

Junior League Rules and Regulations
All Stars, Future Stars and
Junior Mixed Leagues
(Updated April, 2019)

THESE RULES SHOULD BE PRESENT AT ALL MATCHES

SECTION 1: GENERAL RULES

G1 PLAYER AGREEMENT AND WAIVER OF CLAIMS

- A. Player Agreement: All players participating in the InterCounty Tennis Association (ICTA) programs, as a condition of their participation, agree to abide and be bound by the ICTA Constitution and By-Laws; the respective League Regulations; the “Rules of The Court” which includes, The Code for Unofficial Matches; and adhere to the standards of good conduct, fair play and sportsmanship.
- B. Waiver of Claims: All players participating in any InterCounty Tennis Association Program acknowledge the risks associated with playing competitive tennis, accept those risks voluntarily, and in consideration of their acceptance in the Program assume all risks for bodily injury, waive all claims for injury and property damage and release and hold harmless the ICTA and the host facility, their officials, employees and agents with respect to any injury or loss caused by negligence or otherwise to the fullest extent permitted by law.
- G2** All clubs must keep a copy of the "Rules of the Court" displayed in their clubhouse. "Rules of the Court" is the official rule book of Tennis Canada and can be obtained at a small cost or is free to download and print. Call 416-665-9777 to purchase, or download the Rules of the Court and The Code for Unofficial Matches.
- G3** Clubs, which have not paid club and/or team fees by the Spring General Meeting date and have not submitted up to date information sheets are subject, at the discretion of the ICTA Executive, to either one of the following:
- 1) be assessed a late entry fee of \$50.00 or
 - 2) be deemed to not be a member of the Association and therefore ineligible to play in the leagues or tournaments. All clubs excluded in one year will have to re-apply for entry to the Association at the next general meeting.
- G4** The League Director, subject to review by the ICTA Executive, may enact penalties against clubs, captains and individuals arising out of the behavior and non compliance with the rules both on and off the court. These penalties may include, but are not limited to, suspension of playing privileges, match default, disqualification of teams, alternative placement in standings and/or denial of promotion to higher divisions.
- G5** All captains will ensure that ALL of his/her team members obtain both the schedule and ALL of the League Rules.
- G6** Coaching while a match is being played is NOT allowed except in Junior Mixed and Future Stars League. Coaching is considered to be any communication, advice or instruction audible or visible to a player.
- G7** Cellular phones and all communication devices are to be turned off. They may only be used in emergencies.

SECTION II – LEAGUE FORMAT AND RULES

- L1** All Stars and Future Stars Leagues – Saturdays during the months of May and June (3 courts are preferable)
- 1) All Stars (U14/U18): 6 pro sets to 8 games
 - 2) Future Stars (U12): 6 pro sets to 6 games
- Junior Mixed League - Sunday during the months of May and June: 6 pro sets to 6 games played on 2 courts
- L2** All leagues are divided geographically. The Junior Mixed League may be divided into “MAJORS” and “A” levels. Players who played in U14 or U18 OTA provincial championships **MUST** play “MAJORS”.
- L3** Home club rules apply and all players must conform to those rules. The home club will retain the right to refuse playing privileges to those players not abiding by their rules. These rules may include court demeanor as well as dress codes including the types of shoes one may wear. Tennis attire is required in all clubs.
- L4** All league matches must be played on outdoor courts (weather permitting) unless the club is indoor only or special permission has been granted by the Executive or the Junior League Director.
- L5** The All Stars and the Future Stars league fixtures will be scheduled on Saturdays. The Junior Mixed league fixtures will be scheduled on Sundays. The home team will have the flexibility to pre-schedule the start times of each match. It is highly recommended the All Stars league matches start between 9:00am and 12:00noon (10:00am is preferable) and the Future Stars / the Junior Mixed league matches start between 12:00noon and 3:00pm (2:00pm or before is preferable).

SECTION III – TEAM AND PLAYER ELIGIBILITY

T1 TEAM ELIGIBILITY

- A. Teams must play at a member club in good standing within the geographic boundaries of the ICTA.
- B. Composite teams made up of players from different member ICTA clubs are permitted entry into a league.
- C. All Stars – Teams must have a minimum of four (4) players on the roster.
- D. Future Stars – Teams must have a minimum of four (4) players on the roster.
- E. Junior Mixed - Teams must have a minimum of 2 boys and 2 girls on the roster.

T2 PLAYER ELIGIBILITY

- A. **Ages given MUST be as of JANUARY 1st of the CURRENT year. The OPERATIVE word is "UNDER".**
- B. All captains **MUST** have proof of age for all players at each match. If questioned by the opposing captain, players without proof of age will default their match.
- C. Players can play for only one team in the same Junior League.
NOTE: If a player has moved her/his residence during the season and their new residence is not in the same vicinity of the original club, a player may switch subject to the approval of the Junior League Director to any other club in the league. That player will play only for that club for the balance of the season.
- D. Girls can play in all Junior Leagues.
Future Stars league players may play on an All Stars league team.
Future Stars and All Stars League players may also play on the Sunday Junior Mixed League.
Girls can not play as boys in the Junior Mixed league.
- E. Players are permitted to play at only one level, players may play two fixtures above their normal level of play. Any player who plays three (3) fixtures above a level will be ineligible to play any further matches at the lower level and is locked into the higher level.
- F. If a club has 2 or more teams playing at the same level (levels are “A” and “Majors”) once a player has played two fixtures for one of the teams, he/she is automatically ineligible to play for the other team.
- G. A player can play 1 singles and 1 doubles match per fixture. A player can only play in one age division per fixture. This rule only applies to the Saturday leagues.

SECTION IV – FORMAT OF PLAY AND SCORING

F1 FIXTURE FORMAT

- A. All Stars League - A fixture consists of 6 matches.
It is recommended doubles matches be played first.
1) 4 singles matches: U18 ranked #1, U18 ranked #2, U14 ranked #1 and U14 ranked #2
2) 2 doubles matches: 1 U18 and 1U14.
- B. Future Stars League - A fixture consists of 6 matches.
It is recommended doubles matches be played first.
1) 4 singles matches: U12 ranked #1, U12 ranked #2, U12 ranked #3 and U12 ranked #4
2) 2 doubles matches: U12 ranked #1, U12 ranked #2.
GREEN dot balls MUST be played for Singles Lines 3 and 4 and Doubles Line 2.
- C. Junior Mixed League - A fixture consists of 6 matches.
1) 2 singles matches: Boys and Girls
2) 2 doubles matches: Boys and Girls
3) 2 mixed matches: Line 1 and Line 2
Matches are played in a prescribed order Girls and Boys Doubles, Girls and Boys Singles and Mixed Doubles.

F2 INDIVIDUAL MATCH FORMAT

- A. All Stars League - Each match will consist of a Pro set - first to 8 games; 13 point tiebreak at 7-7. The visiting team will be deemed to have won the toss at the start of play. The visitors may choose to be Server or Receiver in which case the home team will choose the side or vice versa.
- B. Future Stars League - Each match will consist of a Pro set - first to 6 games; 9 point tiebreak at 5-5. The visiting team will be deemed to have won the toss at the start of play. The visitors may choose to be Server or Receiver in which case the home team will choose the side or vice versa.
- C. Junior Mixed League – Each match will consist of a Pro set - first to 6 games ; 9 point tiebreak at 5-5. The visiting team starts serving for singles play and the home team starts serving for doubles play. The other team chooses the side they wish to start play from.
- D. No-Ad scoring: At deuce (40-40), the receiving team decides which side they are to receive the serve from. The winner of that point wins the game. In Mixed Doubles, game point is always served gender to gender. In the All Stars and Future Stars Leagues, with the agreement of both captains prior to the start of play, deuces may be played out.

F3 FIXTURE SCORING

- A. All Stars and Future Stars League – One point will be awarded to the winner of each pro-set. One BONUS point will be awarded for a complete complement of players selected when entering the match results on Tenniscores.
- B. Junior Mixed League – The total number of games won for all matches decides the fixture winner. The winning team receives 2 points. 1 point is awarded for a team that loses a match in a Supertiebreaker (ie a tie). One BONUS point will be awarded for a complete complement of players selected when entering the match results on Tenniscores.

F4 DEFAULT MATCHES AND FIXTURE

- A. No points will be awarded for fixtures not played. If a complete fixture is defaulted. A default is scored as 6-0. The Division Chair will address these exceptions having heard from both sides.
- B. If a team has less than (3) players, the team will be defaulted.
- C. If a team defaults three (3) fixtures during the season, the Junior League Director will review the situation before the team is placed on the schedule the following year.
- D. In the event a player retires during play, the match will be scored as if the opposing team had won all the remaining games in that pro set and the player is retired for that fixture.
- E. When fixtures are defaulted:
a. the offending team(s) (as determined by the Divisional Chair) will be given zero points for the fixture and may be subject to discipline by the Association.
b. At the discretion of the league director, the team offended because of defaults will be awarded points based on the percentage of possible points that they won during the balance of the schedule or points equivalent to those obtained in the other fixture played between the two teams whichever is greater.

SECTION V - TEAM CAPTAINS' DUTIES

C1 All teams **MUST** have an adult team captain (18 years of age or older) at every match and preferably a co-captain who are bona fide members of the club. Teaching professionals who are paid by the club can be team captains.

C2 ROSTERS

- A. Captains **MUST** submit their regular rosters to the League Director for approval using Tenniscores.
- B. The roster deadline is the evening prior to the third match of the season for that division.
- C. A regular player is defined as anyone who is on an approved roster and has played twice for a team
- D. If a club has 2 or more teams playing at the same level, players may play on only one team.
- E. A player may play one time for each team ("sub across"). Once a player has played two matches for one team, that player is automatically ineligible to play for the other team.

C3 ADDING NEW PLAYERS

- A. To add a new player to a regular roster, the name must be submitted to the Division Chair and/or the League Director for approval before a new player is eligible to play a match.
- B. New players may be added at any time prior to the last regularly scheduled fixture.

C4 SUBSTITUTE PLAYERS

- A. A substitute is defined as a player who is already on an approved regular roster at a lower level and is asked to play a fixture for a higher level team at their same club.
- B. Substitutes from a lower level team may be used in a fixture without attaining prior approval. However, if later the substitute is found to be an ineligible player, the match will be defaulted.
- C. In no case is a player on a regular roster for a higher level team allowed to substitute for a lower level team.
- D. Players may substitute for 2 fixtures above their normal level of play. Any player who plays 3 fixtures above their level will then be locked into the team who they played their third match for.
- E. Substitutions are allowed in the Junior Mixed League.

C5 ARRANGING MATCHES

- A. The home team captain must contact the visiting team captain two days prior to a scheduled fixture to provide information and make arrangements for the matches. If the captain listed on Tenniscores will not be present at the match, they must notify the opposing captain as to who will be acting in their stead and give the opposing captain their contact information.
- B. The home team will supply 3 cans of new tournament quality tennis balls for the All Stars League and 2 cans for the Junior Mixed League matches. **GREEN dot balls must be supplied for the Future Stars League matches.**
- C. The home team will supply food and drink to be available during and at the completion of play.
- D. The away team captain will advise the home captain of the number of players he is bringing to help plan refreshments.

C6 PREPARING LINE-UPS

- A. Teams must determine line-ups according to the strength of players in order to make fair and competitive play for all.
- B. Scheduling stronger players below weaker ones is prohibited.
- C. Any team not complying with these rules shall forfeit any points won.
- D. If a team knowingly begins a fixture without a full complement of players for the lineup, they must forfeit the lowest age match.

C7 MATCH DAY

- A. In order to start a fixture, complete line-ups must be simultaneously exchanged between acting captains.
- B. Changes are not to be made after the line-ups have been traded unless by consent of both captains or unless a match has been defaulted by one team.
- C. When a player is more than 30 minutes late for their match, the match may be claimed by the opposing captain. If players agree to wait, then play the match, the match results stands. No default can be claimed after the fact.

C8 RECORDING SCORES

- A. Captains should print a scorecard from Tenniscores before each match to use for line-up exchange.
- B. Home team captains **MUST** enter the completed scorecard into Tenniscores within 48 hours of each match.

- C. Visiting team captains **MUST** review the scorecard for accuracy prior to the next match.
- D. If there is a scorecard dispute, the visiting team captain **MUST** contact their Division Chair prior to the next match.
- E. Captains should keep a signed hard copy of each of their scorecard's fact.

SECTION VI - INCLEMENT WEATHER

- W1** It is the responsibility of the home team captain to decide to delay or cancel a fixture. Communication to the visiting team captain should be made **at least** one hour prior to the scheduled start time of the fixture.
- W2** Should a fixture be abandoned after play has started, any completed matches will stand.
- W3** Pro sets not completed will be re-scheduled in their entirety using players who have NOT already played in the completed matches.
- W4** Arrangement for make-up matches should be agreed upon within 48 hours of the original fixture start time. The fixture should be played within 4 weeks of the originally scheduled match and must be played by the last Sunday of July. Double header matches are acceptable provided both matches are played (can't count the same score if only one match is played).
- W5** The home team arranges the rematch, and must give the visitors at least two alternate choices of dates. If not, the offending team will be defaulted.
- W6** Once a time, day and location for any make-up match has been agreed upon by the team captains, that match **MAY NOT BE CANCELLED** for any reason other than inclement weather.

SECTION VII – DIVISION WINNERS, PLAYOFFS, TOURNAMENT AND PROMOTIONS

- P1** Division Winner
- A.** The division winner shall be the team with the most points won during the regular season.
 - B.** In the event of a placement tie, Tenniscores breaks the tie first by sets won in “head-to-head” matches, then by sets won and then by games won.
 - C.** The league standings determined by Tenniscores at the end of the season are final.
 - D.** All junior leagues have no promotions or relegations.
- P2** Playoffs / Tournament
- A.** Playoffs may be instituted by the League Director to determine promotions, relegations or tournament eligibility.
 - B.** Playoffs not listed in these rules will be communicated no later than 2 weeks prior to the end of the season.
 - C.** Winners of each league/division will be invited to the Season Ending Tournament to be held at Rexall Centre.
 - D.** The home team for a playoff or tournament match is the team with the largest number of pro-rated points.
 - E.** In order for a player to be eligible for a playoff or tournament match, a player must have played a minimum of 2 league fixtures during the regular season. Forfeits and defaults will be counted as matched played.

SECTION VIII – LEAGUE GRIEVANCES

- D1** The league division chairs will have the authority to rule on general complaints or questions. It is strongly recommended that captains work with their division chairs to resolve all issues.
- D2** All complaints alleging a rule violation shall be filed in writing with the Division Chair within 48 hours of a match.
- D3** The requirement that a grievance be in writing is satisfied if it is sent via fax or email.
- D4** All complaints shall be filed against a player or team by the team captain of the team who has competed in the match where the alleged violation occurred. A copy of such complaint shall be forwarded to the part(ies) against whom the complaint has been made.
- D5** The Division Chair will work with the Junior League Director as necessary and will aim to resolve the dispute within one week's time of the alleged violation.

JUNIOR MIXED LEAGUE FORMAT

1. GAME SCORING

Scoring is no-ad. When the game score is 40-40 or deuce (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 (6) no-ad sets and includes boys singles and doubles, girl's singles and doubles, and two (2) sets of mixed doubles. Each no-ad set is won by the first team to reach six games. A 9 point tiebreaker will be played at 5-5 in any set (see explanation of tiebreakers). The order of sets are: doubles, singles, mixed doubles.

3. MATCH SCORING and OVERTIME

Teams must submit the starting lineup before each set. The winner of the fixture will be determined by the total number of games won. After all of the games are totaled if the trailing team won their mixed doubles Line 1 match, the match is not over. The procedure is as follows:

- The match continues 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, the Supertiebreaker automatically begins.

Overtime is a continuation of the Line 1 mixed doubles set. The first person to serve in overtime is the person who was next to serve at the end of the mixed doubles set. 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 the mixed doubles set a player cannot return in overtime as it is the same set.

5. WARM-UP TIME

Warm-up with your teammate. All players are allowed a 5 minute warm-up. A 3 minute warm-up is allowed between sets.

6. SERVICE ORDER

The home team serves first in all doubles matches. The visiting team serves first in the singles matches. Since the serving order is predetermined, the receiving team selects the side they want to receive from. Players switch sides after every odd game.

7. COACHING

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

8. DEFAULT and INJURY RULES

Default: 30 minute team default = match default. 30 minute player default = set default

Injury: If a player retires during a set and cannot be substituted for, the score will be recorded as 6 for the opposing team and the number of games won by the defaulting team.

9. EXPLANATION OF TIEBREAKERS

9 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 after 4 points. The first team (or person) to score 5 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.

SUPER (13 POINT) TIEBREAKER

If the match enters into a Supertiebreaker, a coin toss will decide which team serves first. The Supertiebreaker is mixed doubles and should be treated as a new set. 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 after 6 points. The first team to score 7 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.