



Motions
ICTA Spring Member's Meeting
April 1, 2025

Mixed League Proposed Rule Changes

1. Proposed Rule Change #1

Current Rule

6.26. If a Fixture is abandoned after play has started all completed Matches will count. Incomplete Matches shall be rescheduled in their entirety using Players who have not already played in a completed Match in that Fixture. Sections 5.6 to 5.9 shall continue to apply. Defaults/Forfeits will count as completed Matches.

Proposed Change

6.26 If a Fixture is abandoned after play has started all completed Matches will count. Incomplete Matches will be completed by restarting the match at the point where the match is halted utilizing the same players at a mutually agreed time. In the event that a player cannot participate in the completion of the halted match, then the match can only be played with a different player or players from the beginning of the match with the Approval of the Division Chair or the Mixed League Director. Sections 5.6 to 5.9 shall continue to apply. Defaults/Forfeits will count as completed Matches.

Submitted by: David Maples, Mixed League Director

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2. Proposed Rule Change #2

Current Rule:

4.11. Teams in the Majors Level may play up to four Juniors in any Fixture.

Proposed Change:

4.11 Teams in the Majors Level may play an unlimited number of juniors in any Fixture.

Submitted by: Val Swail – Newmarket Community Tennis Club

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3. Proposed Rule Change #3

Add rule 4.19

4.19 One woman (female) may play two matches in the same fixture. The opposing Captain must be made aware of that instance to ensure scheduling. Any time this occurs, the Division Chair and the Mixed League must be made aware of this prior to the match. The Mixed League Director may default a match if the team is abusing the rule.

Submitted by Anne Madden – Parkway T.C.

Ladies League Proposed Rule Changes

D. Format of Play and Scoring

Add: 1.) d.) Court Surfaces must be ready and playable at the schedule match time. Cleaning, sweeping or watering courts or other court maintenance must be completed prior to match start time.

D. Format of Play and Scoring

Proposed

3. d.) ii.) HEAT: When Environment Canada issues a Heat Warning for any Match day (regular Fixture or makeup Match). Matches to be rescheduled.

Existing Rule:

(ii). HEAT: When the City of Toronto issues a Heat Warning for any Match day (regular Fixture or makeup Match). During a heat Warning, either Captain may reschedule Matches that are to begin play after 10:30am.

Reason: Rule to be consistent with Air Quality warning and Environment Canada issuing the statement over City of Toronto.

D. 3. E.) (iii). Scoring

b). Remove: Only in matches that are not completed will set scores be applied.

Reason: All matches will be considered complete.

d). Sets are determined to be completed as follows:

i). Any team ahead by 2 games in a set is considered complete.

ii). Any tie-break or Super tie-break, where there is a difference in 2 points, is considered complete. If the score is less than 2 points or tied, in a 3rd set Super Tie-break the match will be considered a tie.

Reason: to declare a winner or a tie and all matches be considered complete.

E. Preparing Line-ups

l). Teams must have a minimum of (six) 6 Players for Majors, A, B in order to play a Fixture or the entire Fixture is forfeited. A Minimum of (four) 4 Players for the C Division.

Existing Rule:

i). Teams must have a minimum of (six) 6 Players in order to play a Fixture or the entire Fixture is forfeited.

Proposed

ii). A team with six (6) Players in the Line-up must forfeit Line 4 for Majors, A, B divisions. A team with (four) 4 players must forfeit Line 3 in C division.

Reason: To add the C division requirement. Only 3 lines are played.

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E. Preparing Line-ups

v). Players may move line positions from one Match to their next Match according to the following, provided such movement complies with Rule Fiii.

Original rule cites F 3.

Comment: if you don't have your regular line 1 and line 2 Players for a Fixture, you will have to place line 3 and 4 Players on higher courts. It is not considered illegal to move them back down when the regular Players return because the lineup complies with Rule E iii).

Original rule: cites E 3.

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IV. Inclement weather and Makeup matches

B. Once a Fixture has started:

Proposed

ii). All completed Matches are scored as played. For Matches in the third set Super Tie-break, the team ahead by 2 points will be awarded the win and declared a completed match.

Original rule:

All completed matches are scored as played. For Matches in a third set, the Team leading by 2 games, or 2 points in a Super Tie-Break will be awarded the win and declared a complete Match.

Reason: All Matches have a 3rd set Super Tie Break.

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VI. Grievances

iii). Lineup movement violations are not handled as Grievances (Refer to Preparing Lineups Section E.)

Reason – Section E may not be on page 12.

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VI. Grievances

Add: ix). After review of the Grievance, the offending club will have points removed and given to the opposition.

Reason: Clarity of penalty.

All above motions presented by Kelly Stobbe – Ladies League Director

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Motion 1

Amend the Rules to *clarify* that the winning team for Timed Matches is the team with the most points when the time limit has elapsed (or that it is declared a tie if they have equal points)

Suggested wording as follows (highlights are additions to and strikeouts are deletions from the existing rules):

II. D 3 e) Scoring for Timed Matches

(iii) Scoring:

~~1. All matches played are worth a total of 2 points.~~

1.~~2.~~ All completed sets count as 1 point.

a.) If a 3-set match is completed, set scores no longer count and the winner receives the 2 points.

b.) Only in matches that **in which 3 sets** are not completed **(as defined in d) below)** will set scores be applied.

c.) In any set ~~where a winner cannot be determined~~ **which has not been completed because the time limit has been reached and is not otherwise considered completed as defined in d) below,** **the set will be considered a tie and the points will be** split ~~into~~ ½ points for each team.

d.) Sets are determined to be completed as follows:

i.) Any team ahead by 2 games in a set is considered complete.

ii.) Any tie-break or super tie-break, where there is a difference of 2 points, is considered complete.

2. Timed Matches are determined to be completed when the time limit has been reached regardless of how many sets have been completed (“Completed Timed Match”), provided that the match has not been postponed due to inclement weather as contemplated in IV. B. iv.

3. The winner of a Completed Timed Match shall be the team with the greatest number of points at the time the match is Completed (ie at the end of the 2 hour time limit). If both teams have the same number of points the match shall be declared a tie. For clarity, every Completed Timed Match shall have a winner or be declared a tie.

Motion 2

Amend the Rules such that every team earns one point for each completed set won.

Suggested wording as follows (highlights are additions to and strikeouts are deletions from the existing rules):

II D 3 f) Scoring for all Matches

Every team shall earn one point for each completed set won in both timed and untimed matches. For greater clarity, the team with the greatest number of points in the completed match shall be the winner. In the case of timed matches only, there may be a tie.

Note: If Motion 2 is adopted that will necessitate the amendment of existing Rule II D. 3 e) Scoring for Timed Matches iii) 1. and 2.

Submitted by the Cricket Club

Junior League Proposed Rule Changes

F2A

All Stars / Super Stars Leagues – A match consists of 2 pro sets to 4 games. If a pro set is tied at 3-3, a 9 point tiebreak (first player/team who wins 5 points) will be played.

F2B

Tiebreaker – If a match is tied 1-1 in sets, a 13 point tiebreak (first player/team who wins 7 points) will be played. The winner of the tiebreaker will be awarded 1 point for winning the pro-set.

F4A / B

F4A – If a match is not played, the default match score is scored as 4-0,4-0.

F4B – If a complete fixture is defaulted, a default is scored as 12-0.

G6

The acting captain can coach their players for a maximum of 30 seconds at the conclusion of a pro set. Coaching is considered any communication, advice, instruction either audible or visible to a player.

Submitted by Todd Orrett – Junior League Director

55+ League Proposed Rule Changes

6.15. Added: If a Match winner cannot be determined where there is a time limit as per Rule 6.14, the match can be rescheduled once, and if the winner still can not be determined, the match winner shall be resolved in favour of the team with the higher total games won in the match, and failing this, a coin toss.

Submitted by Marina Mihailovich – +55 League Director