## 2021

## WORLD TEAMTENNIS OFFICIAL RULES GUIDE





**2021 WORLD TEAMTENNIS OFFICIAL RULES GUIDE**

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Except where otherwise stated in this Rules Guide all rules apply to both genders.

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# SECTION 1 DEFINITIONS



1. **WORLD TEAMTENNIS, LLC (WTT)** is the owner and administrator of the World TeamTennis League. WTT has the right to revise these rules periodically at its sole discretion.
2. **RULES** - WTT distributes the Rule Guide to franchise owners, players, and officials prior to the beginning of the season. The World TeamTennis Official Rules Guide governs the operations of WTT matches and various matters regarding the relationship between WTT, the players, and franchise owners in conjunction with the Confidential Operations Manual.
3. **FRANCHISE OWNERS** are those individuals who have signed Franchise Agreements with WTT whereby they are granted the right to establish own and operate an individual WTT Franchised Team in a certain area approved by WTT.
4. **FRANCHISE AGREEMENT** refers to the agreement signed by WTT and the individual franchise owners, under which the franchise owner is given the right to stage matches.
5. **PLAYERS** are individuals calling themselves amateurs or professionals who sign and agree to play WTT according to the terms and conditions as stated in the Player Agreement. All Players (Franchise, Limited Season, Roster, Substitute) are Independent Contractors of World TeamTennis and not employees.
6. **PLAYER INDEPENDENT CONTRACTOR AGREEMENT** refers to the agreement between player and/or player agent and WTT under which a player is engaged to play in the League season.
7. **FREE AGENCY** is the system by which players who have signed Player Agreements are acquired by the teams according to the Free Agency Rules (Section 4).
8. **OFFICIAL BALL** shall be selected by the League Office.
9. **COACHES** each team must select their own coach. Teams will not be permitted to have player/coaches. See also Rules 208, 312, 506, 630, 704, 705, 710, & 805.
10. **SCHEDULE** will be made by WTT and distributed to the franchise owners each year. The Schedule will include the date, time, and location of each match which must take place within the season.
11. **REGULAR SEASON** consists of dates set by the League whereby all regular season matches will take place.
12. **WORLD TEAMTENNIS FINALS** is the season-ending event in which the top two (2) teams will compete for the King Trophy, named after WTT co-founder Billie Jean King. The World TeamTennis Finals will be played on November 28, 2021.
13. **MATCH** is each individual contest between two World TeamTennis teams which shall consist of five (5) sets (men’s and women’s singles, men’s and women’s doubles and mixed doubles) played according to these Rules (Section 5 - Match Administration and Section 6 - Playing Rules).
14. **OFFICIAL PLAYING SURFACE -** The League Office mandates that the home team provide a hard court which shall be painted as described by the League.

# SECTION 2 LEAGUE ADMINISTRATION



1. **WORLD TEAMTENNIS MATCHES** will be operated under control of these Rules, the Franchise Agreement, the Confidential Operations Manual, and the individual Player Independent Contractor Agreements.

#### INTERPRETATION OF THE RULES

* 1. In respect to the rules, final word or interpretation regarding the franchise owner and the League will be taken directly from the Franchise Agreement.
  2. In regard to a player and the League, final word or interpretation will come directly from his/her Player Independent Contractor Agreement.
  3. The CEO/Commissioner or their designate has final authority on any situation which is not specifically covered in the Franchise Agreement, Player Independent Contractor Agreement, or this rules guide.

#### OFFICERS

1. **WORLD TEAMTENNIS, LLC** shall appoint the Officers of the League. The duties and responsibilities for running the League rest with the CEO/Commissioner of WTT.
2. **CEO/COMMISSIONER** will be responsible for the staging of the matches, implementation of these Rules, and rendering judgments necessary to protect the integrity of the League and the competition on the playing court. The CEO/Commissioner is responsible for the day-to-day operations of the League.
3. **LEGAL COUNSEL** is appointed by the CEO/Commissioner and provides legal direction to the League.
4. **DIRECTOR OF OFFICIATING** is responsible for the selection, training and scheduling of all officials and reports to the CEO/Commissioner.

#### WTT FINALS

1. All players must participate on his/her team for three (3) matches during the regular season to qualify for participation in the WTT Finals.
2. If a player substitutes for a team for the first time during the WTT Finals, that player may play only two sets in the match.
3. **LEAGUE STANDINGS** will be determined on the basis of the final season win-loss record of completed matches the individual teams compile with the percentage of wins versus matches played being the primary determinant.

#### LEAGUE STANDINGS TIEBREAKERS

#### TWO TEAMS TIED

If there is a tie in the final standings between two (2) teams on the basis of the foregoing, the following tiebreaking procedures will apply:

1. Head to Head Record
2. Most Games won in Head-to-Head Meetings.
3. Least Games lost in Head-to-Head Meetings.
4. Most Games won in matches with common opponents.
5. Least Games lost in matches with common opponents.
6. Overall Games Won
7. Overall Games Lost
8. Coin Toss

#### MORE THAN TWO TEAMS TIED

If there is a tie in the final standings between three or more teams AND none of the tying teams has won all matches against all tying opponents the following tiebreaking procedures will apply:

1. Most Games won in matches with common opponents.
2. Least Games lost in matches with common opponents.
3. Game Differential in matches with common opponents.
4. Overall Games Won
5. Overall Games Lost
6. Coin Toss

**Note: Only applies for tiebreakers 4 & 5 when two teams are tied and tiebreakers 1-3 for ties between three or more teams.** If there is a difference in the number of matches with common opponents, the team with an additional match(es) will have the difference in the number of matches eliminated by the following procedure:

1. The team’s matches with common opponents games won will be sorted in ascending order.
2. The number of games won in matches with common opponents will be averaged.
3. Starting with the closest score below the average and descending, scores will be eliminated until the number of matches with common opponents is equal.

This same process will be used for least games lost with common opponents if necessary. Least games lost scores will be sorted in descending order and matches will be eliminated starting with the closest score above the average and ascending.

**Example:** If two teams are tied and tiebreakers 1-3 have not broken the tie and there is a difference in the number of matches between common opponents or for tiebreakers 1-3 when three or more teams are tied. The tie will be broken as follows:

|  |  |
| --- | --- |
| Team A played 11 common opponent matches. | Team B played 10 common opponent matches. |
| Games Won in Matches with common opponents – sorted in ascending order | |
| 25, 24, 23, 20, 18, 16, 15, 12,  11, 10, 7 | 25, 25, 23, 22, 20, 16, 13,  12, 7, 4 |
| Average of Games won = 16.45 |  |
| The match eliminated is: 16 |  |
| Total Games Won = 165 | Total Games Won = 167 |

1. **COMPLETED MATCH** is determined by the score in the match at the completion of the five sets plus Extended Play and Supertiebreaker, if necessary.
2. **COACHES** will be hired and compensated by the individual franchises.
3. **REGULAR SEASON AND WTT FINALS COMPENSATION** will be distributed to each player according to the terms outlined in each Player’s Player Independent Contractor Agreement.

#### WTT BONUS INCENTIVES

Note: These figures are subject to change at the sole discretion of WTT.

#### Regular Season

|  |  |  |  |
| --- | --- | --- | --- |
| Event  Finish | Men/Women  Singles | Men/Women  Doubles\* | Mixed  Doubles\* |
| 1 | $7,500 | $10,000 | $10,000 |
| 2 | $2,500 | - | - |

\*Amount listed is to be split amongst the top doubles team.

#### INDIVIDUAL EVENT FINISH BONUS INCENTIVES are

based on the team winning percentage. The bonus money will be split based on individual games won.

#### WTT FINALS

|  |  |
| --- | --- |
| Team Finish | Prize Money Pool |
| Champion | $140,000\* |
| Winning Coach | $10,000 |

\*Championship prize money split equally amongst players on the winning team (ex: If 4 players are on the winning team, each player will receive $35,000).

**WTT FINALS PRIZE MONEY ELIGIIBILITY** Player must be present and participate in the Championship to earn WTT Finals bonus money. If player does not participate in all 12 regular season matches but competes in and wins the WTT Finals, winning amount will be pro-rated based off total regular season matches played.

#### WTT REGULAR SEASON PRIZE MONEY RULES

#### INDIVIDUAL SET FINISH

Bonus money is distributed based on the final team standings in each event (men’s singles, women’s singles, men’s doubles, women’s doubles, mixed doubles). Each team’s standing will be determined according to the total number of games won by that team versus the total number of games played in that event expressed as a percentage.

A player’s percentage of the Individual Finish prize money of his/her team is based on the player’s contribution of games played. In singles, an individual player’s share of his/her team’s prize money will be determined by the percentage of games that player played of the team’s total games played. In doubles, an individual player’s share of his/her team’s prize money is calculated on the same basis but must be further divided in half because there are two player positions splitting the doubles money.

#### Example:

The team comes in first in Mixed Doubles winning 80 of the 140 games played, earning $10,000.

Player A played in all 140 games, winning 80. Player B played in 100 games, winning 60.

Player C played 40 games, winning 20.

Player A would receive $5,000 (played in every game, so receives half of the money).

Player B would receive 60/80 of $5,000 = $4,000. Player C would receive 20/80 of $5,000 = $1,000.

For the purpose of these rules, to play in a game you must be on the court when a game is won or lost. If you are substituted for before a game is determined, you do not get credit for that game but you do get credit for all games which you won or lost when you were on the court.

#### TIES

If there is a tie in the final standings, the following tie-breaking procedures will apply:

1. The tie will be broken in favor of the team/player with the most direct wins over the tying team(s)/player(s).
2. If a tie still exists, the team/player who has won the most total games in the regular season will be given precedence.
3. If a tie still exists, it will be broken in favor of the team/player that has scored the most games over the other during the regular season.
4. Should a tie still exist, it will be broken by the team/player that has lost least total games in the regular season.
5. If a tie still exists, there will be a coin toss

# SECTION 3 PLAYERS



1. **LIMITED SEASON PLAYER** - A player may enter the 2021 WTT Season 1 weeks.
2. **A ROSTER PLAYER -** A player who is paid a fee on the basis of the entire season (12 matches) and whose fee is funded solely by the Franchisee on whose Team that player is a member. A Roster Player is required to play every match in the WTT season.
3. **AMATEUR PLAYERS -** World TeamTennis in conjunction with the USTA and WTT Franchise Owners can assign a full team of American Amateur players (two boys, two girls) to a specific World TeamTennis team.

#### ALTERNATE PLAYERS

1. Alternate Players are selected by the team to sit on the bench at home and away matches. If the team chooses to travel their local Alternate Player, the team must pay all of the Alternate Player’s expenses.
2. The alternate man and woman are not obligated in any way to the League or the League to them.
3. Alternate Players may only play according to Rule 507, if a player becomes ill, injured, or ejected during a match and through that absence, the team would not be able to field a doubles team.
4. Each team may have one designated alternate player per gender, per WTT match. Player shall be named prior to the start of the match and submitted to the umpire with the final lineups.

#### PROTECTION ELIGIBILITY

1. The League will provide each team a list of players are eligible to be protected.

#### SUBSTITUTE PLAYERS

1. Substitute Players are selected by the League to replace ill, injured, or withdrawn players. Substitute Players are treated as if they had been signed by the team relative to these rules.
2. Teams are responsible to pay for Substitute Player’s travel to and from the match site.
3. Any player is eligible to substitute for a team during the regular season. A Substitute Player may play for more than one (1) team during a season as long as he/she plays only two (2) matches or fewer for each team.
4. If more than one team needs a Substitute Player at the same time, the League will use order of finish as priority to replace the players if a conflict occurs.
5. When Substitute Players are required due to injuries or other unexpected player absences, Substitute Players will be located and placed by the League as soon as practicable after the League receives notice of the injury or unexpected withdrawal.

#### PROMOTIONAL APPEARANCES

1. If an injured player is required to complete promotional activities before, during, or after a match, the player will be compensated 50% of the players per match fee.
2. Players are deemed injured if the player is unable to participate in the match as determined by the League.

#### PLAYER INJURIES

1. If a player is injured and the league deems players is unable to compete for 2 or more consecutive matches, league has the right to replace player with a substitute.
2. If player is deemed injured and is unable to play, player will not be paid for matches missed. If a player is unable to play and is replaced by a substitute player, per diem and player hotel will not be paid for starting with the day of the second missed match.

#### ASSISTANT COACHES

1. Assistant coaches are not recognized as active members of the team, but can be listed as alternates.
2. In the event of an injury, teams will have the choice of either the coach or the alternate entering the match for the injured player. Once a player is replaced by the coach or alternate, they are not allowed to play for the remainder of match.
3. If a player is unable to continue, the team has the option to replace the player using a listed alternate. The Coach is not required to enter the match prior to an alternate.
4. **ASSIGNMENT OF PLAYERS** WTT shall have the right, any number of times and in its sole discretion, to trade or assign a player from one team to another team for any part of the 2021 season on the same terms and conditions as contained in the player’s Player Independent Contractor Agreement, with notice to the Player.

# SECTION 4 FREE AGENCY



#### ELIGIBLE TEAMS

* 1. Only those teams that have signed a Franchise Agreement for the current season are eligible to participate.
  2. Those teams that are not current in their assessments may not participate in Free Agency.
  3. Those teams that have not posted Letters of Credit or demonstrated financial ability to perform, sufficient to satisfy the CEO/Commissioner may not participate in Free Agency, at the discretion of the CEO/Commissioner.

#### ELIGIBLE PLAYERS

1. Only players who have signed and submitted Player Agreements by the deadline may be signed by a team for the 2021 Season.
2. Players who submit Player Independent Contractor Agreements and then withdraw after being signed will not be included in the list of eligible players for the next two

(2) years. Said exclusion does not, however, in any way limit other legal remedies afforded to WORLD TEAMTENNIS, LLC. Exceptions will be made for those players that withdraw due to injury.

#### PROTECTION OF PLAYERS

1. Teams have the right to protect roster players until May 7, 2021.
2. Any team who does not post a Letter of Credit by May 7, 2021 forfeits all protection rights to player from the 2021 Season.
3. A team may not protect more than four (4) Players.

#### COMPLETE ROSTER

A A Complete Roster is:

-4 full-season players or,

-3 full-season players and a one-week player

#### TRADES

1. All trades must be received in writing to the League Office.
2. The League will approve or deny all trades within 48 hours of receipt of a signed trade agreement. The League’s decision will be in writing and an explanation will be included if the trade is denied.
3. Teams may trade players for the season up to, and including, the last day of the regular season. If a player is not willing to move, that player must sit out one season unless the Franchise currently holding rights to that player agrees to release that player.
4. If a player is to be traded, the trade can be made for another player. Franchise owners will work the arrangements of a direct trade. The League should be notified immediately of all trades and has final approval of such trades. The League will act as mediator in the event of a dispute between franchise owners.
5. Trades that are negotiated outside the season will only become valid for the following year if the two (2) teams involved have posted their Letter of Credit for the upcoming season.

# SECTION 5 MATCH OPERATIONS



#### MATCH AND ORDER OF PLAY

The match between two (2) WTT teams will consist of five (5) sets plus Extended Play, if any, and Supertiebreaker, if necessary. The sets shall be men’s and women’s singles, men’s and women’s doubles and mixed doubles. One (1) set of each. The order of play/sets shall be determined by the coach of the home team.

* 1. A WTT Team consists of a minimum of two (2) male, two

(2) female players, and a coach.

#### LINE-UP & WARM-UP

1. Both Coaches and the Umpire shall meet on the court 60 minutes prior to the scheduled match start time.
2. The home coach shall give the umpire the ORDER OF PLAY, CHOICE OF SERVER OR SIDE, and break time at this meeting.
3. After reviewing the ORDER OF PLAY, CHOICE OF SERVER OR SIDE, the visiting coach will submit their final lineup.
4. The home coach shall then submit their final lineup.

**NOTE:** These lineups are final, and any changes from the exchange point forward will be considered a substitution.

1. If a match has not started and is rescheduled for another day due to weather conditions or any unforeseen circumstances, the home team and visiting teams may change their lineup and the order of play may be changed by the home team.
2. If the home team has not set order of play by 55 minutes before scheduled match the umpire shall award the right of setting order to the visiting team.
3. Sixty minutes prior to the scheduled starting time of the match, **THE MATCH IS IN THE CONTROL OF THE**

**CHAIR UMPIRE**. He/she will enforce the practice time and the starting time of the match. Teams, by mutual agreement, may waive practice time.

1. All discussion pertaining to the match will be between the Chair Umpire and the team coach or designated team representative.

#### WARM-UP

1. WTT shall furnish one dozen new tennis balls to the visiting team for practice and warm-up.
2. Home team has warm-up until one hour before scheduled starting time of the match.
3. Visiting team gets the court for the next 30 minutes.
4. The last 15 minutes prior to the player introductions at the beginning of the evening’s events shall be the warm- up period for both teams, and the court shall be divided in half during this 15-minute period so that both teams may warm up at the same time.
5. WTT may use the court for promotion from one hour before the scheduled starting time until the last 15 minutes prior to the match. Pre- match warm-up schedule will then be moved back 45 minutes to accommodate the promotion.
6. The warm-up times must be adjusted to allow the visiting team 30 minutes of court time with all members if the home team has obligations for the visiting players.

#### PRE MATCH PROTOCOL

1. The Chair Umpire is responsible for maintaining the official time clock.
2. Player Introductions must be completed by the scheduled match time.
3. The National Anthem will be played immediately following the player introductions. Immediately after the National Anthem, there will be a two (2) minute warm-up for the first set followed by the umpire calling time for the start of the match.
4. The first ball must be struck by seven (7) minutes after the scheduled match time.

#### PENALTIES

* 1. If a team (home or visiting) is not ready for play at seven (7) minutes after the scheduled match time, that team will be fined $500 for the first occurrence and

$1,000 for each additional occurrence.

* 1. Team that is fined will be given three (3) minutes to begin play.
  2. If team is not ready to play at ten minutes and 20 seconds (10:20) minutes after the scheduled match time, then the umpire will assess a Time Violation Warning.
  3. For every additional 20 seconds that the team is not ready, a Point Penalty Time Violation will be issued by the umpire.

1. Immediately following the National Anthem, the PA Announcement in Rule 512D will be read.
2. The Chair Umpire shall conduct a microphone test at least 20 minutes prior to the scheduled match start time.

**Note:** The Chair Umpire will give an exception for weather delays. All other exceptions must be League approved. If a team is requesting an exception, other than for weather, the Chair Umpire must call the Director of Officiating or another League official, if unavailable, for approval.

#### SET BREAKS & HALFTIME

1. A set break will occur at the conclusion of each set. Each set break will include on court promotions and a warm-up.
2. Warm-up will begin at the completion of on court promotions. If there are no on-court promotions during a set break, the warm-up will begin immediately.
3. On-court promotions will be five (5) minutes in duration during halftime. All other set breaks permit three (3) minutes of on-court promotions.

#### WARM-UP TIMES:

* + Before the 1st, 2nd, 3rd, & 5th Sets – 2 Minute Warm-Up
  + Before the 4th Set – 3 Minute Warm-Up

Any serves hit after time is called will result in a point penalty

1. Time will be called by the umpire at the conclusion of the warm-up and play must begin within 25 seconds.

#### TIMEOUTS & ON COURT COACHING

1. Each team will receive two (2) 25-second on court coaching timeouts per set.
2. Timeouts do not carry over between sets.
3. Teams will receive one (1) timeout each for Extended Play added to the remaining timeouts from the 5th set.
4. Teams will receive one (1) timeout for the Supertiebreaker.
5. Timeouts must be called within 10 seconds of the end of a point and cannot be taken before a second serve.
6. Play must commence within 25 seconds after time is called by the umpire.
7. Only the coach may call a timeout.
8. During a timeout, a coach or player may go out on the court surface to talk to the player. The player also has the option to go to the bench during a timeout.
9. Teammates and coaches may not go on court to give towels or bottles of water to the player (during non- timeout situations). This duty will be handled by the ball kids. At the beginning of each set, the ball kids will be responsible for having a towel and water/drink at each end of the court for player use.
10. If a teammate or coach enters the court, a timeout must be used. If the team has used the allotted timeout in that set, a Time Violation will be issued by the umpire.

#### ALTERNATE PLAYERS PARTICIPATION

1. An Alternate Player may participate in a WTT match for an ill, injured, or ejected player. The player replaced by the Alternate is ineligible for the remainder of the match.
2. An Alternate Player may only play when necessary due to the lack of a complete doubles team (i.e. a female or male playing singles cannot be substituted for by the alternate –the second regular team member must be the substitute).
3. If an Alternate Player is not available for a match already in progress, then the coach may fill the role of an alternate if the game to be played is a game against the same gender or mixed doubles.
4. If in singles, a WTT player has already been substituted for by another Player and that player becomes ill, injured or ejected, then the Alternate is eligible to play.

#### SUBSTITUTIONS

A coach may substitute one player per set per gender at the conclusion of a point. If a player plays and is removed, such player may not return to the match in that same set. Substitution shall be made only by players of the same gender. A substitute or coach reports to the umpire to enter the game.

#### ILL, INJURED, EJECTED PLAYERS

1. If, in singles, there is no player to substitute (including alternates) for an ill, injured or ejected player, the set will then be defaulted.
2. If, in doubles, there is no player to substitute (including alternates) for an ill, injured or ejected player, the set SHALL NOT be defaulted automatically. The team may use the coach as a substitute, if of the same gender.
3. If the coach is already playing, then the team will continue to play with only one (1) player left on the court and will finish the set with that one (1) player serving and receiving all points.
4. This rule also applies if there are not two (2) players able to begin a set of doubles.

**NOTE:** The coach may elect to default the doubles set if only one player remains. In such cases, the non-defaulting team will be awarded the number of games necessary to complete the set. (Example: If the set is defaulted by a team who is

leading 2-1, four games would be awarded to finish the set 5- 2).

#### DOCTORS AND TRAINERS

1. WTT will provide a doctor and trainer in attendance at each match.
2. WTT trainers will be available to all teams during scheduled practice and warm-up on the day of the match and during the match.

#### UMPIRES AND OFFICIALS

1. The umpire shall be selected and assigned by the League Office and officials shall be screened and selected by the Director of Officiating.
2. The officiating crew for each match will consist of a Chair Umpire and either Seven (7) Line Umpires or the Line Calling system and a back-up Chair Umpire. The Chair Umpire is in charge of the match.

His/her decisions are final.

1. Payment of officials shall be made by the League.
2. The Chair Umpire is in complete control of the match from 60 minutes prior to scheduled starting time of the match until the conclusion of the match.
3. The Chair Umpire is empowered to make a decision on any circumstance during the course of the match that is not adequately covered in the rules or other directives.
4. The officials report only to the WTT League Office through the Director of Officiating.

#### CROWD CONTROL

1. The purpose of these guidelines is to provide WTT match officials a basic framework for crowd control during matches. WTT’s goal is for our fans to enjoy all matches in a fun, fan friendly, team supportive environment. Fans should be encouraged to support their teams in various ways, while at the same time, showing respect to the opposing team’s players. These guidelines provide information on crowd control and list behavior/conduct that will be prohibited during WTT matches. The Chair Umpire (“CU”) shall be in full control of the match at all times and shall determine when a violation occurs. The CU’s decision regarding penalties is final.

#### GUIDELINES

The following fan behavior is unacceptable, and any fan engaging in this behavior may be removed from the venue by the CU:

1. Derogatory or disruptive comments including those that defame a match participant’s race, religion, gender, and/or sexual orientation.
2. Comments which can be interpreted by the CU as being threatening to a match participant’s personal safety.
3. Drunk, lewd, and lascivious behavior.
4. Throwing of objects on to the court or around the stadium.
5. Actions which violate Federal, State, or Local Laws.
6. Individual(s) who are distracting/disruptive to, coaches, players, umpires, or other fans, while acting in a manner that is inconsistent with the environment of the venue (to be determined by the CU).

**Public Address Announcer/Disc Jockey Guidelines** The public address announcer/disc jockey (“PA”) shall act respectfully and shall provide positive reinforcement to the

fans in support of the home team. Announcements and music shall not be played between first and second serves.

Derogatory and/or disruptive remarks are never acceptable by the PA announcer or DJ. **If a CU hears such remarks, he/she has the authority to penalize the home team according to the Partisan Crowd Penalties.**

#### PENALTIES

#### Partisan Crowd Penalties

Once the CU determines that a significant portion of the crowd has violated these guidelines or engaged in other inappropriate conduct during the match, the umpire may assess the following penalties to the home team:

First Violation - Warning Second Violation - Point Penalty Third Violation - Game Penalty

Fourth Violation - Default of Set in Progress (Games earned by violating team will count. Non-violating team will win the set by the score of 5 games to the number of games the violating team has earned)

**Note:** For venues where there is a non-partisan crowd, penalties will be assessed to the team that the fans are supporting.

#### Fan Penalties

Once the CU determines that a fan(s) has violated these guidelines or engaged in other inappropriate conduct during the match, the CU may follow the procedure below:

First Violation – Public Address Announcement Warning read by CU & Security alerted by Team Officials.

#### Public Address Announcement Warning

“Ladies and Gentlemen, as a courtesy to the players and fans around you please refrain from unacceptable behavior while cheering for your team.”

Second Violation – Security shall issue a verbal warning to the fan and inform him/her that any additional violations will result in ejection.

Third Violation – Ejection from venue. D **IMPLEMENTATION**

#### Pre-Match Meeting Procedure

Prior to the start of each match, the CU shall hold a meeting with both teams, including all players and coaches. The CU will review the WTT guidelines and answer any questions or concerns. The following points shall be discussed in each meeting:

1. Unacceptable Fan Behavior.
2. Requirement for players to play through noise/crowd movement.
3. Advise players that fans will be permitted to cheer for their team during points, while a player is serving etc.

#### Chair Umpire Instructions

CU will be educated and trained on how to enforce these guidelines. Examples of behavior that violates these guidelines will be provided to each CU. The CU shall report the violation to the Director of Officiating (or another authorized WTT League Official) via telephone call and email immediately after the WTT match.

#### Coaches & Player Information

Prior to the season, WTT staff will inform the coaches and players about these guidelines so they may prepare for the WTT environment/experience.

#### Public Address Announcement - To be read immediately after the National Anthem at each match:

“Ladies and Gentlemen, in accordance with World TeamTennis regulations, fans are encouraged to cheer for their team and have a positive effect on the match. However, the following behavior is unacceptable and may result in ejection:

Derogatory or disruptive comments that may defame a match participant. Throwing of objects on to the court or around the stadium. Actions which violate Federal, State, or Local Laws. Individual(s) who are distracting/disruptive to coaches, players, umpires, or other fans, while acting in a manner that is inconsistent with the environment of the venue. Thank you for your cooperation. Enjoy the Match.”

1. **PROCEDURE FOR SPECIAL CIRCUMSTANCES** The Chair Umpire should follow the steps below in order to make the best possible decision.

#### Rain/Lightning

**Note:** A decision concerning resumption of play shall be made within 45 minutes after the match is stopped due to rain.

Step 1. Check the local radar via computer or news station and determine what the weather conditions are expected.

Step 2. If conditions are unlikely to improve within the next 30 minutes the CEO/Commissioner will decide when to make up the match.

#### Loss of Power

**Note:** A decision concerning resumption of play shall be made within 45 minutes after the match is stopped.

#### Late Start due to Teams

When a team is late for whatever reason, the responsibility of the Chair Umpire is make sure that the Team(s) has sufficient time to warm up, but also start the match as soon as possible. In these cases, halftime may be eliminated to shorten the match. It is never an option to stop a set before its completion. After decisions have been made, the Director of Officiating should be informed of the situation, at the earliest convenient time.

#### Player Injuries

1. **Minor Injury** - A minor injury is defined as an injury that can be treated with a medical timeout and then play will resume. (i). Reasonable Evaluation Time shall be given. (ii). Three (3) Minutes of Medical Treatment.
2. **Major Injury -** A major injury is defined as an injury where a player must retire from a set immediately. In a situation where additional medical personnel are required the Chair Umpire shall instruct the medical personnel to handle the situation. (i). There is no time limit on the length of the break. (ii). If the delay last 15 minutes or longer a three (3) minute warm-up is allowed.

#### Emergency Situations

In all emergency situations, the Chair Umpire is to let all professional emergency personnel handle the situation. Umpires, where possible, should gather at the Umpires area and wait for instructions from the emergency personnel for the signal that it is safe to return. If the situation lasts longer than 15 minutes, a three (3) minute warm-up is allowed.

#### Other

In any other situation that may occur that is not covered above, the Chair Umpire shall use his/her best judgment to make a decision.

# SECTION 6 PLAYING RULES



601 **THE COURT**

1. The court shall be a rectangle, 78 feet (23.77 m) long and, for singles matches, 27 feet (8.23 m) wide. For doubles matches, the court shall be 36 feet (10.97 m) wide. The court shall be divided across the middle by a net suspended by a cord or metal cable which shall pass over or be attached to two net posts at a height of 3 ½ feet (1.07 m). The net shall be fully extended so that it completely fills the space between the two net posts and it must be of sufficiently small mesh to ensure that a ball cannot pass through it. The height of the net shall be 3 feet (0.914 m) at the center, where it shall be held down tightly by a strap. A band shall cover the cord or metal cable and the top of the net. The strap and band shall be completely white.
   * The maximum diameter of the cord or metal cable shall be 1/3 inch.
   * The maximum width of the strap shall be 2 inches.
   * The band shall be between 2 inches and 2 ½ inches deep on each side.
2. The net posts shall be 3 feet (0.914 m) outside the doubles court on each side. The net posts shall not be more than 6 inches (15 cm) square or 6 inches (15 cm) in diameter.
3. The lines at the ends of the court are called baselines, and the lines at the sides of the court are called sidelines. Two lines shall be drawn between the singles sidelines, 21 feet (6.40 m) from each side of the net, parallel with the net. These lines are called the service lines. On each side of the net, the area between the service line and the net shall be divided into two equal parts, the service courts, by the center service line. The center service line shall be drawn parallel with the singles sidelines and half way between them.
4. Each baseline shall be divided in half by a center mark, 4 inches (10 cm) in length, which shall be drawn inside the court and parallel with the singles sidelines. The center

service line and center mark shall be 2 inches (5 cm) wide. The other lines of the court shall be between 1 inch (2.5 cm) and 2 inches (5 cm) wide, except that the baselines may be up to 4 inches (10 cm) wide.

1. All court measurements shall be made to the outside of the lines, and all lines of the court shall be of the same color clearly contrasting with the color of the surface.
2. Singles Sticks are not allowed. 602 **PERMANENT FIXTURES**

The permanent fixtures of the court include the backstops and side stops, the spectators, the stands and seats for spectators, all other fixtures around and above the court, the Chair Umpire, Line umpires, and ball persons when in their recognized positions.

#### THE BALL

All balls must be approved by the International Tennis Federation. If a ball gets broken during play, the point shall be replayed.

#### THE RACKET

Rackets failing to comply with the following specifications are not approved for play under the Rules of Tennis:

* 1. The hitting surface, defined as the main area of the stringing pattern bordered by the points of entry of the strings into the frame or points of contact of the strings with the frame, whichever is the smaller, shall be flat and consist of a pattern of crossed strings connected to a frame and alternately interlaced or bonded where they cross. The stringing pattern must be generally uniform and, in particular, not less dense in the center than in any other area.
  2. The racket shall be designed and strung such that the playing characteristics are identical on both faces. The racket shall be free of attached objects, protrusions, and devices other than those utilized solely and specifically to

limit or prevent wear and tear or vibration or, for the frame only, to distribute weight. These objects, protrusions, and devices must be reasonable in size and placement for such purposes.

* 1. The frame of the racket shall not exceed 29.0 inches (73.7 cm) in overall length, including the handle. The frame of the racket shall not exceed 12.5 inches (31.7 cm) in overall width. The hitting surface shall not exceed

15.5 inches (39.4 cm) in overall length, and 11.5 inches (29.2 cm) in overall width.

* 1. The frame, including the handle and the strings, shall be free of any device which makes it possible to change materially the shape of the racket, or to change materially the weight distribution in the direction of the longitudinal axis of the racket which would alter the swing moment of inertia, or to change deliberately any physical property which may affect the performance of the racket during the playing of a point. No energy source that in any way changes or affects the playing characteristics of a racket may be built into or attached to a racket.
  2. The racket must be free of any device that may provide communication, advice, or instruction of any kind, audible or visible, to a player during a match.

#### SCORE IN A GAME

#### Standard game

A standard game is scored as follows with the server’s score being called first:

* + No point – “Love”
  + First point - “15”
  + Second point - “30”
  + Third point - “40”
  + Fourth point - “Game”

Except that if each player/team has won three points, the score is “Game Point – Receiver’s Choice”. The player/team who wins the next point, wins the “Game”.

In Mixed Doubles, at Game Point, the male server will serve to the male receiver. The female server will serve to the female receiver. The receivers may not change courts for this point.

#### Tiebreaker game

During a tiebreaker game, points are scored “Zero”,“1”, “2”, “3”, etc. The first player/team to win five points wins the “Game” and “Set”. If the tiebreaker game reaches 4 points all (“Game Point – Receiver’s Choice”) the winner of the ninth point will win the “Game” and “Set”.

In Mixed Doubles, at Game Point, the male server will serve to the male receiver. The female server will serve to the female receiver. The receivers may not change courts for this point.

The Serving order for the tiebreaker game shall continue from the set. Each player will serve two (2) points with the exception of the final server of the set who will serve three (3) points (points 7, 8, & 9).

#### Supertiebreaker

During a Supertiebreaker game, points are scored “Zero”, “1”, “2”, “3”, etc. The first player/team to win seven (7) points wins the “Game” and “Set”. If the tiebreaker game reaches six (6) points all (“Game Point – Receiver’s Choice”) the winner of the 13th point will win the “Game”, “Set”, and “Match”.

In Mixed Doubles, at Game Point, the male server will serve to the male receiver. The female server will serve to the female receiver. The receivers may not change courts for this point.

The Serving order for the Supertiebreaker game shall be decided by coin toss (called by the **visiting team’s coach**). Each player will serve two (2) points with the exception of the final server of the set who will serve

three (3) points (points 11, 12, & 13). Teams are allowed one substitution per gender during the Supertiebreaker.

#### SCORE IN A SET

The first team to win five (5) games wins that “Set”. If the score reaches four (4) games all, a tiebreaker game shall be played.

#### SCORE IN A MATCH

1. **GAME** - Each game will count for one point in the overall match score.
2. **EXTENDED PLAY** - Extended Play will be played if the trailing team wins the fifth set. Extended Play will be a continuation of the fifth set. The service order will continue from the final set. Extended Play will consist of games that will continue until either the trailing team ties the overall match score at which time a Supertiebreaker will be played or the leading team wins one (1) game.

**Note**: Extended Play is a continuation of the fifth set in regards to substitutions and ball changes.

1. **MATCH** - The winner of a match is the team which accumulates the most games at the end of five (5) sets and, if necessary, Extended Play and a Supertiebreaker.

#### SERVER & RECEIVER

The players/teams shall stand on opposite sides of the net. The server is the player who puts the ball into play for the first point. The receiver is the player who is ready to return the ball served by the server.

#### CHOICE OF ENDS & SERVICE

The choice of sides, or the right to be server or receiver shall be decided by the home team. This means: Home team has the choice for sets 1, 3, 5 or 2 and 4. The choice for a Supertiebreaker is decided by coin toss (the visiting team’s coach shall call the coin toss).

1. **CHANGE OF ENDS** A change of end occurs:

* After four (4) games in a set **(Don’t change ends at 4-4 in a set)**
* After four (4) points in 9-point tiebreaker
* Before Extended Play
* After four (4) games in Extended Play
* After six (6) points in the Supertiebreaker

**Note:** Time shall be called after 60 seconds and play is to begin within 25 seconds.

#### BALL IN PLAY

Unless a fault or a let is called, the ball is in play from the moment the server hits the ball, and remains in play until the point is decided.

#### BALL TOUCHES A LINE

If a ball touches a line, it is regarded as touching the court bounded by that line.

#### ORDER OF SERVICE

At the end of each standard game, the receiver shall become the server and the server shall become the receiver for the next game. In doubles, the team due to serve in the first game of each set shall decide which player shall serve for that game. Similarly, before the second game starts, their opponents shall decide which player shall serve for that game. The partner of the player who served in the first game shall serve in the third game, and the partner of the player who served in the second game shall serve in the fourth game. This rotation shall continue until the end of the set.

**NOTE:** In Extended Play, the order of service continues from the 5th set.

#### ORDER OF RECEIVING IN DOUBLES

The team which is due to receive in the first game of a set shall decide which player shall receive the first point in the game. Similarly, before the second game starts, their opponents shall decide which player shall receive the first point of that game. The player who was the receiver’s partner for the first point of the game shall receive the second point and this rotation shall continue until the end of the game and the set. After the receiver has returned the ball, either player in a team can hit the ball.

#### THE SERVICE

Immediately before starting the service motion, the server shall stand at rest with both feet behind (i.e. further from the net than) the baseline and within the imaginary extensions of the center mark and the sideline. The server shall then release the ball by hand in any direction and hit the ball with the racket before the ball hits the ground. The service motion is completed at the moment that the player’s racket hits or misses the ball. A player who is able to use only one arm may use the racket for the release of the ball.

#### SERVING

When serving in a standard game, the server shall stand behind alternate halves of the court, starting from the right half of the court in every game. In a tiebreaker game, the service shall be served from behind alternate halves of the court, with the first served from the right half of the court. The service shall pass over the net and hit the service court diagonally opposite, before the receiver returns it.

#### FOOT FAULT

During the service motion, the server shall not:

* Change position by walking or running, although slight movements of the feet are permitted; or
* Touch the baseline or the court with either foot; or
* Touch the area outside the imaginary extension of the sideline with either foot; or
* Touch the imaginary extension of the center mark with either foot.

If the server breaks this rule it is a “Foot Fault”.

#### SERVICE FAULT

The service is a fault if:

* The server misses the ball when trying to hit it; or
* The ball served touches a permanent fixture, singles stick or net post before it hits the ground; or
* The ball served touches the server or server’s partner, or anything the server or server’s partner is wearing or carrying.

#### SECOND SERVICE

If the first service is a fault, the server shall serve again without delay from behind the same half of the court from which that fault was served, unless the service was from the wrong half.

#### WHEN TO SERVE & RECEIVE

The server shall not serve until the receiver is ready. However, the receiver shall play to the reasonable pace

of the server and shall be ready to receive within a reasonable time of the server being ready. A receiver who attempts to return the service shall be considered as being ready. If it is demonstrated that the receiver is not ready, the service cannot be called a fault.

#### THE LET DURING A SERVICE

The service is a let only if a service or a fault is delivered when the receiver is not ready. The ball should be played if the ball served touches the net, strap, or band, then lands in the correct service box. In doubles, either member of the receiving team may return a serve which strikes the net, strap, or band, then lands in the correct service box.

#### THE LET

In all cases where a let has to be called under the rules, or to provide for an interruption to play, the whole point shall be replayed.

#### PLAYER LOSES POINT

The point is lost if:

* The player serves two consecutive faults; or
* The player does not return the ball in play before it bounces twice consecutively; or
* The player returns the ball in play so that it hits the ground, or before it bounces, an object, outside the correct court; or
* The player returns the ball in play so that, before it bounces, it hits a permanent fixture; or
* The receiver returns the service before it bounces; or
* The player deliberately carries or catches the ball in play on the racket or deliberately touches it with the racket more than once; or
* The player or the racket, whether in the player’s hand or not, or anything which the player is wearing or carrying touches the net, net posts, cord or metal cable, strap or band, or the opponent’s court at any time while the ball is in play; or
* The player hits the ball before it has passed the net; or
* The ball in play touches the player or anything that the player is wearing or carrying, except the racket; or
* The ball in play touches the racket when the player is not holding it; or
* The player deliberately and materially changes the shape of the racket when the ball is in play; or
* In doubles, both players touch the ball when returning it.

#### A GOOD RETURN

It is a good return if:

* The ball touches the net, net posts, cord or metal cable, strap or band, provided that it passes over any of them and hits the ground within the correct court; or
* After the ball in play has hit the ground within the correct court and has spun or been blown back over the net, the player reaches over the net and plays the ball into the correct court; or
* The ball is returned outside the net posts, either above or below the level of the top of the net, even though it touches the net posts, provided that it hits the ground in the correct court
* The ball passes under the net cord between the singles stick and the adjacent net post without touching either net, net cord or net post and hits the ground in the correct court, or
* The player’s racket passes over the net after hitting the ball on the player’s own side of the net and the ball hits the ground in the correct court; or
* The player hits the ball in play, which hits another ball lying in the correct court.

#### HINDRANCE

If a player is hindered in playing the point by a deliberate act of the opponent(s), the player shall win the point.

However, the point shall be replayed if a player is hindered in playing the point by either an unintentional act of the opponent(s), or something outside the player’s own control (not including a permanent fixture).

#### CORRECTING ERRORS

As a principle, when an error in respect of the Rules of Tennis is discovered, all points previously played shall stand. Errors so discovered shall be corrected as follows:

* During a standard game or a tiebreaker game, if a player serves from the wrong half of the court, this should be corrected as soon as the error is discovered and the server shall serve from the correct half of the court according to the score. A fault that was served before the error was discovered shall stand.
* During a standard game or a tiebreaker game, if the players are at the wrong ends of the court, the error should be corrected as soon as it is discovered and the server shall serve from the correct end of the court according to the score.
* If a player serves out of turn during a standard game, the player who was originally due to serve shall serve as soon as the error is discovered. However, if a game is completed before the error is discovered the order of service shall remain as altered. A fault that was served by the opponents(s) before the error was discovered shall not stand. In doubles, if the partners of one team serve out of turn, a fault that was served before the error was discovered shall stand.
* If a player serves out of turn during a tiebreaker game and the error is discovered after an odd number of points have been played, the error is corrected immediately. If the error is discovered after an even number of points have been played, the order of service shall remain as altered. A fault that was served by the opponent(s) before the error was discovered shall not stand. In doubles, if the partners of one team serve out of turn, a fault that was served before the error was discovered shall stand.
* During a standard game or a tiebreaker game in doubles, if there is an error in the order of receiving, this shall remain as altered until the end of the game in which the error is discovered. For the next game in which they are the receivers in that set, the partners shall then resume the original order of receiving.

#### ROLE OF COURT OFFICIALS

The Chair Umpire is the person in the umpire chair. He/she may overrule a Line Umpires call, immediately. Any decision based on fact made by the Chair Umpire is final. Any decision of law made by the Chair Umpire may be appealed to the referee. Appeal procedures are outlined in Section 7.

#### CONTINUOUS PLAY

As a principle, play should be continuous from the time the match starts (when the first service of the match is put in play) until the match finishes. The maximum time

starts from the moment that one point finishes until the service motion is started for the next point.

1. Between points, a maximum of 25 seconds is allowed.

Chair Umpires will use on court clocks to time 25 seconds between points. Violating this provision as Server or Receiver shall be penalized by a Time Violation Warning and each subsequent violation shall be penalized as follows:

* + Server: When serving the time violation shall result in a fault.
  + Receiver: When it is determined that the receiver is the cause of the time violation, then the receiver shall be penalized by the assessment of one (1) point penalty.

1. When the players change ends at the end of a game, a maximum of 90 seconds are allowed.
2. If, for reasons outside the player’s control, clothing, footwear or necessary equipment (excluding the racket) is broken or needs to be replaced, the player is not allowed reasonable extra time to rectify the problem. The player may be substituted for or he must be defaulted.
3. No extra time shall be given to allow a player to recover condition. However, a player suffering from a treatable medical condition may be allowed one medical timeout of three minutes for the treatment of that medical condition.
4. Should a player, because of physical unfitness or an unavoidable accident (not within his/her control), be unable to continue play, he/she may be substituted for or he/she must be defaulted.
5. If the umpire decides that a player is deliberately stalling to gain time or unfairly disconcert his/her opponent, the umpire should assess a code violation to him/her after giving his/her coach one warning.
6. On court serve clocks will be used at every match. Play must begin within 25 seconds of the previous point. The chair umpire will control the on court clock.

#### COACHING

Coaching is allowed at any time when the ball is not in play. Coaches may not enter the court during a set except during a timeout. Coaches must obey the Continuous Play Rule.

#### PIPE SUPPORT/CAMERAS UNDER NET

If a player touches the pipe support/camera, it is considered to be part of the net. If a ball touches the pipe support/camera it is considered to be part of the ground.

#### RULES APPLY TO BOTH GENDERS

Except where otherwise stated in this Rules Guide all rules apply to both genders.

#### MEDICAL TIMEOUT

If a player sustains an injury that may require treatment from the Sports Medical Trainer or doctor he/she may use a three (3) minute medical timeout per condition per set. This treatment may be taken immediately or on the next changeover.

**NOTE**: A player may receive treatment for the same injury in different sets.

#### WINNER OF A MATCH

The team which accumulates the most games at the end of the five (5) sets plus Extended Play, if any, and Supertiebreaker, if necessary, shall be declared the winner.

1. In the event the teams are tied in total games after five

(5) sets plus Extended Play, if necessary, a seven out of 13 point Supertiebreaker shall be played to determine the winner. The winner shall receive a “win” in the standings and the loser shall receive a “loss” in the standings.

1. Prior to the Supertiebreaker, a three-minute break may be taken. A coin toss by the umpire, with the visiting team making the call, shall determine the choice of side, server, or receiver. The Supertiebreaker must be the same set as the fifth set with the substitution rules in effect.

#### AFTER THE MATCH HAS STARTED

1. A penalty of one point shall be charged by the umpire for any ball hit after the three-minute or designated warmup period.
2. All warmups shall be conducted between team members. C All breaks begin at the conclusion of the prior set.
3. If play is suspended for less than 15 minutes play shall resume immediately. If play is suspended for more than 15 minutes, there shall be a five (5) minute warm-up.
4. Once the match is in progress players and/or coaches are not permitted to warm up or practice on any other court at the facility.

#### BALL CHANGE

1. Six (6) new balls will be used per set. The balls used in the last set played shall be the ones used in Extended Play and the Supertiebreaker.
2. If a ball is lost during the warm-up or before the beginning of the second game of each set, the ball will be replaced by a new ball; after the start of the second game a “like wear” ball will replace the lost ball.
3. If a ball is hit into the stands during play, the fan that catches the ball may keep it.

#### PLAYERS BENCH

1. The only persons allowed on the home and visiting team benches are: players, coaches, team trainer and one team representative-either team owner or general manager. A team owner or general manager must obey the WTT Code of Conduct rules and is not allowed to argue any calls with the Chair Umpire.
2. If a person other than the players, coach, trainer, owner/General Manager is on the bench, the team will be issued a verbal warning by the Chair Umpire. If the individual refuses to leave, the team will be penalized one point for each additional 25 seconds under the Delay of Game rule. If the individual returns, the Chair Umpire will issue a Delay of Game penalty for each 25 seconds that the individual remains on the bench.

#### SPECTATOR MOVEMENT

Spectators may move to and from their seats between points. The four game changeover is too long a wait for the fans if they are visiting the concession or restroom areas. Fans will be encouraged to move quickly and to cause as little disruption as possible

# SECTION 7 APPEALS, FINES AND CONDUCT



1. **FRANCHISE OWNERS APPEALS** should be submitted to WORLD TEAMTENNIS, LLC in writing. Appeals will be decided by the CEO/Commissioner unless he/she assigns the matter to Counsel. The decision of the CEO/Commissioner is final. Franchise owners may appeal to an arbitrator chosen by and from a Professional Association of Arbitrators. The decision of the Arbitrator will be final as to findings of fact, but the arbitrator may not rewrite any term of the Franchise Agreement. The cost of the arbitration, including attorney’s fees will be borne by the losing party.
2. **PLAYER APPEALS** during a match may only be made through the Coach to the umpire. Any disputes should be discussed by the coach and the umpire only. The decision of the umpire will be final. Player appeals of rulings and effects of these Rules other than in a playing situation may be made in writing to WORLD TEAMTENNIS, LLC. Upon hearing the matter the CEO/Commissioner of WORLD TEAMTENNIS, LLC will render a decision. If the amount in question exceeds

$5,000, the Player may submit the issue to an Arbitrator selected by and from a professional arbitrating association. The cost of the Arbitration, including attorney’s fees will be borne by the losing party.

1. **APPEALS.** The coach may appeal to the umpire. The umpire can overrule an official’s call.
2. **CONDUCT CONTROL**. All officials working the match shall report to the Chair Umpire any infractions of the rules. For misconduct on the part of players, coach or other team members or failure to perform, the following procedure will be followed:
   1. **CODE OF CONDUCT VIOLATIONS:** All conduct

penalties are charged to the team playing the event at the time of infraction and are cumulative during the entire match. If the conduct penalty is awarded between events, the team playing the next event will be charged

with the penalty. World TeamTennis uses a five (5) step system: warning, point, game, default of current set, default of match. The Chair Umpire shall announce each penalty over the microphone.

* 1. All code violations will be investigated by the Director of Officiating, and the umpire as well as the involved player(s) will be interviewed during the process. Any video or audio files that will exist will also be reviewed. If the Director of Officiating deems the offense finable, the following guide will be used.
     + 1st Code Violation of the season – Minimum $150 & Maximum $500
     + 2nd Code Violation of the season – Minimum $500 & Maximum $1,000
     + 3rd Code Violation of the season – Minimum $1,000 & Maximum $2,500
     + 4th & Subsequent Code Violation of the season – Minimum $2,500 & Maximum $5,000
  2. A player can be ejected by the umpire for unprofessional conduct. The defaulted player must leave the playing area (e.g. court and public areas) for the remainder of the match. Teams may make a substitution for an ejected player for the current set and remaining sets.
  3. If a set is defaulted, all games won in the set stand and the opposing team’s score is advanced to end the set.
  4. In the event of an aggravated situation, the Chair Umpire may issue a 10-minute break. Teams shall leave the court during this break.

#### COACHES’ CODE OF CONDUCT

1. **INTRODUCTION** - The Coaches’ Code of Conduct is established to protect the Players and Coaches participating in World TeamTennis (“WTT”), and to provide a healthy and safe environment. This code does not contain a fully inclusive list of prohibited conduct.

Team Owners and WTT expect the WTT League Coaches to act in a professional manner at all times, using this code as a guide for situations that may have ethical implications.

#### COACHES’ CODE OF CONDUCT GUIDELINES

* 1. A Coach shall provide information based on their education, training and experience.
  2. A Coach shall strive to expand their professional development. This can be accomplished via education and certifications from tennis professional associations.
  3. A Coach’s primary concern shall be his/her players’ health and safety. This includes any actions under his/her control concerning the player’s mental and physical welfare.
  4. A Coach is expected to know, understand, abide and play by all WTT rules and regulations set forth in the 2021 WTT Rules Guide and 2021 WTT Operations Manual.
  5. A Coach must remain fair and ethical at all times, and must not act in any way that can injure a player.
  6. A Coach shall not discriminate while performing his/her duties based on race, ethnicity, national origin, religion, age, or sexual orientation.
  7. A Coach must not abuse their power or authority in a way which could affect the welfare or well-being of any player.
  8. A Coach shall not engage in physical, verbal or mental abuse of his/her players or any other individual with whom a Coach comes in contact while coaching in WTT.
  9. A Coach shall not have any sexual contact with any player on a team coached by such Coach, provided however, if a pre-existing relationship exists between a Coach and a player, such prohibition shall not apply if the relationship has been disclosed by both Coach and player, (attached Intimate Relationship Disclosure and Acknowledgment form (Exhibit 1) has been completed by Coach and player disclosing relationship), and WTT has not determined in its sole discretion that the relationship is creating problems for or interfering with the activities or responsibilities of any team, Coach or player or of WTT.
  10. A Coach shall not have any sexual contact with any individual that is under the age of legal majority in the jurisdiction where the act takes place or the age of majority in the residence of the player, whichever is a higher age.
  11. All sexual contact with a Coach must be consensual by all parties regardless of the age of the parties involved.
  12. A Coach shall not sexually harass individuals with whom he/she comes in contact while coaching in WTT.
  13. A Coach must comply with federal, state, and local laws at all times.
  14. A Coach shall perform all reasonable actions to help prevent players from violating WTT anti-doping and other rules. See 2021 WTT Rules Guide
  15. A Coach shall act in a professional manner at all times so as not to reflect unfavorably on WTT, its teams, players, officials, sponsors.
  16. A coach shall wear team-issued/approved clothing when on the bench or at external team events (clinics, media appearances, etc…). This includes hat, top, pullover and/or jacket.

#### REPORTING PROCEDURES

* 1. Any person who believes that a Coach has violated this code may file a written report with the CEO/Commissioner of WTT. The report shall (i) include the reporter’s name, (ii) be signed by the person making the report, and (iii) contain a detailed report of the alleged violation.
  2. Once the CEO/Commissioner receives the signed report, he/she shall immediately start an investigation, or shall engage an authorized representative of WTT to start an investigation on his/her behalf.
  3. A Coach will be notified in writing of any complaints that have been made against him/her. Once the investigation has commenced, the Coach shall have the opportunity to be heard and to defend his/her actions prior to any decision being made.
  4. If a Coach fails to appear for a disciplinary hearing after being notified in writing of same, the CEO/Commissioner will have the authority to enter a penalty/punishment against the Coach as set forth in Section D below, without determining whether a violation occurred.

#### PUNISHMENT AND/OR PENALTIES

In the event of any violation or alleged violation of the Coaches’ Code of Conduct, the CEO/Commissioner will make a decision based on the available information, including any information that is learned during the investigation. Penalties and/or punishments may include any or all of the following:

* 1. Denial of opportunity to coach in WTT;
  2. Denial of access to WTT venues or events associated with WTT.
  3. Suspension from current season.
  4. Fine up to $10,000.
  5. Reporting of the Coach’s violations to the sport’s other administrative bodies, including but not limited to the ATP, WTA, and ITF.

Note: Team Owner and WTT reserve the right to prohibit any Coach from coaching in WTT if he/she has been sanctioned/punished by the ITF, ATP, WTA Tour, National Federation, or any other tennis organization, i.e., if a Coach is suspended for two years he/she may not be eligible to coach a WTT team during that two-year period of time.

#### ATP/WTA/ITF RECIPROCITY

1. **DRUG POLICY.** Any WTT player who is conclusively found to have violated the tennis Anti-Doping Program, jointly administered by the WTA, ATP and the International Tennis Federation (ITF), will be prohibited from participating any WTT matches until he/she has served his/her punishment as ordered by the WTA/ATP or ITF, and has returned to regular competition on the WTA/ATP or ITF Tours. “Conclusively found to have violated the Tennis Anti-Doping Programs” means the player has exhausted all appeals related to the initial findings. A player whose appeals are still ongoing will be permitted to play WTT until such time as he/she has exhausted the appellate process and has been found to have violated the anti-drug programs.
2. **PROFESSIONALISM** The reputations of each Player, other Players, coaches and personnel related to World TeamTennis, WTT, the WTT teams and WTT’s sponsors can be adversely affected by any deficiencies in the professionalism and overall caliber of services provided by Players to WTT. Accordingly, Players will always

conduct themselves in a professional manner and will act promptly to correct any deficiencies pointed out by WTT, their team or their designated representatives.

In furtherance of the above, if a Player engages in any act, behavior or communications (whether oral, written or electronic or in any other medium or by any other method) that brings the Player into public disrepute, contempt, scandal or ridicule, or which shocks or offends the community or any group or class thereof, or which reflects unfavorably upon the reputation of Player, other Players, coaches and personnel related to World TeamTennis, WTT, World TeamTennis LLC, the WTT teams or WTT’s sponsors, or if a Player takes any action against WTT or makes or authorizes any statements in derogation of, or disparaging, directly or indirectly, other Players, coaches and personnel related to World TeamTennis, WTT, World TeamTennis LLC, the WTT teams or WTT’s sponsors, such act, behavior or communications constitutes a material breach of the Player’s Player Independent Contractor Agreement and a violation of this Code of Conduct. In such event, the WTT/CEO or Commissioner, on behalf of WTT, at his/her option and in his/her sole discretion, may take any or all of the following actions: (i) remove the Player from participation, (ii) give notice that WTT elects to terminate Player’s Player Independent Contractor Agreement without further liability hereunder other than any participation fees due and owing the Player as of the termination date, (iii) suspend the Player, (iv) fine the Player in an amount not to exceed the aggregate amount of all amounts due under the Player’s Player Independent Contractor Agreement, or (v) take such other action as the WTT/CEO or Commissioner deems reasonable under the applicable circumstances.

If a player is defaulted from a match during the 2021 season as a result of unsportsmanlike conduct (such as, by way of example, presenting the player’s middle finger to the chair judge), regardless of whether the player’s Player Independent Contractor Agreement is terminated or not, such event will constitute a match default and will

#### result in reduction of the Player Participation Fee and/or reduction of the Additional Participation Fee.

1. **FRANCHISE OWNER.** The League may assess those fines deemed necessary to properly enforce these rules, the franchise agreement, or the operations manual.

However, if said determination is not accepted and the matter goes to arbitration, WTT does not waive any further rights under the Franchise Agreement for any material breach which might arise under the contract or as a matter of law.

1. In addition to any other right or remedy contained in the franchise agreement, the CEO/Commissioner shall have the authority to summarily fine any team on a non- appealable basis, a sum up to $50,000 for any payment of compensation to a player by such team directly or indirectly other than compensation from the League as provided for in each player’s individual Player Agreement.
2. A Franchise Owner, Legal Counsel, General Manager, Coach or anyone else associated with (working for/employed by) a WTT team does not have the authority, under any circumstances, to negotiate a player’s match fee directly with a player and/or player’s agent and/or parent. All player fee negotiations or any other negotiations related to player participation are handled by the World TeamTennis League Officials.

#### PLAYERS CONDUCT FINES

1. The player understands and agrees that the player’s withdrawal from the League and refusal to honor his/her obligations hereunder is a violation and breach of their Player Independent Contractor Agreement and will cause WTT to suffer damage and loss, the amount and extent of which are impracticable to estimate. Therefore, in the event of such occurrence, the player agrees to compensate WTT in the amount of US$10,000.00 as and for liquidated damages and not as a penalty, to cover advertising, replacement player and other costs. This paragraph does not apply if player withdraws due to a legitimate medical injury supported in writing by a treating doctor.
2. **DECORUM FINE -** Any player failing to be in the proper match uniform, whether on the team bench or on the court, will be fined a maximum of $1,000 per occurrence. Players who may not wear the actual uniform, because of a conflicting clothes endorsement, must wear clothes which look substantially like the uniform with the same colors and general color pattern. The players name must be on the back of player’s shirt and WTT patch must be on the front of player’s shirt. The League will have final approval of any patches other than the WTT patch.
3. **MISSED PRACTICE -** A Player may be fined up to $500 an occurrence for missing a team practice, meeting, or team provided transportation.
4. **PRESS CONFERENCES**. Players and coaches shall attend all Press Conferences, other media requests, or press interviews, including but not limited to post match interviews scheduled by team franchise owner or WORLD TEAMTENNIS, LLC. Failure to comply with the terms of this paragraph will result in a fine.
5. **COMPETING EVENTS**. Playing in any other competing tournaments (including qualifying) or exhibitions during the WTT season (Nov. 13-27, 2021) & WTT Finals (Nov. 28, 2021), or in the case of Franchise players,

during their participation period will result in a fine unless otherwise noted in the Player’s Player Independent Contractor Agreement or approved on a case by case basis by the CEO/Commissioner. (See also 804 A & B)

1. **USE OF CELL PHONE/SOCIAL MEDIA** Players and

coaches may not use any electronic device on the team bench during a match. Violation of this rule will result in a maximum fine of $1,000 per occurrence.

#### COLLECTING FINES

1. Within 10 days of receipt of notice of the fine; a written appeal or a request for arbitration must be received or submitted to the League. Fines not promptly paid will give rise to interest accruing, and will be set off (fine and interest) from any distribution from League income to concerned team. If there is an appeal or arbitration and the award is in favor of the League, interest (at a rate of 10%) will accrue from the date of the notice.
2. **PLAYER FINES** will be deducted from the appropriate players’ participation fees which are paid by WORLD TEAMTENNIS, LLC.

#### ABUSE OF OFFICIALS

1. Physical Abuse of Officials – Any Player, Coach, Team Representative, or Franchise Owner who deliberately strikes an official and causes injury or who deliberately applies physical force in any manner against an official with intent to injure, or who in any manner attempts to injure an official shall be automatically suspended indefinitely from all WTT matches and venues pending a ruling by the CEO/Commissioner and subject to an unappealable fine no less than $5,000 and no greater than $50,000. (For the purpose of the rule, “intent to injure” shall mean any physical force which a Player, Coach, Team Representative, or Franchise Owner knew or should have known could reasonably be expected to cause injury.)
2. Any Player, Coach, Team Representative, or Franchise Owner who deliberately applies physical force to an official in any manner (excluding actions as set out above), where physical force is applied without intent to injure, or who spits on an official, shall be automatically suspended indefinitely from all WTT matches and venues pending a ruling by the CEO/Commissioner and subject to an unappealable fine no less than $1,000 and no greater than $10,000.
3. Verbal Abuse of Officials - Any Player, Coach, Team Representative, or Franchise Owner who verbally abuses an official shall be subject to an unappealable fine no less than $500 and no greater than $25,000 as determined by the CEO/Commissioner.
4. Any Player, Coach, Team Representative, or Franchise Owner who criticizes the Chair Umpire, Line Umpires, or an Umpire’s decision in a public forum or to the media will be subject to an unappealable fine no less than $500 and no greater than $5,000 as determined by the CEO/Commissioner.

