STANDARDS FOR THE CONDUCT OF CAPTAINS AND PLAYERS

San Antonio Tennis Association, Inc.

The Leagues Committee of the San Antonio Tennis Association, Inc. (SATA) has been tasked by SATA bylaw "to optimize the quality and growth of organized tennis in SATA's geographical area." The Leagues Committee believes it is imperative to the success of that tasking to assure that captains and players are fully aware of their responsibilities and duties in league play sponsored by the USTA and SATA and subject to the Code from Friend at Court (the "Code"), USTA and Texas Section league rules and SATA local rules.

CAPTAINS

Captains are indispensable to the success of USTA/SATA league play. Often as the only representatives of the USTA/SATA present at a match, they are charged with ensuring that they and their teams play within the rules and treat their opponents as they would wish to be treated. As SATA does not officiate every match and generally will not have representatives present, SATA relies on captains to work together to apply the Code and USTA, Texas Section and local league rules to ensure fair and competitive play. SATA recognizes that captains may have difficulty balance their obligations as advocates for their teams with their obligation to the league's tennis. To that end, SATA has adopted the following Standards for the Conduct of Captains:

Duties to Team

A Captain should:

- 1. Chose a facility for their team's home matches and obtain permission from that facility before requesting a team member.
- 2. Apply for a new team member prior to each league season through SATA.
- 3. Recruit enough players to meet the initial roster deadline. Captains can register players in Tennislink as long as the player has agreed in writing to allow the Captain to do so.
- 4. Notify the team of league schedule and championship procedures for the league.
- 5. Know the league rules, The Code and Coman tiebreak procedure.
- 6. Ensure that the team is adhering to all regulations and requirements during league play, including the rules of each facility.
- 7. Verify their roster on Tennislink before allowing players to participate in league matches.
- 8. Make sure their contact information is up-to-date in Tennislink.
- 9. Make sure their court fees are paid before the first match of the season (if applicable).
- 10. As a courtesy, contact the opposing captain prior to a scheduled match if weather is a factor and court conditions are in question. Also, as a courtesy, contact opposing captains in advance if you will be absent match day and provide the acting captain's contact information.
- 11. Establish line-ups for league matches and inform team members. Know specific court assignments and communicate this to the visiting team captain. Exchange line-up at the designated match time and confirm opponents. Do not default the majority of lines.

- 12. When obligated to provide the balls for play, provide USTA-approved hard-court balls for scheduled away matches.
- 13. Enter/confirm/dispute scores in Tennislink within 48 hours of the match completion. Contact SATA for a disputed scorecard with explanation of the dispute.
- 14. Submit general grievances to SATA. Submit NTRP grievances to USTA Texas Section.
- 15. Ensure that players have played in the required number of matches to be eligible for post-season play.
- 16. Know the rules and ensure that their team members and spectators associated with their team know the rules governing play in SATA and USTA leagues.
- 17. Be reasonably available to assist their team members in resolving disputes or answering questions concerning the rules governing play.
- 18. Not disserve their team members by supporting unreasonable demands or arguments and quietly take team members aside and explain the proper resolution of an issue.
- 19. Captains will treat their team members with civility and courtesy.
- 20. Endeavor always to act as models of the best behavior and sportsmanship contemplated by the Code, USTA, Texas Section and local league rules.

Duties to SATA

A Captain should:

- 1. Remain above the fray in resolving disagreements even while advocating for their team.
- 2. Work with SATA staff to make our leagues work; statements that denigrate or disparage SATA staff or that lack civility and respect are counterproductive to this relationship.
- 3. Provide SATA with honest and complete disclosure in all matters concerning their team and the league.
- 4. If a grievance must be filed, present an organized, concise, respectful, and complete description of the alleged rule violation while avoiding character attacks.

Duties to other Captains

A Captain should:

- 1. Treat each other and all players with respect, civility and courtesy at all times.
- 2. Not unreasonably withhold agreement to requests for cooperation or accommodation that are sanctioned by the rules.
- 3. Not misrepresent the rules (intentionally or mistakenly) to other captains in order to seek an outcome they desire.
- 4. Respond promptly to communications from other captains and notify the opposing captains of defaults as soon as possible.
- 5. Not disparage or make personal attacks on other captains.
- 6. Not file meritless grievances.
- 7. Honor their word and fulfill promises made.
- 8. Monitor the condition of their home courts one hour prior to match time.

PLAYERS

Just as critical as the Captains are to ensure that optimal fun and fair competition in the local tennis leagues happen for Players, Players must understand the Code, the USTA, Texas Section and local league rules and follow these rules at all times. Each Player should seek to be a model of tennis sportsmanship by playing fair, following the rules of the game, respecting the judgment of officials and SATA's League Director and treating their opponents with respect, civility and courtesy. Each Player should seek to avoid even the appearance of practicing gamesmanship by dubious ploys or methods during play. Each Player should always understand that his or her conduct and behavior on the tennis court reflect on their Captain, their team, SATA and San Antonio as well as the Player.

A Player should:

- 1. Know your NTRP rating before you register for a team.
- 2. Register for your team using Tennislink before participating in a league match. Be sure your membership is current through the entire length of the league season; otherwise, you must renew your membership to register for the team.
- 3. Notify your captain of your availability at the start of the season. Be ready to play at designated times and places as required by your league schedule and captain.
- 4. Wear required proper tennis attire is required for match play. When necessary bring your own water, ice, sunscreen, towel, hat, etc.
- 5. Reimburse captain for additional team fees (i.e., balls, court fees, sectional fees, etc.)
- 6. Arrive at the facility at least 30 minutes prior to match, ready to play. Before match play, confirm you are on the correct court playing the correct opponents by introducing yourself to your opponent(s).
- 7. Silence your cell phone and make sure kids and spectators are respectful during play.
- 8. Be familiar with the league rules, the Code, Friend at Court, Coman tiebreak procedure and be a good sportsperson and representative of the San Antonio tennis community on and off the court.
- 9. Start your match on time.
- 10. Keep the courts tidy and safe:
 - Do not damage the court surface by leaving chewing gum, sticky drink spills or other foreign substances on the surface. Wear non-marking shoes at all times.
 - Do not leave metal caps from ball cans, ball cans, unwanted balls, paper cups, drink bottles or other litter on or around the court. Use litter or recycling bins when they are provided.
 - Ensure any equipment you are not using on court (spare racquet, bag, drinks, clothes, etc.) is placed out of the way and will not present a hazard to players changing ends or moving for a wide ball.
 - Close the gate behind you when you leave or enter the courts.
- 11. Respect players on the court (or on the adjacent courts):
 - Talk quietly if you are near courts that are in use.

- Do not cross behind a court while a point is underway. When the point is over, move quickly across the back of the court.
- Spectators should cheer their team appropriately and should not applaud players' errors, heckle players or call balls in or out (even if asked to do so).
- Players should avoid grunting or making other loud noises.

12. Do not try to win the warm up:

- A player should make a special effort to hit their shots directly to their opponent at moderate pace to warm up all regular shots (forehand and backhand, ground strokes and volleys, overhead).
- Warm up serves should be taken before starting play. Returns of warm up serves should be hit to the opponent.

13. Be considerate when retrieving or returning balls:

- If a ball from your court goes onto another court, wait for a break in play on that court (and any courts between you and the court where the ball stops) and then politely ask for the players on that court to return the ball. If the ball presents a danger to a player, alert them immediately.
- Return balls that come onto your court to the back of the court, at a break in play on that court.
- If a ball comes into your court and disturbs your game, call a let and replay the point.
- If a ball rolls from your court to another and places other players in danger, alert the other players by loudly announcing "Ball on Court" not "Let."

14. Have as a prime objective to make calls as accurately as possible:

- A player calls shots landing in or aimed at his side of the court.
- All out, let or fault calls should be made promptly.
- Any doubt must be resolved in favor of the opponent. Any ball that cannot be called out with certainty is considered to have been good.
- A player should call against himself any ball (except a first serve) he sees clearly out, regardless of whether he is requested to do so.
- A player should acknowledge promptly if a ball touches him, he touches the net, he
 double hits a ball, if the ball bounces twice or if he hits the ball before it crosses the
 net.
- A player may ask his opponent "Are you sure of your call?" If the player acknowledges any doubt, he loses the point.