



NetLineup Tennis League (NTL) League Rules for 2011

Table of Contents

I. Definition of Terms.....	2
II. Overview.....	2
III. Differences in NTL.....	3
IV. NTL League Calendar	3
V. Steps to Join NTL	3
Create and Activate Your Profile	3
Determining Your Skill Level.....	4
Logging in to Your Profile	5
Creating a Team.....	5
Replacement of a Partner	5
VI. Divisions and Schedules	5
VII. Match Format	6
VIII. Scheduling & Playing Your Matches	6
IX. Reporting Your Match Results.....	8
X. Playoffs	8
XI. City Finals.....	9
XII. Dispute Resolution.....	9



I. Definition of Terms

- **NTL** – NetLineup Tennis League
- **Flex Scheduling** – opponents schedule their match time on a date and time that is convenient to all participants. Players are given a window of time to schedule and complete the match, such as one or two weeks.
- **Player Status**
 - Pending – player has been added to a team, but has not yet confirmed (player can confirm by creating and logging into their profile and clicking the Accept button on the My NetLineup page).
 - Accepted – player has confirmed their addition to a team
- **Active Player** – a player who has been successfully added and confirmed on an NTL team
- **Match** – a singles (total of 2 players) or doubles (consisting of 4 players) competition playing 2 out of 3 sets

II. Overview

NTL is Atlanta's newest tennis league, bringing you a flexible, affordable, and fun tennis league managed totally online. The following leagues are currently offered:

1. Business Womens Doubles - Ladies doubles league with matches being played on weekday evenings or weekends
2. Day Womens Doubles - Ladies doubles league with matches being played during the day on weekdays or weekends
3. Mens Doubles - Mens doubles league with matches being played weekday evenings or weekends

To participate in the doubles leagues, you will pick a partner to play with and a home facility to play your home matches. Divisions, typically of 5-6 teams each, will be divided according to skill level and geography, and play approximately 5 matches during a regular season, with division winners (and perhaps some runners up) opting to advance into playoff rounds, culminating in a City Finals championship tournament. Division points will be tallied by the number of matches won during the season.

Each season, NTL will adopt a charitable cause to help raise awareness and funds. The Multiple Sclerosis Society will be the recipient for 2011, with 20% of your league dues going directly to the MS Society to help find a cure for MS. Please contact us for individual and corporate sponsorship opportunities, including online promotion, City Finals Tournament, and corporate and individual donations.



III. Differences in NTL

1. Flex scheduling allows you and your partner to play matches at times that are convenient to your schedules.
2. Coaching is allowed at court cross-over, and is limited to 1 minute. (What better way to improve your game and tactics than getting real time input...!)
3. If agreed to by all players before the start of the match, a 12 point tie-break can be played in place of a third set. The third set score will be entered as 7-6.

IV. NTL League Calendar

Fall 2011 Calendar

Leagues	Registration Deadline	Season Starts	Playoffs	City Finals
Business Womens Doubles	9/30	10/3	11/21 – 12/11	12/17
Day Womens Doubles	9/30	10/3	11/21 – 12/11	12/17
Mens Doubles	9/30	10/3	11/21 – 12/11	12/17
Mixed Doubles	9/30	10/3	11/21 – 12/11	12/17

V. Steps to Join NTL

The cost to join the NTL is \$10 per player per season. 20% of all dues will be donated to the MS Society to help find a cure for MS. To get started, proceed as follows:

Create and Activate Your Profile

To create your profile, go to our home page at www.netlineup.com and click on the link in the Login Area that says "Create a Profile". Fill in your information, being sure to enter all information for the required fields and the Word Verification, then click the Sign Up button.

To activate your profile, you will receive an email asking you to confirm your address and activate your account. Click on the link within this email to complete the process. If you do not see the confirmation email in your Inbox, be sure to check your SPAM folder to see if it was routed there. If you have any difficulty confirming your profile, please contact NetLineup support for assistance.



Determining Your Skill Level

When creating your profile, you will be asked to enter your level. NTL uses the NTRP (National Tennis Rating Program) system, and will offer the following levels of play: 2.5, 3.0, 3.5, 4.0, 4.5, and 5.0. NetLineup may amend the levels offered for any given league and season based on participation.

If you have a current rating for USTA play, you should select your existing rating. If you play ALTA tennis today, you may use the following chart as a guide to determine your NTL rating:

ALTA Level	NTL Level
C4 or lower	2.5
C3 – B8	3.0
B7 – B4	3.5
B3 – A8	4.0
A7 – A4	4.5
A3 or higher	5.0

You may use these additional guidelines from the NTRP to determine your individual level.

NTRP Rating	Characteristics
5.0	You have good shot anticipation and frequently have an outstanding shot or attribute around which a game may be structured. You can regularly hit winners or force errors off of short balls and can put away volleys. You can successfully execute lobs, drop shots, half volleys, overhead smashes, and have good depth and spin on most second serves.
4.5	You have developed your use of power and spin and can handle pace. You have sound footwork, can control depth of shots, and attempt to vary game plan according to your opponents. You can hit first serves with power and accuracy and place the second serve. You tend to over-hit on difficult shots. Aggressive net play is common in doubles.
4.0	You have dependable strokes, including directional control and depth on both forehand and backhand sides on moderate-paced shots. You can use lobs, overheads, approach shots and volleys with some success and occasionally force errors when serving. Rallies may be lost due to impatience. Teamwork in doubles is evident.
3.5	This player has achieved improved stroke dependability with directional control on moderate shots, but still lacks depth and variety. This player exhibits more aggressive net play, has improved court coverage, and is developing teamwork in doubles.
3.0	This player is fairly consistent when hitting medium paced shots, but is not comfortable with all strokes and lacks execution when trying for directional control, depth, or power. Most common doubles formation is one-up, one back.



2.5	This player is learning to judge where the ball is going although court coverage is weak. Can sustain a short rally of slow pace with other players of the same ability.
-----	--

As you play future seasons in the NTL, your previous levels and performance at those levels will influence your current level. Note that the system will determine your team's placement based on the combined ratings of the individual team members. Beginning in the Summer 2011 season, NetLineup will also use previous ALTA and/or USTA team levels to help with level placement. Final team placement may be adjusted at the discretion of NetLineup.

Logging in to Your Profile

To access your profile, you may use the login area in the top left corner of our home page at www.netlineup.com. Enter your primary email address and password and press "Enter" or click the "Login" button to be taken to your My NetLineup page.

Creating a Team

To create a NTL team, login to your profile. Once logged in, you will be directed to your My NetLineup page. Under the My Teams section next to the area labeled "Join NetLineup Tennis League", click the button for the appropriate league you wish to participate in. You will then be asked to :

1. Select your home court facility
2. Select your doubles partner
3. Submit your league dues

Once all three steps are completed, you and your partner are eligible to participate in the NTL. Home court facilities and playing partners may be changed up until the registration deadline. No changes can be made after the registration deadline. Note that by default, all doubles teams are eligible for the playoffs, though your team may opt out of the playoffs if desired by going to the Reminders page and unselecting the option to "Opt in for the Playoffs".

Replacement of a Partner

Should your partner experience an injury during the season, you may make a substitution at no additional charge by contacting NetLineup support. Note that the substitute must be at or below your current level and must not already be participating in the same league. Only the points earned with your substituted player will count toward the division race.

VI. Divisions and Schedules

Teams will be placed into divisions of approximately six teams, based on the following criteria:

1. Same league (Mens, Womens, Juniors, etc.)
2. Same skill level (2.5, 3.0, 3.5, etc.)



3. Proximity to other teams within the same league and skill level

Team schedules will be published after closure of the registration period, and be displayed on the “Matches” page. The opponent’s names will be displayed, the timeframe for completing the matches, the site (Home or Away), and the outcome of the match as they are played and results are confirmed. The winning team is awarded one point and the losing team receives no points.

Once schedules are published, players can communicate with opponents and schedule matches.

VII. Match Format

Matches consist of the best two out of three sets. If agreed to by all players before the match begins, players may elect to play a 12 point tie-breaker (first to 7 points by a margin of 2) in place of a full third set should a third set be needed to determine the winner. In this event, the score of the third set will be recorded as 7-6.

VIII. Scheduling & Playing Your Matches

Contact information will be displayed so that players may contact each other to schedule playing of the match, or you may use the chat and Schedule Assistant features to communicate and propose/accept match times. Flex scheduling is used to schedule your matches, that is, players schedule the match at a time that is convenient to all.

There is a two week period for each match to be scheduled and played as follows:

Dual Meet	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
1						
2						
3						
4						
5						

Each team should have 2 times during the week when they can play the match. To schedule the match, the home team will submit 2 different times during the first week to play the match. The visiting team will then accept one of these times, or offer 2 different times to play the match during the first week. If additional match times are offered by the visiting team, the home team may then accept one of these times, or select 2 times during the second week. The same process is repeated for the second week until a match time can be agreed to. If the match is not played before Sunday of the second allotted week, the match will be officially scheduled for Sunday at 5:00 PM of the second week for Business Womens and Mens leagues, Friday at 10:00 AM of the second week for Day leagues. If one team is not able to make this time, they



will forfeit the match and the other team will be awarded the match point. If neither team is able to make this time, both teams will record a forfeit and no points will be awarded for the match.

Note that the period to play matches for each dual meet overlaps by one week. It is therefore possible, for example, for match 3 to be played before match 2. Given that teams have 2 weeks to schedule each match, there is no late pass in NTL play.

The steps to scheduling and playing the matches are as follows:

1. Players may communicate directly via phone or email, or use the online chat and Schedule Assistant features to schedule the match. The home team should propose at least 2 viable times to play the match during the first allotted week. Note that a minimum of 2 different days and times must be selected for the first allotted week, though more than 2 times can be submitted if applicable.
2. The visiting team should respond within 24 hours to confirm one of the times, or offer 2 alternate times during the first allotted week.
3. Once the match is scheduled, the visiting team will travel to the home team's site at the appointed time to play the match. Players must arrive at the court no later than 15 minutes past the agreed upon start time. If a member of either team arrives more than 15 minutes past the agreed upon start time and both of the opposing team members are present, the opposing team may choose to either declare a forfeit or agree to start the match late.
4. If any guest fees, court fees, or parking fees are required for the visiting team to play at the home team's facility, these must be paid for by the home team.
5. Before the match starts, all players should discuss how the third set will be played if needed. If all players agree in advance, a 12 point tie-break game (first to 7 points by at least a 2 point margin) can be played in place of a third set to determine the match winner. In this event, the third set should be recorded as 7-6. If all players do not agree, a full third set should be played to determine the match winner.
6. Home team should supply a new can of balls for match play. The visiting team is not required to supply a can of balls should the home team win the match.
7. Warm-ups are limited to 10 minutes.
8. Note that for NTL play, you have a primary week and a backup week for each match, giving you two weeks to schedule each match. To keep on schedule, there are no late passes beyond the 2 week period. If times cannot be agreed to sooner, then the default match time becomes the official time to play the match. Default match times are as follows:
 - Business Womens league – 5:00pm on Sunday of the Second Allotted Week
 - Day Womens League – 10:00am on Friday of the Second Allotted Week
 - Mens League - 5:00pm on Sunday of the Second Allotted Week
9. If one team is available at the default time and the other team is not, then the match is awarded to the available team and recorded as a forfeit by the absent team. If neither team is able to play at the default time, then no point is awarded to either team. For a team to get a point by default, they need to have offered up at least two different viable times to play the match prior to the default time.



10. In the event of inclement weather for the scheduled match time, teams should take reasonable steps to determine if courts are playable, and matches should be rescheduled as needed. If there is inclement weather for the default match time and both teams are available to play, the match may be rescheduled during the third week no later than Saturday at 5:00pm for Business Womens and Mens leagues, Wednesday at 10:00am for Day Womens league.

For the last week of the season and playoff rounds, rainouts for default match times are handled as follows:

- Business Womens & Mens Leagues - .Rainout default time is Monday at 7:00 PM; if inclement weather is encountered on Monday, the next default time becomes Tuesday at 7:00 PM, etc. until the match is completed.
- Day Leagues – Rainout default time is Monday at 10:00 AM; if inclement weather is encountered on Monday, the next default time becomes Tuesday at 10:00 AM, etc. until the match is completed.

IX. Reporting Your Match Results

Once the match is completed, a member of each team should login and post the match scores as soon as possible. Scores are posted by going to the Matches page and clicking on the white tennis ball next to the week in question. The first to arrive at the site will be required to enter the match scores, the second to arrive at the site will see the posted scores already entered and be able to confirm the scores. If the scores are disputed, the scores can be reentered and confirmation from the first team will be required. Players are encouraged to contact each other directly to resolve and then enter match scores should a conflict exist.

Note that the either partner may enter and confirm match scores.

X. Playoffs

Playoff invitations are extended to division winners, and in some cases division runner ups depending on the number of teams and divisions at a given level. For divisions where teams play an equal number of matches, division winners and runner ups will be determined by those with the highest number of match wins per division. Where different number of matches is played within the division due to byes, the winning percentage of matches played will be used to determine division winners and runners up. Should a tie exist between two teams for either the division winner or the runner up, the following tie-breaker system will be applied:

1. Head to head results
2. Winning percentage of all games played during the regular season

Should three or more teams be tied for the division or runner up, the following tiebreaker system will be used to determine the division winner among the group of tied teams:



1. If one team has a combined head to head advantage over the other teams within the group, they shall be declared the division winner
2. Winning percentage of all games played during the regular season for all matches played

Once the division winner is declared, the above measures will be repeated if necessary for remaining members in the group to determine a runner up.

Doubles league teams can opt in or out of the playoffs at the discretion of the team members. All teams are in the playoffs by default, though this can be changed by going to the Reminders page. Should the division winning team or runner up opt out of the playoffs, the next highest team will be offered the chance to participate in the playoffs, followed by the next highest team, until playoff teams are set from each division. Some teams may receive a bye for a playoff round.

Playoff schedules will be published at the completion of the season, and will appear on the Matches page in the Playoff section. Depending on the number of teams at each level, there may be 1 or 2 playoff rounds to earn a berth in the City Finals tournament.

To help deter teams from playing at a level below their actual skill level, if any team with a winning percentage of total games played is higher than 75%, at the discretion of NetLineup, this team may be disqualified from participating in the playoffs, and the next qualified team will be awarded the playoff berth.

XI. City Finals

Winners of the playoff competition will be awarded a berth in the City Finals tournament for a chance to win the City Championship for each league and level. Unlike the flex scheduling during the regular season and playoff rounds, a designated time will be established for matches at the City Finals. Prizes will be awarded to City Finals participants and champions.

XII. Dispute Resolution

Should disputes arise during the season, teams should make every effort to resolve conflicts themselves. Should there still be a need to resolve any conflict, the teams involved should contact NetLineup for resolution. NetLineup will make a final decision to resolve the dispute in question.

NetLineup reserves the right to take steps up to and including league suspension for teams or players who violate league rules or in the opinion of NetLineup conduct themselves in a way that is deemed detrimental to the league.