

## KTP League Rules

1. Captain and Co-Captain must be KTP members
2. Any KTP member wishing to participate in league play will be given the opportunity.
3. Captains will submit the team roster to KTP league committee for approval prior to beginning of season:
  - a. Captain/Co-Captain names
  - b. Team players names and specify non-KTP players
  - c. # of courts needed
  - d. Months of league play
  - e. Time/day of play
  - f. League type and level (i.e. FCTA B; WWB1)
4. Non-KTP team players on a team are subject to guest rules as defined by the Membership agreement
5. A non-KTP team player can be placed anywhere in the lineup as long as the number of KTP members in the match equals the number of lines played. i.e. if 4 lines are played, 4 KTP members must be in the lineup
6. Captains/Co-Captains are responsible for collecting guest fees at home matches for non-KTP players
7. KTP teams must be comprised of 85% Kraft members (equity/non-equity). A team may request an exception to this ruling by making a request to the League committee prior to the beginning of the season. All exceptions that are granted will be in effect for one year will be approved by the board.
8. Pros are allowed on the court to warm-up a team prior to the match.

## Scheduling

1. Captains send the league home match schedule to the league Chairperson, who will assist captains to reserve the courts if necessary. Advance rain-out dates will not be scheduled.
2. All round-robins should be scheduled during afternoon and evening hours.
3. If a league does not use all 5 courts, end courts should be left open for non-league play (i.e. court 2 should not be the open court)
4. First Coast leagues that play in the a.m. should not be scheduled for warm-up prior to 9:30 a.m. Non-league play can continue up to 9:30 a.m. League play starts at 10 a.m.
5. Working Women leagues should not be scheduled before 12:30 p.m., and non-league play may continue until 12:30 p.m.
6. Scheduled match play is reserved for 2 ½ hours