. Coaching is not allowed between the 2nd between the second (2nd) set and third (3rd) set tiebreaker.
 - If a bona fide bathroom break is needed, between the second (2nd) set and third (3rd) set tiebreaker, as with all bona fide bathroom breaks, a reasonable time is allowed.
3. BONAFIDE BATHROOM BREAKS
 - a. Bathroom breaks should be taken at the end of a set.
 - b. If necessary, bathroom breaks are allowed during a set/game.
 - C. A bathroom break allows for a reasonable amount of time, but there is no specific time limit.
4. MEDICAL/ACCIDENTAL INJURY/BLEEDING TIMEOUTS
 - a. Timeouts may be taken at the time of the injury or at the next changeover.
 - b. A medical timeout shall begin when a player states the need for one.

- c. No more than 15 minutes is allowed for medical/injury/bleeding related timeouts in aggregate.
- d. A player may not take more than one medical timeout for the same condition.
 - Time out during play – play must resume within three (3) minutes after the injury and the server must strike the ball within 25 seconds thereafter.
 - Time out at a changeover – play must resume at the end of four and one-half (4-1/2) minutes and the server must strike the ball within 25 seconds thereafter.
- e. If play is not resumed within the required time, the injured player must retire the match.
- f. Blood or other bodily fluids must be adequately cleaned from the court before resuming play.

II. MATCH RESCHEDULING

1. NO MATCH IS TO BE RESCHEDULED UNLESS POSTPONED DUE TO:
 - a. Decision by the NETT Board of Directors
 - b. Rain - Rain is defined as liquid falling from the sky in the form of rain, dew, snow or ice, making the courts unplayable.
 - c. Extreme Temperature Conditions
 - First and foremost, no players should play in weather conditions that they are not comfortable playing in. If a player opts to play and feels the conditions are compromising to their health, the player should retire the match. NETT is a recreational sport. Your health and well-being come first.
 - d. If extreme weather is forecast for an upcoming match, and if both captains agree, a match start time may be adjusted for the match day. This does not allow for changing the match date. If you reschedule to a different location, we would recommend that you share the court fees since the adjusted start time benefits everyone.
 - e. 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 or changed due to extreme temperatures.
 - f. 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.
2. 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.
 - b. 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 103 degrees or higher.

L. WEATHER DELAYED MATCHES

1. In the event of weather delayed matches, all players must be ON SITE before forfeit 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.
 - a. If teams opt to go to the courts, forfeits may be issued (which will be binding even if the match is ultimately rescheduled because of weather) if all players are not present before forfeit time. Failure to have ALL players in attendance at the schedule time of the match is subject to forfeit at the forfeit time.
2. Home team captains with a later start time should call their facility to determine the start time of the earlier matches.
3. 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.
4. 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:
 - a. Monday matches that are rained out must to be posted before midnight on Thursday.
 - b. Rain Make Up reports can be found on the NETT website in the ADMIN section
 - c. Failure to submit a Rain Make Up report by the deadline will result in a one (1) point penalty.
5. If a Captain and/or designate fails to submit a Rain Make-Up report within the designated time-frame, the report submitted by the opposing team shall stand.
6. Rescheduled matches must be played within a two (2) week period of the originally scheduled match. 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:
 - a. 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.
 - b. 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.
7. 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.
8. Once a match is officially rescheduled, it cannot be changed unless the above conditions exist.
9. 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.
10. 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 forfeit 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.
11. 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.

12. 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.

M. CHILDREN & PETS

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

N. 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 – Forfeit of match.
4. A spectator’s phone ringing is not considered a hindrance.
5. Cameras and video cameras are not allowed.

O. WATER

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

P. SPORTSMANSHIP

1. 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.
2. 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.
3. If the NETT Rules Committee deems a Sportsmanship complaint to be valid, the following procedure may be taken:

Items highlighted in RED represent changes or updates to the NETT Tennis Rules.

- a. First Offense – Warning;
- b. Second Offense – match is forfeited by the offending player, and
- c. Third Offense – player will be asked to leave the league.

Q. RULES/SPORTSMANSHIP VIOLATIONS – GRIEVANCES

RULES VIOLATIONS

1. Should a Rule Violation, Unresolved Dispute or Sportsmanship Issue arise among members, the proper steps to take shall be:
 - a. First, contact the proper Flight Coordinator within 48 hours for clarification and a ruling.
 - b. If not resolved, the player may submit a Grievance Form
 - c. Grievances must be filed within five (5) days from the date of the offense.

UNRESOLVED DISPUTES

1. If you played a match “Under Protest” (see Player Match Responsibilities), you are entitled to report the protested match. **Ensure your captain reports the score as DISPUTED when entering scores.**
 - a. First, contact the proper Flight Coordinator within 48 hours for clarification and a ruling.
 - b. If not resolved with your Flight Coordinator, the player may submit a Grievance Form.
 - c. Sportsmanship Violation Grievances must be filed within 48 hours of the time of the match.
2. Grievance Forms can be found on the NETT website under the Forms Tab.

GRIEVANCE PROCEDURES

1. 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.
2. Once responses have been received, the Rules and Procedure Committee will judge the situation and provide a ruling.
3. Documentation of Grievances will be retained for 5 years.

VI. 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.

Amended and approved December 5, 2023