



TENNIS RULES

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// PLAYER ELIGIBILITY

1. All Players must be at least 21 years of age and have current, adequate health insurance.
2. All players must be properly registered on a team during the season for which they are playing.
 - a. If a player is registered on more than one team within the league, they may only play for one team in the playoffs.
 - b. All players must agree to the Fray Liability Waiver as described in the Fray Terms and Conditions section of Player Registration.
3. Any use of an ineligible player will result in a forfeit.

// GAME PLAY

1. 1 match against 1 team, playing best of 1 set. Each game is played to 4 points (0-15-30-40-game), win by 2. A team needs to win six games to win the set, by a margin of at least two games.
2. Matches during the regular season are played to a 60-minute time limit. Playoffs may have a slightly different format. A tiebreak (first to 7 points) is played if the score reaches 6–6 in games.
3. At least 2 games need to be played for the match to be official.

- a. During the regular season, matches can end by way of Next-Point-Wins if there is a tie after the 60-minute time limit has expired.

// GOLDEN RULE

First and foremost, all Fray leagues are 50% Social and 50% Sport. While we have staff // hosts, we expect individuals to respect the league's culture of fair and fun play. Foul language and rough play will not be tolerated. Individuals who cannot adhere to our standards of fair play and sportsmanship may be asked to leave the league. We want everyone to have fun and be social while enjoying a great sport. We will do whatever we can to make sure all players are having fun!

// GENERAL POLICIES

Fray is proud to relieve captains of the burden of paying for full teams. We accept individual player payments and allow prepayment for additional players and/or full teams. We are also proud to welcome those who do not have a full team (small groups and free agents) to participate in our league.

Because our mission is to make fun possible, these policies make it easier for people to get involved with and build community through social sports.

All registrations are on a first-come, first serve basis. Any roster that does not reach our official size (based on each sport) is eligible to receive free agents and/or small groups. Rosters made up of primarily free agents and/or a collection of small groups may have more players than the standard roster size. This policy is in place to help ensure free agent teams are able to consistently field a team each week.

// Roster Size Chart

Sport	Promotion Size	Official Size	Max Roster Size	Woman Minimum (Mixed)
Tennis	3	5	6	1

// Teams & Substitutions

1. Teams must have the required 2-player minimum to start the game (Mixed Gender - 1 player must be a woman).
2. Teams have until 10 minutes past the designated start time to field the minimum number of players. The 10-minute grace period is considered part of the overall game time. If a team is unable to reach the minimum number of players, the game will be deemed a forfeit.

3. Substitute players (players not on the roster) may be used at any time in the regular season. Substitutes are not permitted during playoffs.
 - a. All substitutes must be registered players on another team and/or in another Fray league that is currently in play.
 - b. Teams may use additional substitute players above the player minimum with the opposing team's consent. Teams who agree to play under these conditions must notify the Host before the start of the game and the outcome of the game will stand as is.

// START OF PLAY

1. Team captains will play rock, paper, scissors. The winner can choose to serve first or the side of the court they prefer.

// ROSTER

1. For teams with more than two players on your roster, you will rotate out after each odd numbered game of your match. You may not switch players mid-game (except for injury).

// SERVING

1. One player serves an entire game before the service turns to the opposing team.
2. The server's partner can start anywhere, but often positions themselves near the net.
3. The server alternates sides of the court after every point (serving from the right (deuce) court for even-numbered points and the left (ad) court for odd-numbered points).
4. A serve that lands outside the service box, hits the net but doesn't go over, or lands outside the court is a fault. If the server faults on their first attempt, they get a second serve. Two consecutive faults (a double fault) result in the serving team losing the point.
5. The ball is served underhand or overhand and diagonally to the opponent's service court.
6. The server must be positioned behind the baseline and the quadrant of court.
7. You must allow the served ball to bounce in the service box on your side of the court before you can hit.
8. Any ball that lands on the line is considered in.

// SCORING

1. Standard Scoring: Scoring is as follows: Love (0) → 15 → 30 → 40 → game.
2. Winning a Set: A team needs to win six games to win a set, by a margin of at least two games.
3. Tiebreaks: A tiebreak is played if the score reaches 6–6 in games. Tiebreakers will be played as first to 7 points, win by 2. Scoring is as follows: Love (0) → 1 → 2 → 3 →...7 (game).
4. The score must be announced before each Serve in the following manner:
 - a. (Servers Team Score - Opponents Score) Example: 30-15

// FAULTS

1. A fault is any action that stops play because of a rule violation.
2. The ball is hit into the net on the serve or any return and it does not go over.
3. The ball is volleyed before a bounce has occurred on the receiving side.
4. The ball is hit out of bounds.
5. A ball bounces twice before being struck by the receiver.
6. A player, player's clothing, or any part of a player's paddle touches the net or the net post when the ball is in play.
7. There is a violation of a service rule.
8. A ball in play strikes a player or anything the player is wearing or carrying.
9. A ball in play strikes any object outside of the court before bouncing back onto the court.

// GAME DURATION

1. Matches will be played in a Best-of-1 set format with a 60-min time limit. Game times may vary based on a specific location.
2. No new game may be started after the 50-minute point of the match during the regular season. During playoffs, all games will be played in full as a Best-of-3.
 - a. If time expires in the middle of a game, the team with the most points will be declared the winner of that game. If less than a two (2) point difference exists between scores the host will set a point cap and the teams will play till the first team reaches that point.
 - b. Rally scoring will be used and a team must win by 2 unless tied at the point cap. If the score is tied at the point cap, the winner of the next point wins.
3. Scores should be called out loudly before each serve.
4. Teams will switch sides for each odd numbered game. The team that serves to start each game will alternate throughout the Match.

// Hosts & Sportinglike Conduct

General, Standard Tennis Rules will be followed.

1. Tennis is a self-regulated game that relies on the Honor System. Teams and players are responsible for calling their own faults during play. If a fault occurs, you are expected to call it as such. Hosts may call a fault, but a lack of a call by a Host does not remove your obligation to abide by the Honor System.
2. Hosts have the authority to eject anyone before, during, and immediately after any match if they feel it is warranted.
3. All decisions made by hosts are final.

// EQUIPMENT, UNIFORMS & FACILITY USE

1. All equipment will be provided by PHX-Fray, including game balls and rackets. You are more than welcome to bring your own racket and balls, as well.
2. Players must wear athletic, closed-toed shoes.
3. If an individual or team violates the facility's Code of Conduct, they may be asked to leave and a refund will not be issued.

// PLAYOFFS & STANDINGS

1. Playoffs are determined after the regular season has occurred and are based on scheduling and other league logistics. **Playoffs are not guaranteed.**
2. Standings are sorted based on the teams' Win-Loss-Tie record. If there is a tie in the standings, we sort based on the following information in order until the tie is resolved:
 - a. Head-to-head matchups
 - b. Score differential
 - c. Points For
 - d. Points Against
 - e. Coin Flip

// FORFEITS

1. Teams have until 10 minutes past the designated start time to field the minimum number of players. The 10-minute grace period is considered part of the overall game time. If a team is unable to reach the minimum number of players, the game will be deemed a forfeit.
 - a. **First Forfeit** - Loss of game and warning issued
 - b. **Second Forfeit** - Loss of game and Fray reserves the right to remove the team from the playoffs.
 - c. **Third Forfeit** - Loss of game and removal from the league with no refund
2. In the case of a forfeit, the final score is recorded as 2-0.

// WEATHER CANCELLATIONS

1. One week is built into the end of each season.
2. All players will be notified via email if games are canceled.
3. If more than one weather cancellation occurs, Fray will try to find another week if possible to make up the games, but it is not guaranteed.
4. Should inclement weather or other factors limit the normally scheduled game duration and more than half the game has been played, the game shall count as the full game.

5. Should a match not make it through game 2, the match will be deemed incomplete and will be rescheduled and restarted from the beginning, if rescheduling is possible.