

# 2007 WORLD TEAMTENNIS OFFICIAL RULES GUIDE



**WORLD  
TEAMTENNIS**

*presented by*

**ADVANTA<sup>®</sup>**



## **2007 WORLD TEAMTENNIS OFFICIAL RULES GUIDE**

### **PHOTOS:**

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# SECTION 1

## LEAGUE RULES



- 101 **WORLD TEAMTENNIS FRANCHISE, INC.** (WTF), an Illinois Corporation, is the owner and administrator of the WORLD TEAMTENNIS League. WORLD TEAMTENNIS (WTT) has the right to revise these rules periodically at its sole discretion.
- 102 **FRANCHISE OWNERS** are those individuals who have signed Franchise Agreements with WORLD TEAMTENNIS FRANCHISE, INC. whereby they are granted the right to establish, own and operate an individual WORLD TEAMTENNIS® Franchised Team in a certain area approved by WORLD TEAMTENNIS FRANCHISE, INC.
- 103 **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.
- 104 **SUBSTITUTE PLAYERS** are selected by the League to replace ill, injured or withdrawn players. SUBSTITUTE PLAYERS are treated just as if they had been drafted by the team relative to these rules.
- 104 A If a substitute player is brought in to replace a roster player for a minimum of 3 matches, he or she may play in 3 events including Overtime and Supertiebreaker if necessary.
- 104 B If a substitute player is brought in for a maximum of 2 matches, he or she may play only 2 events including Overtime and Supertiebreaker if he or she played in the final event leading into Overtime or Supertiebreaker.
- 104 C If a player substitutes for the first time during the WTT Finals, he/she may play two events in each match.
- 104 D Any player substituting for a Marquee player may play 3 events.
- 104 E Should a regular team player sustain an injury during a match, which will not permit him/her to return to the match, the substitute would only THEN be allowed to play the remaining events. Each substitute will be paid a minimum of \$500 for each

match in which he/she participates. Teams requiring a substitute may elect to use their local alternate, who is officially listed on the team roster as an alternate, rather than using a substitute provided by the League. Teams opting to use a League-provided substitute are required to pay for the player's travel to and from the match site. Any player is eligible to substitute for a team during the regular season and WTT Finals. A substitute player may play for more than one team during a season as long as he/she plays only two matches or fewer for each team.

**EXCEPTION: IN THE CASE OF A PLAYER WHO HAS COMPETED FOR A TEAM DURING THE CURRENT REGULAR SEASON, THAT PLAYER MAY NOT REPRESENT ANOTHER TEAM DURING the WTT Finals.**  
See substitute players Rule: 204 D, 309 B & C.

- 104 F If more than one (1) team needs a substitute player to replace their highest draft pick during the same time period in the season, the teams will select substitute players in the same order as they drafted players in that year's draft. If a team needs a substitute player to replace its second draft pick, the team will choose in draft order after teams select substitutes for their missing highest draft pick.

If a player is permitted to miss a match(es) due to pre-existing League approved conflict(s) and the conflict coincides with other player(s) excused conflicts, e.g. Davis Cup or Fed Cup, the player's team will select substitute players in the same order as they drafted players in that year's draft. With regard 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.

- 104 G **LOCAL ALTERNATE PLAYERS** are selected by the team to sit on the bench at home and away matches if the team chooses to pay the expenses of the LOCAL ALTERNATE to travel. The ALTERNATE may only play according to the rule 316, 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. LOCAL ALTERNATES will be paid \$500 per match in which they perform this back-up service. Should any

team wish to use its local alternate as a substitute player in the event of injury to a regular team member, the team may do so as long as the alternate is listed as a regular team member on the official line-up for that match. The alternate would then be eligible to receive the \$500 fee for that match.

- 105 **COACHES** Each team must select their own coach. Teams will not be permitted to have player/coaches. See COACHES 303 A, 308 B, 309 A, 309 C, 316 E, 602 D, 702.
- 106 **FRANCHISE AGREEMENT** refers to the agreement signed by WORLD TEAMTENNIS FRANCHISE, INC. and the individual franchise owners, under which the franchise owner is given the right to stage matches.
- 107 **SEASON** consists of dates set by the League within which all regular season matches will take place. The **WTT FINALS** will be held on a date set by the League. While it will be separated from the regular season, players participating in the regular season will be required to participate in the WTT Finals should their team qualify. A team member must participate on his/her team for three matches during the regular season (one of the matches may include the WTT All-Star Smash Hits event if it is played in the same calendar year as the Professional League season) to qualify for participation in the WTT Finals.
- 108 **MATCH** is each individual contest between two WTT teams.
- 109 **MATCH** shall consist of 5 Events (men's and women's singles, men's and women's doubles and mixed doubles) played according to these Rules (Section 3 - Match Administration and Section 4 - Playing Rules).
- 110 **EVENT** shall be one set according to the Rules.
- 111 **PLAYER INDEPENDENT CONTRACTOR AGREEMENT** refers to the agreement between player and/or player agent and WTF under which a player agrees to participate in the draft and is engaged to play in the league season. NOTE: If player is not drafted to a team, the player

agreement becomes null and void.

- 112 **SCHEDULE** will be made by WORLD TEAMTENNIS FRANCHISE, INC. 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.
- 113 **RULES** are promulgated by WORLD TEAMTENNIS FRANCHISE, INC. and distributed to the franchise owners, players and officials prior to the beginning of the season and govern the operations of WTT matches and various matters regarding the relationship between WORLD TEAMTENNIS FRANCHISE, INC., the players and franchise owners.
- 114 **CONFERENCE** refers to the two conferences that will compete during the 2007 WTT season (Eastern Conference, Western Conference).
- 115 **DRAFT** is the system by which players who have signed Player Agreements are distributed among the teams according to the Draft Rules (Section 2).
- 116 **WTT FINALS** The top two teams from the Western and Eastern Conferences, at the conclusion of the regular season on July 25 will advance to the season-ending WTT Championship. Matches will be played July 27-29, 2007 in Sacramento, CA. The winning team will be awarded the King Trophy, named after WTT co-founder Billie Jean King. If the top team in each conference finishes with the same regular season record, then the tie will be broken by using the official tiebreaking rules (see Rule 117). Regardless of site, the team with the best regular season record will always be the "home team".
- 117 **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.

If there is a tie in the final standings between two 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

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 tiebreaker procedures will apply:

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

- 118 **COMPLETED MATCH** is determined by the score in the match at the completion of the 5 events plus Overtime and Supertiebreaker, if any, providing the completion of the match is not prohibited by any act of nature. In the event of a rain delay, if both teams do not agree to play the match indoors that night, the home team shall have the option to either play indoors on the rainy night or return to play the following night (outdoors if possible). **THIS RULE ONLY APPLIES WHEN BOTH TEAMS HAVE AN OPEN DAY FOLLOWING THE MATCH THAT IS RAINED OUT.** If an act of nature or an event beyond the control of the home team (i.e. electrical failure) prevents the completion of the match, and the match cannot be moved to another venue and completed before the teams must leave for the next scheduled match, or it cannot be rescheduled by mutual consent for a future date, the match will not count in the win/loss record of the team if less than 3 events have been completed. However, if an act of nature causes the

cessation of a match before 3 events have been completed, no win or loss will be included in the League Team Standings, but the games won will be included in the total games won by those teams. In the case of postponement the match is resumed at the exact point of play when stopped. In order for a match to be terminated before 5 events are completed, the coach and/or general manager of both teams must agree on the decision. If the two teams cannot reach an agreement, then the League office must be contacted and a decision will be made by the Commissioner. If 3 events have been completed before an act of nature or an event beyond the control of the home team prevents the completion of the match, then the match will count in the overall win/loss record of the two teams.

- 120 **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.

In respect to the rules, final word or interpretation in regard to the franchise owner and the League will be taken directly from the Franchise Agreement. In regard to a player and the League, final word or interpretation will come directly from his/her Player Independent Contractor Agreement.

## **APPEALS**

- 131 **FRANCHISE OWNERS APPEALS** should be submitted to WORLD TEAMTENNIS FRANCHISE, INC. 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.
- 132 **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 FRANCHISE, INC. Upon hearing the matter the CEO/Commissioner of WORLD TEAMTENNIS FRANCHISE, INC. 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 (see Coaches Challenge Rule 501).

## **OFFICERS**

- 141 **WORLD TEAMTENNIS FRANCHISE, INC.** shall appoint the Officers of the League. The duties and responsibilities for running the League rest with the CEO/Commissioner of WORLD TEAMTENNIS FRANCHISE, INC.
- 142 **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.
- 142 A **CEO/COMMISSIONER** is responsible for the day to day operations of the League.
- 143 **DIRECTOR** will assume all duties of the League operations in the absence of the CEO/Commissioner.
- 144 **LEGAL COUNSEL** is appointed by the CEO/Commissioner and provides legal direction to the League.
- 145 **MANAGER OF OPERATIONS** is responsible for the selection, training and scheduling of all officials. The Manager reports to the CEO/Commissioner.
- 150 **OFFICIAL BALL** shall be selected by the League Office.
- 151 **OFFICIAL PLAYING SURFACE**  
The League office mandates that the home team provide a hard court which can be painted as described by the league.

# SECTION 2

## DRAFT RULES



201 **ELIGIBLE TEAMS**

- 201 A Only those teams which have signed a Franchise Agreement for the current season are eligible to participate.
- 201 B Those teams which are not current in their assessments may not draft or if allowed to draft, draft in a penalized position.
- 201 C Those teams which have not posted letters of credit or demonstrated financial ability to perform, sufficient to satisfy the CEO/Commissioner may be denied participation in the drafting process, at the discretion of the CEO/Commissioner.
- 201 D Any franchise owner who has materially breached his/her Franchise Agreement or these rules by offering a player or arranging for a player to be induced to enter the Draft through material gain will not be permitted to participate in the Draft. (See also 602 A)

202 **ELIGIBLE PLAYERS**

- 202 A Only players who have signed and submitted Player Agreements by the deadline may be included in the draft.
- 202 B **A MARQUEE PLAYER** is a player whose per match compensation is greater than a certain amount, as established by WTF in the Confidential Operations Manual from year to year and whose compensation is funded on a per match basis by each Franchise Team at whose home arena that Marquee Player plays a match. A Marquee Player is not required to play every match in a season.
- 202 C **AN EXEMPT PLAYER** is a player who is permitted to play a limited number of matches in a season, as stipulated in the Player's agreement with Franchisor. Regardless of whether an Exempt Player plays a match at home or away, an Exempt Player's compensation is funded solely by the Franchise Team on which the Player is a member.
- 202 D **A ROSTER PLAYER** is a player who is compensated on the basis of the entire season and whose compensation is funded

solely by the Team on which that player is a member. A Roster player is required to play every match in a season except (i) as replaced by a Marquee Player, (ii) as may be stipulated in that Roster Player's agreement with WTF, to enable that Roster Player to compete in certain tournaments or exhibitions, or (iii) if the Roster Player is playing in a capacity as a substitute player.

202 E **USA DAVIS/FED CUP EXEMPTION.** If an American player has competed in Davis/Fed Cup (team event) in the past three years (2004, 2005 and/or 2006), WTT will allow the player to participate in a select part of the WTT season. If a team drafts an exempt player, the team would still need to draft two roster players of the same gender for the season.

202 F **INTERNATIONAL EXEMPTION.** To be an exempt international player, the player shall (i) be ranked in the top 20 in singles and doubles (at the same time), OR (ii) be ranked in the top 15 in singles, and he/she must have played Davis/Fed Cup for his/her country in the past two years. Each player will be evaluated on a case by case basis, but at a minimum, he/she will need to satisfy the above referenced criteria. The ranking date for determining a player's exempt status shall be the ranking on the date that the player's WTT contract is signed OR the official WTA/ATP ranking on the Monday prior to the WTT draft.

202 G Players may enter on an official Player Independent Contractor Agreement or on a copy of the Player Independent Contractor Agreement prior to the deadline. All Player Independent Contractor Agreements which are received must be included in the list of eligible players.

202 H Player Independent Contractor Agreements received through agents on or after the deadline, may be accepted up to the time of the Draft.

202 I Players who have been induced by owners to sign up for the draft by promises of material gain are in violation of these rules. These players will not be included in the draft list of eligible players for the current season.

202 J Players who submit Player Independent Contractor Agreements and then withdraw after being drafted and notified 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 FRANCHISE, INC. Exceptions will be made for those players that withdraw due to injury.

203 **ORDER OF DRAFT**

203 A Established teams will draft based on the previous year's final team standings (includes semifinal playoffs and championship match) in reverse order. The team that wins the WTT championship match will always draft in last position.

The 2007 draft order is:

1. Houston Wranglers
2. New York Buzz
3. Boston Lobsters
4. Kansas City Explorers
5. St. Louis Aces
6. Delaware Smash
7. Springfield Lasers
8. New York Sportimes
9. Sacramento Capitals
10. Newport Beach Breakers
11. Philadelphia Freedoms

203 B If a team drops out of the League prior to the upcoming season, their position in the draft will be taken by the team that finished one place ahead of them in the final season standings.

203 C New teams coming to the League for the following season will draft in the middle of the order. When the new team joining the League creates an odd number of total teams for the upcoming season, that team will draft in the middle position closest to the first draft pick. **If there are 11 teams the new team drafts 5<sup>th</sup>, 12 or 13 teams new team drafts 6<sup>th</sup>.**

203 D The CEO/Commissioner shall cause the League office to forward to each team the Order of the Draft no less than two (2) weeks prior to the Draft.

204 **PROTECTED PLAYERS**

204 A Each franchise has the right to protect any player from that franchise's previous year's roster. Each franchise will be provided with a list of the players that franchise is eligible to protect and the lowest rounds in which they may be protected. Marquee/Exempt players must be drafted by a team in the first two (2) rounds. If a team has already drafted a Marquee/Exempt player in the first round, then the Marquee/Exempt player(s) will follow in the second and third rounds, if necessary. The Marquee/Exempt draft is separate from the Roster draft. If you draft one or more Marquee/Exempt players they will not take up first round picks in the Roster draft. Franchises that had a first round pick drop out after the draft in 2006, will receive first round picks in 2007. The replacement players from 2006 may be protected in the same round as the original player was drafted. (See Rule 204 D)

204 B Teams must announce which, if any, of the players from their previous year's roster they will protect by 5pm EST, on March 26. A team may not protect more than four players at that time (five, if one player is a Marquee/Exempt Player). For the 2007 Draft, a team may protect a roster player that has played a minimum of three (3) matches. A team may protect a Marquee player that has played a minimum of one (1) match.

204 C If a player has played a season of WTT and is injured the following year (is unable to participate in the upcoming season) the team that the player previously played on still retains the rights to the player for the next year (should the player be healthy).

204 D If a substitute player has played a minimum of three (3) matches for a team, that team has the option to protect that player for the following year's draft. If the substitute player is protected, he or she must be protected in the same round that the player he or she substituted for was drafted. A team cannot protect a

substitute player and a roster player in the same round. A decision must be made and one of the players must be released or protected in the next round if the team chooses to protect both. See substitute players Rule 104, 309 B & C.

## 205 OPERATION OF THE DRAFT

205 A Each team may pick one name from the list of eligible Players, man or woman, at its turn in the Draft.

205 B A team loses its turn in the draft round and picks at the conclusion of that round, if it:

1. picks out of turn;
2. picks a player who was already chosen;
3. picks a player not officially entered;
4. picks a player with restricted entry, or
5. exceeds the time period

In the next round that team drafts in its normal position.

205 C The Draft will continue round by round, until each team has selected two men and two women (or, in the case of a team with a Marquee Player, enough players to fill its roster for the duration of the season).

205 D The Marquee/Exempt draft and Roster draft are held on the same day on a date to be determined by the League. The Marquee/Exempt draft order will be the same as the Roster draft order. If all available Marquee players have been chosen by teams before your team has selected a player, your team will pick first among the Marquee visits. If a Marquee player remains in the draft by the time of your team's pick, your team can either choose the player or pass in the selection. Exempt players are drafted after Marquee visits. If an Exempt player is not drafted in the Marquee/Exempt draft he or she will be moved into the Roster draft pool. If you have a Marquee and Exempt player on your team that were both selected in the Marquee/Exempt draft, your team will not lose a first round pick in the Roster draft.

205 E For the Roster Draft, each team will still receive a 1st, 2nd, 3rd, 4th round pick (additional rounds if necessary) regardless if

they have drafted a Marquee player. Protected players will still be drafted in the same round that they were drafted in the previous year.

- 205 F The alternate man and woman are not obligated in any way to the League or the League to them, but may be the first considered in the League's efforts to replace a sick, injured or withdrawn player before or during the season.
- 205 G For the first and second rounds, each team will have five minutes to make its selection. For the third, fourth, and any succeeding rounds, each team will be permitted three minutes. There may be a three minute intermission at the conclusion of each round if desired.
- 205 H Player trades are allowed before during and after the draft. Trading of draft picks are allowed before and during the draft. If you are negotiating a trade during a round, you may ask the draft master for up to an additional ten minutes beyond what is permitted. There will be up to a five minute break for trade approvals.
- 205 I If one member of an established doubles team is drafted, the franchise that drafts that player can protect his/her partner, but must draft that player in the next round. If one member of an established doubles team has been protected from the previous season, the franchise can protect his/her partner, but must draft that player as the team's first available draft pick. Only players that have played as partners in four (4) or more tournaments in the twelve (12) months preceding the Draft qualify automatically for this protection. The League will consider other doubles teams for this exemption on an individual team by team basis.
- 205 J 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 2007 season on the same terms and conditions as contained in the player's Player Independent Contractor Agreement, with notice to the Player.
- 205 K 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.

- 205 L If a player is to be traded, the trade can be made for another player or future draft pick. 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.
- 205 M Only teams that have posted a Letter of Credit (LC) by December 31, 2006 for the upcoming season, will be eligible to participate in player negotiations outside of the draft date and season dates (off season – August 2006 to March 2007). If teams have not posted the LC, then those players involved in trade negotiations will go into the draft and their team will not retain their rights.
- 205 N Trades that are negotiated during the season will only become valid for the following year if the two teams involved have posted their Letter of Credit by December 31, 2006 for the upcoming season.
- 205 O The CEO/Commissioner will be the Secretary of the Draft, recording all choices and changes in the order of the Draft.
- 206 **DRAFT MASTER**
- 206 A The CEO/Commissioner shall appoint the Draft Master. If the appointed individual is not available, the CEO/Commissioner shall act as Draft Master.
- 206 B All appeals shall be made to the Draft Master during the Draft. The Draft Master's decisions will be final. Once the Draft is completed no further appeals will be permitted.
- 206 C The Draft will conclude when the Draft Master ascertains all teams have made the necessary picks. If for any reason a team is unwilling to make a selection, the Draft Master may make a selection for that team so as to conclude the Draft.

**SECTION 3**

**MATCH  
ADMINISTRATION**



301 **MATCH AND ORDER OF PLAY**

The match between two WTT teams will consist of five events plus Overtime, if any, and Supertiebreaker, if necessary. The events shall be men's and women's singles, men's and women's doubles and mixed doubles. One event of each. The order of play/event shall be determined by the coach of the home team.

301 A A WTT Team shall consist of 2 male, 2 female players, and a coach, with the exceptions listed in Rule 301 B.

301 B When a marquee player(s) is/are on a team and participating in a match, all players on the team's roster are eligible to participate in the match. The marquee player(s) is/are required to play 2 events.

**Example:** If a team drafts Marquee, Roster 1, and Roster 2, Marquee can play Men's Singles and Mixed Doubles and Roster 1 and Roster 2 can play Men's Doubles.

**Note:** If 2 marquee players of the same gender are participating in a match, each is required to play 2 events and that team's roster players of that gender will not play except in the event of an injury or substitution.

**Note:** If there is a doubles marquee team the doubles team will count as 1 marquee player and will satisfy the rule by playing 2 events.

302 **WINNER OF A MATCH** The team which accumulates the most games at the end of the five events plus Overtime, if any, and Supertiebreaker, if necessary, shall be declared the winner.

302 A In the event the teams are tied in total games after 5 events plus Overtime, 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.

302 B 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 event as the fifth event with the substitution rules in effect.

303 **LINE UP**

303 A The visiting team must notify the home team's office of changes in the visiting team's travel roster at least 48 hours prior to the scheduled start of the match. **HOME COACH SHALL GIVE ORDER OF PLAY, CHOICE OF SERVE OR SIDE, AND BREAK TIME PERIOD TO THE UMPIRE BY 60 MINUTES** before the scheduled starting time. Both coaches shall simultaneously give their final line-up to the **UMPIRE 30 MINUTES** before the scheduled starting time. **NOTE:** These line-ups are final, and any changes from the exchange point forward will be considered a substitution. A drafted, roster player may play in only three events per match, whether it be as a starter or a substitute.

303 B 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 line-up and the order of play may be changed by the home team.

303 C If the home team has not set order of play by 60 minutes before scheduled match the umpire shall award the right of setting order to the visiting team.

303 D **SIXTY MINUTES PRIOR TO THE SCHEDULED STARTING TIME OF THE MATCH, THE MATCH IS IN THE CONTROL OF THE UMPIRE.** He/she will enforce the practice time and the starting time of the match. Teams, by mutual agreement, may waive practice time. **ALL DISCUSSION PERTAINING TO THE MATCH WILL BE BETWEEN THE UMPIRE AND THE TEAM COACH OR DESIGNATED TEAM REPRESENTATIVE.**

304 **WARM-UP**

304 A **PRE-MATCH**

304 B Home team shall furnish one dozen new tennis balls to the

visiting team for practice and warm-up.

- 304 C Home team has warm-up until one hour before scheduled starting time of the match.
- 304 D Visiting team gets the court for the next 30 minutes.
- 304 E A) 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.
- B) The home team, upon 48 hours notification to visiting team and the League Office, 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.
- 304 F Introductions of the players are to begin no less than 15 minutes prior to the scheduled match start time. Immediately following the National Anthem the PA Announcement in Rule 318 D must be read.
- 304 G The Box Umpire shall conduct a microphone test 20 minutes prior to the scheduled match start time,

**305 AFTER THE MATCH HAS STARTED**

- 305 A A penalty of one point shall be charged by the umpire for any ball hit after the three-minute or designated warm-up period.
- 305 B All warm-ups shall be conducted between team members.
- 305 C All breaks begin at the conclusion of the last point of the prior event.
- 305 D 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 3 minute re-warm up.

306 **INTERMISSION**

A maximum of up to a five minute break period is permitted between all events. This will include a three minute warm-up for the following event. A ten minute intermission may be taken between the third and fourth events. This will include a three minute warm-up for the fourth event. Teams not ready for play will be penalized one game. The home team shall notify the umpire of the break period 60 minutes before scheduled starting time of the match.

307 **SCHEDULE**

307 A All matches shall start no later than five minutes after the scheduled time.

307 B Warm-ups and breaks begin at the conclusion of prior events. (**Note:** Clock starts running before first ball of warm-up is hit.)

308 **PLAYER LIMITATIONS**

308 A A drafted, roster player may play in only three events per match whether as a starter or a substitute. Refer to Rule 104 A & B for substitute player limitations. If a player substitutes for a team for the first time during the WTT Finals, that player may play only two events in each match.

308 B 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.

309 **SUBSTITUTIONS**

309 A A coach may substitute one player per event 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 event. Substitution shall be made only by players of the same gender. A substitute or coach reports to the umpire to enter the game. Note: Refer to 317 for limitations regarding alternate players.

309 B If any player is unable to play any match because of health or other reasons, a substitute of the same gender must be found.

The substitute's expenses including transportation will be paid by his/her team franchise owner. A Marquee player can only be replaced by a substitute that will play the entire rest of the season. Davis Cup and Fed Cup are exempted. Refer to Rule 104 A & B for substitute player limitations. If a player substitutes for a team for the first time during the WTT Finals, that player may play only two events in each match. See substitute players 104, 204 D.

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

### 310 **BALL CHANGE**

310 A Six new balls will be used per event. The balls used in the last event played shall be the ones used in Overtime & the Supertiebreaker.

310 B If a ball is lost during the warm-up or before the beginning of the second game of each event, put a new ball in play; otherwise insert a "like wear" ball.

310 C If a ball is hit into the stands during play, the fan that catches the ball may keep it.

### 311 **CHANGING COURTS AND SUPERTIEBREAKER**

311 A A change of end occurs:

A) After 4 games in each event

**Note:** When the score reaches 4 games all in any event, do not change sides until 4 points have been played in the tiebreaker (see also Rule 427 B)

B) After 4 points in 9 point tiebreaker

C) Before Overtime

D) After 4 games in Overtime

E) After 6 points in the Supertiebreaker

**Note:** Time shall be called after 60 seconds and play is to begin within 90 seconds.

312 **DOCTORS AND TRAINERS**

312 A The home team shall provide a doctor in attendance at each match.

312 B The home team's trainer must be available to the visiting team during its scheduled practice and warm-up on the day of a match and at the match.

313 **TEAM DECORUM: UNIFORMS, EQUIPMENT & ON-COURT CONDUCT**

313 A Teams are required to wear their official uniforms for all WTT matches. Styles may vary but uniforms must match each night. No alterations or modifications are permitted. Socks should match uniform. Teams are required to wear the WTT patch on the front left chest position of the official uniform shirt. The League will have final approval of any patches other than the WTT patch. (See Decorum fine, 603 B).

313 B **HATS.** Players with clothing contracts will be permitted to wear the hat of their clothing manufacturer only if their contract requires them to do so. If a player is not required, pursuant to a written contract, to wear a specific type of hat during match play and media appearances, he/she will wear a WTT hat for all WTT matches and media appearances. ATP hats, WTA Tour hats or any others, will not be permitted during match play.

- 313 C **ENDORSEMENT DEALS.** If a player has entered into an agreement to wear certain tennis clothing, patches, and/or use the tennis equipment or accessories of certain business entities while playing in WTT, WTT acknowledges and agrees that the player has the right to do so while such agreements are in effect, subject to the provisions of 313 D, 313 E and 313 F below and provided that the player notifies WTT and the player's team of such agreements and arrangements in writing. **Accordingly, players shall list all existing agreements and endorsements that affect their obligations on Exhibit B, as attached to the Player Independent Contractor Agreement.**
- 313 D **SHIRTS.** If a player has entered into an agreement (as set out on Exhibit B of the Player Independent Contractor Agreement, as completed by the player) to wear the tennis clothing of a certain business entity, the player shall supply at least six such shirts (that the player will wear) to the player's team by June 1, 2007. **Such shirts must be the same color as the player's team's uniform.** WTT shall have the player's last name and patches bearing WTT's and the player's team's identification (including their names and logos) affixed to these shirts at the team's or WTT's expense, and subject to 313 D below, patches bearing the team's title or presenting sponsor's (but not both) identification (including their name and logo), affixed to the same shirts (each at the team's or WTT's expense).
- 313 E **EXCLUSIVITY.** If a player has entered into an agreement (as set out on Exhibit B of the Player Independent Contractor Agreement, as completed by the player) that contains an exclusivity clause that expressly prohibits the player from wearing patches containing the identifications of the team's title or presenting sponsors due to a conflict with exclusivity in that same category, then the player shall not be required to wear such patches for as long as such exclusivity exists.
- 313 F **WARM-UP.** Notwithstanding any of the foregoing, all players shall wear the official team warm-up (which shall have the team's and WTT's identifications, including their names and/or logos, affixed to it) during the team and player introductions, and no other names, logos and/or other identification (including ribbons, pins, or stickers) shall appear on the warm-up.

- 313 G Players shall stay on their bench in team attire at all times during a match.
- 313 H Players will not shake hands at the conclusion of any event; however, they are encouraged to do so at the conclusion of the match. Players must stay on the team bench throughout the match except when warming up.
- 313 I Players shall not consume alcoholic beverages in the court area or on the bench before, during, or after a WTT match. Players shall not be intoxicated while participating in a WTT match.
- 313 J Players are not permitted to socialize with fans or friends while on the team bench.
- 313 K Any conduct not specifically set forth which is dishonorable or unprofessional, or which shows a pattern of flagrant abuse of the facilities, fellow players or officials, or which is injurious to WTT may subject a player and/or a team to a fine and/or default. (See Decorum fine, 602 B).

314 **PLAYERS BENCH**

- 314 A The only personas allowed on the home and visiting team benches are: players, coaches, team trainer, and one team representative - either team owner or general manager. A owner or general manager must obey the WTT code of conduct rules and is not allowed to arguer any calls with the box umpire.
- 314 B 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 Box Umpire. If the individual refuses to leave, the team will be penalized 1 point for each additional 30 seconds under the Delay of Game rule. If the individual returns the Box Umpire will issue a Delay of Game penalty for each 30 seconds that the individual remains on the bench.

315 **INTRODUCTIONS**

- 315 A Home team shall inform the Visiting team and umpire about its

introduction procedure no later than 60 minutes before the scheduled start time of the match. When players are introduced, they should run to the designated area on the court.

315 B The National Anthem shall be played prior to the start of each match.

316 **UMPIRES AND OFFICIALS**

316 A The umpire shall be selected and assigned by the League Office and officials shall be screened and selected by the Manager of Operations.

316 B Seven linespersons and a head umpire comprise the official corps at a WTT match. The head umpire, who calls the match from a ground-level umpire's box, is in charge of the match. His/her decisions are final.

316 C Payment of officials shall be made by the League.

316 D The 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.

316 E The 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.

316 F The umpires and officials report only to the WTT League Office through the Manager of Officials.

317 **ALTERNATE PLAYERS**

317 A 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.

317 B An alternate player may participate in a WTT match for an ill, injured or ejected player. **HOWEVER, THE WTT PLAYER BEING SUBSTITUTED FOR MAY NOT APPEAR IN ANY PLAY DURING THAT EVENT. IN THE CASE OF**

EJECTION THE COACH SHALL SUBMIT ALTERNATE'S NAME AS A REGULAR WTT PLAYER ON THE 'LINEUP' FORM FOR THAT MATCH.

- 317 C If a regular WTT player is ejected after the start of a WTT match and must be substituted for by the "alternate" player, the player being substituted for MAY NOT BE INVOLVED IN FURTHER PLAY DURING THAT MATCH.
- 317 D "ALTERNATE" Player is limited to playing only 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). (Exception 317 F)
- 317 E If an alternate player is not available for a match already in progress, then the coach, if already not participating as a player as well, may fill the role of an alternate if the game to be played is a game against the same gender or mixed doubles.
- 317 F If in singles, a WTT player has already been substituted for by another roster player and that player becomes ill, injured or ejected, then the alternate is eligible to play.

318 **CROWD CONTROL**

- 318 A Purpose -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 box umpire ("BU") shall be in full control of the match at all times and shall determine when a violation occurs. The BU's decision regarding penalties is final.

318 B **GUIDELINES**

**(A) Fan Guidelines**

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

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 BU 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 BU).

**(B) 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 (including those listed above in Rule 318 B) are never acceptable by the PA announcer or DJ. **If a BU hears such remarks, he/she has the authority to penalize the home team according to the Partisan Crowd Penalties.**

**318 C PENALTIES**

**(A) Partisan Crowd Penalties**

Once the BU 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:

- (i). First Violation - Warning
- (ii). Second Violation - Point Penalty

- (iii). Third Violation - Game Penalty
  - (iv). Fourth Violation - Default of Event in Progress (Games earned by violating team will count. Non-violating team will win the event 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.

**(B) Fan Penalties**

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

- (i). First Violation – Public Address Announcement Warning read by BU & 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.”

- (ii). Second Violation – Security shall issue a verbal warning to the fan and inform him/her that any additional violations will result in ejection.
- (iii). Third Violation – Ejection from venue.

**318 D IMPLEMENTATION**

**(A) Pre-Match Meeting Procedure**

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

- (i). Unacceptable Fan Behavior.
- (ii). Requirement for players to play through noise and crowd movement.
- (iii). Advise players that fans will be permitted to cheer for their team during points, while a player is serving etc.

**(B) Box Umpire Instructions**

BU will be educated and trained on how to enforce these guidelines. Examples of behavior that violates these guidelines will be provided to each BU. The BU shall report the violation

to Bryan Hicks (or another authorized WTT League Official) via telephone call and email immediately after the WTT match.

**(C) 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.

**(D) Public Address Announcement**

**To be read immediately after the National Anthem at each match:**

“Ladies and Gentlemen, in accordance with World Team Tennis 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:

- (i). Derogatory or disruptive comments that may defame a match participant.
  - (ii). Throwing of objects on to the court or around the stadium.
  - (iii). Actions which violate Federal, State, or Local Laws.
  - (iv). 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.”

319 **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

320 **PROCEDURE FOR SPECIAL CIRCUMSTANCES**

The Box Umpire should follow the steps below in order to make the best possible decision.

**1. 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. Check the visiting team’s of travel arrangements and determine

if it is necessary to move indoors. Step 3. If conditions are unlikely to improve within the next 30 minutes speak to the general manager of the Home Team and determine how long it will take to move indoors. Step 4. Upon receiving all the required information decided whether or not to move indoors.

## **2. Loss of Power**

**Note:** A decision concerning resumption of play shall be made within 45 minutes after the match is stopped. Step 1. Check with the home team of the potential problem and if an electrician is available or on his way. Step 2. Check with the visiting team of travel arrangements and use this information to determine if it is a necessary to move indoors quickly. Step 3. If conditions are unlikely to improve within the next 30 minutes speak to the general manager of the Home Team and find out what the transition time of moving indoor will be. Step 4. After having all the information above make the decision if you will wait for power to be restored or if you will move indoors.

## **3. Late Start due to Teams**

When a team is late for whatever reason, the responsibility of the Box 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 an event before its completion. After decisions have been made, Bryan Hicks should be informed of the situation, at the earliest convenient time.

## **4. Player Injuries**

**A) Minor Injury** - A minor injury is defined as an injury that can be treated with a medical time out and then play will resume. (i). Reasonable Evaluation Time shall be given. (ii). 3 Minutes of Medical Treatment, See Rule 439.

**B) Major Injury** - A major injury is defined as an injury where a player must retire from an event immediately. In a situation where additional medical personnel are required the Box 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 situation lasts longer than 15 minutes a 3 minute rewarm up is allowed.

## **5. Emergency Situations**

In all emergency situations the Box 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 3 minute re-warm up is allowed.

## **6. Other**

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

# SECTION 4

## PLAYING RULES



401 **THE COURT.** The shape of the court shall be rectangular, 78 feet long and 27 feet wide for singles, and 36 feet wide for doubles. It shall be divided across the middle by a net, suspended by a cord or metal cable of a maximum diameter of one-third of an inch, the ends of which shall be attached to, or pass over, the top of two posts, 3 feet 6 inches high, the center of which shall be 3 feet outside the sideline court on each side. The height of the net shall be 3 feet at the center, where it shall be held down taut by a strap not more than 2 inches wide. There shall be a cord or metal cable, covered by a band including the top of the net, not less than 2 inches nor more than 21.2 inches in depth on each side. The lines bounding the ends and sides of the court shall be respectively called the Baselines and the Sidelines. On each side of the net, at a distance of 21 feet from it and parallel with it, shall be the service lines. The space on each side of the net between the service lines and the side lines shall be divided into two equal parts called the service courts by the center service line. Each baseline shall be bisected by an imaginary continuation of the center service line to a line 4" in length and 2" in width called the center mark drawn inside the court, at right angles to and in contact with baselines. NOTE: The net should be 42 feet long. It should touch the ground along the entire length and come flush to the net post at all points. Singles sticks are not allowed.

402 **THE RACQUET.** Racquets failing to comply with the following specifications are not approved for play under the Rules of Tennis:

A) The hitting surface of the racquet shall be flat and consist of a pattern of crossed strings connected to a frame and alternately interlaced or bonded where they cross; and the stringing pattern shall be generally uniform, and in particular not less dense in the centre than in any other area. The strings shall be free of attached objects and protrusions other than those utilized solely and specifically to limit or prevent wear and tear or vibration and which are reasonable in size and placement for such purposes. B) The frame of the racquet shall not exceed 29 inches (73.66cm.) in overall length, including the handle and 121.2 inches (31.75 cm.) in overall width. The strung surface shall not exceed 151.2 inches (39.37cm.) in overall length, and 111.2 inches (29.21cm.) in overall width. C) The frame,

including the handle shall be free of attached objects and devices other than those utilized solely and specifically to limit or prevent wear and tear or vibration, or to distribute weight. Any objects and devices must be reasonable in size and placement for such purposes. D) 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 racquet, or to deliberately change any physical property which may affect the performance of the racket during the playing of the 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.

403 **PERMANENT FIXTURES.** The permanent fixtures of the court shall include not only the net, posts, post covers\*, cord or metal cable, strap, band and the bottom support pipe for the portable net, but also, where there are such back and side stops, stands, fixed or moveable seats and chairs around the court (and their occupants), all other fixtures around and above the court (including arena scoreboards), the umpire, all officials and ball persons who are assigned to the match (when in their respective areas). \* TO BE CONSIDERED PART OF THE NET POST ASSEMBLY.

404 **THE SUPPORT PIPE.** Should a ball in play hit the support pipe on the striker's side, the striker loses the point. If the ball goes over the net and hits the pipe on the opposite side of the striker, the ball remains in play. The ball hitting the pipe is deemed the bounce.

405 **BALL WEIGHT AND BOUNCE.** The ball shall have a uniform outer surface and shall be at least 50 percent yellow in color. If there are any seams they shall be stitch less. The ball shall be more than 21.2 and less than 25.8 in diameter, and more than 2 ounces and less than 21.16 ounces in weight. The ball shall have a bounce of more than 53 inches and less than 58 inches when dropped 100 inches upon a concrete base. The ball shall have a forward deformation of more than .230 of an inch and less than .290 of an inch and a return deformation of more than .355 of an inch and less than .425 of an inch at 18-lb. load. The two deformation figures shall be the average of three

individual readings along three axis' of the ball, and no two individual readings shall differ by more than .030 of an inch in each case. All tests for bounce, size and deformation shall be made in accordance with regulations in this Code of Operation as established by policy recommended by the Players and Rules Committee and approved by WORLD TEAMTENNIS FRANCHISE, INC.

- 406 **SERVER AND RECEIVER.** The players shall stand on opposite sides of the net. The player who first delivers the ball shall be called the server and the other the receiver.
- 407 **CHOICE OF SIDES OR 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 events 1, 3, 5 or 2 and 4.
- 408 **DELIVERY OF SERVICE.** The service shall be delivered in the following manner: Immediately before commencing to serve, the server shall stand with both feet at rest behind (i.e., farther from the net than) the baseline, and within the imaginary continuations of the center mark and sideline. The server shall then project the ball into the air in any direction, and before it hits the ground strike it with his racquet, and delivery shall be deemed to have been completed at the moment of the impact of the racquet and the ball.
- 409 **FOOT FAULT.** The server shall, throughout the delivery of the service:  
A) Not change his position by walking or running;  
B) Not touch, with either foot, any area other than that behind the baseline within the imaginary extension of the center mark and sideline.
- 410 **FROM ALTERNATE COURTS.**  
A) In delivering the service, the server shall stand alternately behind the right and left courts, beginning from the right in every game. If service from a wrong half of the court occurs and is undetected, all play resulting from such wrong service or services shall stand, but the inaccuracy of the station shall be corrected in accordance with the score immediately upon

discovery.

B) The ball served shall pass over the net and hit the ground within the service court which is diagonally opposite, or upon any line bounding such court, before the receiver returns it.

411 **FAULTS.** The service is a fault:

A) If the server commits any breach of Section 408, 409 or 410.

B) If he misses the ball in attempting to strike it.

C) If the ball served touches a permanent fixture (other than the net, strap, support pipe or band) before it hits the ground.

412 **SERVICE AFTER A FAULT.** After a fault (if it be the first fault) the server shall serve again from behind the same half of the court from which he served that fault, unless the service was from the wrong half, when in accordance with Section 410 the server shall be entitled to one service only from behind the other half. A fault may not be claimed a fault after the next service has been delivered.

413 **RECEIVER MUST BE READY.** The server shall not serve until the receiver is ready. If the latter attempts to return the service, he shall be deemed to be ready. If, however, the receiver signifies that he is not ready, he may not claim a fault because the ball has not hit the ground within the limits fixed for the service.

414 **A LET.** In all cases where a let has to be called under the rules, or to provide for an interruption to play, it shall have the following interpretations: A) When called solely in respect of a service, that one service only shall be replayed. B) When called under any other circumstances, the point shall be replayed (i.e., two services).

415 **THE SERVICE IS A LET.** The service is a let only if a service or a fault is delivered when the receiver is not ready. (See Section 413). 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.

- 416 **WHEN RECEIVER BECOMES SERVER.** At the end of the first game the receiver shall become the server, and the server the receiver, and so on alternately in all the subsequent games of a match. If a player serves out of turn, the player who should have served shall serve as soon as the mistake is discovered but all points scored before such discovery shall be reckoned. If a game shall have been completed before such discovery, the order of service remains as altered. A fault served before such discovery shall not be reckoned.
- 417 **BALL IN PLAY UNTIL POINT DECIDED.** A ball is in play from the moment at which it is delivered in service. Unless a fault or a let is called, it remains in play until the point is decided.
- 418 **SERVER WINS POINT.**  
A) If the ball is served and it touches the receiver, or anything which he wears or carries before it hits the ground. B) If the receiver otherwise loses the point as provided by Section 420.
- 419 **RECEIVER WINS POINT.**  
A) If the server serves two consecutive faults; B) If the server otherwise loses the point as provided by Section 420.
- 420 **PLAYER LOSES POINT.** A player loses the point if:  
A) he fails, before the ball in play has hit the ground twice consecutively, to return it directly over the net (except as provided in Section 424 A. or C.); or  
B) he returns the ball in play so that it hits the ground, a permanent fixture, or other object outside of any line which bound his opponent's court (except as provided in Section 424 A. or C.); or  
C) he volleys the ball and fails to make a good return even when standing outside the court; or  
D) he deliberately touches or strikes the ball in play with his racquet more than once in making a stroke; or  
E) he or his racquet (in his hand or otherwise), or anything

which he wears or carries, touches the net, posts, cord or metal cable, support pipes, straps or band, or the ground within his opponent's court at any time while the ball is in play; or

F) he volleys the ball before it has passed the net; or

G) the ball in play touches him or anything that he wears or carries, except his racquet in his hand or hands; or

H) he throws his racquet at and hits the ball.

421 **PLAYER HINDERS OPPONENT.** If a player commits any act, which hinders his opponent in making a stroke, then, if this is deliberate, he shall lose the point or, if involuntary, the point shall be replayed.

422 **BALL TOUCHING PERMANENT FIXTURE.** If the ball in play touches a permanent fixture (other than the net, posts, strap or band, cord or metal cable) after it has touched the ground, the player who struck it wins the point; if before it hits the ground, his opponent wins the point.

423 **BALL FALLS ON LINE.** A ball touching a line is regarded as touching the court bounded by that line.

424 **GOOD RETURN.** It is a good return if:

A) the ball touches the net, posts, cord or metal cable, support pipes, strap or band, provided that it passes over any of them and hits the ground within the court; or

B) the ball, served or returned, hits the ground within the proper court and rebounds or is blown back over the net and the player whose turn it is to strike reaches over the net and plays the ball, provided that neither he nor any part of his clothes or racquet touches the net, posts, strap or band, or cord or metal cable, support pipes, court, and that the ground within his opponent's stroke be otherwise good; or

C) the ball is returned outside the post, provided that it hits the ground within the proper court; or

D) a player's racquet passes over the net after he has returned the ball, provided the ball has passed the net before being played and otherwise was properly returned; or

E) a player succeeds in returning the ball in play even though it has struck a ball lying in the court.

425 **INTERFERENCE.** In case a player is hindered in making a stroke by any thing not within his control, except a permanent fixture of the court, or except as provided for in Section 421 the point shall be replayed.

426 **SCORING–GAME.** If a player wins his first point the score is called one for that player, the other player's score being called zero; on winning his second point, the score is called two for that player, on winning his third point, the score is called three for that player, and the fourth point won by a player is scored game for that player except as follows: If both players have won three points, the score is called GAME POINT, and the receiver will have his choice of court to receive the serve. In mixed doubles, at GAME POINT, the male server must serve to the male receiver, female server to female receiver. Players must remain in their respective courts.

427 **SCORING–EVENT, MATCH.**

A) If the final event has ended in a 9-point tiebreaker and then goes into Overtime, the team that should have received the first point in the tiebreaker shall start serving in the Overtime.

B) The tiebreaker will begin with player(s) remaining in the same court as they finished in the eighth game–no end change. Order of serve will continue in sequence. **PLAYERS CHANGE SIDES AFTER THE FOURTH POINT. THE LAST FIVE POINTS ARE PLAYED WITHOUT CHANGING ENDS AGAIN. HOWEVER, THE PLAYER OR SUBSTITUTE WHO SERVES THE EIGHTH POINT OF THE TIEBREAKER MUST ALSO SERVE THE NINTH POINT IF NECESSARY.**

C) In mixed doubles, if the tiebreaker should go to the ninth

point, the male server shall serve to the male receiver, female server to the female receiver. Otherwise the receiver has the choice of which court he wishes to receive.

D) If the final event has ended in a 9-point tiebreaker and then goes into Overtime, the team that should have received the first point in the tiebreaker shall start serving in the Overtime. The sequence of service shall be the same as during the final event and shall start at the new server's service (i.e., B1, A2, B2, A1).

E) WTT match concludes if team leading in overall game score wins final event, or if trailing team going into final event wins fifth event and captures lead (overall cumulative score). If the fifth event is won by the trailing team and the trailing team is still behind in overall cumulative score, the match goes into Overtime with team and substitution rules applying as in the fifth event. Overtime continues until leading team wins one game or overall score is tied, at which time a Supertiebreaker is played.

F) Supertiebreaker: in the event of a match being tied at the conclusion of five events plus Overtime, if any, a Supertiebreaker will be played. This Supertiebreaker shall start with a coin toss to determine the choice of side, server, or receiver. It shall be the same event as played in the fifth event. Supertiebreaker will be a 13-point tiebreaker. The first team to reach 7 points will win the Supertiebreaker and the match. The service order will be in normal doubles sequence with each server serving two points except the same server or his substitute who served the 12th point will serve the 13th point. The players will change sides at the end of 6 points with the remaining 7 points to be played on the changed side. If the event is mixed doubles and the Supertiebreaker goes to the 13th point the male server will serve to the male receiver or the female server to the female receiver. Otherwise the receiver has the choice of which court in which to receive. A three minute break may be taken if either coach so desires prior to the start of the Supertiebreaker.

428 **WHEN PLAYERS CHANGE SIDES.** See Rule 311.

- 429 **RULES APPLY TO BOTH GENDERS.** Except where otherwise stated, every reference in these Playing Rules to the masculine includes the feminine gender.
- 430 **DECISIONS OF THE UMPIRE.** The umpire is the person on the box. He may overrule an official's call, and his decisions are final. (See Rule 316.) Appeal procedures are outlined in Section 5.
- 431 **CONTINUOUS PLAY.** Play shall be continuous from the first service until the match is concluded. Except when necessitated by circumstances not within the control of the players, the umpire may suspend play for such a period as he may consider necessary. These provisions shall be strictly construed, and play shall never be suspended, or interfered with for the purpose of enabling a player to recover his strength or his wind, or to receive instructions or advice. The umpire shall be sole judge of such suspension, delay or interference and after giving due warning he may disqualify the offender.
- A) Twenty seconds will be allowed between points.
  - B) When changing ends, a maximum of one minute shall elapse from the cessation of the previous game to the time the players are ready to begin the next game.
  - C) Should a player, because of physical unfitness or an unavoidable accident (not within his control), be unable to continue play, he may be substituted for or he must be defaulted.
  - D) If the umpire decides that a player is deliberately stalling to gain time or unfairly disconcert his opponent, the umpire should assess a code violation him after giving his coach one warning.
  - E) If owing to an accident, a player is unable to continue immediately, consideration may be given by the umpire for accidental loss of physical ability or condition. Reasonable time will be allowed for the trainer or doctor to determine if the player should continue, take an injury time out, or if a player should be brought in as a substitute. (See Rule 439)

- 432 **DOUBLES.**  
The aforementioned rules shall apply to the doubles game except as below.
- 433 **THE COURT.** For the doubles game, the court shall be 36 feet in width (i.e., 41.2 feet wider on each side than the court for the singles game), and those portions of the singles sidelines which lie between the two service lines shall be called the service sidelines. In other respects, the court shall be similar to that described in Section 401, but the portions of the singles sidelines between the baseline and service line on each side of the net may be omitted if desired.
- 434 **ORDER OF SERVICE.** The pair who have to serve in the first game of each event shall decide which partner shall do so, and the opposing pair shall decide similarly for the second game. The partner of the player who served in the first game shall serve in the third game; the partner of the player who served in the second game shall serve in the fourth, and so on in the same order in all subsequent games of an event.
- 435 **ORDER OF RECEIVING.** The order of receiving shall be determined at the beginning of each event as follows: The pair who have to receive the service in the first game shall decide which partner shall receive on the first point, and that partner shall continue to receive on the first point in each odd game throughout the event. The opposing pair shall likewise decide which partner shall receive the first service in every even game throughout that event. Partners shall receive the service alternately throughout each game.
- 436 **SERVICE OUT OF TURN.** If a partner served out of his turn, the partner who should have served shall serve as soon as the mistake is discovered, but all points scored, and any faults served before such discovery shall remain unchanged. If a game is completed before such discovery, the order of service remains as altered.
- 437 **ERROR IN ORDER OF RECEIVING.** If during a game the order of receiving the service is changed by the receiver, it shall remain as altered until the end of the game in which the mistake

is discovered, but the partners shall resume their original order of receiving in the next game of that event in which they are receivers of the service.

- 438 **BALL TOUCHING SERVER'S PARTNER IS A FAULT.**  
The service is a fault as provided in Section Rule 411 or if the ball served touches the server's partner or anything he wears or carries; but if the ball served touches the partner of the receiver or anything he wears or carries, before it hits the ground, the server wins the point.
- 439 **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 time out per condition per event. This treatment may be taken immediately or on the next changeover. (See Rule 320-4) **Note:** A player may receive treatment for the same injury in different events.

# SECTION 5

## APPEALS & CONDUCT CONTROL



500 **APPEALS.** The coach may appeal to the umpire. The umpire can overrule an official's call.

501 **COACHES CHALLENGE.**

1. Each team will receive 3 challenges per match. Overtime and Supertiebreakers count as part of the match with no new challenges being awarded for those periods.

2. Teams can challenge a call up to and including the final point of the match. The coach is the only person that can initiate a challenge.

3. To issue a challenge, the coach shall throw a flag on to the court and tell the umpire verbally which call they would like to challenge. Play stops immediately once a challenge is issued.

4. If player stops play to argue a call and the coach does not want to challenge the call, then that player loses the point.

5. Challenges must be issued within 10 seconds of the conclusion of the point.

6. If the challenge results in the call being overturned, the point will either be awarded to the challenging team or a let will be played. The team that challenged the call will not lose a challenge if the challenge is correct and the call is overturned. However, if the call stands, the challenging team will be penalized the loss of one challenge.

7. The umpire will conduct all replay reviews on a court-level monitor after consulting with other on-court officials. After the umpire reviews the shot (mark), and makes his/her decision, the coaches and player(s) involved in the point may review the point on the monitor. All other players from both teams **SHALL** remain on the bench. Failure to remain on the bench will result in Code of Conduct violations being issued against the offending players and or coach (see 502).

8. Once the umpire has made his/her ruling, players will have 30 seconds to start the next point.

9. In the event a technological malfunction precludes a call from being reviewed, the original call stands. No challenges are used/and or lost.

502 **CONDUCT CONTROL.** All officials working the match shall report to the 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:

**PLAYERS ON THE COURT:**

A) All conduct penalty points are charged to a player(s) playing that event and are cumulative during the event in progress. World Team Tennis uses a four (4) step system: warning, point, game, default of current event. The umpire shall announce each penalty to the player, the team coach and the crowd. On the part of the coach and/or other team members not playing in the event in progress:

**THE COACH AND/OR OTHER TEAM MEMBERS NOT PLAYING IN THE EVENT IN PROGRESS:**

B) 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 Team Tennis uses a four (4) step system: warning, point, game, default of current event. The umpire shall announce each penalty to the player, the team coach and the crowd.

C) SHOULD THE PLAYER, COACH OR OTHER TEAM MEMBERS BECOME INVOLVED IN A DISORDERLY WAY, THE UMPIRE REACHING THE THIRD PENALTY (GAME LEVEL), CAN PENALIZE THE PLAYER/TEAM THE GAME IN PROGRESS. IF IN BETWEEN GAMES, THEN THE NEXT GAME TO BE PLAYED WILL BE PENALIZED.

D) The player can be ejected by the umpire for unprofessional conduct. If the player is defaulted at this point, the defaulted player's team gets the game earned and the other team's score is advanced to end the event (unless substituted for). The

defaulted player must leave the playing area (e.g. court and public areas) for the remainder of the match. (Note: the player can be substituted for in subsequent events if the team has an appropriate substitute).

E) If the opposing team becomes involved to aggravate the situation, appropriate penalties will also be levied against them. **NOTE: IF IT IS IMPOSSIBLE TO MAINTAIN ORDER AN OFFICIAL TIME-OUT OF TEN MINUTES COULD BE CALLED BY THE UMPIRE, AND BOTH TEAMS SHOULD RETIRE TO THE LOCKER ROOM; PLAY TO BE CONTINUED IN TEN MINUTES.**

503 **TIME-OUTS.** The only time-outs will be those called by the umpire for injury or conduct control. If there is undue abuse toward the officials, the umpire may call an unlimited time-out until arena officials (police) have restored order. **The umpire shall call a mandatory time out after issuing a point penalty against the team members and coach sitting on the bench.**

504 **DURATION OF TIME-OUTS.** The time for an injury timeout is three minutes plus reasonable time for evaluation. The total time for injury time out shall not exceed 15 minutes. If the trainer cannot repair the player in that time limitation a substitution for that injured player must play, or that event is lost by default in singles only. (Score shall include games won by defaulted player.)

#### 505 **COACHES' CODE OF CONDUCT**

505 A **INTRODUCTION** - The Coaches' Code of Conduct is established to protect the players participating in the WORLD TEAMTENNIS ("WTT") Pro-League, and to provide a healthy and safe environment. This code does not contain a fully inclusive list of prohibited conduct. WTT expects its coaches to act in a professional manner at all times, using this code as a guide for situations that may have ethical implications.

#### 505 B **COACHES' CODE OF CONDUCT GUIDELINES**

a. Coaches shall provide information based on their education, training and experience.

- b. Coaches shall strive to expand their professional development. This can be accomplished via education and certifications from tennis professional associations.
- c. 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.
- d. Coaches are expected to know and understand the WTT rules.
- e. Coaches must remain fair and ethical at all times, and must not act in any way that can injure a player.
- f. A Coach shall not discriminate while performing his/her duties based on race, ethnicity, national origin, religion, age, or sexual orientation.
- g. Coaches must not abuse their power or authority in a way which could affect the welfare or well being of any player.
- h. 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 the WTT Pro-League.
- i. A Coach shall not have any sexual contact with any player on a team.
- j. 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 age is higher.
- k. A Coach shall not sexually harass individuals with whom he/she comes in contact with while coaching in the WTT Pro-League.
- l. Coaches must comply with federal, state, and local laws at all times.

m. Coaches shall perform all reasonable actions to help prevent players from violating WTT anti-doping and other rules.

n. Coaches shall act in a professional manner at all times so as not to reflect unfavorably on WTT, its teams, players, officials.

**505 C REPORTING PROCEDURES**

a. Any person who believes that a coach has violated this code may file a written report with the CEO of WTT.

The report shall (i) include the individual's name who is reporting the incident, (ii) be signed by the person making the report, and (iii) contain a detailed report of the alleged violation.

b. Once the CEO 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.

c. 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.

d. If a coach fails to appear for a disciplinary hearing after being notified in writing of same, the CEO will have the authority to enter a penalty/punishment against the coach as set forth in Section 4 below, without determining whether a violation occurred.

**505 D PUNISHMENT AND/OR PENALTIES**

The CEO will make a decision based on the information that is learned during the investigation. These penalties and/or punishments may include any or all of the following:

a. Denial of opportunity to coach in the WTT Pro-League;

b. Denial of access to WTT venues or events associated with WTT.

c. Reporting of the coach's violations to the sport's other

administrative bodies, including but not limited to the ATP, WTA, and ITF.

**Note:** WTT reserves the right to prohibit any coach from coaching in the WTT Pro-League 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.

506 **DRUG POLICY.** Any WTT player who is conclusively found to have violated the tennis Anti-Doping Program, jointly administered by the WTA Tour, the ATP Tour and the International Tennis Federation (ITF), will be prohibited from participating in the WTT season and will not be able to participate in 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.

# SECTION 6

## LEAGUE FINES



601 Both the players' reputations and that of WTT, the WTT Pro League, the Player's Team 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, the team or their designated representatives.

In furtherance of the above, if at any time during the 2007 season a player commits any act or utters or writes any words 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 WTT, or if a player takes any action against WTT or makes or authorizes any statements in derogation of, or disparaging, WTT, the WTT Pro League, the WTT leadership, the WTT format, and/or any WTT Pro League Team and such statements are made known to the general public or become a matter of public knowledge, such commission, involvement or statement shall constitute a material breach of the player's Player Independent Contractor Agreement and WTT may, at its option, terminate such Agreement without further liability hereunder other than (except as set forth below) any participation fees due and owing the player as of the termination date.

If a player is defaulted from a match during the 2007 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.**

602 **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.

- 602 A 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.
- 603 A **PLAYERS CONDUCT FINES** will be imposed for a second conduct penalty and any further penalties given by the umpire. In any given match the second penalty will constitute a \$50 fine; any further violation and each additional violation will constitute a \$100 fine.
- 603 B 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\$7,500.00 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.
- 603 C **DECORUM FINE** for failing to be in the proper uniform per match, whether on the team bench or on the court, will be \$500 for a first offense, \$1,000 for a second or subsequent offense anytime thereafter. 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 players shirt and WTT patch must be on the front of players shirt. The League will have final approval of any patches other than the WTT patch.
- 603 D **COACHES** may fine a player up to \$500 an occurrence for

missing a team practice, meeting, bus or airplane.

603 E **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 FRANCHISE, INC. Failure to comply with the terms of this paragraph will result in a fine.

603 F **COMPETING EVENTS.** Playing in any other competing tournaments (including qualifying) or exhibitions during the WTT season (July 5-25) & WTT Finals, or in the case of Marquee Players, during their participation period will result in a fine.

603 G **PER DIEM.** All meals will be covered for the players and coach on match days (14 days). All teams will pay for their players and coaches food while on the road. All teams will pay either \$25 per player and coach on match days for meals or they have the option to use trade coupons with local restaurants to cover meals. At home matches, food will be provided for all home and visiting players. Food will include a hot meal (pasta with sauce), cold sandwiches and fruit.

#### 604 **COLLECTING FINES**

604 A Within 10 days of receipt of notice of the fine; either fines, 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.

604 B **PLAYER FINES** will be deducted from the appropriate players' participation fees which are paid by WORLD TEAMTENNIS FRANCHISE, INC. If a player wins an appeal of a fine, the League will pay the player interest (10%) on fines withheld.

## **SECTION 7**

# **DISTRIBUTION OF COMPENSATION**



- 701 **AMATEUR PLAYERS** participating in WTT shall only receive per diem to cover their respective expenses, providing such expense money shall not exceed an amount to be agreed upon in writing between the League and the player prior to the commencement of the season.
- 702 **COACHES** will be hired and compensated by the individual franchises.
- 703 **REGULAR SEASON AND WTT FINALS COMPENSATION** will be distributed to each player according to the terms outlined in each player's individual Player Agreement.
- 704 **2007 WTT BONUS INCENTIVES**

**Regular Season**

Team Finish	Team
1	\$10,000
2	\$8,000
3	\$5,000
4	\$4,000
5	\$3,600
6	\$3,200
7	\$2,400
8	\$2,000
9	\$1,500
10	\$1,000
11	\$1,000

Individual Finish	Men/Women Singles	Men/Women Doubles	Mixed Doubles
1	\$8,000	\$10,000	\$10,000
2	\$5,000	\$7,500	\$7,500
3	\$3,500	\$5,000	\$5,000
4	\$2,500	\$3,800	\$3,800
5	\$2,000	\$3,300	\$3,300
6	\$1,500	\$2,700	\$2,700
7	\$1,000	\$2,300	\$2,300
8	\$750	\$1,500	\$1,500
9	\$500	\$1,000	\$1,000
10	\$250	\$500	\$500
11	\$250	\$500	\$500

### **WTT Finals**

Team Finish	Team
1	\$30,000
2	\$20,000
3	\$10,000
4	\$10,000

### **MVP and Rookie of the Year Awards**

Female MVP	\$10,000
Male MVP	\$10,000
Female Rookie of the Year	\$ 7,500
Male Rookie of the Year	\$ 7,500
FINALS MVP	\$ 2,500

### **705 2007 WTT BONUS PRIZE MONEY RULES**

**NOTE:** If a player is still competing in the Wimbledon Championships and misses WTT matches, their guarantee will be pro-rated. Players will still be eligible for bonus prize money provided they play in 80% of the matches from the time they rejoin the team after Wimbledon.

## **TEAM FINISH**

Only roster team members, who appear on a team roster for 80% of a team's matches (11 out of 14 matches on the team roster), will receive 1/4 of the team's prize money. Any team finish ties will be broken according to TIES.

## **INDIVIDUAL EVENT FINISH**

Prize money will be distributed on the standings of each WTT team in the relative individual event of team rankings – men's singles, team rankings – 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. For an individual to be eligible for the Individual Event Finish money in any event, he/she must appear on a team roster for 80% of a team's matches (11 out of 14 matches on the team roster). Any ties will be broken according to TIES. A player's percentage of the Individual Finish prize money of his/her team is based on the player's contribution of winning games. In singles, an individual player's share of his/her team's prize money will be determined by the percentage of games that player won of the team's total games won. 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 Men's Doubles team comes in first in men's doubles winning 80 of the 140 games played, earning \$9,000.

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 \$4,500 (played in every game, so receives half of the money).

Player B would receive  $60/80$  of \$4,500 = \$3,375.

Player C would receive  $20/80$  of \$4,500 = \$1,125.

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.

## **MVP/ROOKIE OF THE YEAR AWARDS**

Prize Money for MVP's and Rookies of the Year will be distributed in whole to the players at the end of the Regular Season who have the highest percentage of games won versus games played in their best two (2) individual events (individual events meaning singles, doubles and mixed doubles). To be considered for the awards, the total number of games played by an individual in each event must represent at least a majority of total team games played by Roster players in that event. The total number of games played by Marquee and/or Exempt players in each event will not be counted towards the total team games played in an event. Any ties will be broken according to TIES. A player may not win MVP and Rookie awards in the same year.

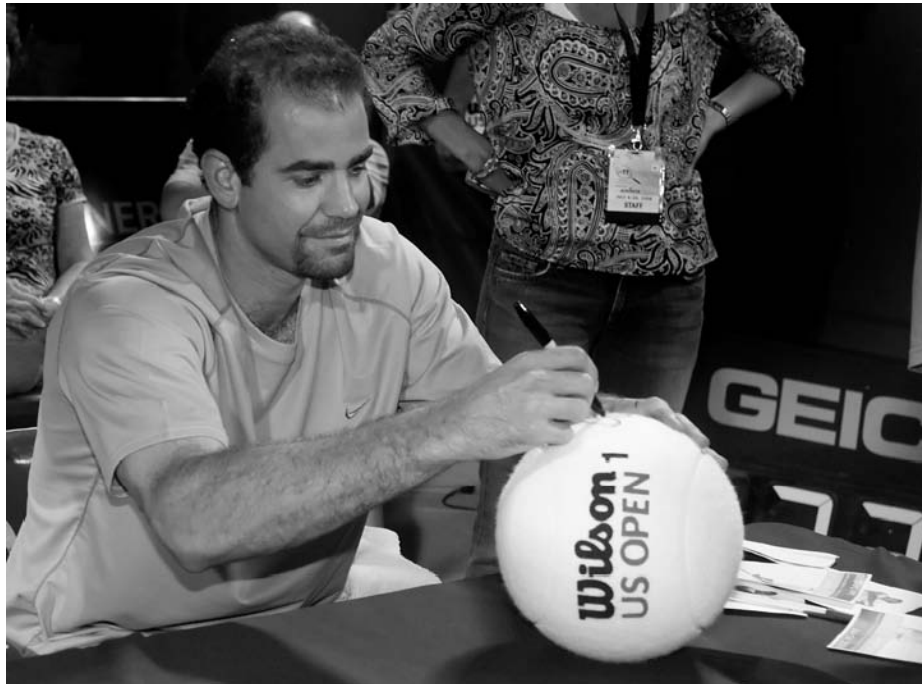
## **TIES**

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 who 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 who has lost least total games in the regular season.
5. If a tie still exists, there will be a coin toss.

## SECTION 8

### TERMS OF PLAYER PARTICIPATION (NON-MARQUEE PLAYERS)



801 **PERSONAL APPEARANCES**

801 A All players shall make three personal appearances on behalf of WTT, each in or near the player's team's home city. If requested by the team, one such appearance shall take place in either May, June, or July 2007. Within seven days after the team's request for such appearance, the player shall inform the team of one date in each of May, June, or July 2007 on which the player is available to make such appearance. If the player makes an appearance in May, June, or July 2007, the second and third appearances shall take place as the parties may mutually agree during the 2007 Regular Season. If the team does not request that one appearance take place in May, June or July 2007, then the player shall make all three appearances during the 2007 Regular Season. WTT agrees to provide the player with lodging, local transportation and round-trip, coach-class air travel for the player only (no guests) within the continental United States in connection with the appearances. However, for any appearance which takes place within three days prior to the start of the 2007 Regular Season, the Player is solely responsible for providing transportation to the player's team's home city and WTT will not reimburse the player for air travel, lodging, or local transportation expenses.

801 B Failure to inform the team of dates the player is available for appearances, or the failure of the player to make appearances, will result in the **reduction of the Player Participation Fee and/or reduction of the Additional Participation Fee**, as set forth in each player's Player Independent Contractor Agreement, by a pro rata amount (but not less than US\$1,000) for each failure as determined by WTT in its sole discretion, as and for liquidated damages and not as a penalty.

802 **INTERVIEWS; PRESS CONFERENCES; SPONSOR PARTIES; PRO-AMS; CLINICS, ETC.**

802 A In connection with each match in which a player is scheduled to participate, each player shall be available for and participate in up to three (3) interviews not to exceed one (1) hour total for print, radio or television to promote WTT, World TeamTennis matches and the team. Interviews will take place in advance or

on the day of each match. Each interview may take place in person or by telephone, satellite or other mutually agreeable remote mechanism.

802 B Each player shall also be available for media post-match if requested immediately after each match in which the player participates. In addition, at WTT's request, players shall attend, at each match in which the player participates, the pre-and post-match sponsor parties for at least fifteen minutes each. Each player shall also make his/her best effort to be available for programs, clinics and other appearances if requested by WTT.

802 C A player's failure to provide these interview services will result in the **reduction of the Player Participation Fee and/or reduction of the Additional Participation Fee**, as set forth in each player's Player Independent Contractor Agreement, by a pro rata amount (but not less than US\$1,000) for each failure as determined by WTT in its sole discretion, as and for liquidated damage and not as a penalty.

802 D Each player shall attend a post-match autograph session of no more than 20 minutes.

802 E A player's failure to attend autograph sessions will result in the **reduction of the Player Participation Fee and/or reduction of the Additional Participation Fee**, as set forth in each player's Player Independent Contractor Agreement, by a pro rata amount (but not less than US\$1,000) for each failure as determined by WTT in its sole discretion, as and for liquidated damage and not as a penalty.

### **803 ONLINE INTERNET CHAT SESSIONS OR BLOGS**

803 A Each player shall participate in two online (Internet) chat sessions or interviews (or one chat and one interview) during the 2007 Regular Season. Each online chat or interview session will last up to sixty minutes each. The online chat sessions and interviews must predominantly relate to positive promotion of WTT, WTT Pro League Matches, and the player's team. Each player shall refrain from using language or text on the Internet

that would directly or indirectly tend to shock or offend the morals of persons of normal sensibilities.

803 B A player's failure to provide these internet services will result in the **reduction of the Player Participation Fee and/or reduction of the Additional Participation Fee**, as set forth in each player's Player Independent Contractor Agreement, by a pro rata amount (but not less than US\$1,000) for each failure as determined by WTT in its sole discretion, as and for liquidated damage and not as a penalty.

#### **804 PROHIBITIONS**

804 A **OTHER TENNIS EVENTS.** Players shall not play in any exhibitions, tournaments, or other tennis or tennis-related events, except a match in the 2007 Wimbledon Championships, during the 2007 Regular Season and, if the team is scheduled to participate in the 2007 WTT Finals, during the week of the 2007 WTT Finals. In the event of such occurrence, WTT will have the right to **reduction of the Player Participation Fee and/or reduction of the Additional Participation Fee**, as set forth in each player's Player Independent Contractor Agreement, per occurrence, by a pro rata amount determined by WTT in its sole discretion, as and for liquidated damages and not as a penalty.

804 B If a player is still competing in the Wimbledon Championships and misses WTT matches, their guarantee will be pro-rated. Players will still be eligible for bonus prize money provided they play in 80% of the matches from the time they rejoin the team after Wimbledon.

804 C **OTHER SERVICES.** A player's acceptance of any payment for services by a party other than WTT other than regularly scheduled endorsement or appearance payments, without the prior written consent of WTT, is a violation and breach of player's Player Independent Contractor Agreement and may cause WTT to suffer damage and loss, the amount and extent of which are impracticable to estimate. Therefore, in the event of such occurrence, WTT will have the right to **reduction of the Player Participation Fee and/or reduction of the Additional**

**Participation Fee**, as set forth in each player's Player Independent Contractor Agreement, if any, by a pro rata amount (but not less than US\$10,000) determined by WTT in its sole discretion, as and for liquidated damages and not as a penalty.

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