



Ladies Tennis Singapore

Spring Season 2010

Rules

1. Ladies Tennis Singapore

- 1.1 Ladies Tennis Singapore, hereafter referred to as (LTS), is a ladies' doubles league formed to offer competitive inter-team match play.
- 1.2 The objective of ladies Tennis Singapore is to promote skills and good sportsmanship as well as fun for all level of players.

2. Administration

- 2.1 The LTS league is managed by the LTS Committee consisting of Chairwoman, Vice-Chairwoman, Events Coordinator, Treasurer and Division Representatives.
- 2.2 LTS is sanctioned by the Singapore Tennis Association (STA) and operates with their full support.
- 2.3 The format and the LTS rules are subject to change at the discretion of the LTS Committee.
- 2.4 Decisions made by the LTS Committee are final.

3. Competition Rules

- 3.1 Matches played in the LTS league are un-officiated matches governed by:
 - LTS rules, outlined in this document,
 - International Tennis Federation rules (ITF), found online at www.itf.com (Rules of Tennis),
 - The Code, (a players guide for un-officiated matches) - found online at www.usta.com (Rules/officials, The Code).
- 3.2 The LTS rules supersede ITF rules and The Code.

4. Calendar

- 4.1 LTS matches are played in two seasons during a year, commencing in February and September.

5. League Format

- 5.1** The LTS league is divided into divisions: Premier A, Premier B, Division 1, Division 2 and Division 3.
- 5.2** League match days are allocated as follows:
- Thursday: Premier A
 - Friday: Premier B, Division 1, Division 2
 - Monday: Division 3
- 5.3** The league schedule is outlined by the LTS Committee and consists of details of matches, including match dates and participating teams as well as names and telephone numbers of team captains.

League schedules are handed over to all team captains before the start of the LTS season and are posted on the LTS web site.

6. Eligibility

- 6.1** The minimum age requirement, for competing in the LTS league is 21, at the time of closing date for registration of teams. For the Premier A Division the minimum age requirement is 18.
- 6.2** A player must sign a waiver form and be registered in accordance with LTS rules to be eligible to play in the league.
- 6.3** All matches played by an unregistered player will be forfeited.

7. Waiver Forms

- 7.1** All players play at their own risk. Singapore Tennis Association (STA) or LTS, Committee members or employees, their successors and assigns of said organizations, sponsors of the league as well as fellow players in LTS will not be responsible in any way for any injury sustained during league matches.
- 7.2** All players are required to sign a waiver form prior to match play. Failure to sign a waiver form prior to match play will result in a 4 point deduction from the team's score.

8. Registration

- 8.1** A team enters the league by submitting a registration form to the LTS Treasurer before the registration closing date.
- 8.2** The registration fee per team for each season is determined by the LTS Committee and should be fully tendered when each Registration Form is submitted.
- 8.3** No refunds will be given to teams that withdraw after the registration closing date.

- 8.4 In all divisions players can be added to the registration form up to one week after registration closing date.
- 8.5 In Division 3, a total of 3 substitute players can be entered by a team on the LTS registration form, up to 4 weeks after registration closing date.
- 8.6 The number of teams to enter the LTS league at any season is subject to the discretion of the Committee.

9. Team Format

- 9.1 A team must have a minimum of 6 players and maximum 8 players.
- 9.2 Each team selects a team captain and a co-captain. The captain and co-captain will be the liaison between Division Representative and the team.

10. Team Placement

- 10.1 On the registration form a team indicates their placement in a division, according to their assessment of team skills.
- 10.2 Teams re-registering are promoted or demoted to divisions, based on previous performance.
- 10.3 Division winning teams re-registering with 4 or more of the original players are automatically promoted to a higher division. If two or more teams achieve the highest total point score in a division; all teams are automatically promoted to a higher division.
- 10.4 Teams can register only one player who has previously played in a higher division and only from a division immediately above the entry division. Special circumstances can be brought to the attention of the LTS Committee for review.
- 10.5 The final placement of a player and a team in a division is subject to the discretion of the LTS Committee. Placement is based on team skills, performance, the need to balance divisions in the LTS league and the need to facilitate the overall management of the LTS league.
- 10.6 Inappropriate use of a higher graded player will result in a forfeiture of all points won by the player, and could result in a suspension of the player for the remainder of the LTS season.

11. Rankings

- 11.1 Players with a national or international ranking will be placed in a division subject to the discretion of the LTS Committee.
- 11.2 Non-disclosure of ranking will result in forfeiture of all points won by the player, and could result in a suspension of the player for the remainder of the LTS season.

12. Withdrawal of Player or Team

- 12.1 Subject to the discretion of the LTS Committee a player can withdraw from a team.

- 12.2 A player can withdraw from a team, in case of, a permanent transfer from Singapore, medical reasons, decision to start work or due to other reasons preventing a player from continuing in the LTS league.
- 12.3 Written notification from the player wishing to withdraw from the league, containing reasons for withdrawal, should be submitted to the Division representative. Withdrawal due to medical reasons must be accompanied by a doctor's certificate.
- 12.4 If a team withdraws from the league with less than fifty percent of assigned matches completed, match results will not be counted in final standings.
- 12.5 If a team withdraws from the league with more than fifty percent of assigned matches completed, remaining matches will be considered as a forfeit. Completed matches are included in the final standings.
- 12.6 Subject to the discretion of the Committee, a team withdrawing from the league can result in the team/players being suspended from the league.

13. Replacement of Player

- 13.1 Following a withdrawal of a player in accordance with rule 12, a team can replace the player, subject to the discretion of the LTS Committee.
- 13.2 Teams can only submit a replacement player of a level, eligible to play in the same division or in a lower division.
- 13.3 A team must submit registration form and a signed waiver form for the replacement player, before such player is eligible to enter a team.

14. Minimum Match Requirement

- 14.1 All players will be required to play a minimum of 2 matches for their team during the course of the season. Substitute matches for other teams are not included in the minimum match requirement.
- 14.2 If a player fails to complete 2 matches for their own team, by the end of the LTS season, points will be deducted from the teams score.
- 14.3 When a player fails to complete any matches for own team, 8 points are deducted from the team score.
- 14.4 When a player only plays one match for own team, 4 points are deducted from the team score.
- 14.5 In the event of a player being injured, making the player unable to continue playing, the minimum match rule will not be applied, upon the player submitting a Medical certificate to the Division Representative.
- 14.6 In the event of player withdrawal in accordance with rule 12, the minimum match rule does not apply for the player, who has been withdrawn. The minimum match rule does however apply for the replacement player.

15. Match Format

- 15.1 A doubles format will be used. The home team and away team will field two doubles pairs each, for a match.

- 15.2 Each home pair plays a match consisting of two sets, against each away pair, playing a total of 4 sets. A total of 8 sets are played between the two teams in a match.

16. Match Venue

- 16.1 Matches are played at a venue and on the court surface provided by the home team. Two courts must be available for a minimum of 3 hours.
- 16.2 The home captain must contact the away captain - at least 3 days prior to the match, to inform the away team of match venue and to agree on a time for warm-up and match start. Match start must be **no later than 9.00 a.m.**
- 16.3 The away team will choose which court they would like their pairs to start play on. After the first two sets have been completed, the away team will chose whether to remain on the courts where they played their initial two sets or to switch.

17. Balls

- 17.1 The home team provides six new standard balls, complying with the regulations of the International Tennis Federation (ITF).

18. Team Line-up and Score Sheet

- 18.1 Both team captains bring their team line-up on the LTS score sheet to a match. The line-up should contain player names in full.
- 18.2 The line-up must be exchanged between team captains no later than match start time.
- 18.3 After the exchange changes are **not allowed** to the team line-ups.
- 18.4 If the match is suspended due to rain **before** match start (rule 20), changes in the line-ups **are allowed** for a rescheduled match (Rule 34).

19. Reporting Scores

- 19.1 When the match is completed, the match result is added to the score sheet by the home captain. Both captains review and sign the score sheet.
- 19.2 Both captains **e-mail match results and a sportsmanship rating** of the opposing team to The Division Representative within 24 hours of the match.
- 19.3 The home captain sends the **original score sheet by post** to The Division Representative no later than 3 days after the match is completed. Scores are not official until the Division Representative receives the original score sheet.

20. Match Start

- 20.1 The match is considered started when the choice of end & service ("The Toss") has been made.

21. Choice of Ends & Service ("The Toss")

- 21.1 The choice of ends and the choice to be server or receiver – in the first game - shall be decided by toss.
- 21.2 The toss should be made before the warm-up so players can warm up at designated ends for the match.
- 21.3 The pair who wins the toss may choose:
1. To be server OR receiver. The opponents may then choose the end of the court.
- OR
2. The end of the court. The opponents may then choose to be server or receiver.
- OR
3. That the opponents make one of the above choices.

22. Match Start Time and Warm-up

- 22.1 Match play must start **no later than 9.00 a.m.**
- 22.2 Warm-up time is 15 minutes, starting **no later than 8.45 a.m.**
- 22.3 The home captain must contact the away captain at least 3 days prior to the match date to agree on a time for warm-up and match play.

23. Score in a Game – “Second Deuce”

- 23.1 Scoring in a game is a modified no-ad scoring method called “*Second Deuce*”.
- 23.2 If both pairs have won three points each, the score is “*First Deuce*”.
- The pair who wins the next point has the score “*Advantage*”. If the same pair wins the next point, they win the game; if the opposing pair wins the point the score is “*Second Deuce*”.
- 23.3 At “*Second Deuce*” a deciding point is played. The receiving pair shall decide whether to receive service from the right half (Deuce side) or left half (Ad-side) of the court. The receiving pair cannot change positions. The pair who wins the deciding point wins that game.

24. Score in a Tie-Break

- 24.1 A tie-break game is played in all sets at the game score 6-6.
- 24.2 The service in a tie-break game is served from alternate sides of the court, with the first served from the right-side (Deuce side) of the court.
- 24.3 The player in turn to serve will serve the first point - from the right-side (Deuce-side) of the court.
- The opponent player, in turn to serve, will serve the second point from the left-side (Ad-side) of the court and the third point from the right-side (Deuce side) of the court.
- The players continue serving with two serves each from alternate sides of the court - starting from the left-side (Ad side) of the court.

- 24.4 Players change ends after every six (6) points.
- 24.5 The first pair to win seven (7) points, with a minimum margin of two (2) points over the opponent pair, wins the tie-break game and that set. If necessary, the tie-break game shall continue until the margin of two (2) points is achieved.
- 24.6 Service following tie-break game: The pair who served the first serve in the tie-break game, shall **receive** service in the first game of the following set.

25. **Score in a Set**

- 25.1 The first pair to win six (6) games, with a margin of two games over the opposing pair wins that set. A tie-break game is played in all sets at the game score 6-6.

26. **Score in a Match and Bonus point**

- 26.1 A team is awarded one point for every set won. The team that wins the most sets, wins the match, and is awarded one bonus point.
- 26.2 In case of a draw on sets (4 sets all) one bonus point is awarded to the team winning the most games. If there is a draw on the number of games, half a point will be awarded to each team.
- 26.3 The winner of a Division is decided as the team that has won the most points at the end of the LTS season. The team with the second most points shall be runner-up.
- 26.4 If two or more teams achieve the same total point score; a count back of matches won over the LTS season will decide the winner. If there is still a draw, a count back of games will decide the winner. If there is still a draw there will be a playoff to determine a winner.

27. **Making Line Calls**

- 27.1 Players shall call all balls fairly and honestly.
- 27.2 Players make line calls on their own side of the net. Calls should always be made promptly after the ball has hit the court and in an audible or visible manner to the opponent.
- 27.3 When in doubt of a call, a player shall make the call in favor of the opponent. If partners disagree on the call, they shall call it good.
- 27.4 When a player doubts the opponents call, player may ask "Are you sure?" If the call is reaffirmed, the call shall be accepted. If the opponent admits uncertainty, the opponent must call it good.

28. **The Let during a Service**

- 28.1 The service is a let and the server shall serve again when:
1. The ball served touches the net, strap or band and is otherwise good; or after touching net, strap or band the ball also touches receiver or her partner before hitting the ground.
 2. The receiver is not ready.

- 28.2 Any player may call a service let. The call shall be made before the return of serve goes out of play or is hit by the server or server's partner.

29. The Let Call when Ball rolls on Court

- 29.1 When the ball is in play and a ball from an adjacent court enters the court, any player may call a let as soon as the player becomes aware of the ball.
- 29.2 A player loses the right to call a let if choosing to play the ball, thereby delaying the let call.
- 29.3 When a let is called the whole point should be replayed. The server is entitled to two serves.
- 29.4 Ball rolling on court **during** first or second service: When the server's service motion is interrupted either during first or second service, due to a ball rolling on court, the server is entitled to two serves.
- 29.5 Ball rolling on court **between** the first and second service: When the server is interrupted between the first and second service, due to a ball rolling on court the server is only entitled to the second service - **unless** the delay caused by clearing the ball of the court is prolonged and constitutes an interruption. The receiver decides whether this is the case.

30. Match Intervals

- 30.1 Play shall be continuous, from the time when the first service is put in play until the match is concluded.
- A player shall not delay a match to recover condition or for any reason.
- The receiver must play to the reasonable pace of the server and must be ready to receive when the server is ready to serve. If the first service is a fault, the second service must be struck by the server without delay.
- 30.2 Between points – from the ball is out of play until the next serve is struck - a maximum of 20 seconds is allowed.
- 30.3 After the first game of each set and during a tie-break game no interval is allowed. Players will change ends without a rest.
- 30.4 When changing ends, a one and a half-minute interval is allowed. After the end of sets 1 and 3, a set interval of two (2) minutes is allowed.
- 30.5 After the end of set 2, a set interval of no more than ten (10) minutes is allowed.

31. Players Late

- 31.1 Any player(s) arriving at or after the agreed match start time will be entitled to only 5 minutes warm up on court.
- 31.2 If a player(s) is not ready on court to commence the first set 15 minutes from the agreed match start time, the first set will be forfeited.
- 31.3 If a player(s) is not ready to commence play 30 minutes from the agreed match start time the first two sets will be forfeited.
- 31.4 If a player(s) arrives after 30 minutes and the first two sets have not been completed, the player may play remaining sets.

32. Rain

- 32.1 In the case of rain, both teams must turn up for the match unless BOTH captains agree to re-schedule the match without going to the venue.
- 32.2 The **match is considered started** when the choice of end & service (“The Toss”) has been made.
- 32.3 When the match has not started: The players should wait for 30 minutes after the agreed match start time, to remain available to play in the event that the rain stops. If the courts remain unfit to play, teams must reschedule the match.
- 32.4 When the match has started: If play is suspended due to rain after match start, players should wait for 30 minutes, to remain available to play in the event that the rain stops. If the court remains unfit to play, teams must reschedule the match.
- 32.5 When courts are unfit to play, due to rain the LTS Schedule will continue without change. Matches should be rescheduled at player’s discretion.

33. Rain Reschedule

- 33.1 If the courts are unfit to play due to rain, both captains are responsible for rescheduling the match.
- 33.2 The rain make-up date must be scheduled and the captains **must notify the Division Representative** of rain make-up dates, **no later** than 48 hours after the original rained out match.
- 33.3 Matches should be rescheduled to a date, within a three (3) week-period from the original match date excluding holiday breaks.
- 33.4 If a date cannot be agreed upon between teams, the captains are required to notify The Division Representative. The Division representative will then set a date for a re-scheduled match for the 2nd Saturday following the rained out match at 2 p.m.
- 33.5 If either team is not ready to play on court on that date and time, they will be deemed to have given a walkover and rule 37 shall apply.
- 33.6 All rescheduled matches **must** be played within the announced “Last day of match play for rain delayed matches” in accordance to the relevant division schedule for the LTS season.

34. Team Line-up for Rain Rescheduled matches

- 34.1 The **match is considered started** when the choice of end & service (“The Toss”) has been made.
- 34.2 When the match has not started: If courts are unfit to play due to rain and the match has not started, the line-up **can** be changed for the rescheduled match.

Lines can be scheduled separately.
- 34.4 When the match has started: If play is suspended due to rain after the match has started, the line-up **can not** be changed for the rescheduled match.

Play must resume at the score standing at the time of suspension of play, with the same four (4) players. Players and captains should record the score, server's names, and player's positions etc. at the time of suspension of play.

Lines can be scheduled separately for completion

35. Haze

- 35.1** If haze conditions exist it is the captain's responsibility to check the PSI reading on match day.
- 35.2** In case of a PSI reading of 100 or more at 7.00am or after on match day, players should **NOT** go to the match venue but await team decisions to play or to postpone.
- 35.3** All players have the option to postpone the match. The captain can postpone the match on behalf of the team.
- 35.4** Captains should contact own players and decide if the match should be postponed in part or in whole.
- 35.5** Captains will inform the opposing captain of the team decision and make plans to reschedule the match if needed.
- 35.6** Teams should reschedule matches to be played as soon as conditions permit in accordance with rule 33.

36. Postponement of matches

- 36.1** No postponement of League matches is permitted for reasons other than when it is the opinion of both captains that the court is unfit to play due to rain (rule 32) or if haze conditions exist with a reading of 100 or more (rule 35).

36.2 (Deleted)

37. Walkover

- 37.1** If a team does not turn up for a scheduled match within one (1) hour of the official starting time or does not turn up at all, a walkover will be declared.
- 37.2** If a team can only field one doubles pair, the opposing team wins four (4) sets by walkover, with the scores 6-0 in all sets. The remainder of sets can be played by doubles pair one.
- 37.3** If a team is unable to field any players, the opposing team wins eight (8) sets by walkover, with the scores 6-0 in all sets.
- 37.4** The team receiving a walkover should enter names of players on the LTS score sheet, so players are given credit for a match played.
- 37.5** Subject to the discretion of the LTS Committee up to eight (8) points can be deducted from the team giving a walkover. Any mitigating circumstances when a walkover is declared will be considered by the committee within seven (7) days of the match.

38. Substitution of players in Premier A, Premier B, Division 1 and Division 2

- 38.1 If a team is unable to field 4 players for a match, a registered LTS player, from a lower division, may be used as a substitute. The name(s) and team name of a player serving as substitute must be entered on the score sheet.
- 38.2 The Division Representative **must** be notified, **before** a team enters a substitute player in a match. Failure to notify the Division Representative can result in up to 4 points (4) being deducted from a team total score at the discretion of the LTS Committee.
- 38.3 A team can **only** use players from teams in a lower division as substitutes.
- 38.4 A team can **only** use up to 3 substitute players during a season.
- 38.5 A team can **only** use a substitute player in a total of 3 matches during a season.
- 38.6 A player, serving as a substitute for a team, can play, 1, 2 or 3 matches for one or more teams, but **only** a maximum of 3 matches during a season as substitute.
- 38.7 The inappropriate use of a higher graded player as a substitute can result in up to 4 points (4) being deducted from a team total score at the discretion of the LTS Committee.

39. Substitution of players in Division 3

- 39.1 If a team is unable to field 4 players for a match, a registered player or substitute in Division 3, may be used as a substitute. The name(s) and team name of a player serving as substitute must be entered on the score sheet.
- 39.2 The Division Representative **must** be notified, **before** a team enters a substitute player in a match. Failure to notify the Division Representative can result in up to 4 points (4) being deducted from a team total score at the discretion of the LTS Committee.
- 39.3 A team can use own substitute players, registered by the team at the beginning of the season **OR** players and substitute players, from other teams in Division 3.
- 39.4 A team can **only** use up to 3 substitute players during a season.
- 39.5 A team can **only** use a substitute player in a total of 3 matches during a season.
- 39.6 A player, serving as a substitute for a team, can play, 1, 2 or 3 matches for one or more teams, but **only** a maximum of 3 matches during a season as substitute.
- 39.7 The inappropriate use of a higher graded player as a substitute can result in up to 4 points (4) being deducted from a team total score at the discretion of the LTS Committee.

40. Injuries

- 40.1 Suspension of play, due to injury sustained on court, is allowed one time per player in a match.
- 40.2 The injured player or the partner shall alert the opposing pair, that play needs to be suspended due to injury.

- 40.3** Play is suspended for a period of time, not exceeding 10 minutes to allow the player to recover. A player unable to resume the set after 10 minutes must forfeit that set.
- 40.4** If a player is able to resume play within a further 15 minutes, the player may complete subsequent sets.
- 40.5** Points won by the player sustaining an injury will stand. If play is not resumed due to injury, points in remaining games are awarded to the opposing team by forfeit.
- 40.6** No substitute is allowed once play has started.

41. Mobile Phones

- 41.1** The use of mobile phones, are not permitted during the course of a match, whether played on private or public courts. Mobile phones should be switched off during the course of a match.
- 41.2** If a **first interruption** occurs – by a mobile phone audibly activating, (this includes, but is not limited to ringing, text messages, e-mails etc.) - after match play has started, the phone must immediately be switched off.
- 41.3** A **second interruption** – of the same 4 players - by a mobile phone belonging to the same doubles pair, will result in a point forfeit by this doubles pair. The point is awarded to the opposing players, (i.e. if the score stands at 15 – 15 and the server’s phone rings, the score will become 15 – 30).
- 41.4** A **third interruption** - of the same 4 players – by a mobile phone belonging to the same doubles pair, will result in a game forfeit by this doubles pair. The game is awarded to the opposing players, (i.e. if the game score is 3 –4 and the server’s phone rings, the game will be awarded to the receivers and the score will be 3-5.).
- 41.5** A **fourth interruption** - of the same 4 players – by a mobile phone belonging to the same doubles pair, will result in a match forfeit by this doubles pair. The remaining points are awarded to the opposing team by forfeit.

42. LTS Rule of Conduct and Sportsmanship

- 42.1** The LTS rule of conduct shall apply to all players participating in the LTS league and states:
- All players have a duty to abide by the rules that govern the LTS League.
 - All players should encourage and maintain the highest standards of sportsmanship and fair play.
- 42.2** Players must avoid conduct, acts or practices, which are perceived to be disrespectful towards themselves, fellow competitors, spectators, as well as towards rules that govern the League, the etiquette and integrity of the game. Such acts include, but are not limited to:
- Verbal abuse, against opponent, spectator or others, defined as any statement directed at another person that can be perceived as derogatory or insulting.
 - Abuse of equipment, by intentionally or with anger throwing a racket or hit the net, court or other fixtures out of frustration or anger.

- Abuse of balls, by intentionally hitting a ball out of the court, or dangerously or with disregard of consequences, hit a ball within the court.

43. Sportsmanship Rating

- 43.1 Each week a team shall rate their opponents for sportsmanship, on a scale of one to five (five being the best score).
- 43.2 The rating is sent by e-mail to the Division Representative together with the match result. This rating is kept confidential at all times - and is only known to the relevant Division representative.

44. Interference presence on court and Coaching

- 44.1 No non-playing team member, coach or spectator is allowed to interfere in any way or to be present on the court, during the course of a match.
- 44.2 During the ten (10) minute interval between set 2 and 3 **only** - coaching by the team captain or team members is permitted.
- 44.3 Coaching or interference from a qualified coach or from any other third party during the course of a match is not allowed.
- 44.4 Coaching includes, but is not limited to, communications of any kind, audible or visible, between a player and another party, including messages sent to players via handwriting or electronic devices.

45. Disputes

- 45.1 In case of a dispute between players, every attempt should be made to resolve questions and disputes according to the rules governing the LTS League. This should be carried out in a friendly manner.
- 45.2 Only the players involved in the match can discuss or comment on any disputes or issues that may arise. The captain can be asked to clarify the rules.
- 45.3 If a situation is not covered in the rules, the players should refer the situation to both captains. The captains can then notify the Division Representative.

46. Breach of Rules and Complaints

- 46.1 All questions and complaints should be directed to the Division Representative.
- 46.2 A complaint concerning a breach of the rules governing the League should be lodged by the captain in writing to The Division Representative within seven days after the alleged breach of rules has occurred.
- 46.3 Complaints concerning a breach of the rules will be brought before the LTS Committee for discussion and ruling as needed.
- 46.4 Subject to the discretion of the LTS Committee a point penalty scheme may be used if a team is found to have breached the rules governing the LTS League or found to have behaved in an unsportsmanlike manner.
- 46.5 The point penalty scheme will be applied as follows;

- A first offense will result in a warning to the team.
 - A second offense will result in a point deduction from the team score.
 - A third offense will result in a suspension of a player(s) from the LTS League.
- 46.6** Subject to the discretion of the LTS Committee - in circumstances that are particularly egregious - up to eight (8) points can be deducted from a team total score and a player can be disqualified from the tournament - superseding the above penalty scheme

47. Awards

- 47.1** The first place teams in each division will receive an award at the end of the season. The second place teams in divisions with 5 or more teams will receive an award at the end of the season. The third place teams in divisions with 10 or more teams will receive an award at the end of the season.
- 47.2** Awards are given to players registered on a team, at the time of the award presentation. Substitutes will not receive awards.

48. Sportsmanship Award

- 48.1** At the end of the LTS season the team who has displayed excellent sportsmanship within their division, will receive an award at the end of the season.
- 48.2** Sportsmanship award is given to players registered on a team, at the time of the award presentation. Substitutes will not receive sportsmanship awards.

49. Hospitality

- 49.1** All players are required to bring their own drinks for the whole match. The home captain must inform away captain whether water is available at match venue.
- 49.2** For all to enjoy after match play, the home team is required to provide light refreshments, water and sports drinks or juice.

Revised January 2010/Ditte H. Mortensen