

SFV Local League Rules 2020
(Please check Supplement Rules for each Division's Format)

Registration

Only captains may register with the captains number (Co-Captains may not).

When registering please make sure your contact information is correct. Also, very important, you'll be registering with a special number so when you come to the page where you enter your USTA number and captains number do not click on the captains box, the number I gave you is already reserved for captains and the computer will usually give you an 'error' code. If your team members are experiencing problems registering it's usually because of the following:

The new registration fee for USTA is \$30.00 (\$27 plus non-refundable \$3 computer fee)

- 1) Wrong USTA # or USTA membership expires before the season ends. They must re-new.
- 2) Wrong Team # (if a player registers with a captains #, they must immediately notify me and re-register with the correct team #).
- 3) MAC computer users must use a PC. TennisLink does not support MAC computers.

New Changes for 2020 (in red)

Refunds

No refunds will be given unless a player gets injured or becomes ill and must provide documentation that their condition will not improve before the end of that year. The request must be made within the local league refund deadline. Otherwise, players can be moved to another team within that championship year. Refunds cannot be given if matches have been played or defaults have been received. Only \$27.00, the registration fee will be refunded, The remaining \$3.00 is non-refundable.

Weekday and Weekend Split

Players may opt to play on both weekday and weekend teams simultaneously at the same NTRP level if the following criteria is met:

- A. Must be in Adult 40 & Over, Adult 18 & Over, or SCTA Fall Doubles
- B. **There must be at least 4 weekday teams in that NTRP level.**
- C. If players play on multiple teams from other areas, and those teams are advancing to Area Playoffs, Sectionals, or Nationals the player must choose what team they will be representing. In the event they do not choose, the first team they play for at said event WILL become the team they represent.

Initial Roster Deadline

Teams must have the minimum number of players registered BEFORE the IRD in order to be included in the schedule. The Area League Coordinator may waive or extend IRD under certain circumstances including but not limited to; brand new teams, added levels.

Match Play and Flight Playoffs

All matches (including flight playoffs) are considered Championships and no longer part of the local league season. Incomplete matches will result in double defaults. This will not be categorized as a 'whole team default' Please make it your number one priority to complete all matches, even if you are not in contention for advancement to championships. Missed matches, defaulted courts and double defaults skew the team standings and do not reflect true results. Please use common courtesy when less than perfect situations arise. Please do not expect a 'reminder' email for any deadlines. These 'written' deadlines are your reminder. All deadlines are final, please plan ahead!

Cont...

*****All players participating in Flight Playoffs, Area Playoffs, and Sectionals must have played at least twice during the season or have one match played and one default in order to be eligible to participate in the specified championship. However, for Nationals, a player must have played at least 4 matches total (with no default given) during the division if they are a Self Rated player or computer Appealed player.**

Match Format

ALL USTA Age Groups and "Divisions" in SFV will be using the 3rd set Tiebreak in lieu of a 3rd set. Because there is no full 3rd set, there is **"NO COACHING"**. Time between **ALL** sets is 2 minutes. The Coman rotation procedure will be used. 3rd Set Tiebreak is the team first to 10 by 2.

Coman Tiebreak Rotation

Players change ends after the first point of the Tie-Break, and then after every four points. Example, after 1,5,9,13,17 and so on.

Confirming Matches

The following must be confirmed at least 3 days prior to the match by both captains:

Day and Time of the team match. All local league matches are considered timed matches and if a match cannot be completed within that allotted time the Timed Match Procedure must be followed (except when a match is rescheduled due to unplayable conditions)

Timed Match Procedure:

- Play until end of match time limit (try to finish any game in progress).
 - A. If the game cannot be finished, the player/team that is ahead in the game, wins the game.
 - B. If the set cannot be finished, the player/team that is ahead by one game, wins the set.
 - C. If a match tiebreak cannot be finished, the player/team that is ahead by one point, wins the match tiebreak and the match.

- If it's even, a "One Point Tiebreak" is played to decide the winner of the game, set or match tiebreak.

- For a "One Point Tiebreak", serving rotation continues:
 - A. Doubles - receiving team chooses which player will receive.
 - B. Singles - receiving player chooses which side to receive.
 - C. Mixed Doubles - the receiver will always be the same gender as the server.

- The score is entered exactly as it finished, choose "Timed Match" and designate a winning team:
 - A. A Match Tiebreak score is entered as 1-0.
 - B. A Set Tiebreak score is entered as 7-6 or 6-7.

Exchanging Line-Ups and Recording Scores

Scorecards **must** be printed out and used for **ALL** matches. Prior to your match, please print your score card by entering your match number and clicking on "print a blank score card". All eligible players will be listed. If a player has had difficulty with registration (and is not listed) but is scheduled to play a match, I must be notified **BEFORE** the match.

Team Line-Ups:

- It is suggested that players be offered the opportunity to play at least 2 matches.
- Prior to exchanging line-ups, captains need to communicate with each other if their player(s) is not present at match time, in which case, they will place the missing player(s) on the appropriate line(s) by following the Procedure for Individual Defaults. This allows the opposing captain to make adjustments prior to exchanging line-ups.
- Players are allowed to register up to prior to default time or prior to the local registration deadline, whichever comes first
- Captains may ask for photo IDs. If not available, the player(s) may be replaced. If an eligible substitute is not available, that line(s) may be defaulted.

Scores must be entered into TennisLink with 48 hours of your completed match by either captain. However, usually the winning captain is first to do this. The visiting captain must confirm or deny as well. ALC has authority to give double defaults if scores are not entered

Scheduling

If logistically possible, captains who attend the Captains meetings will have first choice of "schedule request changes" once the preliminary schedule is posted.

I will have each club's or facility 'blackout' dates prior to creating the schedule. These are dates of events that the club or facility may be hosting. There will be no home matches scheduled for that site on "blackout" dates.

Preliminary Schedules:

Preliminary schedules are generally posted between 2 - 3 weeks before the season begins.

Captains will be emailed when the preliminary schedule has been posted. Captains will be given a few days to make change requests. A FINAL schedule will then be posted. All captains will be notified of the FINAL schedule via email. The Area League Coordinator reserves the right to reschedule matches on a case by case basis after the request deadline and/or after the Final schedule is posted. If changes are made after the FINAL schedule is posted, you will be notified immediately.

Requested "byes"

A requested "bye" is not a guarantee you will receive the "bye". We will try our best to not schedule "away" matches for club events (one day events only), it is the captains responsibility to request a "bye" for that day. Captains must make this request within the above time period before the Final is posted.

****Reschedule Penalties

If a schedule change cannot be accommodated before the season starts, the captains may request a change from the opposing captain but the opposing captain will not be required to make the change. In addition, one court will be defaulted in a 3 or 4 court division and 2 courts will be defaulted in a 5 court division for teams requesting reschedules.

Club tennis directors may not cancel away matches at any time. However, if a club or facility "adds" an event after the Final Schedule is posted, the match will be moved to the opposing teams home courts if available. If there are no courts at either teams home facilities, the ALC will make arrangements at the nearest public facility and both teams will split the cost of said facility.

Match Play and Reschedules. What is permissible?

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:**

The team asking for a reschedule will default 2 lines (for formats using 5 lines) or 1 line (for formats using 3 lines). The team agreeing to reschedule shall decide which lines will be forfeited from the following options:

- a). #1 and # 2 Singles
- b). # 2 Singles and #3 Doubles
- c). # 2 and 3 Doubles.

Procedure for Individual Defaults: 6 Players Default #3 doubles or #1 and 2 Singles (if captains do not agree #3 Doubles will be defaulted

Penalties are carried over when matches must be rescheduled again.

Postponements: Due to “unplayable conditions”.

Unplayable Conditions. May include, but is not limited to: Rain, Fire/Ash & Heat (95 degrees & higher) at the time of the match.

If the day of the before the match, unplayable conditions are forecast during the time of the match, it may be rescheduled with no penalties, if there is sufficient time within the league season to do so. Any official National Weather Service is acceptable such as: www.weather.com or www.weather.gov . If “Unplayable Conditions” exists prior to or after the match started, teams should not wait more than ½ 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 within their area to play the match. for the start of the first match to determine if the conditions are playable.

Incomplete matches must be continued by 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). The ALC must be informed of any change in the schedule. ALC’s will confirm "unplayable conditions" if there are any questions or disputes.

Reschedules: Due to the following reasons, reschedules will be allowed with no penalties:

- If a minimum of 4 players on the team is representing that area at a USTA/SCTA League Area Playoff or Championship.
- If the Home Facility scheduled an unplanned event and there are no courts available on or off site.

Rescheduling

Matches rescheduled because of unplayable conditions or that fall within the rescheduling guidelines must reschedule within one week of the original match date (not played). The home captain must give the visiting captain two dates in which to reschedule the match. The visiting captain and home captain must come to an agreement **BEFORE** the week is up. If there has been no agreement for whatever reason (captain is not offering two dates and times, one is not responding to emails, phone calls etc.) The date and time will be determined by me.

I encourage you to use common courtesy and work these reschedules out amongst yourselves because the date I choose may not be convenient for either team. Once you have agreed on the date and time, **both** captains need to confirm with me via email immediately so I can make the appropriate changes in TennisLink .

In addition, I know we are all on the same page and it will prevent any “misunderstandings”.

Reschedules with no HOME courts available:

Home teams who reschedule (valid reschedules) but do not have home courts available will be responsible for FULL payment of the match (if applicable) at opposing team home courts or public courts found by the Area League Coordinator. Please see Lisa about “free” public courts. Courts may be anywhere within the SFV area (not including Palmdale or Lancaster)

Foot Faults

Foot Faults have come up more than once. The "Foot Fault" Rule can be found on page 48 #23 in "Friend at Court". It states that a "foot fault" may be called by the receiver or receiver's partner only after the server has been warned at least once. This call should only be made when the receiver or the receiver's partner is absolutely certain and the foot faulting so flagrant as to be clearly perceptible from the receiver's side.

Medical Time Outs

The maximum amount of time out is "3 minutes". This includes the time to determine whether the player is able to continue play. However, there is a 15 minute "bleeding timeout" for bleeding to be stopped, playing area to be cleaned up, and someone has disposed of contaminated items. Page 108 FAC.

The Code

"The Code" link can be found on my bottom of all my emails.

Rules

It is the captain's responsibility to know the rules. A complete set of National, Section, and Local League Rules can be found at www.scta.usta.com and a link at the bottom of my emails.

Facility Accommodations/ Split Times

Teams from facilities that have 5 courts or less, may split the match into **no more** than 2 different **times but must be consecutive and on the same day. On split courts, the 3 doubles lines will go at the first time and singles to follow (in 4 line format) For 5 lines the split will be 3 doubles lines first with 2 singles lines to follow. Captians may agree in writing to adjust.**

This standardized format must be used as it will avoid confusion and teams will know well in advance, who goes where and when and thus enables them to schedule the appropriate players.

Levels of Play Restriction

A team must have a minimum of 50% of their players at level. For example, at the 4.0 level: A team of 16 players must have a minimum of (8) 4.0 players; A team of 18 players must have a minimum of (9) 4.0 players.

You must have met your 'levels' of play restriction by the date of your first match or your team may be disqualified for that match (all lines). Levels of players will be monitored until the registration deadline. Levels with only 2 teams with must have at least 40% at level.

Defaults

If you are going to default a line or a match, you should notify the opposing captain ASAP, but no later than 5:00pm the night before the match.

Whole Team Defaults

A whole team default may affect the standings at the end of the season. Two whole team defaults (per team) may result in a suspension and/or suspension of the captain from captaining in SFV. Penalties include: EVERY ROSTERED player on that team may not be allowed to register for the next USTA Adult & MxD Division or the SCTA Doubles league, whichever comes first.

Invalid Team Match Procedure

If a teams do not play the minimum number of lines for the match to be valid (ie., 3 line in a 4 line division or 1 line in a 3 line division) and if scores are entered in TennisLink, they will count only for NTRP ratings and advancement but will not count towards a team win or loss in regards to standings.

Timed Matches

Every once in a while matches must be completed at a certain time (especially on paid public courts). In the winter, some clubs turn the lights out at closing time while matches might still be playing. If this situation arises (for the above mentioned situations only), captains may agree BEFORE the match to utilize the "Timed Match" procedure. "Timed Match" procedure chart is on my website, www.justplayUSTA.com under the tab "Rules".

Match Scoring and Formats

In the event of a tie, whether in round robin for single elimination competition, the tie shall be broken by the first of the following procedures:

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

2.03H(2) Head to Head. Winner of the head-to-head match.

2.03H(3) Sets. Loser of the fewest number of sets.

2.03H(4) Games. Loser of the fewest number of games.

Alternative Formats:

In the SFV only, if selected levels or flights are permitted to play less "lines" (usually 3) than the Section or National regulation, those teams advancing to any championship (Flight Playoffs, Area Playoffs, Sectionals, Nationals) MUST be able to field all 5 lines

Example: In SFV the 3.0 men and womens teams are permitted to play 3 lines consisting of 1 singles and 2 doubles for the local league matches. The 4.5 weekday teams may also play 1 singles and 2 doubles lines. The ALC reserves the right to change formats when necessary. However, the flight winners must be able to field 5 lines consisting of 2 singles and 3 doubles for any championship they are eligible to advance to (Flight Playoffs, Area Playoffs, Sectionals, and Nationals).

Big flights (3.5 weekend) "may" be in unflighted play and choose at random

Sectionals and New Fee

Teams advancing to Sectionals will be required to pay \$100 per team for a 3 line format and \$150 for a 4 or 5 line format at the Championship level.

Flight winners who are advancing to Sectionals must also 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 spot, 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. The registration link can be found at the bottom of my emails.

Registration Deadlines

The registration deadline varies within each season but is generally 3-4 weeks after the season has started Captains will be given the deadlines at the captains meeting for upcoming division.

The ALC reserves the right to register brand new teams after the registration deadline (providing the addition

will contribute to the enhancement of the local league)

*****Linespersons (Local League Rule)**

If teams believe they need team members (or anyone else who is fair and impartial) two linespersons may stand one at each net post. The linesperson must stand on opposite side of their teams changeover side. Linespersons are NOT to make calls. They may only "answer" if they asked.

In addition, if the linespersons disagree on the call, the linesperson closest to the ball will make the final call. If, in the rare instance it cannot be determined what linesperson is closest to the ball, the original call stands.

******Serving the Ball: The Code #30**

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.

******Respectful Behavior at Clubs while Visiting (Local League Rule)**

Playing USTA matches at clubs and facilities is a privilege, not a 'right'.

Please have the utmost respect for its players, staff and property.

If you are scheduled for a USTA match and there are players on the court:

1. Stand OUTSIDE the court and after their last point is played and politely let them know you are scheduled to play on the court next.
2. WAIT it out! DO NOT ENTER the court until they have ALL come off the court and are gathering their belongings.
3. This is their club, you are a visitor! Please do not make derogatory comments or take aggressive actions.
4. Please use common sense and common courtesy while entering the court.
5. If for some reason the players keep playing and do not leave the court, please call the home Captain over to assist. DO NOT INTERRUPT THE PLAYERS, DO NOT TOUCH THEIR BELONGINGS, DO NOT HARASS THEM.

Remember: Clubs certainly have a right to "ban" a player from returning. Please do everything possible (no matter the situation) to be courteous.