



Beach Tennis

NOTABLE RULES

Beach Tennis rules and scoring system are almost like that of tennis, only that the sport has no-advantage scoring, no service let, nor second serves. Also, unlike tennis if the ball touches the ground, the point is over.

Matchups

In this corporate league, matchups are composed of 3 matches:

1. Men's match = 1 Set (first to 6 games)
2. Women's match = 1 Set (first to 6 games)
3. Mixed match = 2 Sets (first to 6 games) with tie breaker if 1-1 (Tie breaker = 1 game of 7 points)

Team that wins most matches, wins the matchup.

The Top 2 teams with the best overall record from each Recreational Division and the Top 4 teams of the Competitive Division will advance to the playoffs. In the event teams are tied with the same record the following tie breakers will be used to determine the standings:

1. Head-to-head (H2H)
2. Matchups Won/Loss Difference
3. Matches Won

Matches

A beach tennis Matchup will be played as best of three matches. For our corporate leagues, each Matchup will include one (1) all female doubles match equaling 1 set, one (1) all male doubles match equaling 1 set, and one (1) mixed doubles match equaling 2 sets.

A team needs to win at least two matches to be declared the winner.

Sets

The first team to win six games will win the set. If the score is tied at 5-5, then a tie breaker should be played to seek a margin of two games over the opponent(s), up to 5-7. If the score is tied at 6-6, then a seven points tiebreaker will be played.

During the Mixed Match, a tiebreaker would be required if each team end 1-1 sets. To break the tie, an additional game of 7 points will be played.

Teams can have different pairs of doubles for each set, including both mixed sets. This gives opportunity to more players to play while also not overworking any player(s). However, once a set has started, players cannot be replaced unless they have been injured.

Games

- Just like tennis, a game score goes by as 0 (love), 15, 30, 40, and game.
- A no-advantage scoring system is used - If both sides have reached deuce (have scored three points each), then the side that scores the next point will win the game.



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Start of the Game

- 'Ready to play': A game will start if both teams have at least 4 players ready to take the court (2 males and 2 females).
- There will be 10 minutes of grace after the scheduled time. If a team arrives later than this period, the late team will start the first game down (6-0). Example: If the game is scheduled for 9:00 a.m., a team has until 9:10 a.m. to have 4 players ready to play. At 9:10:01 am, the penalty of 1 game will be applied to the team that arrives late.
- If a team is more than 15 minutes late, the opponent has the right to decide if they want to apply the penalty of 3 games down or confiscate the game. If a team decides on the 3 games penalty, they can no longer request the confiscation of the game once it has started.
- No game will start after 20 minutes. The team that is complete will receive a 3-0 match victory (wins the Matchup). If both teams do not show up on time, a 3-0 match defeat will be awarded to both teams (1 Matchup loss for each team).
- No team will be able to complete their team with players from other teams.
- If the games are late, the game start rules apply from the end of the previous game.

Rosters

- Teams must have rosters finalized before the first day of the season. However, new players can be added for a Matchup if reported to the Metro Sports staff prior to the Matchup.
- All players must have signed waivers in order to play.
- If a team captain decides to invite players who are not included in the official roster to play, he (the captain) is responsible for making sure those players have signed the waivers and have uniforms as required in the Uniforms section.
- Teams can alternate their players as desired for each set (refer to Sets section).
- Only players who appear on the original roster and who have played in at least 1 regular season Matchup will be eligible to participate in the playoffs. Teams will be allowed, on an exception basis, to replace players injured during the season with a formal request to the league commissioner.

Uniforms

- All players on the court must wear the current season's Metro Sports jersey or their team's uniform from the first Matchup. Failure to do so will result in a penalty of 3 points down of the first game at the start of the Matchup.
- If team players are not going to use the Metro Sports jerseys, they must have a shirt with the logo of the company with the same color. A team can have a combination of players wearing the current season's Metro Sports-supplied jersey and team uniform without receiving a penalty.

Equipment

Each team is responsible of bringing their own rackets and balls for each match.



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How to Score Points on Beach Tennis

A point is awarded to a player/team if any of the following happens:

- If the ball touches the opponents' court.
- If the opponent side hits the ball outside the boundaries of the court. Note that if the ball hits the boundary line, it's considered in.
- If the opponents hit the ball into the net and/or post. (Keep in mind that if the ball hits the net and goes over, the ball is considered in play.)
- If the opponent team/player intentionally distracts them/her, while hitting the ball (considered as hindrance).
- Also, if a player/team hits the ball on the net, and the ball passes over to the other side and touches the ground within the boundaries of the court, then they get the point.
- A player is prohibited from hitting the ball while invading the opponent's court.

Server and Receiver

As with many racquet sports, players must stand opposite of each other on their respective courts. The server is the player who starts the point, while the returner is the opposing player, who returns the serve. Before the start of the point, both sides, need to be ready and take their respective positions.

Toss

To decide which side starts serving or receiving, a toss is made before the start of the match. The side who wins the toss shall decide whether to serve, receive or the side of the court they want to start on. This means that the other team/player (loser of the toss) will have to choose between the remaining options.

Serving Rules

Both, overarm and underarm serves, are allowed, however, during mixed doubles, male players must hit an underarm serve, below the waist. Moreover, any of the receiving players may return the serve.

After the end of each game, the receiver becomes the new server and vice versa. Keep in mind that the same player must serve during each game (even in doubles). Teammates are not allowed to alternate serves during the same game.

The serving player must not touch the lines while serving; therefore, players must always serve outside the baseline.

Also, a server loses the point if he hits the ball out, on the net, or at the post. As stated earlier, if a player serves and the ball hits the net, and the ball goes over inside the court, the point continues.

Changing Ends

At the end of the first, third, and after every odd game, the players should change ends. They, also, should change ends after the end of each set, as long as the total number of games is an odd number. When a tie-break is played, players should change ends after the first point, and, then, after every four points.



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Since the game is played outdoors, it's important to change ends because, depending on the side of the court, the sun can affect a player's vision (even if they're using sunglasses).

Let

A let, which means that the point should be replayed, might be called during the following circumstances:

- If the ball is damaged during a rally.
- When a member of the receiving side is not ready when the ball is being served.
- If one of the court lines is broken or unattached when the point is going on.