



RACQUET BATTLE is a co-ed league with teams competing in a format that consists of 6 no-ad sets. One set each of Women's & Men's Singles, followed by one set each of Women's Doubles & Men's Doubles, and ending with 2 sets of Mixed Doubles. Total games won from all sets determines the winner.

- Substitutions and coaching **ARE** allowed during the match.
- Teams will begin with a 10-minute warmup for the team. Each team on a separate court.
- Teams are allowed a 5-minute warmup prior to all matches for 2nd and 3rd round.

What Divisions (level of play) are offered?

- The levels of play will include 2 Divisions: **Division A** = teams rating 4.0 or above and **Division B** = Teams rating 3.99 or below per the team rating guidelines below. **6 teams per division maximum.**

Team Requirements

- Teams need to have a minimum of 6 players and have a maximum of 20. Four players are needed per match. (2 men and 2 women)
- It's a TEAM battle so everyone should get in the game each week!

Registration Fee

- The registration fee to join the league is \$45.00 per player (includes court fees).
- No refunds and/or transfer of payment to another person after the season starts.
- All players must be registered in Tennislink PRIOR to competing in a match.

Determining Team Rating

- The average NTRP rating of the top two men and top two women players on your team determines the team rating and division of play for the league.

TUESDAY EVENINGS at 6:00pm				MONDAY EVENINGS at 6:00pm											
Team for DIVISION A		Team for DIVISION A		Team for DIVISION B		Team for DIVISION B									
Man 1	5.0	Woman 1	3.5	Man 1	4.0	Woman 1	4.0	Man 1	4.0	Woman 1	3.5	Man 1	3.5	Woman 1	3.5
Man 2	4.5	Woman 2	5.0	Man 2	4.5	Woman 2	4.5	Man 2	4.0	Woman 2	3.5	Man 2	3.5	Woman 2	3.0
Man 3	4.5	Woman 3	4.5	Man 3	4.0	Woman 3	4.0	Man 3	3.5	Woman 3	3.5	Man 3	3.0	Woman 3	3.0
Man 4	4.0	Woman 4	4.0	Man 4	3.5	Woman 4	4.0	Man 4	3.5	Woman 4	3.5	Man 4	3.0	Woman 4	2.5
Man 5	4.5	Woman 5	4.5	Man 5	4.5	Woman 5	3.5	Man 5	4.0	Woman 5	3.5	Man 5	3.5	Woman 5	2.5
Man 6	4.0	Woman 6	3.5	Man 6	4.0	Woman 6	3.5	Man 6	4.0	Woman 6	3.0	Man 6	3.0	Woman 6	3.0
Man 7	3.5	Woman 7	4.0	Man 7	3.5	Woman 7	3.0	Man 7	4.0	Woman 7	2.5	Man 7	3.5	Woman 7	2.5
Man 8	3.5	Woman 8	4.0	Man 8	3.5	Woman 8	4.0	Man 8	3.5	Woman 8	3.0	Man 8	3.5	Woman 8	3.0
Man 9	4.0	Woman 9	4.5	Man 9	4.0	Woman 9	3.5	Man 9	3.0	Woman 9	3.0	Man 9	3.5	Woman 9	2.5
Man 10	4.5	Woman 10	3.5	Man 10	4.0	Woman 10	4.0	Man 10	3.5	Woman 10	3.0	Man 10	3.0	Woman 10	3.0
5.0+4.5+5.0+4.5 = 19 divided by 4 = 4.75				4.0+4.5+4.5+4.0 = 17 divided by 4 = 4.25				4.0+4.0+3.5+3.5 = 15 divided by 4 = 3.75				3.5+3.5+3.5+3.0 = 13.5 divided by 4 = 3.375			
This team could register for A division which is teams 4.0 and above				This team could register for A division which is teams 4.0 and above				This team could register for B division which is teams 3.99 and below				This team could register for B division which is teams 3.99 and below			
DIVISION A - No players below 3.5 NTRP Rating								DIVISION B - No players above 4.0 NTRP Rating							

Scoring

- Game Scoring is no-ad scoring.
 - A game is won by the first team to win four points (1, 2, 3, game).
 - When the game score is 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. A nine-point tiebreaker will be played at four games all in any set.
- Each no-ad set is won by the first team to reach 6 games.
 - At 5 all, a 9-point tiebreak is played.
- **Service Order:**
 - The "HOME" team serves first in all doubles sets. The "VISITING" team serves first for singles sets.
- **Changing Ends:**
 - After every FOUR games, players change ends of the court.
- Match Score
 - The winner of the match will be determined by the total number of games won.
- Season Standings
 - The winner of the league will be determined by the total number of games won throughout the season.

Team Standings

- Standings are determined by teams with the best overall win/loss match record.
- If there is a tie in the final standings between two teams, the following tiebreaking procedures will apply:
 - The tie will be broken in favor of the team with the most direct wins over the tying team.
 - If a tie still exists, it will be broken in favor of the team with the best overall winning percentage (total games won divided by total games played).
 - If a tie still exists, the team which has won the most total games overall will be given precedence.
 - If a tie still exists, it will be broken by the team who has lost the least amount of total games overall.

The Service Let

- 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”, their team loses the point. If players on both team’s call “let” then the point will be replayed.

Coaching

- Coaching IS allowed throughout the match if it does not interfere with continuous play.

Substitutions

- A team CAN at any point substitute a player (same gender) into a set for any reason.
- Once a player is replaced, he/she cannot return to that set.
- If a substitution occurs in doubles, the remaining player cannot change the side on which he/she receives or the service order.

Warm-up Time and Format

- Players is allowed a 10-minute warm up with teammates prior to the start of the match - each team on a separate court. (1 court per team)
- **Play MUST BEGIN at 6:10pm**
- 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.

Default Rule

- If the home or away team player does not show up on time for his/her match, there will be a 15 minute default time should a substitute player not be available.
- If a set is defaulted, the score should be recorded as 6-0 in favor of the team present for each defaulted court. The default rule will not apply when the missing player is on court playing a previous match. If the home or away team does not show up on time for the match, there will be a 15-minute default time.
- If a match is defaulted, the match score should be reported as 36-0 in favor of the team present.
- If a player retires during a set and cannot be substituted, the score will be recorded with the games played standing with the opposing team receiving six games.