

Impact of Withdrawals, Defaults, Walkovers, and Retirements on a Player Competing in a USTA National Junior Tournament

This is a summary explanation of the USTA Regulations as of March 2009. The full text of the most recent USTA Regulations that appear in Friend at Court supercede this chart.

A Note about "withdrawals":

The generic term, "withdrawal," is often used by those outside the officiating community to describe a decision by a player not to play in a match and in this context could mean a Default, Walkover, Retirement, or a bona fide Withdrawal. There are specific definitions for each of these terms and each action has a different impact on ranking and has different notification requirements and penalties.

Action	Impact on National Ranking of Player	Impact on National Ranking of Opponent	Notification Required by Player	National Suspension Points Levied
<p>Withdrawal Before Entries Close: This is a decision by the player to cancel their entry for any reason before entries close.</p>	<p>None. Because the withdrawal occurs before entries close, the player is not considered an entrant.</p>	<p>None. Because the withdrawal occurs before entries close, the withdrawing player never has an opponent.</p>	<p>Canceling entry using the TennisLink Registration System before entries close.</p>	<p>No Suspension Points are levied.</p>
<p>Withdrawal After Entries Close: This is a decision by a player to Withdraw from a tournament after entries close but before the player begins a match due to illness, injury, personal emergency, or previously authorized entry into a concurrent tournament - written notification is required.</p>	<p>The Withdrawing player receives no Ranking Points for the tournament.</p>	<p>A player who advances because of a Withdrawal shall receive Points Per Round for advancing, but shall not receive any Bonus Points.</p>	<p>Player must contact the tournament director and/or referee immediately upon the decision to Withdraw. Written notification is required for injury, illness and personal emergencies no later than the last day of the tournament to avoid a Default: <u>Injury & Illness:</u> Written verification must be from a medical professional <u>Personal Emergency:</u> Player must deliver a written description of the situation no later than the last scheduled day of the tournament and the Referee will determine whether the situation is a personal emergency.</p>	<p>No Suspension Points are levied if the Withdrawal is due to injury, illness, or personal emergency or previously authorized entry into another tournament.</p>

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<p>Default Before the First Point in a Match: Examples of this type of default include: lateness for start of a match, failure to show up for match, refusal to start match, code violations under the Point Penalty System during the warm-up, and misconduct before or between matches.</p>	<p>The Defaulted player receives Points Per Round and Bonus Points accumulated up to the time of the Default, <i>except</i> that players defaulted for code violations under the Point Penalty System shall receive no Ranking Points for the tournament.</p>	<p>A player who advances because of a Default before the first point in a match shall receive Points Per Round for advancing, but shall not receive any Bonus Points.</p>	<p>None.</p>	<p>Suspension Points are levied. The number of points varies depending on the type of default.</p>
<p>Default After the First Point of the Match: Examples of this type of default include: code violations under the Point Penalty System, lateness after a rest period or resumption of a suspended match, refusal to continue to play a match.</p>	<p>The Defaulting player receives Points Per Round and Bonus Points accumulated up to the time of the Default, <i>except</i> that players defaulted for code violations under the Point Penalty System shall receive no Ranking Points for the tournament.</p>	<p>A player who advances because of a Default after the first point in a match shall receive Points Per Round for advancing and any Bonus Points that may apply to the match.</p>	<p>None.</p>	<p>Suspension Points are levied. The number of points varies depending on the type of default.</p>
<p>Walkover: A Walkover occurs after a player completes a match in a tournament and when that player is unable to play a subsequent match due to illness, injury, or personal emergency.</p>	<p>The player receives Points Per Round and Bonus Points accumulated up to the round of the Walkover.</p>	<p>A player who advances because of a Walkover shall receive Points Per Round for advancing, but shall not receive any Bonus Points.</p>	<p>Player must contact the tournament director and/or referee immediately upon the decision not to play. Written notification is required for injury, illness, and personal emergencies no later than the last day of the tournament to avoid a Default: <u>Injury & Illness:</u> Written verification must be from a medical professional <u>Personal Emergency:</u> Player must deliver a written description of the situation no later than the last scheduled day of the tournament and the Referee will determine whether the situation is a personal emergency.</p>	<p>No Suspension Points are levied if the reason for not playing is injury, illness, or personal emergency.</p>

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<p>Retirement: A Retirement occurs when a player is unable to continue play during a match for reasons of injury, illness or personal emergency.</p>	<p>The retiring player receives Points Per Round and Bonus Points accumulated up to the round of the Retirement.</p>	<p>A player who advances because of a Retirement shall receive Points Per Round for advancing and any Bonus Points that may apply to the match.</p>	<p>If requested by the tournament director, the player must be examined by the trainer.</p>	<p>No Suspension Points are levied.</p>
<p>Adult Discipline: An Adult Discipline is a decision by a parent, coach, or other person responsible for a junior disciplines the junior by not allowing them to start or finish a match. Adult Discipline is treated as a Default if the match has not started - see Defaults Before the First Point in a Match. Adult Discipline is treated as a Retirement if the match has started - see Retirement. There is no such thing as a Withdrawal or Walkover because of Adult Discipline.</p>				
<p>Administrative Errors: From time to time, an administrative error may take place that affects a player's ability to play a match. In no circumstance is a player levied Suspension Points for administrative errors. A player is entitled to receive all Points Per Round and Bonus Points accumulated if an administrative error takes place. Depending on when an administrative error takes place, the match may be coded as either a Walkover or a Withdrawal.</p>				