

APPENDIX D

KTP LEAGUE RULES

1. The 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 the KTP league committee for approval prior to the beginning of the season:
 - a. Captain/Co-Captain names
 - b. Team player names and specification of the non-KTP players
 - c. Number 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 the same rules as members.
5. A non-KTP team player may be placed anywhere in the lineup if the number of KTP members in the home match equals the number of lines played. i.e., if 4 lines are played, 4 KTP members must be in the lineup at home games.
6. Captains/Co-Captains are responsible for collecting guest fees at home matches for non-KTP players.
7. KTP teams must not exceed 20% non-members. 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, and will be approved by the board. Pros are permitted to warm up a team prior to the match as per ARTICLE I Section V. MEMBERSHIP EXPECTATIONS AND LIMITATIONS.

Scheduling

1. Captains will submit 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 five courts, end courts must be left open for non-league play (i.e. court two 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. Regular social play may continue up to 9:30 a.m. League play starts at 10 a.m.
5. Scheduled match play is reserved for two and ½ hours.