



Sport & Social Club General Rules

SCORE REPORTING

- Team captains are responsible for reporting the scores after your game through the SSC website. Teams have a 48-hour window to report scores after the completion of the game. Please be timely with your score reporting so league standings can remain updated for playoff positioning.

STANDINGS/SCHEDULES

- Players can view league schedules and standings by logging into your player profile and clicking on 'Schedule and Standings'.

PLAYER ELIGIBILITY

- All players must be added to the team roster by the team captain. This process confirms that all players have agreed to our policies and online waiver.
- Substitute players are allowed; however, they must be added to the team roster. Adding a substitute player from another team in the same league is allowed, however, regular/consistent use of a substitute player in the same league is considered unsportsmanlike and not encouraged.
- For a player to be eligible for a playoff game, the following criteria must be met, or the team will default the game:
 - Be on the SSC online team roster.
 - Play a minimum of two regular season games in a 6–10 week season, or three regular season games in an 11–14 week season.
 - Play for only one team per league/pool in playoff games. If a player plays for two teams, the second game will be defaulted.

DEFAULTS

- A default will occur if a team cannot field a squad by 15 minutes after the official start time. If a team does not meet the standard eligibility requirements, team captains must confirm the outcome prior to starting the game. Captains may agree to waive the rules regarding eligibility requirements. If it is agreed that the game counts, it counts! In the event there is a default dispute, and the game was played, the SSC ruling is that the game counts.
- In the event of inclement weather, follow our SSC foul weather policy available on the website and the sport specific instruction below.

ROUGH PLAY & PLAYER CONDUCT

- It is recognized that incidental contact between players is inevitable – however, all players should go out of their way to avoid creating unsafe play.
- Any unsportsmanlike conduct may result in immediate expulsion from the league. This includes, physical or rough play, verbal abuse, damage to facility property and/or loss of facility permit. Fighting will result in immediate expulsion from the league. View our complete Unsportsmanlike Conduct policy on our website.
- Drinking alcoholic beverages, use of drugs and smoking at your game site before, during, or after your game is strictly prohibited. Offenders will be asked to leave the league without refund. No Exceptions.

GAME COORDINATOR (GC) ON-SITE SSC LEAGUE REPRESENTATIVES

- A Game Coordinator (GC) presence is dependent on sport, season, and/or facility locations. They are not referees, as all games are self-officiated. They are on-site to be a neutral supporter of both teams, clarify rules, manage equipment, start/stop games, and to inform players of league news.
- A Game Coordinator may stop a game before the full time has expired due to overly aggressive play, persistent unsportsmanlike conduct, or a general violation of the rules of the game.

Sport & Social Club Beach Tennis Drop-In Rules

OBJECTIVE	<ul style="list-style-type: none"> • Beach Tennis is a sport that can be played in singles (1 vs 1) or doubles (2 vs 2), on a sand court divided by a net. • For the purpose of the rules, a “team” is considered one (1) player in singles, and two (2) players in doubles. • The objective is for each team to send the ball over the net attempting to ground it on the opponent's court, and to prevent the ball from being grounded on its own court. The goal is to win enough points to win a game, enough games to win a set, and enough sets to win a match.
GAME LENGTH AND STRUCTURE	<ul style="list-style-type: none"> • SSC Beach Tennis is based on a drop-in style format. Your partner and opponent will be different for each game. The courts will be reserved for a specific amount of time according to the online schedule. Players join an open court as they become available. • You can stay and play the full amount of time, or ‘drop-in’ at your leisure in the allotted time. • SSC does not use a ranking system to indicate the different skill level of its members, nor does it use a system to impose time limits on matches. Rather, SSC uses the "honour system" to keep track of who is next up to play. Be courteous by allowing players that have not had a chance to play or warm up to do so. • No consecutive matches amongst teams or individuals.
EQUIPMENT	<ul style="list-style-type: none"> • Specialized Beach Tennis racquets will be provided on-site and must be returned at the end of the night. Balls will be provided on-site.
PLAYERS ON COURT, AND SKILL LEVELS	<ul style="list-style-type: none"> • Teams are comprised of 2 players on the court. There are no minimum gender requirements. Players participate freely without restrictions existing as to how many players of each gender are on the court. • All skill levels are welcome (beginner to advanced).
GAME SET-UP	<ul style="list-style-type: none"> • Beach Tennis nets will be set up by the SSC Game Coordinator or facility staff upon arrival to your game. • To determine who serves first, teams can either flip a coin or rock-paper- scissors. The winner will have the option to choose court side or to serve or receive. If the winner chooses to serve or receive, the loser picks the starting court side. If the winner chooses the starting court side, the lower chooses to serve or receive. • Teams are responsible for keeping score and time.
SCORING	<ul style="list-style-type: none"> • The objective is to be the first team to score at least 4 points. • Beach Tennis has a different point system than most sports. Here is your guide to scoring a game: <ul style="list-style-type: none"> • Tied score= All • 0 points= Love • First point = 15 • Second point= 30 • Third point = 40 • Fourth point = Game • 40-40 = Deuce <ul style="list-style-type: none"> • A deuce happens when both you and your opponent have won three points each and the score is 40-40. When the score reaches deuce, teams will play a deciding point to win the game. • During a tie-break game, points are scored “Zero”, “1”, “2”, “3”, etc. The first team to win seven points wins the “Game” and “Set”, provided there is a margin of two points over the opponent). If necessary, the tie-break game shall continue until this two-point margin is achieved.
STARING A GAME (CHOICE OF ENDS & SERVICE)	<ul style="list-style-type: none"> • The choice of ends and the choice to be server or receiver in the first game shall be decided by toss. • The team winning the toss may choose: <ol style="list-style-type: none"> a) To be server or receiver in the first game of the match, in which case the opponent shall choose the end of the court for the first game of the match; or b) The end of the court for the first game of the match, in which case opponent shall choose to be server or receiver for the first game of the match; or c) To require the opponent to make one of the above choices.

<p>THE SERVICE AND STARTING THE GAME</p>	<ul style="list-style-type: none"> • Play is started by using either an overhand serve or underhand feed. The server will continue for the duration of the game. • The server shall stand at rest with both feet behind the baseline and within the imaginary extensions of the sidelines. The server can serve from anywhere on the baseline, to anywhere on the other side of the court. • The server shall then release the ball by hand in any direction and hit the ball with the racket before the ball hits the ground. The service motion is completed when the player's racket hits or misses the ball. • The service shall pass over the net before a receiver returns it. • There shall be no second service.
<p>TIE-BREAK GAME</p>	<ul style="list-style-type: none"> • The player whose turn it is to serve shall serve the first point of the tie-break game. The following two points shall be served by the other player or the player in the opposing doubles team due to serve next. • After this, each team shall serve alternately for two consecutive points until the end of the tie-break game (in doubles, the rotation of service within each team shall continue in the same order as during that set). • The team whose turn it was to serve first in the tie-break game shall be the receiver in the first game of the following set.
<p>SWITCHING ENDS</p>	<ul style="list-style-type: none"> • Teams switch ends of the court on odd games. This means that after the first game is complete, they switch sides, as well as every 2nd game after that.
<p>FAULTS</p>	<ul style="list-style-type: none"> • A fault is any action that stops play because of a rule violation. • A fault by the receiving team results in a point for the serving team. • A fault by the serving team results in the server's loss of serve or side out. • A fault occurs when: <ul style="list-style-type: none"> ○ Server steps inside the baseline on the serve. ○ The ball served touches a permanent fixture or net <u>post</u>. ○ The ball served touches the server or server's partner, or anything the server or server's partner are wearing or carrying. ○ A player passes the ball to a partner (double hit). • There is no "Let Rule" - A ball served that touches the net or band and continues over the net is in play.

REMEMBER... ALWAYS HAVE FUN!