

Winter 2018 Adult WTT Leagues

January - March 2018

Captain's Packet

League Coordinator

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Captain's World TeamTennis Scoring Guide

1. GAME SCORING

In World TeamTennis (WTT) the scoring is no-ad. This means a game is won by the first team to capture four points (15, 30,

40, game or 1, 2, 3, game). When the game score is deuce (3-3) (game point), the receiving team chooses which side is to receive the serve. In the mixed doubles set the serve must be gender to gender at game point.

2. SET SCORING

A match consists of six no-ad sets and includes men's singles and doubles, women's singles and doubles, and two sets of mixed doubles. (Mixed doubles is always played last.) Each no-ad set is won by the first team to reach six games. A nine-point tiebreaker will be played at five games all in any set (see explanation of tiebreakers).

Order of sets will be:

- Mens's and Women's doubles
- Mens's and Women's singles
- 2 Mixed doubles

Sets 1, 3 and 5 on the WTT scorecard will be played on the odd numbered court while sets 2, 4 and 6 will be played on the even numbered court. If it is determined that a mixed doubles team played on the wrong court, the games that have been completed will stand and the error will be corrected. If the sets have been completed, the scores will stand and be recorded with the odd number court as set 5 and the even number court as set 6 (designated).

3. MATCH SCORING AND OVERTIME

Teams must submit starting lineup before play of each set. Teams have until the end of the five-minute break between sets to submit the starting lineup for the next set. Players cannot play in both mixed doubles sets. The winner of the match will be determined by total number of games won. However, for purposes of determining whether a match will go into Overtime, set number six will be the deciding factor. After both mixed doubles sets are finished and scores are recorded and totaled, the procedure is as follows:

- If the leading team won set number six, the match is over.
- If the trailing team won set number six, the match continues into Overtime until the leading team wins one game or until the score is tied. (See Supertiebreaker if a tie occurs.)
- If the overall score ends tied, you automatically begin the Supertiebreaker.

(cont)

Overtime is a continuation of the sixth set. Team number six should be designated as the strongest mixed doubles team.

Once a player has come out of any mixed doubles set, a player cannot return in Overtime. The first person to serve in

Overtime is the person who was next to serve at the end of the sixth set. If the sixth set ends in a tiebreaker, the player/team whose turn it was to serve first in the tiebreaker shall be the receiver in the first game of Overtime, continuing in the same service order. This Overtime rule gives the trailing team a chance to make a comeback. It also emphasizes the importance of the mixed doubles set.

4. SUBSTITUTIONS

A team can, upon completion of a point, substitute a player (same gender) into a set for any reason. Once a player is replaced, he/she cannot return in that set. If a substitution occurs in doubles, the remaining player cannot change the side on which they receive or the service order. Substitutions are allowed in Overtime (if a player has not already played in mixed doubles) and the Supertiebreaker. Once a player has come out of any mixed doubles set a player cannot return in Overtime. Players cannot play in both mixed doubles sets.

5. WARM-UP TIME

In WTT, you warm-up with your teammates. Teams are allowed a five minute warm-up. All team members are encouraged to warm-up during this time. Once play has begun, a five minute warm-up is allowed between sets. This must be adhered to so that all sets will be completed in the time allotted.

6. SERVICE ORDER

The home team serves first in all doubles sets. (In the six-set format, the away team serves first in the fifth set and the home team serves first in the sixth set.) The visiting team serves first in the singles sets. NOTE: Since the serving order is predetermined, the receiving team selects from which end of the court they want to receive.

7. CHANGING ENDS

After every four games, players change ends of the court.

8. SERVICE LETS

At the Qualifier and national levels, lets will be played. When a serve hits the net and bounces within the service court, the ball is playable. In doubles, either player on the receiving side may return the ball after it bounces. If any player on the court calls "let" he/she loses the point.

9. COACHING

Coaching is allowed throughout the match (except during the point) as long as it does not interfere with continuous play. We encourage team members to stand along the court and support their team.

10. DEFAULT RULES

Time: 15 minute team default = match default 36-0

15 minute player default = set default 6-0

Injury: If a player retires during a set and a substitute is not available, the score will be recorded with the games played standing with the opposing team receiving six games.

11. TIMED MATCH INFORMATION

Northern Virginia World TeamTennis Local League rules are followed with the following addition regarding timed matches. Once the match time limit is reached and if the match is not completed, the match is halted and the team leading at that time is declared the winner. Unfinished games are not considered in calculating the total number of games won, but points in a Supertiebreaker will be counted, if the teams have reached this point.

In the event of a tie in this situation, one point is played by the #2 Mixed Doubles (Line #6). If in the middle of a game when the time expires, the current server will serve the final point gender to gender. If at the start of new game, the serving order is maintained with the final point still being served gender to gender.

The Timed Match Rules will be in effect for the 2018 Kastles Community TeamTennis Winter League.

12. EXPLANATION OF TIEBREAKERS

Nine-Point Tiebreaker

A nine-point tiebreaker will be played at five games all in any set. The person who is next to serve begins the tiebreaker. Each player serves two points in succession starting from the deuce court. Players change sides only after the first four points. The first team (or person) to score five points wins the tiebreaker. If the tiebreaker reaches 4-4, the person who served the eighth point serves the ninth (final) point. The receiver, however, has the choice of sides (except in mixed doubles, where they must be gender to gender). The winner of the ninth point is the winner of the set.

Supertiebreaker

If the match enters into a Supertiebreaker, a coin toss will decide which team serves first in the Supertiebreaker. The Supertiebreaker is mixed doubles and should be treated as a new set and substitutions are allowed. Either player on the serving team may serve first. In addition, court positions may be changed (i.e. person who played forehand position may switch to play backhand position).

Each player serves two points in succession starting from the deuce court. Players change sides only after the first six points. The first team to score seven points wins the Supertiebreaker. If the Supertiebreaker reaches 6-6, the person who served the 12th point will serve the 13th (final) point. Since this set is mixed doubles, the final serve will be gender to gender. The winner of the 13th point wins the Supertiebreaker and the match. The Supertiebreaker counts as one game in overall match scoring.

Best Practices

- During the week prior to a match, player availability should be confirmed and all players should be reminded of the match time.
- Contact the opposing captain/league coordinator if any issues, scheduling conflicts, etc. should arise. We will assist in any way we can.
- Home team will be the first team listed on the schedule. This is relevant since the service order is predetermined based on home and away.
- Each team brings one new, unopened can of USTA approved tennis balls.
- Adhere to 5 minute warm up prior to the start of all match starts in order to ensure completion within the allotted time.
- Winning team captain is responsible for entering scores and the opposing captain should confirm scores within 48 hrs. any discrepancies should be brought to the attention of the league coordinator.

Highlights

- "Lets" will be played. When a serve hits the net and bounces within the service court, the ball is playable. In doubles, either player on the receiving side may return the ball after it bounces. If any player on the court calls "let" he/she loses the point.
- Service order is already determined based on Home and Away. This is also noted on the attached scorecard. NOTE: Since the serving order is predetermined, the receiving team selects from which end of the court they want to receive.
- The start of the match should be followed and the 5 minute warm-up must be adhered to in order to complete the match in the allotted 2 hours.
- Teams are allowed and encouraged to be on court to cheer and support their teammates, but should be respectful while points are being played.

Court Fees

Court fees for each match are \$70 per team. Captains (or any designated person put in charge of payment) collects money from players at match time, splitting the \$70 between the team players as they see fit. This comes out to \$17.50 per player if split evenly between 4 players, \$14.00 if split evenly among 5 and \$11.67 if split among 6. The captain then sends the court fee to Kris Stotler via Paypal no later than Monday COB following that weeks match. You can send to Paypal using Kris's email address kris@virginiatennis.org or 412-298-4280. Please make a notation on your payment of the team name and date of the match the payment is for.

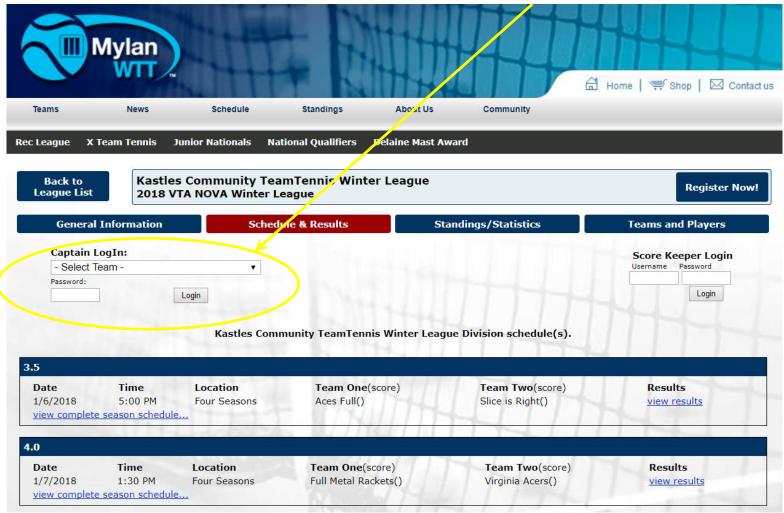
Any questions or needs for clarification or to make bulk payment arrangements, contact Kris.

League Winners

League winners are eligible to participate in a World TeamTennis National Qualifier up to one year from the end date of the league. A list of National Qualifiers can be viewed at the World TeamTennis Community site - http://www.wtt.com/pages/recreational-league

Entering Scores

1. From the Schedule & Results page, select your team from the drop down menu and enter the password to login. The default password is "tennis". If you would like to have a unique password for your team, please notify the league coordinator.



2. On the next screen, select the completed match from the drop down menu and hit Continue. Enter the players and scores, then hit Save Score Card at the bottom. Please make sure to include all players who participated, including those who may have been substituted so everyone receives credit for playing in the match (players must have played in two team matches during the season in order to be eligible to play in a National Qualifier should that team advance).

Team Contact Information

3.5

Aces Full

Captain: Manish Naik - manish718@yahoo.com

Midcourt Crisis

Captain: Jackie Lluy - jlluy@aol.com

Slice is Right

Captain: Ryan Kobb - ryankobb@gmail.com

Virginia Racqueteers

Captain: Chris Smith - lawchris77@gmail.com

4.0

Full Metal Rackets

Captain: Ronald Black - saintlyduke81@gmail.com

NOT Net Neutral

Captain: Robin Burchfield - robin.birchfield@me.com

The Dude Abides

Captain: Jordan Glashow - jglashow@hotmail.com

Virginia Acers

Captain: Kenji Thielstrom - kenji.thielstrom@gmail.com

Wise Aces

Captain: James Wise - jdwise100@yahoo.com

4.5

If you want a soft serve go to Dairy Queen

Captain: Kelsey Semrod - kelseysem@gmail.com

Spoilers

Captain: Christine Becer - cmbecer@gmail.com

Team Davis

Captain: Michele Davis - micheledavis5945@yahoo.com



Date _

Civio		
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Court Number

			MIXED DOUBLES	SET # 6	MIXED DOUBLES		MEN'S	SET# 4	SINGLES	SET# 3	MEN'S	SET # 2	MOMEN:3	SET # 1		្ជ	Tea
FINAL SCORE	SUPERTIEBREAKER	OVERTIME	1	SERVES 1st in 6 set format (designated overtime) /		SEPRIFIES 1st in 5 set formet	I	-1	1	1	1	SERVES 1st	1	SERVES fat SUBSTITUTES	HOME	Captain	Team Name
															SET		
															CUMULATIVE		
															SET	Captain	Team Name
FINAL SCORE	SUPERTIEBREAKER	OVERTIME	1	(designated overtime)	I	SERVES 1st in 6 set formet	I	SERVES 1#	ı	SERVES 1st	ı	,	1	l substitutes	AWAY		ame

Captain's Signature:





Captain's Signature:

CAPTAIN'S SCORING GUIDE

1. GAME SCORING

In World TeamTennis (WTT) the scoring is no-ad. This means a game is won by the first team to capture four points (15, 30, 40, game or 1, 2, 3, game). When the game score is deuce (3-3) (game point), the receiving team chooses which side is to receive the serve. In the mixed doubles set the serve must be gender to gender at game point.

SET SCORING

A match consists of five or six no-ad sets and includes men's singles and doubles, women's singles and doubles, and one or two sets of mixed doubles. The five set format has one set of mixed doubles and the six set format has two. (Mixed doubles is always played last.) The five set format is an option used only at the local level. The six set format is the STANDARD WTT format used at all qualifiers and nationals. Each no-ad set is won by the first team to reach six games. A nine-point tiebreaker will be played at five games all in any set (see explanation of tiebreakers).

- On two courts, order of sets will be: mens's and women's doubles, singles, finishing with mixed doubles
- On one court, order of sets will be: doubles, singles, doubles, singles finishing with mixed doubles. Home team captain has a choice of sequence of sets—men's or women's.

When playing the six set format, sets 1, 3 and 5 on the WTT scorecard will be played on the odd numbered court while sets 2, 4 and 6 will be played on the even numbered court. If it is determined that a mixed doubles team played on the wrong court, the games that have been completed will stand and the error will be corrected. If the sets have been completed, the scores will stand and be recorded with the odd number court as set 5 and the even number court as set 6 (designated).

3. MATCH SCORING AND OVERTIME

SIX SET FORMAT (TWO MIXED DOUBLES SETS)

Teams must submit starting lineup before play of each set. Teams have until the end of the five-minute break between sets to submit the starting lineup for the next set. Players cannot play in both mixed doubles sets. The winner of the match will be determined by total number of games won. However, for purposes of determining whether a match will go into Overtime, set number six will be the deciding factor.

After both mixed doubles sets are finished and scores are recorded and totaled, the procedure is as follows:

- If the leading team won set number six, the match is over.
- If the trailing team won set number six, the match continues into Overtime until the leading team wins one

game or until the score is tied. (See Supertiebreaker if a tie occurs.)

 If the overall score ends tied, you automatically begin the Supertiebreaker.

Overtime is a continuation of the sixth set. Team number six should be designated as the strongest mixed doubles team. Once a player has come out of any mixed doubles set, a player cannot return in Overtime. The first person to serve in Overtime is the person who was next to serve at the end of the sixth set. If the sixth set ends in a tiebreaker, the player/team whose turn it was to serve first in the tiebreaker shall be the receiver in the first game of Overtime, continuing in the same service order. This Overtime rule gives the trailing team a chance to make a comeback. It also emphasizes the importance of the mixed doubles set.

FIVE SET FORMAT (ONE MIXED DOUBLES SET)

In the 5 set format, the #5 set will determine either the winner of the match or Overtime. See "6 set format rules".

4. SUBSTITUTIONS

A team can, upon completion of a point, substitute a player (same gender) into a set for any reason. Once a player is replaced, he/she cannot return in that set. If a substitution occurs in doubles, the remaining player cannot change the side on which they receive or the service order. Substitutions are allowed in Overtime (if a player has not already played in mixed doubles) and the Supertiebreaker. Once a player has come out of any mixed doubles set a player cannot return in Overtime. Players cannot play in both mixed doubles sets.

5. WARM-UP TIME

In WTT, you warm-up with your teammates. Teams are allowed a five minute warm-up. All team members are encouraged to warm-up during this time. Once play has begun a five minute warm-up is allowed between sets. This must be adhered to so that all sets will be completed in the time allotted.

6. SERVICE ORDER

The home team serves first in all doubles sets. (In the six-set format, the away team serves first in the fifth set and the home team serves first in the sixth set.) The visiting team serves first in the singles sets. NOTE: Since the serving order is predetermined, the receiving team selects from which end of the court they want to receive.

7. CHANGING ENDS

After every four games, players change ends of the court.

8. SERVICE LETS

At the qualifier and national levels, lets will be played. When a serve hits the net and bounces within the service court, the ball is playable. In doubles, either player on the receiving side may return the ball after it bounces. If any player on the court calls "let" he/she loses the point. This is optional at the local level.

9. COACHING

Coaching is allowed throughout the match (except during the point) as long as it does not interfere with continuous play. We encourage team members to stand along the court and support their team.

10. DEFAULT RULES

Time: 15 minute team default = match default 36-0

15 minute player default = set default

Injury: If a player retires during a set and a substitute is not available, the score will be recorded with the games played standing with the opposing team receiving six games.

11. EXPLANATION OF TIEBREAKERS NINE-POINT TIEBREAKER

A nine-point tiebreaker will be played at five games all in any set. The person who is next to serve begins the tiebreaker. Each player serves two points in succession starting from the deuce court. Players change sides only after the first four points. The first team (or person) to score five points wins the tiebreaker. If the tiebreaker reaches 4-4, the person who served the eighth point serves the ninth (final) point. The receiver, however, has the choice of sides (except in mixed doubles, where they must be gender to gender). The winner of the ninth point is the winner of the set.

SUPERTIEBREAKER

If the match enters into a Supertiebreaker, a coin toss will decide which team serves first in the Supertiebreaker. The Supertiebreaker is mixed doubles and should be treated as a new set and substitutions are allowed. Either player on the serving team may serve first. In addition, court positions may be changed (i.e. person who played forehand position may switch to play backhand position). Each player serves two points in succession starting from the deuce court. Players change sides only after the first six points. The first team to score seven points wins the Supertiebreaker. If the Supertiebreaker reaches 6-6, the person who served the 12th point will serve the 13th (final) point. Since this set is mixed doubles, the final serve will be gender to gender. The winner of the 13th point wins the Supertiebreaker and the match. The Supertiebreaker counts as one game in overall match scoring.