



# 2013 SECTIONAL LEAGUE REGULATIONS

January 2013 – December 2013

## USTA ADULT & MxD DIVISIONS and SCTA FALL DBLS, MxD 40&Over & TRILEVEL LEAGUES

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(See National Regulations for more information and details)

**FOR REFERENCE**

ULR = USTA League Regulations

SLR = Sectional League Regulations (SCTA)

LLR = Local League Regulations

SLC = Sectional League Coordinator

ALC = Area League Coordinator

LLC = Local League Coordinator (If applicable)

### CHAMPIONSHIP LEAGUE SCHEDULE

Visit: [www.scta.usta.com](http://www.scta.usta.com)- Adult/Senior - USTA League - Championship Key Dates

\*For a complete list of USTA/SCTA League Tennis Championships and up-to-date information on dates and locations\*

(NOTE: All SCTA Championship dates/levels are tentative and subject to change)

### SOUTHERN CALIFORNIA TENNIS ASSOCIATION (SCTA)

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## **MAJOR NATIONAL LEAGUE REGULATION CHANGES FOR 2013**

The USTA League Program has been restructured and will be implemented in 2013. It is composed of two Divisions: Adult and Mixed. The age groups for play at the National Level have been changed, are now called "League Types", and include 18 & Over, 40 & Over, and 55 & Over for the Adult Division and 18 & Over for the Mixed Division. Details of the restructure are found below [Regulation 1.04A USTA League Program](#) in the table titled, *USTA League Program Organization at the National Level*.

**1.02A Waiver of Regulations and Procedures Prohibited:** Amends language to comply with the USTA Bylaws. Grievance and Grievance Appeal Committees were deleted as they are not intended parties of this Regulation. "Sanctions" was changed to "penalties" here and throughout Regulations as "penalties" is more inclusive.

**1.04C(2) Official Score Reporting and Standings System:** Establishes a 48 hour deadline for scores to be initially entered into TennisLink after the completion of a match if a Section does not have a deadline established.

**1.04D(6) Two Team Leagues:** Exempts the 55 & Over League Type that uses combined NTRP rating levels from the 60% rule as it cannot be applied when using combined levels.

**1.05 Official Ball:** Clarifies that a standard Type 2 USTA approved ball must be used in USTA League matches and that any USTA "transition" ball is prohibited.

### **2.01A NTRP Levels of Play:**

- Changes 5.0 NTRP level to 5.0 Plus (+) NTRP level in Adult Division, 18 & Over League Type and changes 4.5 NTRP level to 4.5 Plus (+) NTRP level in Adult Division, 40 & Over League Type.

- Allows all Plus (+) NTRP level team rosters to include up to two players from the next higher NTRP level.

- Requires Plus (+) players to always play in the #1 position, either #1S or #1D.

- Allows only one Plus (+) player to compete in a team match when the Plus (+) NTRP level utilizes only three individual matches within a team match.

- Allows two Plus (+) players to compete in a team match when the Plus (+) NTRP level utilizes four or more individual matches within a team match.

**2.03A(3) Matches Required to Advance:** Requires players in the 55 & Over League Type to meet the same match requirements to advance to all championship levels below Nationals as players in the 18 & Over and 40 & Over League Types.

**2.05B(3):** Moves from the Q&A to the Regulations the three options for Sections that begin league play prior to January 1 of the year in which they progress to the National Championships. The options are in reference to players who are found to have year-end computer ratings that place them above the NTRP level at which they began to play in their Early Start League.

**2.05E: Players 70 and Over Promoted:** Changes "promoted at year-end" to "promoted" to allow these players to appeal their Early Start Rating for play in Early Start Leagues as well as their year-end rating.

### **2.06A: Move-Up/Split-Up:**

- Requires 55 & Over League Type to comply with this Regulation.

- Adds "or lower NTRP level" to prevent more than three (two for 2.5 and 5.0+) National Championship rostered team members from any team or combination of teams to combine and form a new team at the same or lower NTRP level. **Note:** This will apply to 2012 National Championship teams in the Adult and Mixed Doubles Divisions whose players combine to form new teams in the 2013 Adult 18 & Over and Mixed 18 & Over League Types. For 2013 ONLY, this will not apply to new teams that form in the Adult 40 & Over and Adult 55 & Over League Types.

**2.07 Championship Benchmarks:** Clarifies that local, flight and sub-flight benchmarks are appealable.

**3.03A(2) and 3.03A(4):** Adds a one year time limit to filing an Administrative or National League Grievance.

**3.03A(3):** Requires that any grievance against a Sectional League Coordinator be filed in writing with the Sectional League Committee, provides that the decision of the Section League Committee is final and binding, and sets a one year time limit for filing such a grievance.

**3.03A(7):** Deletes the Grievance and Grievance Appeal Committees from this Regulation to prevent them from filing a Grievance and therefore prevent them from becoming a party to a grievance.

**3.03D(2):** Clarifies that a Grievance Committee may apply a penalty against any party to the grievance even if the grievance was not filed against such party, as long as the party has the opportunity to review and present evidence.

**3.03E(1)a:** Combines two previous Regulations into one and clarifies that:

- If an NTRP Grievance is upheld, the NTRP Grievance Committee shall disqualify the player and adjust the disqualified player's NTRP rating level for both an "inaccurate" and "inappropriate" self-rating.

- Scoring of matches of the disqualified player for both an "inaccurate" and "inappropriate" self-rating, per Reg. 3.03E(6), shall be administered in accordance with Reg. 3.03B(4) and Reg. 3.03C(4).

- The NTRP Grievance Committee may additionally impose other penalties against the player only if he/she has an "inappropriate" self-rating.

- The NTRP Grievance Committee may also impose penalties against a captain or others who assisted, condoned or acted on behalf of the player who has an "inappropriate" self-rating.

Terms "inaccurate self-rating", "inappropriate self-rating" and "willful intent" are defined in the Glossary.

**3.04A(4)b:** Clarifies that if a grievance was dismissed or denied by the Grievance Committee and then appealed, the parties may play during the appeal process, but must understand that the Grievance Appeal Committee may remand a decision of the Grievance Committee for reconsideration and that during the reconsideration, the original Grievance Committee decision may be reversed and penalties imposed. "Remand" is defined in the Glossary.

**3.04B(3):** Clarifies that the Grievance Appeal Committee has the authority to "remand for cause" a decision of the Grievance Committee. Also clarifies that a "harsher penalty" means if no penalty is imposed by the Grievance Committee, the Grievance Appeal Committee may not impose a penalty but may, for cause, remand the matter to the original Grievance Committee or a new Grievance Committee for reconsideration.

## SECTION REGULATION CHANGES FOR 2013

### 1.04C(1) Official League Registration.

- Players will be **Defaulted** if added to a team roster during local league flight play-offs or at any championship.
- League registration fees will be **\$25.00** per player.
- Player registration and refund deadline is no later than **4 weeks** after the start of the local league season.
- Requests for Refunds must be submitted to the ALC within the refund deadline.

### 1.04C(2) Official Score Reporting and Standings System.

- Scores must be entered in TennisLink within 48 hours of the completion of the match if a local league does not have a rule in place already.
- Local Leagues may implement penalties to ensure that scores are entered within the deadline.

### 1.04D(5) Team.

- Local Leagues have the authority to implement limits on how many teams they can accept at any specific NTRP level.
- Specifies that the 50 percent "at level" regulation applies to only "straight level" leagues.
- Clarifies that The Plus + players in the Adult Division are considered as part of that NTRP level. For example: In the Adult division 40&Over league type, the 5.0 players that register at the 4.5+ level are considered as part of the 4.5 level in order to meet the 50 % at level requirement.
- Local Leagues may implement a higher percentage minimum.

### 1.04G(3)

- Local leagues may accept or deny participation. Clarifies that ALC's have the authority to deny a team from participating in their area if it may cause scheduling problems due to players registered on teams in other areas within a League Type and/or SCTA league in the same season.

### 1.04G(6)

- A player who qualifies to advance to Area Playoffs and/or Sectionals on more than one team at the same NTRP level, is required to declare which team he/she will represent. In the absence of a declaration, the first match played will determine which team he/she will represent and any matches played on any other team will be defaulted.

### 2.01A(1)

- Clarification: In the Adult 40&Over, one 5.0 player can play in the #1 singles line and the other 5.0 player can play in the #1 doubles line with a 4.5 partner.

### 2.01C(1) Round Robin.

- Clarifies that a default received counts as a match played for eligibility into Local League Playoffs.

### 2.01C(2) Team Match.

- Adds additional information needed upon confirming a match: a) Whether it may be a "Timed" match; b) If there will be Line defaults; c) If the ALC has predetermined the number of courts that will be used.
- Clarifies the recommended order of play for the Adult Division.
- Clarifies that team matches must be played in the same day, unless it has been pre-approved otherwise by the ALC.
- Adds a penalty, if none are stated in the local league regulations, for any match being rescheduled for any reasons other than those listed as approved reasons for postponing or rescheduling a match: The team asking for a re-schedule will default 2 lines (for formats using 5-lines) or 1 line (for formats using 3 lines), whichever applies.
- Postponements & Reschedules. Are further clarified and an additional allowable reason to reschedule with no penalty is added: If the Home Facility scheduled an unplanned event and there are no courts available there or at an alternate site.

### 2.01C(5) Team Line-Ups.

- Team captains have an additional option to ask for photo IDs. (If no photo ID is available, the player(s) may be replaced. If an eligible substitute is not available, that line(s) will be defaulted.

### 2.02B(2) Sectional Championships.

 The amount of awards for Sectional Winners and Finalists is:

- A maximum of 16 per team for (5-line formats)
- A maximum of 12 per team for (3-line formats)

### 2.03B Official League Championships Entry.

- Specifies the importance and possible consequences if the Captain's Championship Registration Form is not submitted and received two weeks prior to the event.

### 2.03D Competition Format.

- Clarifies how a Playoff and Sectional draw is made: The Area with the most number of teams will be entered in the first slot of the first flight. The Area with the second most number of teams will be entered in the first slot of the second flight. This sequence will continue until all slots are taken.
- Exception: Multiple teams from the same area will be placed in different flights.

### 3.03E(5) Championship Competition.

- Explains the NTRP Grievance review process: Dynamic Ratings generated by the matches during the Adult Division will be the major factor in determining if a grievance is upheld, unless other violations are noted.

### VALID NTRP COMPUTER RATINGS FOR 2013

2013 League Year	Players who are 59 years or under during the 2013 League Year will have their most current computer rating displayed in TennisLink. They must self-rate if their NTRP rating is older than 3 years. <u>*Exception: A player who receives a published (M) or (T) rating and chooses to participate in the Adult Division will be required to self-rate even if the (M) or (T) rating is less than 3 years old.</u> X indicates the years of valid computer rating in TennisLink.		
	Players who will be 60 years or older during the 2013 League Year will have their most current computer rating displayed in TennisLink. They must self-rate if their NTRP rating is older than 2 years. <u>*Exception: A player who receives a published (M) or (T) rating and chooses to participate in the Adult Division will be required to self-rate even if the (M) or (T) rating is less than 2 years old.</u> X indicates the years of valid computer rating in TennisLink.		
Last Year Computer Rating Received	2010	2011	2012
Age 59 or Under during 2013 League Year	X	X	X
Age 60 or Over during 2013 League Year		X	X
<b>TennisLink will automatically remove expired computer and self-ratings thereby allowing individuals to self-rate. Players with expired ratings will not be allowed to self-rate at a lower level than their last valid NTRP rating. However, they will have the opportunity to file a self-rate appeal of the rating assigned.</b>			
<b>Computer ratings</b> are valid based on the above table.			
<b>Self-ratings</b> are valid for 2 years from the date issued or until replaced by a dynamic or computer rating.			

### NTRP DYNAMIC DISQUALIFICATION

**Each NTRP Level is followed by a letter indicating the type of rating.**  
**The following identifies who can and cannot be NTRP dynamically disqualified.**

#### Who cannot be NTRP dynamically disqualified?

NTRP Level followed by the letter below:

C	Computer Rated Players
B	Benchmark Players
M	Mixed Exclusive Players **
T	Tournament Players **

\*\* Year-end (M) and (T) rated players are required to self-rate to enter the Adult Division, automatically become (S) rated players and therefore become subject to NTRP dynamic disqualification.

#### Who can be NTRP dynamically disqualified? Participants in the Adult Division:

NTRP Level followed by the letter below:

A	Appealed – all granted appeals including Medical and Players 70 & Over Promoted
S	Self-rated Players
D	Dynamic or NTRP Grievance Disqualified

Players participating in the Adult Division who are promoted as a result of NTRP dynamic disqualification will be immediately required to participate at their new NTRP level in all USTA/SCTA League Programs. *Therefore, players who have already advanced to a championship prior to the disqualification, will need to participate at the higher level, if they otherwise qualify.*

# 2013 USTA/SCTA REGULATION SUMMARY TABLE

## USTA LEAGUE DIVISIONS

## SCTA LEAGUES

REGULATION	ADULT			MxD		MxD	TRILEVEL	SCTA Dbls
LEAGUE TYPES	18 & Over	40 & Over	55 & Over	18 & Over	40 & Over	18 & Over	18 & Over	
GENDER	Men&Women (Separate Teams)	Men&Women (Separate Teams)	Men&Women (Separate Teams)	Men&Women (Same Team)	Men&Women (Same Team)	Men&Women (Separate)	Men&Women (Separate Teams)	Men&Women (Separate Teams)
<b><u>NTRP RATING LEVELS</u></b> <b><u>Straight Levels:</u></b> Players may play up to one level above their current level, but shall not exceed the team level. <i>(See Exception)</i> <b><u>Combined Levels:</u></b> NTRP rating levels of partners shall not exceed team level. The NTRP difference between them shall not exceed 1.0	2.5,3.0,3.5, 4.0,4.5,5.0+ <i>(5.0+ level may have up to two 5.5 players)</i>	3.0,3.5, 4.0,4.5+ <i>(4.5+ level may have up to two 5.0 players)</i>	6.0,7.0, 8.0,9.0	2.5	6.0,7.0,8.0 9.0,10.0	6.0,7.0, 8.0,9.0	2.5/3.0/3.5 3.0/3.5/4.0 3.5/4.0/4.5 <i>(One player of a dbles team must be at level)</i>	2.5,3.0,3.5, 4.0,4.5,5.0,Op
<b>LEAGUE FORMAT:</b> (Local Area may have different format)	2 Sgls&3 Dbls (3.0,3.5,4.0,4.5) & 1 Sgls&2 Dbls (2.5 & 5.0+)	2 Sgls&3 Dbls (3.0,3.5,4.0,4.5+)	3 Dbls	3 Dbls	3 Dbls	3 Dbls	3 Dbls	3 Dbls
Min. # required to register <b>by the (IRD) &amp;</b> for Championship Play:	8 (5-line format) & 5 (3-line format)	8 (5-line format) & 5 (3-line format)	6	6 (3M & 3W)	6 (3M & 3W)	6	6	6
Min. % required @ Level for 3 or more teams: Min. % required @ Level for 2 teams only:	50% 60%	50% 60%	N/A	N/A	N/A	N/A	N/A	50% 60%
Max. # of Positions that can be defaulted in a match: (#2 Sgls before #1 Sgls) (#3 Dbls before #2 Dbls) (#2 Dbls before #1 Dbls)	2 (3.0,3.5,4.0,4.5) & 1 (2.5 & 5.0+)	2 (3.0,3.5,4.0,4.5+) OR 1 (3-line format)	1	1	1	1	1	1
<b>DYNAMIC RATINGS:</b>	YES	YES	YES	NO	NO	NO	NO	NO
Included in YE Ratings: (Includes results recorded Nov-Dec of previous yr.)	YES	YES	YES	(MxD exclusive ratings only)	(MxD exclusive ratings only)	YES	YES	YES
<b>NATIONALS:</b>	YES	YES	YES	YES	NO	NO	NO	NO
<b>INVITATIONALS:</b>					YES	YES	YES (3.5/4.0/4.5)	NO
<b><u>Min.# of matches required</u></b> <u>Below Nationals:</u> (1 default rec'd counts) <u>At Nationals or Invitationals:</u> (no defaults count)	2 3	2 3	2 3	2 3	2 3	2 2	2 0	2 N/A
<b>MOVE-UP/SPLIT-UP:</b> Max.# for new teams: (Applies to those that played, including defaults received)	YES 3 2 For(2.5 & 5.0+)	YES 3	YES 3	YES 3	NO N/A	NO N/A	NO N/A	YES 3 2 For(2.5&5.0+)
<b>FOR CHAMPIONSHIPS AFTER YEAR-END RATINGS ARE GENERATED, PLAYERS WILL USE THEIR ROSTERED RATING</b> <b>*EXCEPTION: FOR THE TRILEVEL INVITATIONAL, SELF-RATED PLAYERS WILL USE THEIR NEW YEAR-END RATING</b>								

**THE USE OF THE  
NATIONAL TENNIS RATING PROGRAM  
AND  
NTRP COMPUTER RATINGS  
IN  
THE USTA/SCTA LEAGUES**

The National Tennis Rating Program (NTRP) is the official system for determining the levels of competition for the USTA/SCTA Leagues. The USTA NTRP Computer Rating System assigns ratings based on play in the local league and at championships and select NTRP tournaments.

1. The National Tennis Rating Program (NTRP) Guidelines define the characteristics of the various NTRP skill levels.
2. The USTA NTRP Computer Rating System is the official system to determine computer ratings for players throughout the country who participate in the USTA League. It is a mathematical system that assigns computer ratings to players by direct and indirect comparison of match results obtained from the USTA/SCTA League and select NTRP tournaments.
3. A valid NTRP rating level is in effect for two years for individuals 60 years of age and older prior to, or during, the League Year and for three years for all others, or until another valid NTRP rating level is generated. (*See Valid NTRP Computer Ratings Table*).
4. Players with a valid NTRP rating level must enter at that rating or higher. (*See Valid NTRP Computer Ratings Table*).
5. Players in the USTA/SCTA League without a valid computer rating must self-rate in accordance with the *General & Experienced Guidelines – Supplement to the NTRP Guidelines*. Factors such as a player's on-court performance, tennis background, and any additional information should be considered in the self-rating decision. When players are rating themselves, if they question at which level they should play, they should place themselves in the higher NTRP level of play.

**Note:** Players who are good athletes or intend to spend a great deal of time taking lessons and practicing should be aware that their improvement may be significant enough to surpass their original self-rating during the local league season or championship play. To avoid NTRP Dynamic Disqualification, these players should enter at a higher level of play at the beginning of the local league season.
6. In the USTA League Adult Division, dynamic ratings will be calculated at regular intervals for all participants during local league competition **and through Sectional Championships**.
7. At the USTA League Adult Division National Championships, players will continue to generate dynamic ratings through their last match played but, there will be no NTRP Dynamic Disqualifications at National Championships.
8. After the USTA League Adult Division National Championships, year-end NTRP published levels will be calculated using USTA NTRP Computer Rating System Procedures approved by the USTA League Committee.
9. In the USTA League Mixed Division and SCTA League Mixed 40 & Over, an NTRP level will be calculated for participants who play in that Division exclusively. Year-end ratings will be based on the final dynamic rating generated from local league and championship level competition unless the player has a valid computer (C) or benchmark (B) rating from a previous year.

# USTA/SCTA LEAGUE REGULATIONS

## 1.00 GENERAL

The Regulations in 1.00 GENERAL shall apply to all USTA League Divisions and SCTA Leagues. Any authority delegated by these Regulations to the Section by National, unless otherwise stated, may be delegated by the Section to the Local League Areas.

If a Local League does not have a regulation in place to address an issue and there is a Sectional Championship Regulation on that issue, the Local League must follow the Sectional Championship Regulation.

**1.01 NAME.** The SCTA SECTION has approved the adoption of rules and regulations for the USTA/SCTA Leagues that shall be known as the SECTIONAL LEAGUE REGULATIONS (SLR).

**1.02 GOVERNANCE.** Local League Regulations (LLR) may be developed to supplement the Sectional League Regulations (SLR). However, the LLR must not contradict the Sectional League Regulations, which are supplemental and subordinate to the USTA League Regulations (ULR). The (ULR) shall apply to the USTA/SCTA League Program. FRIEND AT COURT - *The USTA Handbook of Tennis Rules and Regulations*, including Wheelchair Rules of Tennis, shall apply to all matches played in USTA/SCTA League except as modified herein. In all matches played without officials, the USTA official publication, THE CODE, shall be observed. The USTA Point Penalty System shall be used at all championship levels. The USTA League Regulations (ULR), Sectional League Regulations (SLR) and The Code are available at: [www.scta.usta.com](http://www.scta.usta.com) (under Adult/Senior).

**1.02A Waiver of Regulations and Procedures Prohibited.** Except where a waiver is specifically permitted by a USTA/SCTA League Regulation or by a USTA/SCTA League Procedure, no ULR/SLR or USTA/SCTA League Procedure shall be waived by any Area or by any Area League Coordinator. Any violation of this Regulation shall be subject to such penalties as may be imposed by the Sectional League Coordinator. Such penalties are not subject to appeal.

**1.02B Amendments.** These SECTIONAL LEAGUE REGULATIONS may be amended by the Sectional League Coordinator (SLC) or Section Office. All proposed amendments shall be in writing and shall be forwarded to the SLC at least 10 days before the ALC Annual meeting. Without the approval of the SLC, no amendments to these SLR's shall become effective prior to January 1st of the next USTA/SCTA League Year.

**1.02C Written Interpretation.** The written interpretation of Sectional League Regulations (SLR) is the responsibility of the SLC and SCTA.

**1.02D Glossary of Terms.** Certain words and phrases are defined in a glossary included herein.

**1.03 NON-DISCRIMINATION.** Discrimination in the USTA/SCTA League is prohibited as specified in the Bylaws of the United States Tennis Association.

## 1.04 USTA/SCTA LEAGUE.

**1.04A USTA/SCTA League Program.** The USTA/SCTA League is team competition for men, women and mixed genders at specified NTRP levels of play (*See Summary Table*). The purpose of the USTA/SCTA League Program is to provide organized recreational play, emphasizing local competition, with advancement for winning teams from local competition to Area, Sectional and/or National Championships to determine annually USTA/SCTA League Sectional and/or National Championship teams in each approved level of competition. The USTA/SCTA League is approved by USTA without necessity of a sanction application (*See FRIEND AT COURT XVII B*).

### 1.04B Administration.

**1.04B(1)** The Southern California (SLR) shall be governed by the Southern California Tennis Association (SCTA) and subject to the control and direction of the Sectional League Coordinator (SLC).

**1.04B(2)** The Sectional League Coordinator shall be responsible for the day-to-day administration of the USTA/SCTA Leagues.

**1.04B(3) Sectional Associations.** The Southern California Tennis Association (SCTA) is one of 17 Sectional Associations of the USTA. SCTA is responsible for the development and implementation of the USTA/SCTA Leagues within its geographic territory.

**Area Associations.** SCTA currently has (14) active Local League Areas participating in USTA/SCTA Leagues: Bakersfield; Beach Cities, Coachella Vly, Inland Empire, Los Angeles, Orange Cnty Weekday, Orange Cnty Weekend, San Diego, San Diego North Cnty, San Fernando Vly, San Gabriel Vly, Santa Barbara, Temecula Vly and Ventura.

**1.04B(3)a Sectional League Coordinator.** SCTA appoints a Sectional League Coordinator to implement and administer the USTA/SCTA Leagues.

**1.04B(3)b Area League Coordinators.** The Sectional League Coordinator appoints Area League Coordinators to implement and administer the USTA/SCTA Leagues in their respective Areas. Any such Area shall have such geographic boundaries as SCTA may determine.

**1.04B(3)c Local League Coordinators.** The Sectional League Coordinator may appoint Local League Coordinators to implement and administer the USTA/SCTA Leagues in their respective Areas.

**1.04B(4) Team Captain.** Each team shall appoint a team captain to handle administrative affairs and to represent the team in USTA/SCTA League matters such as: a) Representing the team at captains' meetings so they can keep team members informed of local, section and national regulations; b) Schedule and/or confirm team matches in local league through championship play; c) Enter and confirm match scores in Tennislink.

**Conduct.** Team captains or their representatives shall be responsible for their actions and the actions of their players and their spectators during the match. Teammates, spectators, or coaches may not volunteer advice on line calls, scoring, or on the conduct of the match.

**1.04B(5) Championships Committees.** A Championship Committee of at least three members, one of whom is a USTA Certified Referee or Umpire, shall govern each championship. At least one member of the Championship Committee shall be in attendance at all times during play. The SLC shall appoint the Championships Committees for all Area and Section Championships.

**1.04C Official Information System.** TennisLink is the official information system of the USTA/SCTA Leagues.

**1.04C(1) Official League Registration.** TennisLink is the official system for registering teams and players for the USTA/SCTA Leagues. A player's name must be listed on the team roster, as shown on TennisLink, prior to participation in any match. This includes any player who is added to a team roster after the commencement of local league play. Players shall not be added to the team roster during local league flight play-offs or at any championship. Otherwise, those matches will be defaulted.

**To register:**

1) Go to [Tennislink.usta.com/leagues](http://Tennislink.usta.com/leagues).

2) Choose "register for a team" and follow the steps. (Must have a current USTA #, Team ID# and credit card info.).

League Registration fee is **\$22.00** per player per team plus a \$3.00 non-refundable TennisLink user fee.

(Section Registration Fee is waived for one captain per team. Contact your ALC for more information).

Local Leagues may establish additional deadlines and procedures for registering teams on TennisLink within their area. A player may register for a team and/or request a refund no later than **4 weeks** after the start of the local league season. The Local Leagues may implement an earlier deadline. Requests for Refunds must be submitted to the ALC within the refund deadline. The ALC will then submit the request to the section office for approval and payment. Refunds are approved only if no matches were played (includes defaults and defaults received).

**1.04C(2) Official Score Reporting and Standings System.** TennisLink is the official system for reporting scores and providing standings for the USTA/SCTA Leagues. Unless otherwise established by a Local League Area, the initial entry of match scores into TennisLink must take place within 48 hours of the completion of the match. Local Leagues may implement penalties to ensure that scores are entered within the deadline.

After match scores have been entered on TennisLink, they must be confirmed by the opposing team within 48-hours of the initial entry or the initial score will automatically be considered valid.

**To enter a score on TennisLink:**

1) Go to [tennislink.usta.com/leagues](http://tennislink.usta.com/leagues)

2) Choose "record a score"

3) Enter the match #

4) Complete the scorecard

5) Choose "finish" if you are satisfied with the entry - OR -

6) Choose "re-enter"

Retired matches, mark as "retired" and submit actual scores of match at the point of retirement.

**To confirm or dispute a score:**

1) Follow steps 1-3 above

2) Choose "confirm" - OR -

3) Choose "dispute" and exit "scorecard"

Report the dispute to the ALC for corrections and/or investigation.

**1.04D Local League.**

**1.04D(1) Definition.** A local league is a team competition in a specified geographic area that applies specific local league regulations and consists of NTRP level(s) with a minimum of two or more teams per level. A local league may choose to divide any or all NTRP levels into flights. Where flights are used, a playoff structure will be established to determine a champion for each NTRP level.

(See Reg. 2.01C *Competition Format*).

Areas combining and competing in league play together are considered a "Combined League" and the following policy applies:

- An area with two teams may "combine" with a hosting area that has two or more teams. The hosting area must approve all "combined leagues" and notify the SLC.
- Teams must secure home courts in the area they are representing. The location of the home facility will determine the league area for a team. A "shared facility" may be used as a home facility. (See *Glossary*)
- The team with the best record from each of the areas will advance to the next level of competition, regardless of who wins the league. For example: If Area-1 combines with hosting Area-2, the best team from both Areas will advance and represent their home area at the Championships.

**1.04D(2) USTA League Year.** The League Year shall be January 1 through December 31.

**1.04D(3) Local League Season.** SCTA shall determine the dates for the league seasons within the Section. Local leagues shall obtain approval from the Section for dates that are different from those published. The local league season ends on the date published in TennisLink as the league season end date. Local League Playoffs must be completed within the local league season.

**1.04D(4) Area and Sectional Championship Events.** For Championship dates go to: [scta.usta.com](http://scta.usta.com) - Adult/Senior - USTA League - Championship Key Dates. Each championship event ends on the date published in TennisLink as the championship end date. In the event a championship is not concluded on the date published in TennisLink, then the end date in TennisLink should be amended to reflect the date of the last match played.

**1.04D(5) Team.** A team shall consist of players eligible to compete at a specific level of competition. The minimum number of players required must register prior to the Initial Roster Deadline (IRD) in order to be included in the local league schedule (See Table). Local Leagues may limit the number of players that appear on a team roster at a specific NTRP level and/or limit the number of teams at a specific NTRP level. For all "straight level" leagues, each team must maintain its roster with at least 50% of its players at the designated NTRP level of play (See Table). Local Leagues may implement a higher percentage minimum. Exception: See Two Team Leagues.

Clarification: The Plus + players in the Adult Division are considered as part of that NTRP level.

Restroom facilities must be available for players at their home site in order to participate in USTA/SCTA Leagues.

**1.04D(6) Two Team Leagues.** If any "straight level" Adult League Type or SCTA leagues consists of only two teams in a level of play, each team must maintain its roster with at least 60 percent of its players at the designated NTRP level of play. (See Table).

**1.04E Player Eligibility.**

In all matches in which ineligible players participate, the ineligible player may be penalized by defaulting all individual matches played and/or the captain may be suspended from all league play for up to a year. Examples of ineligible players are listed below but may not constitute a full list::

- Players who do not appear on the official team roster. (Notify the ALC of any registration problems prior to the match)
- Players who have been registered by the captain without their knowledge and/or have fictitious match results entered on Tennis Link.
- Players who play under another player's name.
- Players who utilize multiple USTA Membership numbers in an attempt to bypass their computer generated NTRP rating in order to self-rate into the league program at a lower level.

**1.04E(2) Membership.** All individuals who compete in the USTA/SCTA Leagues must be current USTA members in good standing through the local league season. Any individual who progresses to a championship level in USTA/SCTA Leagues must be a current USTA member through each championship progression. USTA Memberships may be purchased, renewed or extended using Tennis Link during the registration process or online at: [www.usta.com](http://www.usta.com).

**1.04E(3) Age.** Each player shall have reached the required minimum age prior to or during the calendar year in which such player participates in his or her first local league. (See Table). College players must consult the Intercollegiate Athletics Compliance Officer/Athletic Director at their college to insure that their eligibility will not be jeopardized by competing in league tennis.

**1.04E(4) Player Agreement.** All players participating in USTA/SCTA Leagues, as a condition of said participation, agree to abide and be bound by the USTA Constitution and Bylaws; FRIEND AT COURT - *The USTA Handbook of Tennis Rules and Regulations* including THE CODE and Wheelchair Rules of Tennis (unless modified by these USTA LEAGUE REGULATIONS); the USTA/SCTA LEAGUE REGULATIONS; and the standards of good conduct, fair play and good sportsmanship.

**1.04E(5) Waiver of Claims.** Players participating in USTA/SCTA Leagues acknowledge the risks associated with playing competitive tennis, accept those risks voluntarily, and in consideration of their acceptance in the USTA/SCTA League Program, assume all risks for bodily injury, waive all claims for injury and property damage and release and hold harmless the USTA/SCTA and the host facility, their officials, employees and agents with respect to any injury or loss caused by negligence or otherwise to the fullest extent permitted by law.

**1.04F Official League Rating Program.** The National Tennis Rating Program (NTRP) is the official system for rating levels of competition for USTA/SCTA Leagues.

**1.04F(1) Entry.** A player without a valid NTRP rating level in TennisLink, a returning player with an expired NTRP rating level and a Tournament Exclusive (T) rated player or a Mixed Exclusive (M) rated player who does not have a valid computer (C) or benchmark (B) rating from a previous year and chooses to participate in the Adult Division and the SCTA Dbls league, must self-rate to enter the USTA/SCTA League Program. A player with a valid NTRP rating level in TennisLink must use that rating to enter the USTA/SCTA League Program

(See Table).

**1.04F(1)a** Players entering USTA/SCTA Leagues are defined as having a valid NTRP rating level on file in TennisLink or as a new/returning player without a valid NTRP rating level. Rating levels are derived in accordance with the USTA NTRP Computer Rating System Procedures. Once a player is assigned a valid Computer (C) or Benchmark (B) NTRP rating level, it is valid for the Adult and Mixed Divisions and SCTA leagues for all players 59 years of age and under for three consecutive years or until another NTRP published level is generated. For players 60 years of age and over, a valid Computer (C) or Benchmark (B) NTRP rating level is valid to play in the Adult and Mixed Divisions and SCTA leagues for two consecutive years or until another NTRP published level is generated. (See Reg.1.04F(1)b and Valid NTRP Computer Ratings Table and exceptions).

**1.04F(1)b** Mixed results will not be part of generating a player's year-end rating, except for those players who participate in the Mixed Division exclusively. A player who plays in the Mixed Division exclusively will receive a published Mixed Exclusive (M) NTRP rating level at year-end unless they have a valid computer (C) or benchmark (B) rating from a previous year on file in TennisLink. A published (M) NTRP rating level is valid to play in the Mixed Division exclusively and will be in effect for players 59 years of age and under for three consecutive years and for players 60 years or older for two consecutive years or until another NTRP published level is generated. A player who plays exclusively in the Mixed Division and subsequently chooses to participate in the Adult Division must enter by using a valid computer (C) or benchmark (B) rating from a previous year. If such player does not have a valid (C) or (B) rating from a previous year, he or she must self-rate with the minimum rating being the higher of the self-rating or valid Mixed Exclusive (M) rating.

**1.04F(1)c** A player who plays exclusively in NTRP tournaments and subsequently chooses to participate in the Adult Division must enter that Division by using a valid computer (C) or benchmark (B) rating from a previous year. If such player does not

have a valid (C) or (B) rating from a previous year, he or she must self-rate with the minimum rating being the higher of the self-rating or valid Tournament Exclusive (T) rating.

**1.04F(1)d** Players who do not have a valid NTRP rating level on file in TennisLink shall self-rate in accordance with the *General & Experienced Player Guidelines – Supplement to the NTRP Guidelines* and complete the self-rating process on TennisLink when registering for a team. Failure to self-rate in accordance with the *Guidelines*, or omission of information regarding a player's tennis history, will subject the player as well as the captain and/or others who completed, assisted, condoned and/or approved an inappropriate self-rating to penalties and suspension. Players who self-rate inaccurately or inappropriately shall be disqualified. (See Reg. 3.03E(1)a).

**1.04F(1)e** Self-ratings are valid for two years from the date issued or until replaced by a dynamic or computer rating.

**1.04F(1)f** TennisLink will automatically remove expired computer and self-ratings thereby allowing individuals to self-rate.

Players with expired ratings will not be allowed to self-rate at a lower level than their last valid NTRP rating. However, when assigned an NTRP rating by TennisLink, the player will have the opportunity to file a Self-Rate Appeal.

**1.04F(1)g** SCTA shall designate a committee to handle Self-Rate Appeals for those who appeal their assigned self-rating. This committee shall consist of no less than three persons, including a chair. This committee may be the same, in whole or part, as the Sectional League Grievance Committee that handles NTRP Grievances. All decisions regarding Self-Rate Appeals shall be made by majority vote and are final and binding. (See *General & Experienced Player Guidelines – Supplement to the NTRP Guidelines*.)

#### **1.04G Player Participation.**

**1.04G(1)** League players may play in the USTA League Adult and Mixed Divisions and **SCTA Leagues** during the same local league season.

**1.04G(2)** A player may play on only one team in an NTRP level within a League Type and/or an **SCTA league** in the same local league during the same season. In local leagues where NTRP levels are divided into flights, a player may not play in more than one flight. *Example: A 3.5 player may play at the 3.5 level in the LA Area in the Adult Division in the 18&Over, 40&Over and 55&Over League Types, if they qualify.*

*(See consequences below)*

**1.04G(3)** A player may play on more than one team in an NTRP level within a League Type and/or an **SCTA league** in the same season provided it is in separate local leagues. *Example: A 3.5 player can play at the 3.5 level in the LA and SFV Areas in the Adult Division in the 18&Over league type. (See consequences below).* Local leagues may accept or deny participation.

**1.04G(4)** Players may participate in more than one NTRP level within a League Type and/or an **SCTA league** in the same local league during the same season as long as they are at different NTRP levels. *Example: A 3.5 player can play at the 3.5 and 4.0 levels in the SGV Area in the Adult Division in the 18&Over League Type.* Local leagues may accept or deny participation.

**Consequences:** Players that are on more than two teams in the same local league within a League Type and/or an **SCTA league**, will be disqualified from the team(s) they last registered on and any matches played on those teams will be defaulted.

Player Option: If no matches were played, defaulted or had received a default, players can choose which team(s) to be deleted from. Exception: In the TriLevel league, a player can play at the same NTRP level on two different teams in the same local league during the same season. *Example: A 3.5 player can play on both a 3.0-3.5-4.0 team and a 3.5-4.0-4.5 team*

**1.04G(5)** A player may play up to one NTRP level above the player's current NTRP level. *Example: A 3.5 player may play at the 4.0 level, but cannot play at the 4.5 level.*

**1.04G(6)** A player who qualifies to advance to Area Playoffs and/or Sectionals on more than one team at the same NTRP level, is required to declare which team he/she will represent. In the absence of a declaration, the first match played will determine which team he/she will represent and any matches played on any other team will be defaulted.

**1.04G(7)** At any National Championship, if a player qualifies for two or more teams at the same NTRP level for an event, the individual must declare which team he or she will represent. In the absence of a declaration, the first match played will determine which team he or she will represent.

**1.04G(8)** A player may participate in only one individual match within each team match.

**1.05 OFFICIAL BALL.** In USTA League matches, a standard Type 2 USTA approved ball shall be used. The use of any USTA "transition" ball is prohibited.

## 2.00 USTA/SCTA LEAGUE REGULATIONS

All USTA League Regulations in 1.00 GENERAL, 3.00 GRIEVANCE PROCEDURES and the following Regulations in this section shall apply to USTA League Adult and Mixed Divisions and SCTA Leagues.

### 2.01 LOCAL COMPETITION

#### 2.01A NTRP Levels of Play.

2.01A(1) When using straight NTRP levels, a player cannot have an NTRP rating higher than the NTRP level in which the player is competing except in the 5.0+ NTRP level of the Adult Division, 18 & Over and in the 4.5+ NTRP level of the Adult Division, 40 & Over. All plus (+) level team rosters may include up to two players from the next higher NTRP level. (See Table)

2.01A(1)a In Plus (+) NTRP levels utilizing three individual matches within a team match, no more than one Plus (+) level player shall be allowed to play in a team match and shall be required to play in the #1 position, either singles or doubles.

2.01A(1)b In Plus (+) NTRP levels utilizing four or more individual matches within a team match, two Plus (+) level players may play in a team match and shall be required to play in the #1 position, either singles or doubles. \*Clarification: In the Adult 40&Over, one 5.0 player can play in the #1 singles line and the other 5.0 player can play in the #1 doubles line with a 4.5 partner.

2.01A(2) When using combined NTRP levels, the combined NTRP rating levels of the doubles team cannot exceed the combined NTRP level in which the players are competing. In the Tri-Level league, the highest NTRP level offered will play in the #1 doubles position, second highest will play #2 doubles and lowest level offered will play in the #3 position. (See Table for exception)

2.01A(3) The NTRP difference between members of an individual doubles team may not exceed 1.0.

2.01A(4) USTA League NTRP levels (See Table).

**2.01B Men, Women and Mixed Doubles.** Men's and women's leagues shall be separate at each approved NTRP level for the Adult Division. Leagues and SCTA Leagues. In the Mixed Division, they are comprised of a man and a woman who combine to play in each individual match. The local league shall determine which of these approved NTRP levels shall be available for men, women and mixed genders in local league competition.

#### 2.01C Competition Format.

**2.01C(1) Round Robin.** Each NTRP level within a local league shall play at least one round robin competition wherein every team plays every other team. Any NTRP level may be divided into flights and each team shall play every other team in its flight. The flight winners may enter a playoff structure to establish a local league champion for that NTRP level. Local League Playoffs:

a) Are part of local league competition and b) Requires a two match minimum (a default received counts as a match played) to be eligible to participate.

Any NTRP level with only two or three teams is required to play a minimum of three matches

**2.01C(2) Team Match.** Each team match in a local league shall consist of such number of individual matches of singles, doubles, or any combination thereof as determined by the local league. (See Table)

**Confirming Match Play.** The following must be confirmed 3-4 days prior to the match by both captains:

- Day and time of the match and whether it may be a "Timed" match, in case of time restraints. Generally TWO(2) hours should be allotted for each match.
- Line defaults, if known in advance;
- Number of courts to be used for play and, if available, for warm-up. If there are not enough courts available at one time for a team match, team captains must agree in the order of play and starting times for each individual match, unless it has been pre-determined by the ALC;
- Directions to the tennis facility.

\*Recommended order for the Adult Division: Singles and then Doubles

\*Clarification: A team match must be played in the same day, unless it has been pre-approved otherwise by the ALC.

All local matches must be played on the scheduled dates unless they have been Postponed or Rescheduled. If a match is rescheduled for any other reason than those mentioned below, the following penalties will apply if none are stated in the Local League Regulations: The team asking for a re-schedule will default 2 lines (for formats using 5-lines) or 1 line (for formats using 3 lines), whichever applies.

**Postponements:** Due to "unplayable conditions" (See Glossary). On match day, the captains will decide if "unplayable conditions" exist and when the match will be re-scheduled, if there is sufficient time within the league season to do so.

(ALC's may confirm "unplayable conditions" if there are any questions or disputes).

Teams shall not wait more than 1/2 hour past the originally scheduled time or when the match stopped, whichever applies, to see if conditions change. (Both captains may agree to wait longer or choose a different location to play the match). If the match is postponed, the following will apply:

- If the team match had not started, a different line-up may be used;
- If the match started, completed individual matches will stand as played and incomplete matches will be re-scheduled with the same players and resumed at the exact score - set, game, point - as they stood when halted (any point played is always counted and never replayed).

**Reschedules:** Due to the following reasons will be allowed with no penalty:

- If a minimum of 4 players on the team is participating at a USTA/SCTA league championship.
- If the Home Facility scheduled an unplanned event and there are no courts available there or at an alternate site.

The ALC must be informed of any change in the schedule. If team captains cannot agree on a day and time for the rescheduled match, the ALC or SLC, when appropriate, shall select the date and time. If neither team appears on that established date and time, a double default will be entered in the system. The ALC may impose further sanctions or penalties.

When a league season cannot be completed, the local league champion will be determined by the ALC in consultation with the SLC. Factors to be considered may include, but are not limited to: Length of schedule; Number of matches completed; Head to Head results of teams in contention; Highest percentage of wins.

**2.01C(3) Match Scoring and Formats.** It is recommended that all matches be the best of two tiebreak sets with a match tiebreak in lieu of a third set. The tiebreak shall be scored as 1-set and 1-game for tiebreak purposes. For play at or below the Sectional level, SCTA may authorize the use of other USTA approved scoring methods and other scoring methods that are compatible with the USTA NTRP Computer Rating System. Other match formats include: best of three tiebreak sets with a set tiebreak at 6-all, pro-set matches, a single set with a set or match tiebreak at 6-all. No-Ad scoring can be used with any of the above scoring methods. The method of awarding points in order to determine the winning team of a local league team match and the winner of the local league competition may be the same as that used in championship competition or may be another method compatible with the USTA NTRP Computer Rating System selected by the local league. (See Reg. 2.03D *Competition Format* and Reg. 2.03E *Team Match and Scoring* for championship competition.) The scoring in the event of a default or disqualification shall be 6-0, 6-0. Retirements shall be scored as described in Reg. 2.03N *Scoring of Retirements*.

**2.01C(4) Individual Match.** An individual match is defined as any singles match or any doubles match played as part of a team match.

**Wheelchair Play.** Wheelchair players participating in a USTA/SCTA league shall be allowed (2) bounces of the ball.

**2.01C(5) Team Line-Ups.** Team captains:

1) Shall exchange their team line-up cards simultaneously prior to the beginning of the team match.

2) May ask for photo IDs (If no photo ID is available, the player(s) may be replaced. If an eligible substitute is not available, that line(s) will be defaulted.

3) May substitute a player(s) due to injury, illness, or disqualification of a player prior to the start of such match and/or during warm-up. (If the substitution is made during the warm-up, the substitute player is entitled to a five minute warm-up. The default principles in Reg. 2.03K *Team Defaults* shall be applicable, with such modifications as SCTA may authorize);

4) May adjust their line-up if a team defaults a line(s) with no prior notification.

**2.01D Coaching.** When the scoring method is the best of three tiebreak sets and a 10 minute rest period is taken between the second and third sets, coaching is permitted only during this rest period.

## **2.02 PROGRESSION.**

### **2.02A Local League.**

**2.02A(1) Local League Competition.** Each team that wins a specific level of local league competition shall be entitled to advance to the next level of competition if otherwise eligible.

**2.02A(2) Local League Champions.** At the conclusion of local league competition, the **Area League Coordinator** shall certify to the Sectional League Coordinator the results of the local league competition and the name(s) and email address(es) of the winning team captain(s) **along with the names of any ineligible players**. Local league competition must be concluded prior to the deadline set by SCTA.

(See *League Calendar* at: [www.scta.usta.com](http://www.scta.usta.com) – under *Adult/Senior* – under *USTA Leagues - under Championship Key Dates*).

### **2.02B Championships.**

**2.02B(1) Area Championships.** Local League winners may progress to an Area Playoff to earn a spot(s) at a Sectional League Championship. Areas with the largest number of teams will automatically fill a spot at the Section Championship.

**2.02B(2) Sectional Championships.** SCTA will hold a Sectional League Championship in each NTRP level for each **League** and **League Type**, on or before the date specified by SCTA and the USTA League Committee, to determine its Sectional champions. The winning team at each:

- NTRP level and **League Type** of the Adult Division and of the MxD Division 18&Over **League Type**, shall be allowed to compete in the USTA League National Championships if otherwise eligible.
- NTRP level of the SCTA MxD 40 &Over **League Type**, shall be allowed to compete in the National Invitationals.
- 3.5/4.0/4.5 levels in the SCTA Trilevel league, shall be allowed to compete in the BNP Paribas Invitational Championship, if available.
- NTRP level of the SCTA Doubles Sectionals, shall be the SCTA Doubles League Sectional Champion. (See *Table*)

If the winning team at any NTRP level of competition is unable to compete further, the SLC may select the second place team for such further competition, etc.

**Court Surface.** All league matches will be played on hard court surfaces.

**Awards. Sectional Winners and Finalists:** A maximum of 16 awards per team for (5-line formats).

A maximum of 12 awards per team for (3-line formats).

**2.02B(3) National Championships.** The team winning the National Championship or the Invitational Championship shall be the USTA League National or Invitational Champion.

## 2.03 AREA, SECTIONAL AND NATIONAL LEAGUE CHAMPIONSHIPS.

### 2.03A Eligibility.

**2.03A(1)** SCTA has the authority to determine the progression of teams to its championship competition by determining a champion of the preceding level of competition in its NTRP category or by using the *Championships Wildcard Procedures* (*See Glossary*). Champions of the preceding level of competition must be included in the progression if otherwise eligible.

**2.03A(2) Participation.** A player may participate in only one individual match within each team match.

**2.03A(3)** In the Adult and Mixed Divisions and *SCTA Leagues*, a player is eligible to progress to championship level competition below National Championships if that player has played on the same team in at least two matches at the same NTRP level in the same *League* and *League Type* during its local league season and is otherwise eligible. A maximum of one default received by the player during local league competition shall count for advancing. Retired matches shall count toward advancing for all players involved in all *SCTA Leagues* and USTA League Divisions. (*See Table*.)

**2.03A(4)** In the Adult and Mixed Divisions, a player is eligible to advance to National Championship competition if that player has played on the same team in at least three matches at the same NTRP level in the same *League Type* through Sectional Championships and is otherwise eligible. No defaults shall count for advancing. *For eligibility to advance in the SCTA Leagues - See Table*. Retired matches shall count toward advancing for all players involved in both USTA League Divisions and *SCTA Leagues*.

**2.03A(5)** At all National and *Invitational* Championships, the minimum number of team members required (*See Table*), who were on the final roster of their local league team at the conclusion of local league play, must be available and eligible to compete or to combine and compete, as appropriate. The Championship Committees at events below the National level, by majority vote, can reduce that number to not less than the required minimum.

### 2.03B Official League Championships Entry.

**For Area Playoffs/Sectionals:** Captains must submit a *Captain's Championship Registration Form* to the Championship Director as soon as their team is announced as the local league winner or wildcard recipient, in order to ensure their spot at the championship. Teams may not be accepted into the championship if the registration form is received later than two weeks prior to the event.

**For Nationals:** An official copy of the final USTA TEAM ROSTER FOR LEAGUES shall be submitted by the SLC to the Championship Committee at each level of league championships prior to the deadline announced for entry into the event.

**2.03C Scoring.** It is recommended that all matches be the best of two tiebreak sets with a match tiebreak in lieu of a third set. The tiebreak shall be scored as 1-set and 1-game for tiebreak purposes. For play at or below the Sectional level, SCTA may authorize the use of other USTA approved scoring methods and other scoring methods that are compatible with the USTA NTRP Computer Rating System. Other match formats include: best of three tiebreak sets with a set tiebreak at 6-all, pro-set matches, or a single set with a set or match tiebreak at 6-all. No-Ad scoring can be used with any of the above scoring methods.

**2.03D Competition Format.** The Championship Committee shall determine the format for the competition. It may be round robin competition, single elimination competition or a combination of the two.

For Area Playoffs and Sectional Championships, the following procedure will be used to determine how areas will be placed in their respective flights: The Area with the most number of teams will be entered in the first slot of the first flight. The Area with the second most number of teams will be entered in the first slot of the second flight. This sequence will continue until all slots are taken. Exception: Multiple teams from the same area will be placed in different flights.

**2.03D(1) Round Robin.** If round robin competition is used, each team shall play every other team in its flight and the team with the most team points shall be the champion in its flight. The use of flights requires a playoff structure to establish a champion.

**2.03D(2) Single Elimination.** If single elimination competition is used, each team shall be drawn in a tournament format in accordance with the USTA Tournament Regulations. *For specific Playoff and/or Championship information, go on-line to: [www.scta.usta.com](http://www.scta.usta.com) – under Adult/Senior – under USTA League - under Championship Key Dates.*

**2.03E Team Match and Scoring.** A team match will consist of the matches as shown in the *Table*. The team winning the majority of individual matches will be awarded one team point.

**2.03F Substitutions.** No substitution may be made in an individual match after the lineup has been presented, except for injury to, illness of, or disqualification of a player prior to the start of such match, and except under such further circumstances as the Championship Committee may authorize. If the substitution is made during the warm-up, the substitute player is entitled to a five minute warm-up. (*For further exceptions see 2.01C(5)-Team Lineups*.)

**2.03G Coaching.** When the scoring method is the best of three tiebreak sets and a 10 minute rest period is taken between the second and third sets, coaching is permitted only during this rest period.

**2.03H Procedures in the Event of a Tie.** In the event of a tie, whether in round robin or single elimination competition, the tie shall be broken by the first of the following procedures that does so:

**2.03H(1) Individual Matches.** Winner of the most individual matches in the entire competition.

**2.03H(2) Sets.** Loser of the fewest number of sets.

**2.03H(3) Games.** Loser of the fewest number of games.

**2.03H(4) Head-to-Head.** Winner of head-to-head match.

**2.03H(5) A Method to be Determined by the Championships Committee.** Procedure to be announced prior to commencement of championship competition.

**2.03I Individual Defaults.** An individual default occurs when a player fails to appear on time, or is disqualified by a tournament official for misconduct.

The lateness penalty clock starts when the match is scheduled, called, a court is available and a player has not arrived.

- 5:00 minutes or less - Loss of Toss + 1 game
- 5:01 to 10 min. - Loss of Toss + 2 games
- 10:01 to 15 min. - Loss of Toss + 3 games
- Over 15 min. – Default

**2.03J Scoring of Individual Defaults.** For the purpose of determining standings, individual defaults will be scored as a 6-0, 6-0 win for the player or doubles team receiving the default and a 0-6, 0-6 loss for the player or doubles team that defaulted the match. In the event of a default by both players or doubles teams, both sides will be given a 0-6, 0-6 loss and neither receives credit for a win. If a double default results in a tie, the tiebreak procedure shall be the same as in Reg. 2.03H *Procedures In the Event of a Tie* in order to determine a winner of that team match.

If the captains allow (either by word or failure to prevent) a lower position to start out of sequence and later the higher match ends up a default - all matches played in good faith stand (Interpretation dated 7/17/03). The captain accepted the conditions under which the match was played when they permitted the lower positions to start.

**2.03K Team Defaults.** In all championships after local league competition, a team must have a minimum number of eligible players available for play in each team match in accordance with the Summary Table or the entire match must be defaulted. The maximum number of positions that may be defaulted without defaulting the entire match is one line for a 3-line format and two lines for more than 3-line formats. When defaults are necessary, the defaults shall be determined by the team captain in accordance with the following: (See Table). If two players on a team forfeit and are members of two different doubles teams, the two players should play together at the higher position in order to avoid an additional forfeit. Example: If one player came from the #1 doubles team and the other player came from the #3 doubles team, these players would play at #1 doubles. The #2 doubles team would remain the same and the forfeit would occur at the #3 doubles position.

**2.03L Scoring of Team Defaults.** If a team defaults an entire team match for any reason during round robin play, then all matches of that team played, or to be played, shall be null and void when determining standings. As a result, the standings will only reflect actual matches played by those teams in contention of winning and prevents a team from advancing due to a whole team default. If all teams in contention for the championships have already played the defaulting team in good faith, those matches stand as played. In a multiple round robin format each round robin is considered a separate unit. If the team default took place in the 2nd round robin, for example, only those matches may be affected. An entire team defaulting in a championship may be ineligible to participate in that division for the following league year. This penalty shall apply to every player who played at least one match for the forfeiting team. Special circumstances will be evaluated on a case by case basis.

**2.03M Retirement.** A retirement occurs when an individual match has started and a player/doubles team is unable to continue due to injury, loss of condition, emergency or refusal to play.

**2.03N Scoring of Retirements.** In case of a retirement, for the purpose of determining standings, the non-retiring player/doubles team shall be credited with such number of additional games as would have been won if the match was completed and the non-retiring player/doubles team won every subsequent game. For NTRP computer data entry in TennisLink, mark as *retired* and submit actual scores of match at the point of retirement.

## **2.04 NTRP DYNAMIC DISQUALIFICATION AND REVIEW PROCEDURES.**

**2.04A Applicability.** The Regulations in this section are applicable only to the USTA League Adult Division.

**2.04B NTRP Dynamic Disqualification Procedures.** Dynamic ratings will be calculated for all Adult Division players during local league competition and at every level of championship competition below National Championships to determine if any players have reached the NTRP Dynamic Disqualification criteria stated in the USTA NTRP Computer Rating System Procedures. Players subject to NTRP Dynamic Disqualification, as described in the *NTRP Dynamic Disqualification Table*, will be dynamically disqualified if they reach the disqualification level three times based on all matches except retirements received. An NTRP dynamically disqualified player becomes a benchmark.

**2.04B(1) Local League NTRP Dynamic Disqualification.** Players who are NTRP dynamically disqualified in the Adult Division will be notified by the NTRP Coordinator and have the right to a review in accordance with the procedures in Reg. 2.04C – *NTRP Dynamic Disqualification Review Procedures*.

**2.04B(2) Championships NTRP Dynamic Disqualification.** SCTA will run dynamic calculations and produce ratings throughout the Adult Area Playoffs and Sectionals. Through the conclusion of the championship event, notify and disqualify any player who meets the criteria for NTRP Dynamic Disqualification and reverse appropriate matches played. (See Regs. 2.04E(2)a and b for championship scoring procedures). Players who are NTRP dynamically disqualified through the Adult Sectionals will be notified by the NTRP Coordinator and have the right to a review in accordance with procedures in Reg. 2.04C *NTRP Dynamic Disqualification Review Procedures*. There will be no NTRP Dynamic Disqualifications at National Championships.

**2.04B(3)** Following an NTRP Dynamic Disqualification, the player may not play at the disqualified NTRP level of play or any lower NTRP level of play in either singles or doubles for the remainder of the championship year and for the succeeding championship year. In any Division using combined levels, the combined NTRP rating of the disqualified player and partner may not surpass the level of competition. A player who has been moved up as a result of an NTRP Dynamic Disqualification in the Adult Division must immediately adjust his/her NTRP level of play in the Mixed Division and in the SCTA Leagues.

**2.04B(4)** Players who are NTRP dynamically disqualified may be allowed to move up and participate on another team at a higher NTRP level during that same local league season provided registration has not closed.

**2.04B(5)** In the local leagues and through Sectional Championships, if the NTRP Dynamic Disqualification of a player is not upheld by the NTRP Dynamic Disqualification Review Committee, a second NTRP Dynamic Disqualification will be considered if warranted by additional data.

**2.04C NTRP Dynamic Disqualification Review Procedures.** Reviews are based solely on missing or incorrect [data](#).

**2.04C(1) Local.** If the team captain or the player disqualified in the local league desires a review of the NTRP Dynamic Disqualification, a written request must be submitted to the [NTRP Coordinator](#) asking for a review before the NTRP Dynamic Disqualification Review Committee, within the deadline set by the administrator. The written request for a review shall be delivered by the recipient to the Chair of the NTRP Dynamic Disqualification Review Committee. A review shall be held as soon as reasonable.

**2.04C(2) Championship.** If the team captain or the player disqualified during or after the conclusion of championship competition desires a review of the disqualification, a written request must be submitted to the [NTRP Coordinator or Site Director \(if the NTRP Coordinator is not available\)](#), asking for a review before the NTRP Dynamic Disqualification Review Committee within the deadline set by the Chair of the Championships Committee or designee. The written request for a review shall be delivered by the recipient to the Chair of the NTRP Dynamic Disqualification Review Committee. A review shall be held as soon as reasonable.

**2.04D NTRP Dynamic Disqualification Review Committees.**

**2.04D(1)** NTRP Dynamic Disqualification Review Committees may be appointed at Area and Sectional Championships to consider reviews to NTRP Dynamic Disqualification. Each committee shall be appointed with the approval of the Sectional League Coordinator.

**2.04D(2)** The members of any NTRP Dynamic Disqualification Review Committee may be the same as, or different in whole or in part from, the members of any other Local, Area or Sectional Committees.

**2.04D(3)** The decision of the NTRP Dynamic Disqualification Review Committee shall be by majority vote. The Committee [Chair or designee](#) shall immediately notify the affected players and team captains in writing of its decision.

**2.04D(4)** There shall be no further right of appeal of the decision of any NTRP Dynamic Disqualification Review Committee.

**2.04D(5)** The NTRP Dynamic Disqualification Review Committees for all local leagues and championships shall observe the review and disqualification procedures approved by the USTA League Committee.

**2.04E Scoring Procedures.**

**2.04E(1) Local.** In the event of an NTRP Dynamic Disqualification from a particular level of play [during the round robin format or segment, all matches played within the flight shall be considered losses](#). The disqualified matches shall be considered 6-0, 6-0 wins for the opposing player or doubles team.

**2.04E(2) Championship.**

**2.04E(2)a NTRP Dynamic Disqualification Done Throughout Championship Competition When Using a Round Robin Format or Segment.** All matches played by a dynamically disqualified player shall be considered losses and those matches shall be considered 6-0, 6-0 wins for the opposing player or doubles team.

**2.04E(2)b NTRP Dynamic Disqualification Done Throughout Championship Competition When Using a Single Elimination or Segment.** The last individual match played by a dynamically disqualified player shall be considered a loss and that individual match shall be considered a 6-0, 6-0 win for the opposing player or doubles team.

**2.04E(2)c NTRP Dynamic Disqualification Done Following Conclusion of Championship Competition.** All points earned by dynamically disqualified players at the championship will stand but the disqualified players will not be allowed to continue or advance.

## **2.05 YEAR-END NTRP COMPUTER RATINGS AND APPEAL PROCEDURES.**

**2.05A Applicability.** Regulations in this section are applicable to the Adult and Mixed Divisions [and SCTA Leagues](#).

**2.05B Year-end Computer Ratings.** When year-end NTRP computer ratings are determined in accordance with the USTA NTRP Computer Rating System Procedures for players, including those designated as supplemental benchmarks, such ratings shall be the minimum NTRP rating levels of players.

Ratings are directly affected by: a) Your partner; b) Your opponent's dynamic rating; c) Your current dynamic rating; d) The closeness of the match (regardless of whether it was a win or a loss).

Ratings are not directly affected by: a) What position you play; b) Your wins and losses; c) Team standings; d) Age

**2.05B(1)** A year-end NTRP computer rating is valid for three consecutive years or until a new valid NTRP level is published for players who are 59 years of age or under through the League year [except for players with a published Mixed Exclusive "M" rating who choose to participate in the Adult Division](#). (See *Valid Computer Ratings Table*).

**2.05B(2)** A year-end NTRP computer rating is valid for two consecutive years or until a new valid NTRP level is published for players 60 years of age and older prior to or during the League year [except for players with a published Mixed Exclusive "M" rating who choose to participate in the Adult Division](#). (See *Valid Computer Ratings Table*).

**2.05C Appeal of Year-End Ratings.** Year-end NTRP valid computer rating levels may be appealed or denied through TennisLink except for

2.05D *Medical Appeals* and 2.05E *Players 70 and Over Promoted* [which must be submitted to the NTRP Coordinator](#).

The NTRP Coordinator will be responsible for the management of the Automated Appeal Process. The Automated Appeal instructions are located on the scta website at: [www.scta.usta.com](http://www.scta.usta.com) – *Adult/Senior - Leagues – NTRP ratings*.

- [Year-End Rating Appeal Period](#): Appeals not done prior to registration will be honored for future league play, not for the season they are currently playing in.
- [Medical Appeal Period](#): All year

**2.05D Medical Appeals.** If an intervening, permanently disabling injury or illness indicates that a player's current NTRP computer rating level may be too high, the player may request a medical appeal of such rating level in accordance with *USTA League NTRP Medical Appeal Procedures – Questions and Answers*. **Medical appeals require an Appeal Form which may be downloaded from the scta website and will be assessed a non-refundable fee of \$20.00.**

**2.05D(1)** SCTA shall designate a Medical Review Committee(s) to evaluate medical appeals. The Committee shall consist of at least three persons, one of whom shall serve as chair. The members of the Committee are to be approved by the SLC. The members of the Committee may be the same as, or different in whole or part from, the Committee first approved.

**2.05D(2)** SCTA's designated Medical Review Committee shall have the authority to deny the appeal and such decision shall be final and binding. If said Committee deems the medical appeal should have further consideration, it will be forwarded to the National Medical Appeal Committee for a final decision. **The appeal must include pertinent information & documentation that determines the degree to which the injury or debilitating condition is temporary or permanent.**

**2.05D(3)** The decision of SCTA's designated Medical Review Committee shall be by majority vote.

**2.05D(4)** The Chair of the USTA League Committee shall appoint a National Medical Appeal Committee to evaluate all medical appeals forwarded from the Sectional Associations. The Committee shall consist of a least three persons, one of whom shall serve as chair. The members of the Committee may be the same as, or different in whole or part from, the Committee first approved. No member of the National Medical Appeal Committee shall have been a member of the Section designated Medical Review Committee who forwarded the medical appeal.

**2.05D(5)** The National Medical Appeal Committee shall have the authority to either grant or deny the appeal. All decisions of the Committee are final and binding.

**2.05D(6)** Decisions of the National Medical Appeal Committee shall be by majority vote.

**2.05D(7)** An NTRP rating level received from a granted medical appeal will be valid until a new NTRP computer rating level is published or the player is eligible to self-rate.

**2.05E Players 70 and Over Promoted.** Any player who is 70 years of age or older prior to, or during, the calendar year in which such player plays his or her first local league match and has achieved the same rating level or lower for his or her three most recent year-end ratings, without benefit of appeal of the player's year-end rating, will be granted an appeal if promoted. This appeal must be submitted to the **NTRP Coordinator**.

## **2.06 MOVE-UP/SPLIT-UP.**

**2.06A National Championship Teams.** National Championship rostered team members, and members of teams that qualify to advance to National Championships, but do not participate, may move up one level as a team or must disperse to form new teams. New teams that form at the same or lower NTRP level than the National Championship team are limited to two players (Adult 2.5 and 5.0+) or three players (Adult 18 & Over 3.0-4.5, 40 & Over, 55 & Over; Mixed 18 & Over) who were on the final roster at the conclusion of local league play of any team or combination of teams that advanced to the National Championships (See Summary Table). These Move-Up/Split-Up requirements only apply to a player who participated in any match for that team during the championship year, including defaults received. **The "50% at level" regulation will be suspended for one year for any team that participated at the National Championship in that Division and League Type the previous year and chooses to move up one level.**

**2.06B All Championships Below Nationals.** SCTA Doubles League Section Champions may move up one level as a team or must disperse to form new teams (*See Table*). This applies to any player who participated in any match for that team during the championship year, including defaults received. **The "50% at level" regulation will be suspended for one year for any team that participated at the SCTA Doubles League Sectionals the previous year and chooses to move up one level.**

**2.07 Championship Benchmarks.** A championship benchmark computer rating achieved as a result of play in Area, Sectional and/or National Championships may not be appealed following the championship year it is received except as in Reg. 2.05D *Medical Appeals* and Reg. 2.05E *Players 70 and Over Promoted*.

### 3.00 GRIEVANCE PROCEDURES.

The Regulations in 3.00 GRIEVANCE PROCEDURES shall apply to all USTA League Divisions and SCTA Leagues. (Grievance forms can be downloaded from the website at: [www.scta.usta.com](http://www.scta.usta.com) - under Adult/Senior -under USTA League -under Forms.

**3.01 ADMINISTRATION.** All grievances shall be administered in accordance with the provisions of this section.

**3.01A Grievance Committees.** All grievance committees shall consist of no less than three persons, including a committee chair, to adjudicate grievances. The members of the committee may be the same as, or different in whole or part from, the committee first approved.

3.01A(1) Local. With the approval of SCTA, each local league may appoint a Local League Grievance Committee.

3.01A(2) Section and Area. SCTA shall appoint a Sectional and an Area League Grievance Committee.

3.01A(3) Championships Grievance Committees.

3.01A(3)a Sectional and Area Championships. SCTA shall appoint a Sectional and an Area League Championship Grievance Committee.

3.01A(3)b National Championships. The Chair of the USTA League Committee shall appoint National League Championship Grievance Committees. The members may be the same as, or different in whole or in part from, the members of the National League Championship Committees.

**3.01B Grievance Appeal Committees.** All grievance appeal committees shall consist of no less than three persons, including a committee chair, to consider appeals of grievance committees' decisions. No member of a Grievance Committee may serve as a member of a Grievance Appeal Committee that is reviewing the same grievance. The members of the committee may be the same as, or different in whole or part from, the committee first approved.

3.01B(1) Local. With the approval of SCTA, each local league may appoint a Local League Grievance Appeal Committee.

3.01B(2) Section and Area. SCTA shall appoint a Sectional and Area League Grievance Appeal Committee.

3.01B(3) National. The Chair of the USTA League Committee shall appoint a National League Grievance Appeal Committee.

3.01B(4) Championship Grievance Appeal Committees.

3.01B(4)a Section and District/Area Championships. SCTA shall appoint a Sectional and District/Area League Championship Grievance Appeal Committee.

3.01B(4)b National Championships. The Chair of the USTA League Committee shall appoint National League Championship Grievance Appeal Committees. The members may be the same as, or different in whole or in part from, the members of the National League Championship Committees.

### 3.02 GRIEVANCE TYPES

**3.02A General Grievance.** Any [grievance](#), other than those defined in Regulation 3.02B Administrative Grievance, 3.02C National League Grievance, 3.02D Eligibility Grievance and 3.02E NTRP Grievance, alleging a violation of the USTA Constitution and Bylaws; FRIEND AT COURT – The USTA Handbook of Tennis Rules and Regulations including THE CODE and Wheelchair Rules of Tennis (unless modified by these USTA and SCTA LEAGUE REGULATIONS); the USTA and SCTA LEAGUE REGULATIONS; or standards of good conduct, fair play, and good sportsmanship, shall constitute a General Grievance.

**3.02B Administrative Grievance.** Any [grievance](#) pertaining to administration of a league at any level below the national level shall constitute an Administrative Grievance.

**3.02C National League Grievance** The only National League Grievance that can be filed is a grievance against the National League Administrator.

**3.02D Eligibility Grievance.** Any [grievance](#), other than an NTRP Grievance, contending that a player and/or team has failed to meet eligibility requirements to participate in the USTA and SCTA Leagues shall constitute an Eligibility Grievance.

**3.02E NTRP Grievance.** Any [grievance](#) contending that a player's NTRP level is lower than his/her actual skill level shall constitute an NTRP Grievance. (See Regs. 3.03E(1)a and b).

### 3.03 GRIEVANCES.

**3.03A General Procedures.**

3.03A(1) Any [grievance](#) alleging a violation of the USTA Constitution and Bylaws; the USTA Regulations; Friend at Court – The USTA Handbook of Tennis Rules and Regulations including THE CODE and Wheelchair Rules of Tennis (unless modified by these USTA and SCTA LEAGUE REGULATIONS); the USTA and SCTA LEAGUE REGULATIONS or standards of good conduct, fair play and good sportsmanship, shall be filed in writing with the USTA League Grievance Committee responsible for enforcement. [Exceptions to filing a grievance with the USTA League Grievance Committee responsible for enforcement are noted in Regs. 3.03A\(3\) and 3.03A\(4\) regarding filing a grievance against a Sectional League Coordinator or the National League Administrator and in Regs. 3.03B\(3\)a regarding eligibility.](#)

3.03A(2) An Administrative Grievance shall be filed at the next higher level with SCTA being the final authority. [An Administrative Grievance shall be filed within one year of the incident leading to the grievance or the grievance shall be barred.](#)

3.03A(3) [Any grievance against a Sectional League Coordinator shall be filed in writing with the Sectional League Committee. The decision of the Sectional League Committee shall be final and binding. A grievance against the Sectional League Coordinator shall be filed within one year of the incident leading to the grievance or it shall be barred.](#)

3.03A(4) Any [grievance](#) against the National League Administrator shall be filed in writing with the USTA League Committee. The decision of the National League Committee shall be final and binding. [A grievance against the National League Administrator shall be filed within one year of the incident leading to the grievance or it shall be barred.](#)

3.03A(5) Any [grievance](#) with regard to any aspect of the USTA and SCTA Leagues, except those contained in [Regs 3.03A\(3\) and 3.03A\(4\) regarding a grievance against a Sectional League Coordinator or the National League Administrator and in Reg. 3.03B\(3\)a](#)

regarding eligibility, shall be processed through the USTA League Grievance and Grievance Appeal Committees at the appropriate level (i.e., Local, Area, Sectional or National). Decisions of Grievance Appeal Committees shall be final and binding except with regard to suspensions of individuals or teams for a period of 12 months or more. (See Reg. 3.04B(4).)

3.03A(6) Any [grievance](#) against an individual or team may only be filed by (a) the team captain of the team who has competed in the match where the alleged violation occurred, (b) a league coordinator or (c) a member of a Championship Committee except for [Eligibility Grievances and NTRP Grievances](#) which may be filed as stated in [Regs. 3.03B\(3\), 3.03C\(3\)](#) and 3.03E(2).

3.03A(7) Regardless of any other regulation, a league coordinator or a member of a Championship Committee, may file a grievance at any time except for [Administrative Grievances, grievances against Section League Coordinators and the National League Administrator, and NTRP Grievances](#). (See [Regs. 3.03A\(2\), 3.03A\(3\), 3.03A\(4\) and 3.03E\(3\)](#).)

3.03A(8) Play During Grievance Procedures. An individual or team may continue to play during a grievance investigation and hearing but must understand that if upheld, all matches played during that time may be reversed.

### [3.03B Local League Procedures.](#)

3.03B(1) Any [grievance](#) alleging a violation by an individual or team during local league competition shall be filed in writing with the [Area League Coordinator \(ALC\)](#). The [grievance](#) must be filed prior to the commencement of whichever occurs first: (a) the involved team's next match in that flight, whether or not the involved player participates or (b) within 24 hours after the end of the local league season except for Eligibility Grievances (See Reg. 3.03B(3)) and NTRP Grievances (See Reg. 3.03E(3).)

3.03B(2) Upon receipt of the grievance, the [ALC](#) shall immediately send a copy to the Chair of the [Local League Grievance Committee, or other Committee as designated in these USTA League Regulations](#), and to the party(ies) against whom the grievance has been filed.

3.03B(3) Any [grievance](#) regarding failure to meet eligibility requirements may be filed by a team captain, league coordinator or member of a Championship Committee at any time.

3.03B(3)a For eligibility matters of simple fact (e.g., age, USTA membership, TennisLink registration) a USTA league coordinator may declare a player ineligible and disqualify that player without filing a grievance. (See Regs. 1.04C(1) Official League Registration, 1.04E(2) Membership, 1.04E(3) Age, 1.04F Official League Rating Program.)

3.03B(3)b All other [grievances](#) must go to the [Local League Grievance Committee or other Committee as designated in these USTA League Regulations](#).

3.03B(4) Scoring of Eligibility Disqualification in Local League.

3.03B(4)a In the event of an eligibility disqualification during the local league season and up to 24 hours after the end of the local league season, all matches played by the disqualified player shall be considered defaults and those matches shall be considered wins for the opposing players or doubles teams and scored 6-0, 6-0 for determining standings. In case of an eligibility disqualification in single elimination, the last individual match played by the disqualified player shall be considered a win for the opposing player or doubles team and scored 6-0, 6-0 for determining standings. If a double disqualification results in a tie, Reg. 2.03H Procedures in the Event of a Tie will be used in order to determine a winner of that team match.

3.03B(4)b In the event of an eligibility disqualification after the conclusion of the local league season by more than 24 hours, the team will remain eligible to participate and retain points received up to the disqualification, but the ineligible player will not be allowed to continue or advance.

### [3.03C Championship Procedures.](#)

3.03C(1) Any [grievance](#) alleging a violation during championship competition shall be in writing and delivered to the duly appointed site director prior to whichever occurs first: (a) within 30 minutes of the completion of the involved team's match or (b) the commencement of the involved team's next match, whether or not the involved player participates except for Eligibility Grievances (See Reg. 3.03B(3)) and NTRP Grievances (See Reg. 3.03E(3).)

3.03C(2) At the time a [grievance](#) is filed, a copy of the [grievance](#) shall be sent [by the Championship Committee](#) to the party(ies) against whom the [grievance](#) has been made.

3.03C(3) Any [grievance](#) regarding failure to meet eligibility requirements may be filed by a team captain, league coordinator or member of a Championship Committee at any time.

3.03C(4) Scoring of Eligibility Disqualification for Championships.

3.03C(4)a Eligibility Disqualification That Occurs Prior To or After the Conclusion of a Championship Event. In the event of an eligibility disqualification prior to or after the conclusion of a championship event, the team will remain eligible to participate and retain points received up to the disqualification, but the ineligible player will not be allowed to continue or advance.

3.03C(4)b Eligibility Disqualification That Occurs During a Championship Event When Using a Round Robin Format or Segment. In the event of an eligibility disqualification in a round robin format during the championship event, the player will not be allowed to continue or advance on that team and all matches played by the player shall be considered losses and those matches shall be considered wins for the opposing players or doubles teams and scored 6-0, 6-0 for determining standings.

3.03C(4)c Eligibility Disqualification That Occurs During a Championship Event When Using a Single Elimination Format or Segment. In case of a disqualification in single elimination format during the championship event, the last individual match played by the player shall be considered a win for the opposing player or doubles team and scored 6-0, 6-0 for determining standings. If a double disqualification results in a tie, the tiebreak procedure shall be the same as in Reg. 2.03H Procedures in the Event of a Tie, in order to determine a winner of that team match

### [3.03D Grievance Committee Action.](#)

3.03D(1) Following the receipt of a grievance and as soon as reasonable, the League Grievance Committee shall investigate the alleged violation as it deems appropriate. If the Committee deems necessary, it shall arrange for a hearing at which the parties involved shall have the opportunity to present evidence.

3.03D(2) The League Grievance Committee shall have the power to dismiss or deny the grievance or to direct the correction of any violations by reasonable means, including the suspension of an individual or team. This is applicable to any party to the grievance as long as such party has been given the opportunity to review and present evidence.

3.03D(3) The League Grievance Committee shall prepare a written decision setting forth the basis for its decision and the deadline for any written appeal and promptly deliver copies to the parties involved.

3.03D(4) The decision of the League Grievance Committee shall be by majority vote.

### 3.03E NTRP Grievances.

3.03E(1) Players Subject to NTRP Grievances.

3.03E(1)a Any self-rated player who is playing at an NTRP level lower than his/her actual skill level is subject to an NTRP Grievance. If an NTRP Grievance Committee determines that the self-rated player has an inaccurate or inappropriate self-rating, the player shall be disqualified and have his/her NTRP level adjusted by the NTRP Grievance Committee. Scoring of matches played by the disqualified player, per Reg. 3.03E(6), shall be administered in accordance with Reg. 3.03B(4) Scoring of Eligibility Disqualification in Local League and Reg. 3.03C(4) Scoring of Eligibility Disqualification for Championships. The NTRP Grievance Committee may additionally impose other penalties against a player who has inappropriately self-rated, including suspension. Also, a captain or others who have assisted, condoned or approved inappropriate self-rating will be subject to such penalties as the NTRP Grievance Committee may decide, including suspension.

3.03E(1)b A player with a valid NTRP Computer (C) rating, or Benchmark (B) rating or granted an Automatic Appeal (A) rating of a Computer (C) rating is not subject to an NTRP Grievance. Players 70 and over who are promoted and granted an appeal per Reg. 2.05E are also not subject to an NTRP Grievance. Other players subject to an NTRP Grievance includes those with granted Medical Appeals.

3.03E(2) Any league captain, coordinator or member of a Championship Committee may file an NTRP Grievance.

3.03E(3) NTRP Grievances may be filed against a player at any time up to 48 hours after the conclusion of the Sectional Championship of the player's team, whether or not the player participated. NTRP Grievances will not be accepted at National Championships.

3.03E(4) Local League Competition. NTRP Grievances shall be filed in writing with the NTRP Coordinator. NTRP Grievances shall be administered by the SCTA NTRP Grievance Committee.

3.03E(5) Championship Competition. NTRP Grievances shall be filed in writing with the NTRP Coordinator or Site Director. NTRP Grievances shall be administered by the Sectional NTRP Grievance Committee. SCTA shall have the option to adjudicate NTRP Grievances prior to, during or after a championship event. Dynamic Ratings generated by the matches during the Adult Division will be the major factor in determining if a grievance is upheld, unless other violations are noted.

3.03E(6) NTRP Grievance disqualifications occur when the Sectional League NTRP Grievance Committee reaches such decision and sends notification to the parties involved. The date and time that the Sectional League NTRP Grievance Committee sends notification controls the assessment of penalties, including the scoring of matches, which shall be administered in accordance with USTA and SCTA League Regulations 3.03B(4) Scoring of Eligibility Disqualification in Local League and 3.03C(4) Scoring of Eligibility Disqualification for Championships.

3.03E(7) The Sectional League NTRP Grievance Committee decision may be appealed in accordance with USTA and SCTA League Regulations 3.04 GRIEVANCE APPEALS.

### 3.04 GRIEVANCE APPEALS.

#### 3.04A General Procedures.

3.04A(1) Any party(ies) to the grievance may appeal the decision of the Grievance Committee within the time fixed by the Grievance Committee. Upon receipt of an appeal of the decision of the Grievance Committee, the Grievance Appeal Committee shall act promptly to resolve the appeal.

3.04A(2) The party(ies) appealing shall file a written notice of appeal with the appropriate coordinator or designee, who shall send it to the Chair of the appropriate Grievance Appeal Committee, Chair of the Grievance Committee whose decision is being appealed, Local or Sectional League Coordinator, and to the other party(ies) involved in the grievance.

3.04A(3) The party(ies) appealing shall have an opportunity to submit in writing facts and arguments in support of their respective positions. All information submitted shall be provided to all parties.

3.04A(4) Play During Grievance Appeal Procedures.

3.04A(4)a If the grievance was upheld, the individual is subject to all penalties imposed by the Grievance Committee during the appeal process.

3.04A(4)b If the grievance was dismissed or denied and appealed, the party(ies) may participate during the appeal process, but must understand that the decision of the Grievance Committee may be remanded for reconsideration.

#### 3.04B Grievance Appeal Committee Action.

3.04B(1) The Grievance Appeal Committee shall not be required to hold any hearing except as provided in Reg. 3.04B(2). Its decision may be based entirely on the findings of fact by the Grievance Committee whose decision is being appealed and on the facts and arguments submitted in writing by the party(ies) to the appeal.

3.04B(2) If the Grievance Committee did not hold a hearing, the Grievance Appeal Committee shall do so, provided any party involved in the grievance so requests in writing. However, the committee may hear such further evidence as it, in its absolute discretion, deems appropriate.

3.04B(3) The Grievance Appeal Committee shall have the power to affirm, modify, remand for cause, or reject the decision of the Grievance Committee. The Grievance Appeal Committee shall not impose a harsher penalty. For the purpose of clarification, should the Grievance Committee elect to not impose a penalty, the Grievance Appeal Committee may not impose a penalty; however, the Grievance Appeal Committee may, for cause, remand the matter to the original Grievance Committee or a new Grievance Committee for reconsideration.

3.04B(4) A copy of the Grievance Appeal Committee's written decision setting forth the basis of its decision shall be promptly sent to all interested parties and such decisions shall be final and binding. The following exception shall apply: any individual or team suspended by any Local or Sectional Grievance Appeal Committee for a period of 12 months or more may appeal the final decision of the Grievance Appeal Committee to the National League Grievance Appeal Committee within the deadline established by the Grievance Appeal Committee. The administration may not appeal the decision of the Grievance Appeal Committee.

3.04B(5) The decision of the Grievance Appeal Committee shall be by majority vote.

#### 3.04C National League Grievance Appeal Committee Action.

3.04C(1) The National League Grievance Appeal Committee shall hear appeals from individuals/teams suspended for a period of 12 months or more by a Local, District/Area, or Sectional League Grievance Appeal Committee. Upon receipt of an appeal of the decision of the Grievance Appeal Committee, the National League Grievance Appeal Committee shall act promptly to resolve the appeal.

3.04C(2) The National League Grievance Appeal Committee shall have the power to conduct such investigation as deemed necessary and to affirm, modify, remand for cause or reject the decision of the Grievance Appeal Committee, but may not impose a harsher penalty (see Reg. 3.04B(3)). However, the National League Grievance Appeal Committee may, for cause, remand the matter to the original Grievance Committee or a new Grievance Committee for reconsideration.

3.04C(3) A copy of the National League Grievance Appeal Committee's written decision setting forth the basis of its decision shall be promptly sent to all interested parties including the Grievance Appeal Committee. Such decision shall be final and binding.

### 3.05 GENERAL PROCEDURES FOR GRIEVANCE AND GRIEVANCE APPEAL COMMITTEES.

3.05A Teleconference Participation. If one or more members of a Grievance Committee or Grievance Appeal Committee cannot be present at a hearing, such members may, at the discretion of the chair, participate by means of a telephone conference call, video teleconferencing, or other approved remote participation. If any witness cannot be present at a hearing to present evidence, such witness may, at the discretion of the chair, be permitted to do so by means of a telephone conference call, video teleconferencing or other approved remote participation.

3.05B Written Requirement. The requirement that a notice or other document be in writing is satisfied if it is sent by mail, fax, e-mail or equivalent communication.

## GLOSSARY

**Area:** [See District.](#)

**Appeal:** Request for reconsideration of a previous decision, determination or finding.

**Benchmark Rated Player:** [A player by whom other players' NTRP computer ratings are calculated. This includes any player who participates in an 18 & Over or 40 & Over Adult Division match at the local playoffs, participates in championship play, or who is dynamically disqualified. Additionally, on teams in the 18 & Over and 40 & Over Adult Division that qualify for a championship event and/or are on the schedule at a championship but the team does not participate and the team is not replaced by another team, all rostered players who played one or more matches become Benchmark players.](#)

**Benchmark Rating:** A computer rating determined by the USTA NTRP Computer Rating System for a player using a combination of their dynamic rating and their rating derived [at a local league playoff or at](#) championships.

**Championship Level:** Any USTA League competition held after local league competition or playoffs.

**Championship Year:** The timeframe beginning with the first local league including Early Start League and ending with the conclusion of the National Championship.

**Coman Tiebreak Procedure:** An alternative procedure that may be used with the Set Tiebreak or Match Tiebreak where ends are changed after the first point, then after every four points, and at the end of the Tiebreak. The scoring is the same as a traditional Set or Match Tiebreak. Beneficial in doubles as players continue to serve from the same side as during the set. (See FRIEND AT COURT – Part 3: USTA Reg. I.E.(1)c.)

**Computer Rating:** A rating assigned to players that reflects level of ability.

**Competitive:** A match where the outcome is unpredictable.

**Compatible:** A match where the outcome is predictable, with the higher rated player winning routinely.

**Default:** When a player or team fails to appear or is removed by an administrator or tournament official for misconduct or violation of regulations.

**Disqualification:** Action taken to remove from a team, a player deemed ineligible to participate.

**District:** [Geographic boundaries fixed by a Sectional Association within their Section that represents a subdivision of the Sectional Association. This term may be interchanged with the terms Area, State, Region and Territory.](#)

**Division:** National League Programs (Adult and Mixed) offered and administered by the USTA and any other USTA sanctioned program offered in a Section, District or Area, identified as part of TennisLink and entered as part of the USTA NTRP Computer Rating System.

**Domicile:** A legal concept involving residency. It is that place where a person has a true, fixed permanent home or that person's home for the indefinite future. A person can only have one domicile at a time.

**Dynamic Rating:** A rating associated with a player who has the potential to change with every match played by the player.

**Early Start League:** A local league season that commences prior to January 1 of the league year.

**Early Start Rating:** [A player's dynamic rating on a specific date to govern eligibility for registration on an Early Start League team.](#)

**Eligibility:** [Requirements](#) to play.

**Flight:** A group of teams competing at a specified NTRP level within a local league or championship competition where every team in that group plays every other team to declare a winner. When flights are established, a playoff must be held at championship level to determine a champion in that NTRP level. Below championship level, the playoff may be held to determine a champion in that NTRP level.

**Forfeits:** See Default

**Grievance:** A written formal complaint regarding an alleged violation of a regulation or procedure.

**Inaccurate self-rating:** [A self-rating that occurred as a result of no willful intent on behalf of the player whether by the player or one acting on behalf of the player \(i.e., captain, coach, etc.\).](#)

**Inappropriate self-rating:** [A self-rating that occurred as a result of willful intent to misrepresent a player's level of play, whether by the player or one who condones or acts on behalf of the player \(i.e., captain, coach, etc.\).](#)

**Individual Match:** Any singles or doubles match played as part of a team match.

**League Coordinator:** A person appointed or hired to implement and administer the League.

**League Progression:** Local league team winners have the opportunity to advance through District/Area, Sectional and National Championships competition.

**League Type:** [Age groups within the Divisions of the USTA League Program.](#)

**Level of Play:** NTRP skill levels offered in the USTA League Program.

**Local:** [Geographic boundaries fixed by a District within their District.](#)

**Local League:** A team competition in a specified geographical area that applies specific local league regulations and consists of NTRP level(s) with a minimum of two or more teams per NTRP level. A local league may choose to divide any or all NTRP levels into flights. Where flights are used, a local playoff structure may be established to determine a champion.

**Local Playoff:** Part of local league competition.

**Match Tiebreak:** First to 10 by a margin of 2. (See FRIEND AT COURT – Part 3: USTA Reg. I.E.1.b.)

**Mixed:** [A team comprised of a man and woman who combine to play.](#)

**New Player:** One who does not have a valid NTRP computer rating.

**NTRP:** National Tennis Rating Program

**NTRP Level:** Generic term advising the minimum NTRP level in increments of .5 at which a player may participate.

**NTRP Disqualification Criteria:** Having reached disqualification level three times, as designated in the USTA NTRP Computer Rating System Procedures, during the local league competition and/or any level of championship competition below the National Championships in the Adult Division.

**NTRP Computer Methodology Procedures:** The document establishing procedures governing the USTA NTRP Computer Rating System.

**Player:** The individual USTA Member who registers on a team.

**Plus (+) NTRP Level:** An NTRP level which allows a team roster to include a specified number of players from the next higher NTRP level.

**Plus (+) Player:** A player who is allowed to register on a specific NTRP Plus (+) level roster with a rating that is at the next higher NTRP level.

**Postponement:** When a team match is delayed or put off until a future time due to "unplayable conditions."

**Rating:** See Benchmark Rating, Computer Rating, Dynamic Rating, NTRP Level, Self-Rating. Remand: To send the grievance back to either the original Grievance Committee or a new Grievance Committee, as the Grievance Appeal Committee deems appropriate, for reconsideration.

**Residency:** A place where a person is actually living, as distinguished from the person's domicile, or a place where one temporarily lives. **Domicile and residence may coincide.** A person can have more than one residency while he or she can have only one domicile.

**Rest Period:** A maximum of 10 minutes with coaching permitted between the second and third set when playing best of three tie-break sets.

**Retirement:** Occurs when an individual match has started and a player is unable to continue due to injury, loss of condition, emergency or refusal to play. Retirements are entered in TennisLink with the final game count for NTRP calculation purposes (e.g., 2-6, 1-3) and the system will automatically credit the individual receiving the retirement with sufficient games as to make them the winner of the match (i.e., 2-6, 6-3, 1-0) for determining standings.

**Round Robin:** Each team plays every other team in its flight.

**Self-Rating:** A rating for a new player entering the program determined in accordance with the National Tennis Rating Program (NTRP) Guidelines during the on-line player registration process.

**Set Break:** The 2 minute period between the completion of the last game of a set and the beginning of a succeeding set.

**Set Tiebreak:** First to 7 by a margin of 2. (See FRIEND AT COURT – Part 3: USTA Reg. I.E.1.a. Start of a Match: First service attempt on an individual court.

**Shared Facility:** A facility that has been approved to be shared by two or more Local League Areas for local league play. The Host Area has priority with courts and time slots.

**Team:** Individuals rostered together including non-playing captains.

**Team Match:** (Local Team Match) Number of individual singles and doubles matches or any combination as determined by the local league. (Championship Team Match) Adult 18 & Over and 40 & Over League Type (3.0, 3.5, 4.0 and 4.5 NTRP Levels) - 2 singles, 3 doubles; Adult 18 & Over League Type (2.5 & 5.0 NTRP levels) - 1 singles, 2 doubles; Adult 55 & Over League Type - 3 doubles; Mixed 18 & Over League Type - 3 doubles.

**Tiebreak Procedures:** Process to determine the winner of a Round Robin or Single Elimination in the team competition if the teams are tied.

**Transition ball:** Any Stage 3 (Red), Stage 2 (Orange) and Stage 1 (Green) ball.

**Unplayable Conditions.** May include, but is not limited to: Rain, Fire/Ash & Heat (100 degrees & over) at the time of the match.

**USTA Section:** One of 17 defined areas that comprise the USTA.

**Valid Computer Rating:** An NTRP computer rating that has not expired and is based on accurate player history.

**Waiver of Claims:** As a condition of participation each player gives up the right to any demand for injuries sustained in traveling to or from or participating in the USTA League Program.

**Waiver of Rules:** Except where specifically permitted, no USTA League Regulation or Procedure may be disregarded.

**Wildcard Team & Procedures:** One or more wildcard teams may be added to complete the draw at a Playoff and/or Sectional. Any wildcard team should, if available, be a second place team. If the Area's second place team is unable to participate, then the next Area in the rotation order will have the opportunity to go. Any Area which is unable to fill the spot, will retain its position in the rotation order for the next time a wild card opportunity arises. The rotation order gets adjusted by placing the team(s) receiving a wildcard at the end of the selection order.

**Willful Intent:** An act is done willfully and knowingly when the individual intends to do it and knows the nature of the act will achieve the intended result.

**Year-End Rating:** A published NTRP level generated at the end of the league year.

2012  
"THE CODE"  
PLAYERS' GUIDE FOR MATCHES WHEN OFFICIALS  
ARE NOT PRESENT  
PREFACE

When your serve hits your partner stationed at the net, is it a let, fault, or loss of point? Likewise, what is the ruling when your serve, before touching the ground, hits an opponent who is standing back of the baseline? The answers to these questions are obvious to anyone who knows the fundamentals of tennis, but it is surprising the number of players who don't know these fundamentals. All players have a responsibility to be familiar with the basic rules and customs of tennis. Further, it can be distressing when a player makes a decision in accordance with a rule and the opponent protests with the remark: "Well, I never heard of that rule before!" Ignorance of the rules constitutes a delinquency on the part of a player and often spoils an otherwise good match. What is written here constitutes the essentials of The Code, a summary of procedures and unwritten rules that custom and tradition dictate all players should follow. No system of rules will cover every specific problem or situation that may arise. If players of good will follow the principles of The Code, they should always be able to reach an agreement, while at the same time making tennis more fun and a better game for all. The principles set forth in The Code shall apply in cases not specifically covered by the ITF Rules of Tennis and USTA Regulations.

Before reading this, the following question may come to mind: Since there is a book that contains all the rules of tennis, is there a need for The Code? Isn't it sufficient to know and understand all the rules? There are a number of things not specifically set forth in the rules that are covered by custom and tradition only. For example, if there is a doubt on a line call, your opponent gets the benefit of the doubt. This result cannot be found in the rules. Further, custom dictates the standard procedures that players will use in reaching decisions. These are the reasons a code is needed.

—Col. Nick Powel

Note: The Code is not part of the official ITF Rules of Tennis. Players shall follow TheCode in all unofficiated matches. Many of the principles also apply when officials are present. This edition of The Code is an adaptation of the original, which was written by Colonel Nicolas E. Powel.

PRINCIPLES

1. Courtesy is expected. Tennis is a game that requires cooperation and courtesy from all participants. The game of tennis is more fun when an opponent's good shots are praised. It is not so much fun when:

- Loud postmortems are conducted after points;
- Complaints are made about shots like lobs and drop shots;
- Weak opponents are embarrassed by a player's being overly gracious or condescending;
- Tempers are lost, vile language is used, rackets are thrown, or balls are slammed in anger; or
- Sulking occurs when losing.

2. Points played in good faith are counted. All points played in good faith stand. For example, if after losing a point, a player discovers that the net was four inches too high, the point stands. If a point is played from the wrong court, there is no replay. If during a point, a player realizes that a mistake was made at the beginning (for example, service from the wrong court), the player shall continue playing the point. Corrective action may be taken only after a point has been completed. Shaking hands at end of the match is an acknowledgment by the players that the match is over.

WARM-UP

3. Warm-up is not practice. A player should provide the opponent a 5-minutewarm-up (ten minutes if there are no ballpersons). If a player refuses to warm up the opponent, the player forfeits the right to a warm-up. Some players confuse warm-up and practice. Each player should make a special effort to hit shots directly to the opponent. (If partners want to warm each other up while their opponents are warming up, they may do so.)

4. Warm-up serves and returns are taken before first serve of match. A player should take all warm-up serves before the first serve of the match. A player who returns serves should return them at a moderate pace in a manner that does not disrupt the Server.

MAKING CALLS

5. Player makes calls on own side of the net. A player calls all shots landing on, or aimed at, the player's side of the net.

6. Opponent gets benefit of doubt. When a match is played without officials, the players are responsible for making decisions, particularly for line calls. There is a subtle difference between player decisions and those of an on-court official. An official impartially resolves a problem involving a call, whereas a player is guided by the unwritten rule that any doubt must be resolved in favor of the opponent. A player in attempting to be scrupulously honest on line calls frequently will keep a ball in play that might have been out or that the player discovers too late was out. Even so, the game is much better played this way.

7. Ball touching any part of line is good. If any part of the ball touches the line, the ball is good. A ball 99% out is still 100% good. A player shall not call a ball out unless the player clearly sees space between where the ball hits and a line.

8. Ball that cannot be called out is good. Any ball that cannot be called out is considered to have been good. A player may not claim a let on the basis of not seeing a ball. One of tennis' most infuriating moments occurs after a long hard rally when a player makes a clean placement and the opponent says: "I'm not sure if it was good or out. Let's play a let." Remember, it is each player's responsibility to call all balls landing on, or aimed at, the player's side of the net. If a ball cannot be called out with certainty, it is good. When a player says an opponent's shot was really out but offers to replay the point to give your opponent a break, it seems clear that the player actually doubted that the ball was out.

9. Either partner may make calls in doubles. Although either doubles partner may make a call, the call of a player looking down a line is much more likely to be accurate than that of a player looking across a line.

10. All points are treated the same regardless of their importance. All points in a match should be treated the same. There is no justification for considering a match point differently from a first point.

11. Requesting opponent's help. When an opponent's opinion is requested and the opponent gives a positive opinion, it must be accepted. If neither player has an opinion, the ball is considered good. Aid from an opponent is available only on a call that ends a point.

12. Out calls reversed. A player who calls a ball out shall reverse the call if the player becomes uncertain or realizes that the ball was good. The point goes to the opponent and is not replayed. However, when a receiver reverses a fault call on a serve that hit the net, the server is entitled to two serves.

13. Player calls own shots out. With the exception of the first serve, a player should call out the player's own shots if the player clearly sees out regardless of whether requested to do so by the opponent. The prime objective in making calls is accuracy. All players should cooperate to attain this objective.

14. Partners' disagreement on calls. If one partner calls the ball out and the other partner sees the ball good, they shall call it good. It is more important to give your opponents the benefit of the doubt than to avoid possibly hurting a partner's feelings. The tactful way to achieve the desired result is to tell a partner quietly of the mistake and then let your partner concede the point. If a call is changed from out to good, the principles of Code §12 apply.

15. Audible or visible calls. No matter how obvious it is to a player that the opponent's ball is out, the opponent is entitled to a prompt audible or visible out call.

16. Spectators never make calls. A player shall not enlist the aid of a spectator in making a call. No spectator has a part in the match.

17. Prompt calls eliminate two chance option. A player shall make all calls promptly after the ball has hit the court. A call shall be made either before the player's return shot has gone out of play or before the opponent has had the opportunity to play the return shot.

Prompt calls will quickly eliminate the "two chances to win the point" option that some players practice. To illustrate, a player is advancing to the net for an easy put away and sees a ball from an adjoining court rolling toward the court. The player continues to advance and hits the shot, only to have the supposed easy put away fly over the baseline. The player then claims a let. The claim is not valid because the player forfeited the right to call a let by choosing instead to play the ball. The player took a chance to win or lose and is not entitled to a second chance.

18. Lets called when balls roll on the court. When a ball from an adjacent court enters the playing area, any player on the court affected may call a let as soon as the player becomes aware of the ball. The player loses the right to call a let if the player unreasonably delays in making the call.

19. Touches, hitting ball before it crosses net, invasion of opponent's court, double hits, and double bounces. A player shall promptly acknowledge when:

- A ball in play touches the player;
- The player touches the net or opponent's court while the ball is in play;
- The player hits a ball before it crosses the net;
- The player deliberately carries or double hits a ball; or
- The ball bounces more than once in the player's court.

The opponent is not entitled to make these calls.

20. Balls hit through the net or into the ground. A player makes the ruling on a ball that the player's opponent hits:

- Through the net; or
- Into the ground before it goes over the net.

21. Making calls on clay courts. If any part of the ball mark touches a line on a clay court, the ball shall be called good. If only part of the mark on a court can be seen, this means that the missing part is on the line or tape. A player should take a careful second look at any point-ending placement that is close to a line on a clay court. Occasionally a ball will strike the tape, jump, and then leave a full mark behind the line. This does not mean that a player is required to show the opponent the mark. The opponent shall not pass the net to inspect a mark. If a player hears the sound of the ball striking the tape and sees a clean spot on the tape near the mark, the player should give the point to the opponent.

#### SERVING

22. Server's request for third ball. When a server requests three balls, the receiver shall comply when the third ball is readily available. Distant balls shall be retrieved at the end of a game.

23. Foot Faults. The receiver or receiver's partner may call foot faults only after the server has been warned at least once and the request for an official has

failed. This call should be made only when the receiver or receiver's partner is absolutely certain and the foot faulting is so flagrant as to be clearly perceptible from the receiver's side. The plea that a server should not be penalized because the server only just touched the line and did not rush the net is not acceptable. Habitual foot faulting, whether intentional or careless, is just as surely cheating as is making a deliberate bad line call.

24. Service calls in doubles. In doubles the receiver's partner should call the service line, and the receiver should call the sideline and the center service line. Nonetheless, either partner may call a ball that either clearly sees.

25. Service calls by serving team. Neither the server nor server's partner shall make a fault call on the first service even if they think it is out because the receiver may be giving the server the benefit of the doubt. There is one exception. If the receiver plays a first service that is a fault and does not put the return in play, the server or server's partner may make the fault call. The server and the server's partner shall call out any second serve that either clearly sees out.

26. Service let calls. 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 the server's partner. If the serve is an apparent or near ace, any let shall be called promptly.

27. Obvious faults. A player shall not put into play or hit over the net an obvious fault. To do so constitutes rudeness and may even be a form of gamesmanship. On the other hand, if a player does not call a serve a fault and gives the opponent the benefit of a close call, the server is not entitled to replay the point.

28. Receiver readiness. The receiver shall play to the reasonable pace of the server. The receiver should make no effort to return a serve when the receiver is not ready. If a player attempts to return a serve (even if it is a "quick" serve), then the receiver (or receiving team) is presumed to be ready.

29. Delays during service. When the server's second service motion is interrupted by a ball coming onto the court, the server is entitled to two serves.

When there is a delay between the first and second serves:

- The server gets one serve if the server was the cause of the delay;
- The server gets two serves if the delay was caused by the receiver or if there was outside interference.

The time it takes to clear a ball that comes onto the court between the first and second serves is not considered sufficient time to warrant the server receiving two serves unless this time is so prolonged as to constitute an interruption. The receiver is the judge of whether the delay is sufficiently prolonged to justify giving the server two serves.

#### SCORING

30. Server announces score. The server shall announce the game score before the first point of a game and the point score before each subsequent point of the game.

31. Disputes. Disputes over the score shall be resolved by using one of the following methods, which are listed in the order of preference:

- Count all points and games agreed upon by the players and replay only the disputed points or games;
- Play from a score mutually agreeable to all players;
- Spin a racket or toss a coin.

#### HINDRANCE ISSUES

32. Talking during point. A player shall not talk while the ball is moving toward the opponent's side of the court. If the player's talking interferes with an opponent's ability to play a ball, the player loses the point. For example, if a doubles player hits a weak lob and loudly yells at the player's partner to get back and if the shout is loud enough to distract an opponent, then the opponent may claim the point based on a deliberate hindrance. If the opponent chooses to hit the lob and misses it, the opponent loses the point because the opponent did not make a timely claim of hindrance.

33. Body movement. A player may feint with the body while the ball is in play. A player may change position at any time, including while the server is tossing a ball. Any other movement or any sound that is made solely to distract an opponent, including, but not limited to, waving arms or racket or stamping the feet, is not allowed.

34. Lets due to unintentional hindrance. A player who is hindered by an opponent's unintentional act or by something else outside the player's control is entitled to a let only if the player could have made the shot had the player not been hindered. A let is not authorized for a hindrance caused by something within a player's control. For example, a request for a let because a player tripped over the player's own hat should be denied.

35. Grunting. A player should avoid grunting and making other loud noises. Grunting and other loud noises may bother not only opponents but also players on adjacent courts. In an extreme case, an opponent or a player on an adjacent court may seek the assistance of the Referee or a Roving Umpire. The Referee or the Roving Umpire may treat grunting and the making of loud noises as hindrances. Depending upon the circumstance, this could result in a let or loss of point.

36. Injury caused by a player. When a player accidentally injures an opponent, the opponent suffers the consequences. Consider the situation where the server's racket accidentally strikes the receiver and incapacitates the receiver. The receiver is unable to resume play within the time limit. Even though the server caused the injury, the server wins the match by retirement.

On the other hand, when a player deliberately injures an opponent and affects the opponent's ability to play, then the opponent wins the match by default. Hitting a ball or throwing a racket in anger is considered a deliberate act.

#### WHEN TO CONTACT AN OFFICIAL

37. Withdrawing from a match or tournament. A player shall not enter a tournament and then withdraw when the player discovers that tough opponents

have also entered. A player may withdraw from a match or tournament only because of injury, illness, or personal circumstances. A player who cannot play a match shall notify the Referee at once so that the opponent may be saved a trip. .

38. Stalling. A player who encounters a problem with stalling should contact an official. The following actions constitute stalling:

- Warming up longer than the allotted time;
- Playing at about one-third a player's normal pace;
- Taking more than 90 seconds on the odd-game changeover; or more than 2 minutes on the set break.
- Taking longer than the time authorized during a rest period;
- Starting a discussion or argument in order to rest;
- Clearing a missed first service that doesn't need to be cleared; or
- Excessive bouncing of the ball before any serve.

Stalling is subject to penalty under the Point Penalty System.

39. Requesting officials during play. While normally a player may not leave the playing area, the player may contact the Referee or a Roving Umpire to request assistance. Some reasons for contacting the Referee or a Roving Umpire include:

- Stalling;
- Flagrant foot faults;
- A medical or bleeding timeout;
- A scoring dispute; or
- A pattern of bad calls.

A player may refuse to play until an official responds.

#### BALL ISSUES

40. Retrieving stray balls. Each player is responsible for removing stray balls and other objects from the player's end of the court. Whenever a ball is not in play, a player must honor an opponent's request to remove a ball from the court or from an area outside the court that is reasonably close to the lines. A player shall not go behind an adjacent court to retrieve a ball, nor ask a player on an adjacent court to return a ball while a point is in play. When a player returns a ball that comes from an adjacent court, the player shall wait until the point is over on the court where the ball is being returned and then return it directly to one of the players, preferably the server.

41. Catching a ball. If a player catches a ball before it bounces, the player loses the point regardless of where the player is standing.

42. New balls for a third set. When a tournament specifies new balls for a third set, new balls shall be used unless all players agree otherwise.

#### MISCELLANEOUS

43. Clothing and equipment malfunction. If clothing or equipment, other than a racket, becomes unusable through circumstances outside the control of the player, play may be suspended for a reasonable period. The player may leave the court after the point is over to correct the problem. If a racket or string is broken, the player may leave the court to get a replacement, but the player is subject to code violations under the Point Penalty System.

44. Placement of towels. Towels are to be placed on the ground outside the net post or at the back fence. Clothing and towels should never be placed on a net.