



SMASHBALL Tennis League Rules & Regulations

Smaller Court
Smaller Racket
BIG FUN!

SMASHBALL teams choose *one* facility to play out of for the regular season. All matches will be played out of this location alleviating any home vs. away travel concerns. Matches will take place one night per week:
Mondays at LifeTime Fitness & Tennis @ Peachtree Corners and **Thursdays** at Harrison Tennis Center

- What:** Co-ed adult league using 36' courts; 2-4 person teams
- Where:** Players play out of one location & can choose between:
- LifeTime Athletic & Tennis at Peachtree Corners
 - Harrison Tennis Center
- When:** LifeTime Teams: Mondays 6:30-8:30 PM, July 25-August 22
Harrison Teams: Thursdays 6:30-8:30 PM, July 28-August 25
(The regular season will run 5 weeks with the top 2 teams from each site playing in the Finals at LifeTime on August 29, 2016)
- Level:** Co-Ed Levels 4.0 & above (Teams can be comprised of all men, all women or mixed) **The short courts serve as a play-level equalizer.**
- Format:** There will be 3 total matches played each night: One singles match followed by a second singles match ending with a doubles match. If there are only two people playing in the night's matches, each player will play two matches per night: one singles match followed by one doubles match with their partner.

Team may choose to have more than two people on their roster.
As few as two people can play in one meet - Ex) Sue at singles,
Ben at singles, Sue & Ben at doubles)

or

as many as four people can play in a meet: Ex) Sue at singles, Ben
at singles and John & Stacey at doubles.

**League administrators recommend having three players on a team
roster so that there are fewer forfeiting issues while also maximizing
playing time for each individual.**

Note: Once SMASHBALL schedules have been published, no refunds will be processed.

League Rules

1. Player Rating

This league is intended for co-ed intermediate-advanced tennis players. All participants must have or be equivalent to a 4.0. or above NTRP rating. A NTRP rating manual can be found on the last page of these rules for reference.

2. Team Structure

While this can be a 2-person league (each player plays one singles match of their own followed by a doubles match together), a team may choose to have more than two people on their roster. Having 3 players per team is encouraged because it alleviates issues with teams having to forfeit a singles and doubles match because one player is unavailable. Also, up to 4 individuals can play in one night. Ex) Sue at singles, Ben at singles and John & Stacey at doubles.

3. Warm-ups

Players are allotted 5 minutes to warm-up with their opponent before the start of the match. Match 1 play should begin promptly at 6:35 PM following the warm-up.

4. Scoring

The SMASHBALL Tennis Match

No-ad scoring will be used.

A match consists of 2 out of 3 sets to 4 games with a tiebreaker in lieu of a third set. Each 4-game set is won by the first player to reach four games (winning by 2 games). At 4-4, a 7-point tiebreaker will be played to determine the winner of the set. A 10-point tiebreaker will be played in lieu of a third set. The winner of the match will be the player who wins the best 2 out of 3 sets.

Each team will be assigned one court per night. The first singles match start time is 6:30 PM. At the conclusion of this match, the second singles match will begin. Doubles will be played last.

5. Serving & Net Play

Players have one serving opportunity per point. There are no second serves in SMASHBALL. If the first serve is missed, the server's opponent wins the point. Overhand serves are prohibited.

"Let" serves are considered fair game and should be played.

Doubles matches: All players must stand on or behind the baseline until the serve bounces in the service box. When the ball has struck the ground, players may then approach the net if they choose.

6. Equipment

Foam balls will be provided to players and can be picked up at your facility's courts. Players will be given two balls to be used per court. Balls must be returned to the front desk at the conclusion of play.

21" racquets will be provided at the front desk of your facility. Racquets must be returned to the front desk at the conclusion of play.

7. Default Rules

Default time: 15-minutes. Match 1 (singles) is scheduled to begin at 6:30 PM. For Match 1 (singles), the match default score will be recorded 6-0, 6-0 if an opponent arrives at 6:45 PM or later. Match 2 (singles) follows immediately after Match 1. The final match is doubles.

Match 2 singles players should plan to start their matches at 7:10 PM. If Match 1 has concluded by 7:10 PM and a Match 2 player has not yet arrived, the absent player has until 7:25 PM to arrive. If the absent player has not arrived by 7:25 PM, their opponents may choose to take the forfeit.

Match 3 doubles players should plan to start their matches at 7:50 PM. If Match 2 has concluded by 7:50 PM and a Match 3 player has not yet arrived, the absent player has until 8:05 PM to arrive. If the absent player hasn't arrived by 8:05 PM, their opponents may choose to take the forfeit.

There is no penalty for matches running late, though if they run past sunset, matches will need to be finished during the following week's matches before 6:30 PM or at a mutually agreed upon date and time. Players are responsible for calling their facility and reserving courts for make-ups.

If only one player is available on a given match date, said player may play both singles lines & the doubles match will be defaulted. One player can play both singles lines *only if* the doubles match will be defaulted.

8. Rain

Please call your facility to confirm playing conditions. If a match is completely rained out, players do not need to report to the facility. Captains from each team will decide when makeup matches will be played. Players can report to a facility prior to 6:30 to play a makeup match, but should call their facility beforehand to reserve a court. Make sure the facility knows you are a SMASHBALL player and we will incur the costs. If rain occurs while play is already under way, players will complete the match on another Monday prior to their 6:30 match or on a mutually agreed upon makeup date. Players are responsible for calling their facility and reserving courts for make-ups.

9. Entering Scores on Tenniscores

The winning team's captain will enter scores at the end of the match. Please confirm your scorecards are correct with your opponents. To report scores, visit: <http://ustaatlanta.tenniscotes.com> & select the scores tab on the right-hand side.

10. USTA Rules of Fair Play will be followed during all play.

1st & 2nd Place Winners:

- At the conclusion of the regular season, the top 2 teams from each location will advance to the Finals at LifeTime on August 29, 2016 at 6:30 PM.
- Top standings will be determined based on the total number of games won.

In the event of a tie: The first tiebreaker to decide the top 2 teams of each location will be the head-to-head outcome. The second tiebreaker will be which team has the best winning percentage (total games won divided by total games played).

FINALS:

Winners and finalists will receive a player gift. Court fees will be included for the finals. The Finals will be held at LifeTime on August 29, 2016 at 6:30 PM. At the finals, all players are invited to watch and partake in an end-of-season "play day" for everyone.

Friendly Reminder

Reminder to all players: (1) The SMASHBALL Tennis League is a fun yet competitive league. We encourage all players to be flexible, exhibit good sportsmanship and be willing to work with the other players to make the league season a success. (2) League administrators will verify all ratings and research players without a USTA rating prior to the start of the season.

All rules are subject to change

NTRP Rating Characteristics

2.0

You lack court experience and your strokes need developing. You are familiar with the basic positions for singles and doubles play.

2.5

You are learning to judge where the ball is going, although your court coverage is limited. You can sustain a short rally of slow pace with other players of the same ability.

3.0

You are fairly consistent when hitting medium-paced shots, but are not comfortable with all strokes and lack execution when trying for directional control, depth, or power. Your most common doubles formation is one-up, one-back.

3.5

You have achieved improved stroke dependability with directional control on moderate shots, but need to develop depth and variety. You exhibit more aggressive net play, have improved court coverage and are developing teamwork in doubles.

4.0

You have dependable strokes, including directional control and depth on both forehand and backhand sides on moderate-paced shots. You can use lobs, overheads, approach shots and volleys with some success and occasionally force errors when serving. Rallies may be lost due to impatience. Teamwork in doubles is evident.

4.5

You have developed your use of power and spin and can handle pace. You have sound footwork, can control depth of shots, and attempt to vary game plan according to your opponents. You can hit first serves with power and accuracy and place the second serve. You tend to overhit on difficult shots. Aggressive net play is common in doubles.

5.0

You have good shot anticipation and frequently have an outstanding shot or attribute around which a game may be structured. You can regularly hit winners or force errors off of short balls and can put away volleys. You can successfully execute lobs, drop shots, half volleys, overhead smashes, and have good depth and spin on most second serves.

