

# Greater Columbus Tennis Association - Men's League Rules

The Men's League of the Greater Columbus Tennis Association (GCTA) was formed to facilitate an organized tennis league which promotes recreational and competitive activity for all men of the greater Columbus area. **Blue text highlights revisions made prior to the 2024 season. Red text highlights revisions made prior to the 2025 season. Green text highlights revisions made prior to the 2026 season.**

## League Organization

The League is organized into smaller leagues: Open, 4.5Plus, 4.0, 3.5Plus, 3.5, 3.0, Gold, Silver, Platinum and Diamond. These leagues are determined according to USTA/GCTA skill levels or GCTA age divisions. All teams enter one league based on the skill level or age of their members. These smaller leagues may be subdivided into divisions as necessary to fit into the summer season time period, generally from June through August. Each league is chaired by a League Chairman, who is also a member of the GCTA Mens Board, chaired by the GCTA Mens Chair.

## I. ELIGIBILITY

### A. Team Eligibility

Teams shall consist of the required minimum number of qualified men (see below) with one of those men chosen as Team Captain. The captain or the co-captain of every GCTA team must be a qualified player who is listed on the roster of that team. These men will pair up to form doubles teams. The Team Captain will rank the teams for positioning in match play. The best doubles team will play on Court 1 with other teams following in their rank order successively down each of the remaining courts.

Leagues in the GCTA are divided into two classifications – skill level and age level. Skill level leagues are based on the player's USTA NTRP rating:

- 3.5 and 4.0 teams shall consist of at least 10 men (5 courts).
- 4.5Plus teams shall consist of at least 8 men (4 courts).
- 3.0, 3.5Plus and Open teams shall consist of at least 6 men (3 courts).
- Originally set up for clubs that could not field a 3.5 or 4.0 team, 3.5Plus teams will consist of mostly 3.5 level players with up to two 4.0 players allowed to play in each match. The two 4.0 players may play as a team on court one or split up with the stronger 4.0 player on court one and the other on court two.
- 4.5Plus teams will consist of mostly 4.5 level players with up to two players with a rating over 4.5 allowed to play in each match. These two players must play as a team on court one. The League Chairman may allow additional higher-level players based on the makeup of the league in a specific season.

Age level leagues are based on the youngest age allowed on the team:

- Gold (45 years old and up) teams shall consist of at least 8 men (4 courts).
- Silver (55 years old and up), Platinum (62 years old and up) and Diamond (70 years old and up) teams will consist of either 6 or 8 men (3 or 4 courts) with that determination being made just prior to the season opening.

Any group of men may enter as an eligible team provided that they:

1. **Submit An Entry Form** requesting a team entry. The "Number of Teams" form is available on the website <http://www.gctamen.tenniscotes.com> under FORMS then CONTACT FORMS and is usually submitted by the facility (club) representative.
2. **Provide court time**, new yellow or white balls, and refreshments for home matches.
3. **Submit a Preliminary Roster** consisting of the minimum number of men identified in I.A.1 and I.B.2 by the preliminary roster due date noted in the CALENDAR on the [www.gctamen.tenniscotes.com](http://www.gctamen.tenniscotes.com) website.
4. **Submit GCTA membership fees and a Final Roster** by the final roster due date (refer to CALENDAR on the website). The GCTA membership fee is **\$15 per player, per roster**. Team payments can be made on the [GCTA Men's website](http://www.gctamen.tenniscotes.com) via PayPal or checks mailed to the GCTA Men's Membership

Chairman. One check per team (or club) should be made out to **GCTA**. Compute the GCTA membership fees due amount for each team roster by **multiplying the number of players on each team roster by \$15**. The check, accompanied by a printed team roster(s) (printed from the [www.gctamen.tenniscores.com](http://www.gctamen.tenniscores.com) site), should be sent to the GCTA Men's Membership Chairman Terry Finneran, 2306 Middlesex Road, Columbus, OH 43220. Notify Terry at [terryfinneran@gmail.com](mailto:terryfinneran@gmail.com) if you are mailing in your check.

- 5. Adding players to your roster(s):** The document entitled “2026 Create and Submit Roster” is available on the website under “Forms”, “Downloadable Forms”. Additions and changes to your team roster(s) can be made by the team captain(s) up until June 25, 2026. After that date, additions to a team roster can be made only with the approval of the GCTA Men’s Membership Chairman. Players are not eligible to play without a membership. Team rosters must be complete by July 1<sup>st</sup>. To allow new players in the area to join a team after this date, new players to the area may be considered by the Membership Chairman but will include a \$5 fee if allowed to be added to the team.

## **B. Individual Player Eligibility**

### **1. Player qualifications:**

- Players must be at least 18 years of age for all levels **and have completed their high school career**; for age-based divisions players must be (minimum age must occur before December 31st of the current season):
  - 45 or older for Gold,
  - 55 or older for Silver,
  - 62 or older for Platinum,
  - 70 or older for Diamond.
- Players must have tennis or other membership, as defined by the club he represents.
- Players must belong to a club in Franklin, **Fairfield**, Licking, **Knox**, Morrow, Delaware, Union , **Madison**, or **Pickaway** counties.
- Players must be a member of the GCTA.
- Players must pay the \$15 league fee for each team that they are rostered on in the GCTA.
- USTA NTRP ratings will be used to determine level of play for all skill-based divisions.
  - EVERY player must have a valid and verifiable USTA-issued rating (NTRP rating) entered on his GCTA profile PRIOR to the team’s first match.
  - Captains, Pros and/or Club Representatives are responsible for verifying and entering players' USTA ratings into the GCTA website PRIOR to the submission of the team’s roster.
  - Any courts played by a player without a valid USTA rating for that league will result in the court being defaulted.
  - Any player appealing for a USTA rating may not play a match for a lower-rated team until the appeal is decided.
- For GCTA players without a USTA rating and for players with an expired USTA rating, players will use the USTA rating web site to obtain a USTA self-rating.
  - To complete the USTA self-rating process, follow the directions in these articles:

Non Member Account Creation

[https://support.activenetwork.com/usta/articles/en\\_US/Article/Non-Member-Account-Creation](https://support.activenetwork.com/usta/articles/en_US/Article/Non-Member-Account-Creation)

USTA Self Rate

[https://support.activenetwork.com/usta/articles/en\\_US/Article/Leagues-Self-Rate](https://support.activenetwork.com/usta/articles/en_US/Article/Leagues-Self-Rate)

- Players must play in a league equal to or greater than his current USTA rating. Example: a player who has a 4.0 USTA rating can play in the 4.0 League and/or Open League. A player who has a 4.5 rating can play in the Open or 4.5 Plus League but not in the 4.0 League.
- Players who believe their USTA rating is no longer applicable should follow the USTA procedures to have their rating reevaluated by following these procedures:

[https://support.activenetwork.com/usta/articles/en\\_US/Article/Appeal-NTRP-Rating](https://support.activenetwork.com/usta/articles/en_US/Article/Appeal-NTRP-Rating)

For additional information on the USTA Rating process and any questions about it, please refer to: <https://www.usta.com/en/home/play/adult-tennis/programs/national/usta-league-faqs.html>

- Anyone wishing to verify a USTA rating should go to <https://tennislink.usta.com/Leagues> and searching for the player's NTRP rating by the player's first and last name.
  - All questions about USTA ratings and all inquiries about a player's USTA rating should be directed to the appropriate Level Chair.
  - **GCTA Level Chairs may NOT designate players to play at a lower level than the player's NTRP Rating as determined by the USTA.**
  - If, for any reason, a player has been determined to be ineligible to play USTA League Tennis, that player shall not be eligible to roster on a GCTA team for the duration of the USTA period of ineligibility.
2. **Multiple Rosters:** A player can be listed on the rosters of (up to) three (3) teams across all the **GCTA Men's Leagues** provided they meet the qualifications in section I.B.1. and the following criteria:
    - No player may be rostered on more than one team in each league.
  3. **Player Switching Teams:** Once the season begins, a player cannot switch to another team within the same league.
  4. **Guiding Rules:** In the absence of an applicable GCTA rule, the rules and guidelines set forth in *Friend at Court* – the USTA Handbook of Tennis Rules and Regulations, shall apply to GCTA play. This includes The Code; the USTA League Regulations; USTA/Midwest Section Standing Orders and the respective district and local USTA League Rules and standards of good conduct, fair play and good sportsmanship.

## II. WEEKLY MATCHES

### A. Match Times and Locations

1. Match dates and times are set on the schedule before the season begins.
2. Schedules are available on the website [www.gctamen.tenniscores.com](http://www.gctamen.tenniscores.com).
3. Matches for all leagues are scheduled to begin promptly at designated starting times. The scheduled times are the time the players may take the court to begin warming up.
4. All team matches must be played on the same day the match is scheduled and shall be played outdoors at clubs that have outdoor courts--except in the case of inclement weather when the match may be moved indoors in which case, if the cost of moving the match indoors is an obstacle, then that cost may be negotiated between the two captains else the match may be rescheduled.

### B. Substitution Rules

1. Effective in the 2023 season, substitutes are not allowed in the GCTA Men's League. All players must be rostered on the team(s) that they want to play on, abiding by the rules defined in Section I.B.

### C. Pre-Match Protocol

1. **Location change:** The captain of the host club will contact the visiting captain if the match is to be played at a different location or on a different surface other than as defined on the club's location page.

The host team reserves the right to play the match on whatever court surface is available to the club-- hard or soft-- at the club site.

2. **Inclement Weather Expected:** Captains should call each other the morning of the match date if the weather is questionable. If a match is cancelled due to inclement weather (e.g.: rain, excessive heat, etc.), follow the protocol below for rescheduling your makeup match.
3. **Other Rescheduling:** Any other rescheduling (due to USTA conflicts, etc.) must be agreed upon by both captains and pre-approved by the League Chairman at least 1 week in advance. If approved, follow the protocol below for rescheduling.

**Rescheduling Protocol:** Rescheduling should be done as soon as possible and the rescheduled match should occur within two weeks following the original match date. The home captain is responsible for rescheduling the match. Delays in rescheduling may result in a team match default for the home team. During playoffs, matches should be rescheduled as soon as possible to allow the playoffs to continue in a timely manner. The match should be rescheduled at least two full days prior to the next playoff match. If the two captains cannot agree on a makeup date, the host captain becomes responsible for selecting and notifying the guest captain of two options for a makeup date **to play the match**, giving him at least 2 days notice, if he needs it, to assemble his team. If the host captain fails to provide dates within the two-week period (one-week for playoffs), then his team will forfeit. The guest captain must accommodate the makeup date and if he cannot, then his team will forfeit unless the respective captains agree to allow courts to be played at different times (e.g. where 3 courts are scheduled to play, allow 2 to play on one day and the third court to play on a different day). **Captains should try to schedule all courts on the same day only falling back to the split squad option if no other options are possible. In no case should captains use the split squad option to ensure his team has all of his best players playing.**

- All makeup matches must start from the point of interruption using the same exact teams. If the match never started, then both teams may reset their lineups for the make-up match.
- New balls may be used if there is a day or more delay.
- There shall be a minimum of a five (5) minute warm-up when there is a change of courts from outside to inside or when re-starting a weather-suspended match.
- No scores are to be entered until the entire match is complete.

If bad weather causes the makeup match to be cancelled, then the home team captain must provide two options for a subsequent makeup date within the next 2-week period however, if the subsequent (second) makeup date is beyond the end of season or is not completed because of inclement weather, then the match will stand as “not played” (neither team will gain nor lose points).

4. **Required number of courts unavailable:** If a host club has fewer than the required number of outdoor courts available to host the match, the guest club has the option to either stagger court play or play one or more teams on separate outdoor courts. The location of the separate outdoor courts must be declared in advance and the location needs approval by the guest Team Captain. In the event of staggering court play, the teams waiting to play will take the first available court, unless it is mutually agreed to wait and play on a chosen court. The host team must notify the guest team in advance of the day of the match as to the courts that will be waiting to play. Top seeded courts will play on clay courts if both clay and hard courts are used. If indoor and outdoor courts are both used, the top seeded teams will play outdoors.
5. **Balls and Drinks:** For each match, the host team furnishes cold drinks and new yellow or white USTA approved balls. The balls are not to be opened until the players are on the court. GCTA and USTA encourage you to use the appropriate ball for the surface of play.
6. **Bring printed lineup sheets to match:** Captains should print 2 copies of the line-up with players' names so that the opposing captain will have a legible copy. Before the start of the match, Captains will exchange written score sheets with the line-ups of their teams. **NO CHANGES TO THE LINE-UPS CAN TAKE PLACE THEREAFTER, UNLESS BOTH CAPTAINS OF THE RESPECTIVE TEAMS AGREE ON SUCH CHANGES.** Use only GCTA score sheets which can be printed by going to

[www.gctamen.tenniscoures.com](http://www.gctamen.tenniscoures.com), clicking on “Schedules”, clicking on the appropriate division & section, and clicking on the correct match, then printing from the screen.

7. **Lineup:** The GCTA requires that captains play their courts in order of ability. The best doubles team is to be placed on court one with the weakest doubles team on the highest numbered court.
8. **No-shows/court forfeits/defaults:**
  - **Before line-up exchange on match day:** The host and visiting captains must contact each other as soon as is reasonably possible if either cannot bring a full squad to the match. In the event that a team cannot field all required doubles courts, the match should be played with the number of doubles teams available in which case, the lowest court(s) will be scored as forfeits.
  - **After line-up exchange:** Courts not played after line-up exchange will be scored as “defaults”. There will be a **grace period of 20 minutes** from the designated starting time to accommodate late arrivals after which an automatic default occurs on the courts minus a player unless waived by the opposing captain. After play has begun, if a player must concede his match due to injury, illness, or other emergency, score that court as “retired”.
  - If a player fails to show for a match, another rostered player may be inserted in the lineup if present and dressed to play at the time of the match. The player shall be inserted into the open spot and all other courts remain unchanged.
  - If an alternate player is not available, the bottom court (usually court five or court three) will be defaulted in favor of the non-defaulting team and the other courts will move up with pairings intact.  
**If a player is late, matches should not start until the default is known.**
9. **Warm-Up:** A warm-up of at least 10 minutes must be provided after the designated starting time. No warm-up will be given to late arrivals.

### III. MATCH SCORING

#### **A. Team Match Scoring**

- The team winning the majority of the courts will win the match.
- For matches where the number of courts is an even number (e.g. the Gold and Diamond leagues field 4 courts), and the courts won by each team is equal (e.g. each team wins 2 courts), the winner of the match will be:
  - the team that lost the fewest number of sets, else if tied, then
  - the team that lost the fewest number of games, else if still tied, then
  - **the team that won court one.**
- Home team captains must enter scores and any objection(s) no later than 5pm of the day following the match. Repeated failure to timely post scores may result in point penalties being assessed by the League Chairman. Away team captains must confirm scores by 5pm of the second day. The Away captain must contact the League Chairman with any scoring discrepancy or other objection(s) before 5pm of the second day following the match or the scores will stand as reported by the Home captain. Contact the appropriate League Chairman immediately following a match suspension to notify them that your scores will not be posted by 5pm the next day. Do not enter or submit ANY scores until the entire match is completed.
- Total matches won will be verified by the GCTA League Chairman.

#### **B. Individual Match Scoring**

- All matches will follow standard USTA approved scoring. The first team to win 2 sets will win the match. If a set is tied at 6-all, a twelve-point tiebreaker will be used to determine the winner of the set. Diamond and Platinum League matches will use the **Match Tiebreaker** in lieu of the third set. A Match Tiebreaker may be used in lieu of a 3<sup>rd</sup> set for all other leagues if inclement weather (heat, rain, etc.) is present or threatens to prevent a full 3<sup>rd</sup> set from being completed. The decision can be made court-by-court prior to the start of a 3<sup>rd</sup> set. All four players on the court must agree to the decision. The

Match Tiebreaker will be considered a set if tie breaking procedures are needed to determine league winners and/or runners-up. The Match Tiebreaker procedure is found at the end of this document. Score the winner of the match tiebreaker by entering a “1” in the set score box and a “0” for the loser. Enter the actual point counts won by each team into their respective tie break boxes (e.g. 10-7).

- Players must keep accurate set scores. This is especially important for leagues that play 4 courts as the winner may be determined by set scores.
- Players should remember to keep the score up to date throughout the match using flip cards on the court if they are present.
- Forfeited and defaulted matches will be scored 6-0 6-0 (refer to rule II.C.8 to help determine the difference between “forfeit” and “default”).

## IV. LEAGUE CHAMPIONS

**A. Each Team’s Ranking:** At the end of the season each team’s ranking will be determined by their matches won percentage (number of matches won / number of matches played).

**B. Single Division Champion:** If the League Chairman does not opt for a playoff, the team with the highest matches won percentage will be the League Champion.

**C. Multiple Divisions - Championship Playoffs:**

1. **Individual Player Eligibility:** Each player’s name must appear on a team’s roster to be eligible to represent that team in the playoffs. To play for a team in the league’s playoffs, the player must play in at least two matches during the season. (At most one of these matches can be a default due to the opposing team not being able to field a full roster.)
2. **Seeding Assignments:** The team with the highest winning percentage will be the top seed with remaining seeding assignments following in descending order.
3. **Playoff Setup:**
  - **Single Division Leagues:** The league chairperson will designate before the start of the season how many teams will advance to the playoffs (4 or 8 teams). The seeds will be determined by their winning percentage.
  - **Two Division Leagues:** The top 4 teams from each division will qualify for the play-offs. The division winners will be the first and second seeds and placed in opposite halves of the draw. The second-place teams in each division will be seeded 3<sup>rd</sup> and 4<sup>th</sup> based on their winning percentage. Seeds 5-8 will be the next four teams with the highest winning percentage.
  - **Three division leagues:** Eight teams will qualify for the playoffs; the 1st and 2nd place team from each division as well as two wildcard entries. The wild card entries will be the two teams with the best winning percentage not finishing 1st or 2nd in their respective division. The division winners will be seeded 1-3 in the 8-team draw based upon their winning percentage. The 4<sup>th</sup> seed will be the team with the highest winning percentage among the 3 second place teams. Based on their respective winning percentages, the 2 remaining second place teams will be seeded 5 and 6 with the wildcard teams being seeded 7 and 8.
  - **Four division leagues:** The top two teams from each division will automatically qualify as determined by the league standings. The division winners will be seeded 1-4 in the 8-team draw, based upon their winning percentage. Second place teams will be awarded seeds 5-8 according to their winning percentage; however if they would play a first place team from their division in the first round, seeds 5 and 6 will switch places or 7 and 8 will switch places or both so that a 2<sup>nd</sup> place team will not play their corresponding 1<sup>st</sup> place team in the first round. The higher seeded team will receive home court privileges for each match.
  - **Resolving Ties in a Division:** If teams tie for a position, the winner of the tie will be:
    - a. The head-to-head result of matches between the teams in league play is the winner.
    - b. If a tie still exists, the team that lost the fewest % of lines in league play is the winner.
    - c. If a tie still exists, the team that lost the fewest % of sets in league play is the winner.

- d. If a tie still exists, the team that lost the fewest % of games in league play is the winner.
  - e. If a tie still exists, the winner is determined by a flip of a coin.
4. **Playoff Format:** Seeds will be placed so that the highest seed plays the lowest seed; the 2<sup>nd</sup> highest seed plays the second lowest seed (e.g. 1 plays 8, 2 plays 7), etc. The higher seed will have home court privileges for each match throughout the play-offs. For playoffs involving 8 teams, the second-round matchups will be the winners of 1-8 vs. 4-5 and winners of 2-7 vs. 3-6. No reseeding is done between rounds of the playoffs. Once the seeds are established at the start of the playoffs, each team will retain its seed. **During playoffs, the League Chairman can elect to implement different scoring rules than used in the regular season (e.g. bonus point for winning courts 1 & 2) as long as the format is announced prior to the first match being played.**

## **V. CHAMP OF CHAMPS TOURNAMENT**

At the end of the regular season (prior to any playoffs), each Skilled-based League Chairman will have the option of having a Champ of Champs tournament for that league. If the League Chairman decides to have a Champ of Champs tournament for that league,

- A. Teams Participating:** Each captain that participated in the league has the option of submitting a single doubles team to represent his team at the Champ of Champs tournament. These submissions must be made to the League Chairman prior to 5p the Wednesday before the tournament to be considered for the tournament.
- B. Player Eligibility:** To play in the Champ of Champs tournament, the players **should** have played at least three (3) matches together in the regular season. Other than that requirement, the team captain has the final decision on which doubles team will represent his team in the tournament. Once a team has been submitted, there will be no changes permitted. If that team is not able to play once the tournament begins, their match will be defaulted.
- C. Format:** The Champ of Champs tournament will be a single elimination tournament occurring over a single weekend. Scoring rules will be the same as used for matches during the season (III.B).
- D. Location and Schedule:** Each League Chairman will determine the location and schedule for the Champ of Champs tournament. No team will be required to play more than three (3) matches in a single day during the tournament.
- E. Seeding:** Each League Chairman will seed the teams in the Champ of Champs tournament based on their results during the regular season. Overall record and head-to-head results will be the primary factor for seeding.
- F. Champ of Champs:** The winner of the Champ of Champs will be the team winning all their matches in the tournament. These teams will be awarded a prize to demonstrate their results in the Champ of Champs tournament.
- G. Inclement Weather:** In the event that the Champ of Champs tournament cannot be finished due to inclement weather, the tournament will be cancelled, and no Champ of Champs winner will appear for that league.

## **VI. OTHER RULES and PROCEDURES**

### **A. Stacking/Sandbagging**

The GCTA does not have an official anti-stacking rule. **Players are playing at their NTRP level and therefore all at a similar overall skill level. Still, we encourage captains to make every effort to set their lineups in order of relative strength. Once the order is determined, it should be consistent from week to week. When lower NTRP rated players are playing at a level above their NTRP, they should play on lower skilled courts to follow the**

goal of playing courts in order of ability. Playing a lower skilled doubles team on court one or two results in players not enjoying their matches and not playing in future GCTA matches.

## **B. Skill Levels**

To maintain and enhance the competitiveness of the leagues, it is important to honestly place each player and team in the appropriate league. Any player or team who is considered consistently dominant by the GCTA Men's Board at the current level may be required to be moved up to the next level or have portions of their team moved up.

## **C. Tie-Break Procedures**

The **Set Tie Break** winner will be the first one to gain **seven points**, by a margin of two.

The **Match Tie Break (Super Tiebreak)** winner will be the first one to gain **ten points**, by a margin of two. Beginning in 2009, the GCTA recommends that the Coman tiebreaker be used in set and match tie-break situations. The Coman Tiebreak Procedure is the same as the present tiebreak (set or match) except that ends are changed after the first point, then after every four points (i.e., after the 5th, 9th, 13th, 17th points, etc.), and at the conclusion of the tiebreak. This system of switching distributes the effects of the elements (sun, wind, etc.) more evenly between the opponents.

In all GCTA Team matches, play-off matches, and tournament matches, the Coman set and/or match tiebreaker system of play is the preferred procedure to be used. Nonetheless, if the old format of switching after every 6 points is used, the final score shall still be honored.

## **D. Disputes/Protests**

In the case of (a) disputes or (b) matters which are not addressed by these rules, the team captains involved shall promptly work in good faith to reach a resolution. If they cannot agree, then they shall refer the issue to their League Chairman for a decision. If the League Chairman is not available and a prompt decision (i.e. within 24 hours) is required, then the home team captain's decision shall be used. If the visiting captain does not agree with the final decision, he may file a protest with the GCTA Men's Chairman. For the protest to be heard and ruled upon the following process must be followed:

1. **File protest and pay protest fee in a timely manner:** The visiting captain must file the protest within three days from the final decision. To file the protest, the captain should send an email to the GCTA Men's Chairman. (The Contact section of the web site provides an option to send a message to the Men's Chair.) Once received, the GCTA Men's Chairman will provide details on how to provide the \$100 protest fee. This fee is to encourage captains to resolve issues without having to escalate through the protest process. The fee will not be returned to the captain but rather goes to the GCTA General Fund.
2. **Assemble Protest Review Committee:** The GCTA Men's Chairman will assemble three representatives to review the protest. These representatives must not include any person who has any ties to either of the teams involved in the protest. Prior to the start of the season, 12 people will be selected to serve on the protest committee for the season. For a specific protest review, a random selection will select the 3 participants that will rule on the protest. One person must come from the GCTA Executive Board with the other two coming from the selection committee pool.
3. **Review Protest and Document Decision:** The Protest Committee will review the protest, discussing the details of the case with all appropriate parties (home captain, visiting captain and the League Chairman must all be interviewed by the Protest Committee) within two days of the protest being filed and protest fee being paid.
4. **Decision Review:** The Protest Committee will discuss their findings and recommendations with the GCTA Men's Chairman. This is to ensure that no GCTA Men's Rules have been circumvented as well as to ensure that any clarifications to rules are understood.
5. **Captains Informed of Protest Result:** The GCTA Men's Chairman will discuss the Protest Result with the home captain, visiting captain and the League Chairman within one day of the Protest Committee documenting the results.
6. Regardless of whether a protest has been filed, a Level Chairman or Men's Chairman may bring unsportsmanlike conduct to the attention of the Protest Committee for appropriate action and disposition. Action and disposition may include suspension of the offending player from all GCTA activities including

matches. Unsportsmanlike conduct as set forth in *Friend at Court*, USTA Reg. IV.C.18 shall include but is not limited to the following:

- a. Verbal abuse. Swear at an official, a spectator, or an opponent in a voice that can be heard by any person;
- b. Visible or audible profanity or obscenity. Use profanity or insulting, abusive, or obscene language in any way that may be heard by any person or use obscene, insulting or abusive gestures;
- c. Racquet abuse. Throw or break a racquet other than in the normal course of play;
- d. Ball abuse. Deliberately hitting, throwing, or kicking a ball that is not in play if the ball leaves the playing area, hits or comes close to hitting any person, or could cause damage or harm;
- e. Physical abuse. Threaten or inflict bodily injury to anyone; or,
- f. Other unsportsmanlike conduct.

### **E. Specific Coman Tiebreak Rules**

The player whose turn it is to serve next shall be the server for the first point from the deuce court. After the first point, the teams shall switch ends. Thereafter, each player (serving in the same rotation as the previous set) shall serve two points, first from the ad court then the deuce court. Teams will switch ends after every four points of service, so that each player serves from the same side as he did during the first 12 games of the set, until the winners of the tie-break and set have been decided.

The team that first wins seven points shall win the tie-break and the set provided that team leads by a margin of two points. If the score reaches six points all, the tie-break shall be extended until this margin has been achieved. Numerical scoring shall be used throughout the tie-break game.

If service from the wrong half of the court occurs and is undetected, all play resulting from such wrong service or services shall stand, but the inaccuracy of station shall be corrected immediately after it is discovered.

**Rotation of Service:** The team that served first in the tie-break game shall receive service in the first game of the following set.

**Match Tie-Break:** The Match Tie-Break is the same as the Set tie-break identified above except that the winner is the first team to gain ten points by a margin of two.