

Northern Illinois Traveling Tennis League Rules 2025-26

Ladies Division Names for 2025-26

Div. 1 - American
Div. 1 - Central
Div. 1 - National

Div. 2 - American
Div. 2 - Central
Div. 2 - National

Div. 3 - American
Div. 3 - Central
Div. 3 - National

Div. 4 - American
Div. 4 - Central
Div. 4 - National

Centre Court Athletic Club – Hanover Park
Challenge Fitness – Lockport
Courts Plus – Elmhurst
Eola Tennis Academy - Aurora
Life Time Sport & Racquet Club – Burr Ridge
(fka Five Seasons Family Sports Club)
5 Star Tennis Center – Plainfield
Northwestern Medicine Huntley H & F – Huntley
HealthTrack Sports Wellness – Glen Ellyn
Hinsdale Racquet Club
Midtown Athletic Club – Willowbrook
Naperville Tennis Club
Norris Recreation Center – St. Charles
Oak Brook Tennis Center
Rush-Copley Healthplex – Aurora
Score Tennis & Fitness – Countryside
The Racket Club – Crystal Lake
The South Barrington Club
The Tennis and Fitness Centre – Oak Park
Vaughan Athletic Center – Aurora
Wheaton Sport Center

I. Line-Ups

- A. The home team should have their line-up ready and at the front desk when the visiting team arrives to play. Upon arrival, the visiting team should turn in their line-up. If they don't have their line-up, the home team need not show their line-up.
- B. Last minute substitutions are allowed when someone who would otherwise be eligible to play fills in for someone who hasn't showed up for the scheduled match. This player must take the spot of the missing player. The line-up cannot be changed, nor can the court assignments without the approval of the opposing team's captain. The addition of this player cannot jeopardize breaking the stacking rule.

II. Pre-Match Rules

- A. Even if your match starts late, you still finish at the scheduled ending time. This rule can be altered only if all players on the court agree to a different ending time, and an authorized person at the home facility allows it. This is meant for matches starting late because an NITTL match is still on court and forces the late start of the next match.
- B. If any of the scheduled courts are open when a match is supposed to begin, they must be used. If court 3 is open, but there is a tense match still going on court 2, the players assigned on court 3 should still start their warm-up on time.

- C. All facilities must have a bell, buzzer, timers or easy to see digital clock(s) of some sort that officially ends a match.
- D. All cell phones should be turned off when the match begins. If a cell phone goes off during a point that team loses the point. If a cell phone goes off, but a point is not in progress there is no penalty and the phone should be turned off immediately.
- E. Players warming up before a match should finish and attend to all necessary off-court situations before the start of the match. Players should be going on court at the scheduled match time. It is inconsiderate to finish a pre-match warm-up before the start of the match, and then leave the court to go to the locker room, and then arrive on court late for the start of the match.

III. Match Play Rules

A. Warm-Up/Late Arrivals

1. Ten minute warm-up.
2. If a warm-up starts late due to rule II. A., the players are still entitled to a full ten-minute warm-up.
3. Late arrival time begins when the player is on court ready to play.
4. The home team clock is the official clock when determining penalties. Unless otherwise told, if a club has more than one digital clock, the clock closest to the court is the official clock.
5. Players who are late miss as many minutes of warm-up as they are late. (If a player is five minutes late, the player receives five minutes of warm-up; nine minutes late, one minute of warm-up.)
6. Players who are 10-19 minutes late get no warm-up.
7. Players who are 20-29 minutes late, default the first set 6-0, and get no warm-up. You must announce to the late team that they have defaulted the first set. You cannot finish the match and go back and claim that the team was late and defaulted the first set.
8. If a player is 30 or more minutes late, default the entire match.

B. On-Court Rules

<u>1.5 Hour Matches</u>	<u>2.0 Hour Matches</u>
Do not play out third set	If 10 minutes left, play out third set
If 7:00 min or more left, match tie break	If 7:00-9.59 min left, match break
If 6:59 min or less left, it's a tie	If 6:59 min or less, it's a tie
A regular tiebreak is first to seven by a margin of two, a match tiebreak is first to 10 by a margin of two	

1. All matches will be 1.5 hours or 2 hours.
2. Best two of three sets. 12-point tie-breaker at 6-6 of any set.
3. Switch sides at the completion of each set.
4. If Team A wins the first set and the second set cannot be completed within the match time frame and Team A is losing the second set, then the match ends in a tie.
5. If Team A wins the first set and the second set cannot be completed within the match time frame and Team A is tied or ahead in the second set, then Team A wins the match.
6. For 1.5 hour matches, if teams split sets and there is between 6:59 – 0:01 minutes left to play, the match ends in a tie. Please note that the time left is determined at the conclusion of the last point. Thus, if there is 7:00 time left when the last point ended, but there is only 6:20 by the time the server is ready to serve, the match tiebreaker must still be played.

7. For 1.5 hour matches, if teams split sets and 7:00 minutes or more remain, you will play a match tiebreaker to determine the winner. This is the first one to 10 by a margin of two. There are no breaks at any time during this tiebreaker.
8. For 2.0 hour matches, if teams split sets and there is between 7:00-9:59 minutes left to play, you play a match tiebreak to decide the match. Please note that the time left is determined at the conclusion of the last point. Thus, if there is 7:00 time left when the last point ended, but there is only 6:20 by the time the server is ready to serve, the match tiebreaker must still be played.
9. For 2.0 hour matches, if teams split sets and there is 10:00+ minutes left to play, switch sides and play as many games as allowed for the third set. Please note that the time left is determined at the conclusion of the last point. Thus, if there is 10:00 time left when the last point ended, but there is only 9:20 by the time the server is ready to serve, you still play out as many games as allowed for the third set.
10. While playing a game, if time runs out, finish that game and count it.
11. In either the second or third set if a game ends and there is any time left (even one second), you must play another game even if you cannot begin this game before the time limit expires. When a game ends, you must immediately notify your opponent if there is any time remaining. If you notify your opponent of this rule and they refuse to continue, they will lose the next game and suffer the result of this game default. If the home team has a pro or other designated employee watching the match and they were watching the proper clock, anyone from that court can ask the pro if there was time left and if they need to play another game. This would be the final say in the matter.
 - a. Do not deliberately slow down the game as the match time limit approaches.
 - b. Games are played to the reasonable pace of the server.
 - c. The maximum amount of time between points is 20 seconds.
12. Players are allowed a bathroom break if it is necessary. Players are not allowed to use this rule for the purposes of getting water or some other benefit from leaving the court.
13. Unless everyone on court agrees to allow someone to leave the court for something other than a necessary bathroom break, ANYONE WHO CHOOSES TO LEAVE THE COURT, EVEN FOR WATER, AUTOMATICALLY DEFAULTS THE MATCH. Facilities requiring mothers to change their baby's diaper is an acceptable reason to leave the court without being penalized. The match must have started for this rule to be enforceable. There are other possible reasons that are justifiable to leave the tennis court. If a club plans to enforce this rule they should keep in mind that it is possible the reason for leaving the court might be found to be unacceptable. Keep in mind the reasoning of this rule, is to not allow a team a way to intentionally slow down a match they may be leading. Assessing this penalty needs to happen at the time of the violation, not later after the match is completed.

C. On-Court Disputes

1. Players should try to settle on-court disputes among themselves first.
2. Should a player feel a pro needs to be contacted she may do so including leaving the court to find a pro (or authorized person) to help settle the dispute.
3. Shaking hands at the end of a match signifies all players have accepted the result of the match. The exception to this rule is if you state you're protesting the result of the match before you shake hands.
4. At the end of a match if a pro notices the players are about to make an error as to whether they're supposed to continue (time issue), he/she may intercede to correct the problem without the player's asking for it. Non-time related issues are to be left alone unless asked.

5. If asked, pros are not required to be on-court judges during a match. They can be requested and if the pro is willing to do it, it's fine.

IV. Stacking

- Proving a team has intentionally stacked is difficult. There is nothing that ruins a match more than playing against people outside the proper ability level of a particular court. In the event a club files a complaint against a team they will need to present clear evidence on paper.
 - In the end, the tennis pros are responsible for team line-ups. It is understood that some teams allow captains to make their match line-up, however it will not be the captain who must answer to any incidents of stacking. It is the pros who will be required to deal with this issue.
1. Teams are expected to have their line-up in proper order of strength.
 2. Minor adjustments in line-ups such as switching your usual #1 court to #2 is not considered stacking. This may occur because of a challenge match victory or the #2 team having a better record than the #1 team.
 3. Playing your best player(s) on a lower court with a weak player in is not considered stacking in the NITTTL. Be careful with the interpretation of this rule. Especially if you do this LATE in the season, since it might be determined stacking was clearly the intent.
 4. Playing a team on court 3 that has demonstrated success on higher courts would be an example of stacking, unless those playing above them have also demonstrated equal or better success.
 5. The most obvious form of stacking is playing your #3 team on 1, #1 team on 2, #2 team on 3.
 6. If a team wishes to file a stacking complaint, follow the stacking procedure listed at the end of the rules.
 7. Unless the alleged stacking occurred against your club, you cannot file a stacking complaint.

STACKING PROCEDURE

Should a team believe another team is guilty of stacking, the following procedure will be required:

- A. An email must be sent to Appeals@nittl.com within seven days of the match.
- B. The complaining club needs to put down in words the facts regarding why you feel the opposing club is guilty of stacking. Avoid being subjective.
- C. The club accused of stacking will be contacted by Jay (or a Committee Member) as soon as the complaint has been received. Jay will make sure they also receive the complaint. The club will have no more than five days to respond to the complaint. The response should only be based on facts.
- D. Once Jay has both sides he will send the complaint to the members of the Committee. None of the Committee members will be from either of the teams involved with the complaint.
- E. Only the information given to Jay will be sent out in an email to the Committee. Under no circumstances will any additional evidence be allowed to be sent regarding the decision. The majority vote is the final decision.
- F. On the last week of the season, or in the playoffs, if there is a stacking complaint it must be sent by 6:00 p.m. on the day of the match. The club having the complaint against them must also be included in the email. This team will have 24 hours to respond. The Committee will decide within 24 hours. Morrie will put a notice up on the website where the standings are located stating that a stacking

complaint is in the process of being resolved and the final result will be posted as soon as Morrie is notified.

V. Defaults/Retirements

- A. If you are unable to have a full team, please email/call/text your opponent as soon as possible so that they may call their players and inform them that they do not have a match. For club NITTL administrators we have a Google sheet titled NITTL Contacts: Emails/Cell Numbers. This sheet needs to be updated and accurate. Both emails and texts provide the necessary proof that you did contact the opposing club if a dispute arises. Saying you made a call and left a message is not verifiable.
- B. Defaults will start with the bottom court and move up.
- C. When you default any amount of courts you cannot undo any of the default without the consent of the opposing club.
- D. When you default, your facility is responsible to pay for your half of the court revenue that the home club lost if you call by 5:00 PM the day before the match. Clubs can check their default money status by logging into their club at the NITTL website and selecting "View Default Money Status".
- E. If you call and default courts after 5:00 PM the day before the match, your facility is responsible to pay for both halves of the court revenue.
- F. A team that defaults an entire match in the last three weeks of the regular season must pay both halves plus an additional \$100 fee regardless of when the default is called in.

VI. Eligibility

- A. All players must be 19 or older.
- B. College students (19 or older) who play tennis for their school can play after completing their college schedule.
- C. Players may play for one club only in this league, regardless of the division you play in.
- D. Playing someone deemed to be ineligible or illegal results in either a default of that court and all courts below or just the default of that one court. Decisions will be made by the Appeals Committee.
- E. Tennis teaching pros are eligible to compete. They may participate at whatever level their ability allows them to compete. A pro who is no longer actively teaching for a club is not eligible unless she is a paying (paid) member of the club.
- F. You must be a member of the club you play for and have paid the membership dues that the club advertises it charges their members. There is no time limit on catching a player who has violated this rule. Players playing under rule V.E. are not subject to this rule. If contacted by Jay (or a Committee member), a club must produce proof of an individual's membership.
- G. There is a maximum of four weeks from the time a match was played for a team to catch an illegal player and have the rules applied for playing the illegal player. Please note that there is a one-week rule for a stacking complaint.
- H. The maximum NTRP rating in the Division 1 American is 5.0.

VII. Rosters/Appeals

- A. Players cannot be put on a roster unless they meet Rule V.F. which states: You must be a member of the club you play for and have paid the membership dues that the club advertises it charges their members. Active teaching pros of the club are not subject to this rule.
- B. Ladies team rosters must be updated and completed online no later than the day and time of their first match. There must be a minimum of 6 players on the roster (Div 4 National only needs 4 players on the roster).
- C. There is no limit to the amount of players on a roster.
- D. Appeal Chart: The following chart is used for determining where you can roster players and for appealing players. This includes appealing someone you want to roster to a higher team after subbing the person up eight. If the person wasn't allowed to be rostered on a higher team because of this chart they may be appealed. Violations are a default of the court for each violation and the opposing team receiving the win.

NITTTL Appeal Information				
Move up without an Appeal				
Minimum winning percentage needed				
Ct Avg	1 Level	2 Levels	3 Levels	4+ Levels
1.00-1.49	0.500	0.600	0.700	Appeal
1.50-1.99	0.550	0.650	0.750	Appeal
2.00-2.49	0.600	0.700	0.800	Appeal
2.50-3.00	0.650	0.750	Appeal	Appeal

NITTTL Appeal Information				
Move down without an Appeal				
Maximum winning percentage needed				
Ct Avg	1 Level	2 Levels	3 Levels	4+ Levels
1.00-1.49	0.250	0.200	Appeal	Appeal
1.50-1.99	0.300	0.250	Appeal	Appeal
2.00-2.49	0.350	0.300	Appeal	Appeal
2.50-3.00	0.400	0.350	0.300	Appeal

- E. There is an NITTTL Committee consisting of a minimum of five individuals that will hear all situations/complaints regarding player appeals, team appeals, pro complaints, stacking complaints and general clarifications.
 - a. The Committee are the commissioner and the following people: Dave Schoenly (Lockport), Lori Mills (Wheaton), Jonathan Diamond (Five Star), Bill Dahm (Norris), and Jean Brown (Health Track).
 - b. The members of the NITTTL Committee shall recuse themselves from voting if it's a player from their club, or a player from their club in the past two seasons.
- F. Upon submitting an appeal on your google sheet, please alert the committee by sending an email to the Committee (Appeals@nittl.com).
- G. Players whose appeals are approved will be listed on the NITTTL website by clicking on the "Player Appeals" tab on the left side of the home screen. This will take them to the NITTTL Approved Players Google Sheet.
- H. If a player is changing clubs and the new club wants to roster this person at a different level where the player needs to be appealed, the PLAYER must send an email to Jay Huffer at jgooser64@yahoo.com indicating their intent to play at that club.
- H. When a team has four matches (or less) left to play in the season, they cannot roster any new players.

- I. If “NOT ROSTERED” is selected for a player name on a score sheet in the online system, a system email will be sent to the team that has the unrostered players. The coordinator of that facility has five days to respond or that player will be rostered on the team for which they played.
- J. Playing a non-rostered player who is “in level” will be a one court default. Playing a non-rostered player who is determined by the Committee to be “out of level” (too strong) will be an all court default.
- K. When a club submits their teams (NITTL teams for Morrie goggle sheet), teams may be moved to a different division based on previous season’s results. Any questions regarding team placement we encourage you to contact the Committee (Appeals@nittl.com).
- L. 1. All teams that finish at 65% or higher that remain intact must move up at least one (1) NITTL division unless approved to stay at the same level by the Committee. All first place teams regardless of their winning percentage have the right to move up if they choose.
2. All teams that remain intact and finish at **25%** or less for **one season** must move down a Division. Should a team be forced down the team may appeal to remain at that level. This rule applies beginning with the **2024-25** season final results.

M. Automatic Forced Player Movement Rule:
Movement Upward:

A player must move to a higher NITTL team if she meets the following criteria for her last season played:

- She played in at least half the scheduled matches
- Of the matches she played, she played court one in at least half of them.
- Her overall winning percentage was 75% or better. This means counting the matches when she played on courts below court 1.
- Matches only count at the level the player is rostered. Match results from subbing up do not count towards the overall percentage.

Movement Downward:

A player must move to a lower NITTL team if she meets the following criteria for her last two seasons played:

- Each season she played in at least half the scheduled matches
- Of the matches she played, she played court three (3) in at least half of them.
- Each season her OVERALL winning percentage was 25% or lower. This means counting the matches when she played on courts above court 3.
- Matches only count at the level the player is rostered. Match results from subbing up do not count towards the overall percentage.

The upward movement rule does not apply to Div. 1 American. The downward movement rule does not apply to Div. 4 National.

Any player who is forced to move upward or downward because of the Automatic Forced Player Movement rule can have it appealed.

- Submit your appeals on your club’s google sheet.
- Alert the committee by email (Appeals@nittl.com).

- N. Playoff results do not count toward a player’s season-end winning percentage.

- O. **Post Season Player Complaint Rule:**
At the completion of the postseason, there will be a 30 day time frame to make a player complaint to either force a player to move up (or down) even if they do not meet the criteria of the Automatic Forced Player Movement Rule. The complaint must be made by a pro at a club, and not by team players or captains. In these instances, if a complaint is made against an individual, the club will be notified that a complaint has been made about that player and they will have a chance to respond. The complaint and response will then be sent to the Committee (Appeals@nittl.com) for a final decision.
- P. **Appealing of Players Roster Level**
1. A player can only be **successfully** appealed once per season. If a player is denied, she may sub up and be re-appealed. We recommend re-appealing her once she's subbed up a minimum of five (5) times.
 2. A player who is successfully appealed must play a minimum of four (4) matches at the level she was successfully appealed to before she is allowed to sub up. Example: Linda plays Div. 2N and her record does not allow her to be rostered at the Div. 2C level. She's appealed and it's granted. You must have Linda play four matches on this Div. 2C team before you can sub her up to your Div. 2A team.
 3. In the case of #2 once she has played her four (4) matches at her successfully appealed level, she may sub up, up to eight times higher. Regardless of her subbing up record, she can no longer sub up or be appealed (see #1) after eight sub.
- Q. **Ghost Roster Rule:** A club may ask to "roster" players from their club at an NITTL level they do not have a team. Some clubs may have a large enough gap between some team levels that a ghost roster can be used. The purpose of this rule is to allow players to be able to sub on a team they otherwise would not be allowed. Example: Linda is a 2L level player. She has NITTL history to support this. The club she's at has a 3A team and their next highest team is a 2A team. Linda is too strong to be allowed to be on the 3A roster. She's too weak to be allowed to be on the 2A roster. She can be ghost rostered at the 2L level and be allowed to sub up on the 2A team up to eight (8) times.
- R. **Team Merger Rule:** If a club can demonstrate the need to merge players from two teams in order to keep one team together, it will be taken into consideration by the Committee. Restrictions on what court(s) players are allowed to play may be stipulated. There could still be individual denials. The NITTL Approved Player Appeal List will note "merger" next to anyone approved this way.
- S. **Revoking an Approved Appeal:** Successful appeals (individual or team) can be revoked immediately if the information given to the Appeal Committee that allowed for a successful appeal is found to be incorrect (false).
- T. **Rostering of Championship Teams:** Anyone who did not play at least five regular season matches as a rostered player on the championship team is not eligible to move up with the team unless they are appealed.

- U. The Roster Chart can only be used for results from last season. Even if a lady is 6-0 in her sub ups, if the appeal chart shows her results from last season do not allow an automatic move up to the level you seek, you must appeal her before playing that ninth sub up match. In reality, it won't be an ninth sub up because you'll have appealed her after eight sub ups and if approved, this will not be a sub up. It will be her new approved level.

If the chart indicates she could have been rostered at that higher level, you do not need to appeal her, but you need to notify Morrie via email that you're rostering the player at a higher level, and it needs to be done BEFORE she plays that "9th" match. You have the ability to do this yourself through the player maintenance tab when you login at the NITTL website. Make sure you do this before she plays.

- V. The Committee will make every effort to respond in a timely matter. The latest they will respond will be 14 days.
- W. An illegal/ineligible player may be brought to the attention of the Committee by any club that has a team in that division within the three (3) week limit. This is not applicable in the last week of the season or during the playoffs.

VIII. Substitutions

- A. Once placed on a roster, a player may not sub down.
- B. Players may "sub up" on more than one team.
- C. When a player subs up a ninth time, they are now officially rostered on that team, provided they were successfully appealed. Many players are not eligible to sub up this ninth match and be rostered on a higher team unless they meet the requirements of VI.D. (The Appeal Chart) from the last season they played.
- D. After subbing up an eighth time a club can appeal that player to the Committee to determine if the player should be allowed to play that ninth match and be rostered on the higher team.
- E. A player may "sub up" a total of eight times during the season. If you sub up four times on one team and four times on another team, you are at your maximum of eight.
- F. Upon a successful appeal a player can't be rostered on any other team, nor can they sub anymore.
- G. Players may not sub to another team at the same level they are rostered.
- H. When subbing a player up, the opposing team has the right to file a stacking complaint if they feel they can prove the sub played on an inappropriate court.
- I. This rule is only applicable if there is a Div. 1A. Players rostered on Div. 1N and 1C are allowed an unlimited amount of times to sub up to Div. 1A. These sub ups do not count towards being rostered at a higher level.
- J. Unless opposing club agrees, players are limited to subbing up no more than 4 levels.

IX. Match Postponements/Rescheduling

- A. Either team may call the opposing club for the postponement of a match due to inclement weather. Rain is not an acceptable reason for postponement.
- B. Postponed matches must be rescheduled within three weeks. This doesn't mean the match must be played within three weeks. It means the clubs must agree upon any date in the future, but they only have three weeks to determine that date.

- C. It is the home team's responsibility to contact the away club and decide upon a reschedule date. Both clubs must agree to the rescheduled date. The home team must immediately notify Morrie Marino of the rescheduled date.
- D. If an effort was made to reschedule a postponed match but it was not possible, the match result will be 0-0. The home team does not have to give up the "home".
- E. When a facility has two or more teams in the same division and those teams are scheduled against each other, they must play the match on the scheduled date or earlier. If a team does not have enough players for the match, then they need to default courts just like a regular match. The penalty will be one of two decisions. Decision #1 will be to give one team an all court victory and it will be the team we feel hurts the club the most. Decision #2 will be to officially declare the match 0-0 so neither team can benefit. The decision will be decided by the Committee.
- F. Failure to have a match rescheduled within the three-week time period, results in the home team defaulting the match. The visiting team must contact the Committee (Appeals@nittl.com) and notify him that three weeks have passed and the home team didn't contact the visiting team about a reschedule. The visiting team is not required to make the initial contact to reschedule the match. If the home team claims they did attempt to contact the visiting team, an email must be a part of the initial contact. This provides proof. Without the email proof, the ruling will be in favor of the visiting team. Even sending an email to the Committee saying you called the visiting team on that date will be considered acceptable. In order for the visiting team to claim the default they must contact the Committee within four weeks of the three-week time period. If this doesn't happen the match will be recorded as 0-0.

X. Complaints against players/pros

Players

- A. All clubs have access to a special Google Sheet for complaints against players within the league. These complaints are to be based on behavior issues. To file the complaint you will need to provide the following information.
 - The player's name
 - Her club
 - Her specific team/level
 - Date of incident
 - Description of what happened
- B. Once an incident is verified by the Committee, the player will be put on notice (probation). This will be noted on the Google Sheet. The home club will be responsible to notify their player of this probation.
- C. A second offense will result in a suspension of play for a number of weeks to be determined by the Committee. This will be a minimum of three weeks.
- D. A third offense will be a suspension for the remainder of the season. Suspensions late in the season could be carried over into the following season if the Committee feels it's warranted.

Pros

- A. On your team Google Sheet there will be a tab at the bottom titled, Pro Complaint. If ladies from one of your teams has an issue/incident with a pro from another club you should go to this tab and fill out a report based on exactly what the ladies said happened. Make the report based on what your players say, not what you interpret what they say.
- B. Send the Committee (Appeals@nittl.com) an email letting them know that you have a complaint against a pro on your Google sheet. A Committee member will contact the pro and let him/her know what was said. The Committee will decide if this offense should put the pro on probation.

- C. Should a second offense be leveled against the same pro and the Committee comes to the same conclusion the pro can be banned from watching their team play. This suspension period will be determined by the Committee.

XI. Match Fees

Match Fee for 2025-26: 1.5 hours \$17.00 / 2 hours \$23.00

XII. Childcare

- A. Facilities are not required to offer childcare during match times, however, it is recommended.
- B. Facilities that require advance notice of childcare cannot turn down the visiting team if the person calls within the prescribed time. If a player is denied childcare, that club (person) should immediately contact the Committee (Appeals@nittl.com) and they will try to remedy the situation.
- C. Any club having special childcare rules is required to email a copy of those rules to Morrie Marino at morrie@nittl.com
- D. Facilities are not allowed to charge more than \$8.00 per child (not per hour).

XIII. Division Winners

- A. Division winners will be based on the best won/lost percentage. Ties remain ties regardless of tiebreaking procedures detailed in the playoffs. The online standings will go out to the third decimal point.

XIV. Playoffs

- A. The week after the regular season's final matches, playoffs will be held in all divisions.
- B. The higher seeded team will be the home team. Morrie will notify both the home and away teams who their opponent is.
- C. On the last Friday afternoon of the regular season all home teams must email Morrie their clubs home match day/time. This also applies the following Friday for all teams hosting matches in the playoff finals.
- D. If a team knows they have to default a first round playoff match, the next best team is added to the playoffs and all seeding is redone based on the teams that are participating.
- E. If a team wins its first round match, and has to default its next match, the team they defeated in the first match is reinstated in their place.
- F. You must have played in at least five (5) matches to be eligible to compete in the playoffs. Your five (5) matches can include matches played at a different level. Only one (1) match where the opponents defaulted can be counted toward the five (5) match eligibility.
- G. Playoff teams may have players "sub up" who have met the five (5) matches played rule.
- H. In the playoffs, the matches will be under the same rules as regular season matches unless both facilities agree to a different set of rules. Any rule changes must be agreed upon 24 hours prior to the match by the club coordinators.
- I. As in the regular season, stacking is not allowed in the playoffs.

- J. Teams must play their playoff matches on the same day as they played their regular season matches. The time may be changed to whatever they want. The home team may contact the opposing team and request a day change, but the opposing team is under no obligation. Teams in first and second place near the end of the season should make sure this does not become an issue by making sure the court availability is there. The one exception to this rule is if too many teams from a particular club earn a home playoff match and there isn't enough court availability, then a team can schedule a home match on the day different than its normal home match day.
- K. All playoff matches will be 2 hours in length. If both clubs agree, the match length can be extended.
- L. In the event of a tie, the winning team will be determined in the following order:
1. The team that wins the most sets.
 2. The team that wins the most games (total of all courts).
 3. A match tiebreaker played for the third set counts **as one set and one game** towards settling ties.
 4. If the match is still tied, each team picks any two players to represent their team in a 10-point match tiebreaker. In this instance the players will switch sides every six points.
 - In the event there is a default or default, the opposing team wins the match by a score of 6-0, 6-0.
 - In the event that there is a retirement due to injury, illness or personal emergency the opposing team gets credit for the match and two sets. If the team that retired won a set they get credit for it. For tiebreak purposes of a tied match, the winning team gets to count the rest of the games left in the match.
Example 1: Team A wins the first set 6-4 and is losing the second set 2-4 when the lady on Team B can't play anymore. Team A gets to claim the second set 6-4.
Example 2: Team A loses the first set 1-6 and is losing the second set 1-3 when the lady on Team B can't play anymore. Team A gets to claim the second set 6-3 and the third match tiebreaker which counts as one set and one game.
- M. Matches that end in the retirement of a player count towards an official match and being playoff eligible. A retirement is when a match starts (including warm-up) and a player cannot finish the match due to injury, illness or personal emergency.
- N. If there are four (4) or more teams in a league division the top four (4) teams will be in the playoffs.
- O. If the regular season ends in a tie between any teams the official standings remain as a tie. However for seeding purposes, or to determine if a team qualifies for the playoffs, the following tiebreakers are used in this order to determine playoff seeding order:
1. Head-to-head vs. the team(s) you tied with during the regular season. This means adding up the points won. If Club A played Club B four times and the results from Club A's perspective were 1-3, 0.5-3.5, 4-0, 2-2 then Club B wins 7.5 to 8.5. If three or more teams tied you would still see if this method separates them to make a clear order.
 2. Overall sets won to sets lost vs. the team(s) you tied with during the regular season.
 3. Overall games won to games lost vs. the team(s) you tied with during the regular season.
- P. Once the playoffs begin any protests/complaints must be sent to the Committee (Appeals@nittl.com) by 6:00 pm the day the match was played. This is a playoff rule and supersedes any regular season rules. Understand that the three (3) week illegal player reporting rule is not in effect.

XV. Miscellaneous

- A. Rules decisions
1. Refer all rules questions to one of the home team's tennis pros/coordinators. If you believe the home team pro/coordinator to be in error, or if you cannot resolve the matter email the Committee (Appeals@nittl.com).
- B. Match starting times, days and number of courts played
1. Matches cannot start any earlier than 10:00 am. 1.5 hour matches cannot start later than 1:00 pm. 2.0 hour matches cannot start later than 12:30 pm.
 2. All matches must finish by 2:30 pm.
 3. All divisions may choose a Thursday or a Friday home match time, except Div. 1 American which must have a Friday time.
 4. Div. 4 National are two (2) courts.
- C. Results of a match
1. All results will be entered through the NITTL website. Our website is www.nittl.com.
 2. Either team may have a captain or club representative enter the match scores no later than Monday at 12:00 pm. If the match results have not been entered by Thursday (three days later) the home team may be assessed a \$20 penalty. This will happen if it's a repeat offender. If there is a dispute in a match result it should still be entered by the home clubs version of the result.
 3. If there is a dispute over entered results, an email must be sent to Morrie ASAP. Morrie can correct simple errors, or if the dispute needs a decision over a more complex situation, Morrie will forward the problem to Committee. Upon the Committee's decision, an email will be sent to Morrie and the disputing clubs. For this matter Morrie's email is morrie@nittl.com.
- D. Change in the schedule
- If the schedule for any division is modified, but not completely redone, the matches that have changed will require an email to each club (from Morrie) listing the change and this email must be returned acknowledging the change.
- E. Dropping a team out of the league
- Any facility that has a team drop out of the league once league play has begun is required to pay a \$250 drop out fee.
- F. Court dividers
- Should any player on either side of a court divider wish for the divider to be opened, it must be opened. **This only applies to the court dividers that separate two NITTL match courts.**
- G. On Court Injury/Illness
- Based on a 90 minute match, if a person is either injured or ill they can have up to five minutes to resume play in the first hour of the match. In the next 20 minutes a person can have no more than two minutes. In the final 10 minutes of the match there can be no time out for injury or illness without retiring the court.
- For a 2 hour match, if a person is either injured or ill they can have up to five minutes to resume play in the first 1.5 hours of the match. In the next 20 minutes a person can have no more than two minutes. In the final 10 minutes of the match there can be no time out for injury or illness without retiring the court.

H. On Court Breaks

With limited time to play our matches we do not switch sides on odd-games. However normal breaks in a tennis match occur on odd-game side changes. Since we don't switch sides on odd games, the rule is that when a game is completed and it's an odd-game, this is the time to get a water break or minor rest break. This time is not to exceed 30 seconds and the players must remain on-court. Do not have water breaks on even-games played.

I. Playing in good faith

If you play a match and there was a rules violation that would have an impact on the match, but you continue to play the match without knowledge or care about the infraction, you have played the match in good faith. Should you end the match with an unresolved dispute, BEFORE YOU SHAKE HANDS you must let everyone on the court know the match is under protest.

J. Water/Food

1. Home teams are not required to provide water on court. As such, it is up to each individual to have her own water (or other approved drink) on court.
2. Some teams in the NITTTL enjoy having a lunch or snack spread after a match. This IS NOT REQUIRED.

K. Coaching

Coaching is not allowed during NITTTL match competition.

L. Schedule for 2025-26

- First week of matches on Sept 11/12.
- No matches on Nov 27/28 (Thanksgiving Break).
- No matches on Dec 18/19, Dec 25/26 and Jan 1/2 (Christmas/Holiday Break).
- No matches on Mar 26/27, Apr 2/3 (Spring Break & Easter)
- Last week of regular season matches on April 30/May1.
- First week of playoff matches on May 7/8.
- Finals of playoff matches on May 14/15.