

Check Individual Racquet War WTT Tour Sites for Specific Rules for each City Tour Stop

Entry Info: Entry Fees are \$350 for Adult and Senior Teams.

Included in Team Entry:

- All teams will play a minimum of 3 team matches, with the possibility of playing 6 matches over the weekend.
- All players will receive a Racquet War Tennis Towel.
- All Players Qualify to take advantage of the amazing rates at the tournaments host hotel or resort.
- Each team has a chance to win \$1000 and qualify for the Racquet War WTT National Championship and compete for \$10,000. National Championship Prize money is based on Racquet War matching total amount of prize money for each level in all Ten Tour Stops.

Captain's Meeting Date: A mandatory meeting for all Captains (or team representative) will be on Thursday night, before the tournament.

Maximum Teams: Adult and Senior play are available. Max of 20 teams per level (3.0, 3.5, 4.0, 4.5, Open) for Adults and Seniors – Only first twenty team entries will be taken and Racquet War has the option of cutting off draws at good round robin numbers (4,8,12,16). To make sure your team entry is taken sign up early to solidify spot. Captain must have paid entry for team to be officially entered. The Captain may sign up for a team to reserve the spot and later fill in the team roster.

Prizes/Trophies: Racquet War Tennis Towel given to each team member. Trophies given to all players on the Winning and Runner up teams

Cash Prize Payouts Adults and Seniors:

- 4-7 Teams \$300
- 8-11 Teams \$500

- 12-15 Teams \$700
- 16-19 Teams \$850
- 20 Teams \$1,000

Format: There will be 5 divisions of 4 teams in each. Each team will play the other 3 teams in their division, and the 5 division winners, plus three wildcards will make it to the playoffs. Teams are made up of a minimum of 4 players, 2 male and 2 female. NTRP for team is based on average of top 2 males and females NTRP rating. Teams may have a maximum of 6 players.

How to determine Ratings of Players and the appropriate division for a

Team: NTRP ratings on file with the USTA will be used. If a player does not have a rating on file with the USTA, Racquet War will accept a self-rating. This self-rating is subject to the approval of the Tournament Directors. If a self-rated player is determined by Racquet War officials to be rated too low, that team will be disqualified from competition without Refund.

The average NTRP rating of the TOP two men and TOP two women is used to determine a team's level of competition. (Example of top 4 players: $4.0 + 3.5 + 3.0 + 3.0 = 13.5$. 13.5 divided by 4 players = 3.375 . This team would register for the 3.5 division.) No team may carry a player more than one NTRP point above the division entered.

Scoring in a Game: In World Team Tennis the scoring is no-ad. This means a game is won by the first team to win four points (1, 2, 3, game). When the game score is deuce (3-3) (game point), the receiving team chooses which side is to receive the serve. In the Mixed doubles set the serve must be gender to gender at game point.

Score in a set Adult: A match consists of five no-ad sets, which includes one set of men's and women's singles and doubles, and one set of Mixed doubles (Mixed doubles is always played last). Each no-ad set is won by the first team to reach five games. A nine-point tiebreaker will be played at four games all in any set.

Score in a set Senior: A match consists of three no-ad sets, which includes one set of men's and women's doubles, and one set of Mixed doubles (Mixed doubles is always played

last). Each no-ad set is won by the first team to reach five games. A nine-point tiebreaker will be played at four games all in any set.

Order of Play Adult:

- women's doubles
- men's doubles
- women's and men's singles
- one set of mixed doubles

Order of Play Senior:

- women's doubles
- men's doubles
- one set of mixed doubles

Nine-Point Tiebreaker: A nine-point tiebreaker will be played at four games all in any set. The person who is to serve next begins the tiebreaker. Each player serves two points in succession starting from the deuce court. The first team (or person) to score five points wins the tiebreaker. If the tiebreaker reaches 4-4, the person who served the eighth point serves the ninth (final) point. The receiver, however, has the choice of sides (except in Mixed doubles, where the service must be gender-to-gender). The winner of the ninth point is the winner of the set. Note: The tiebreaker CAN be won by one point. The tiebreaker counts as one game in overall match scoring.

Super Tiebreaker: If the match enters into a Super Tiebreaker, a coin toss will decide which team serves first/receives or chooses side in the Super Tiebreaker. The Super Tiebreaker should be treated as a new set and substitutions are allowed. Either player on the serving team may serve first. The receiving team selects from which end of the court they want to receive. In addition, court positions may be changed (i.e. the person who played forehand position may switch with his/her partner to play the backhand position). Each player serves two points in succession starting from the deuce court. The first team to score seven points wins the Super Tiebreaker. If the Super Tiebreaker reaches 6-6, the person who

served the 12th point will serve the 13th (final) point. Since this set is mixed doubles, the final serve will be gender-to-gender. The winner of the 13th point wins the Super Tiebreaker and the match. Note: The Super Tiebreaker CAN be won by one point. The Super Tiebreaker counts as one game in overall match scoring.

Score in a Match: Home team captain must submit starting line-up to opposing team captain before the start of each set. Each team captain has until the end of the five minute break between sets to submit starting line-up for the next set. The winner of the match will be the team that wins the most games. After all games are totaled, if the trailing team won the mixed doubles set, the match is not over. Mixed doubles play continues until the leading team wins another game or the trailing team ties the score. If a tie occurs, a Super Tiebreaker will be used to determine the winner of the match.

Change of Ends: After every four games players change ends. In the nine-point tiebreaker, players change ends only after the first four points. In the Supertiebreaker, players change ends only after the first six points.

Order of Service Adult: The home team serves first in all doubles sets. The away team serves first in the singles sets. Note: Since the serving order is predetermined, the receiving team selects from which end of the court they want to receive.

Order of Service Senior: The home team serves first in doubles sets. The away team serves first in the mixed doubles set. Note: Since the serving order is predetermined, the receiving team selects from which end of the court they want to receive.

The Service Let: When a serve hits the net and bounces within the service court, the ball is playable. In doubles, either player on the receiving side may return the ball after it bounces. If any player on the court calls "let", their team loses the point. If players on both teams call "let" then the point will be replayed.

Coaching: Coaching is allowed throughout the match as long as it does not interfere with continuous play. Coaching is not allowed between first and second serves as the second serve must be struck without delay. Only one member of the team is permitted to go out on the court to coach and the coaching must be completed within the twenty (20) second time limit allotted between points. We encourage team members to stand along the court and support

their team. Coaches and non-participating players must remain in a designated “player’s bench” area until the completion of each point. Only the two players (singles) or four players (doubles and mixed doubles) can make the line calls. Team members along or near the court cannot make line calls or call foot faults.

Substitutions: A team can at any point, **INCLUDING THE SUPER TIEBREAKER**, substitute a player (same gender) into a set for any reason. Once a player is replaced, he/she cannot return in that set. If a substitution occurs in doubles, the remaining player cannot change the side on which he/she receives or the service order. Substitutions are allowed in Overtime. The Super Tiebreaker should be treated as a new set, and all substitutions are allowed.

Warm-up Time: In WTT you warm up with your teammates. All players are allowed a five minute warm-up. All team members are encouraged to warm-up during this time. Once play has begun, a five minute warm-up is allowed between sets. This must be adhered to so that all sets will be completed in the time allotted.

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