



**2016
USTA CENTRAL CAROLINA
LOCAL LEAGUE RULES & REGULATIONS
(01/12/2016)**

Don't leave for a tennis match without it.

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Section 1 - Overview

1.1 - GOVERNING RULES

A. The USTA League Tennis Program is a team competition for men and women at specified NTRP levels of play.

B. The Central Carolina League will abide by the 2016 National USTA League Regulations, the 2016 Southern Sectional Regulations, the 2016 North Carolina Regulations and the 2015 Central Carolina Local League Rules and Regulations . Please refer to these regulations for a summary of major regulation changes for 2016.

C. The USTA Central Carolina Local League Coordinator (hereinafter USTA LLC) is responsible for promoting, organizing, coordinating, administering and supervising the USTA League Tennis Program according to the USTA National, Southern Section, North Carolina and Local Regulations. In addition, the USTA LLC is to work with the Western Wake Tennis Association in promoting the sport. Only the USTA LLC, in conjunction with the NC Director of Adult Leagues, has the authority to interpret or amend these Regulations. USTA National, Southern Section and North Carolina Regulations supersede the 2016 Central Carolina Local League Rules and Regulations.

1.2 NTRP

A. The USTA uses the National Tennis Rating Program (NTRP) for determining levels of competition for the USTA league. Matches played in these leagues may be used in the calculation of NTRP Ratings as follows:

League	Results used to Calculate Rating?
USTA League 18 & over, 40 & over and 55 & Over	Always
USTA League 65 & over	Yes
USTA League Mixed Doubles 18 & over and 40 & Over	Only when player does not play USTA Adult 18 & over, 40 & over, 55 & over or 65 & Over AND does not have a previous Year end C rating.
USTA League Mixed Doubles 55 & over and 65 & Over	Never
Southern Combo Doubles	Never
NCTA Singles League and Central Fall Singles League	Never
Southern Tri-Level	Never
NCTA 70 & Over League	Never

D. The NTRP rating listed on the roster for a player is their NTRP rating or self-rate rating at the time they registered for the team.

SECTION TWO – PLAYER AND TEAM REQUIREMENTS

E. A player must have an established computer generated NTRP rating or they must self-rate when they register for a USTA team on TennisLink. Players who allow someone else to complete the self-rating process for them will be ultimately responsible and held accountable for information submitted or omitted. 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 other who completed, assisted, condoned and/or approved an inappropriate self-rating, to penalties and suspension.

F. Players who are 59 years or under during the 2016 League Year will have their most current valid computer rating displayed on TennisLink.* They must self-rate if their NTRP rating is no longer valid or they have never played in the USTA League before. Valid computer ratings are ratings received in 2013, 2014 or 2015.

G. Players who are 60 years or older during the 2016 League Year will have their most current valid computer rating displayed on TennisLink.* They must self-rate if their NTRP rating is no longer valid or they have never played in the USTA League before. Valid computer ratings are ratings received in 2014 or 2015.

*Exception: A player who received a published (M) or (T) rating and chooses to participate in the USTA Adult League will be required to self-rate even if the (M) or (T) rating is less than 3 years old.

1.3 Leagues and Levels Offered

DIVISION	LEAGUE TYPE	LOCAL LEAGUES
Adult	18 & Over	2.5, 3.0, 3.5, 4.0, 4.5, 5.0+
	40 & Over	3.0, 3.5, 4.0, 4.5+
	55 & Over	3.0, 3.5, 4.0, 9.0
	65 & Over	3.0, 3.5, 4.0, 9.0
Mixed	18 & Over	2.5, 6.0, 7.0, 8.0, 9.0, 10.0
	40 & Over	6.0, 7.0, 8.0, 9.0
	55 & Over	6.0, 7.0, 8.0, 9.0
	65 & Over	6.0, 7.0, 8.0, 9.0
Combo	18 & Over	5.0, 5.5, 6.5, 7.5, 8.5, 9.5, 10.5
	40 & Over	5.5, 6.5, 7.5, 8.5, 9.5
	55 & Over	6.5, 7.5, 8.5
	65 & Over	6.5, 7.5, 8.5
Singles	18 & Over	2.5, 3.0, 3.5, 4.0, 4.5, 5.0+
	40 & Over	3.0, 3.5, 4.0, 4.5+
	55 & Over	3.0, 3.5, 4.0+
Tri-Level	18 & Over	Men 3.0/3.5/4.0, 3.5/4.0/4.5 and 4.0/4.5/5.0 Women: 2.5/3.0/3.5; 3.0/3.5/4.0, 3.5/4.0/4.5 and 4.0/4.5/5.0
NCTA 70 & Over	70 & Over	6.0, 7.0, 8.0

2.1 MEMBERSHIP, TEAM REGISTRATION AND REFUNDS

A. MEMBERSHIP: A USTA Membership is required to participate in the USTA Adult League Program. A player must have a USTA membership that is current for the local league season. If the player's team progresses to a championship, the player's membership must be current through the championship. The USTA Membership dues are used to support the game of tennis throughout the communities across America to build and expand public tennis courts, fund scholarships and grants, offer tutoring, and provide racquets and balls to youth.

B. TEAM REGISTRATION: The registration fee to play on a USTA tennis team for 2016 is \$23.00 per player, per roster for all Leagues. The fees are comprised of a \$6.00 NCTA head tax, a \$3.00 TennisLink user fee and a \$14.00 WWTa fee. This is separate than the required annual USTA Membership.

- (1) A player's name must be listed on the team roster, as shown on TennisLink prior to participating in any match. Also, their contact information must be kept up-to-date.
- (2) Players should be in good standing with the facility their team is playing out of. This includes paying any fees associated with using the facility for USTA match play. Players not in good standing with the facility may not be allowed to play in future USTA matches at the request of the facility.

C. REFUND: All players requesting a refund of their USTA registration fee need to fill out and submit the "[Player Request to be Removed from a Team](#)" form located on the WWTa website. This is different than your USTA Membership fee, which is non-refundable. Refund requests may take up to six weeks to process after the season starts. Players requesting refunds associated with facility use need to contact the facility their team plays out of.

\$20 will be refunded if:	A player drops off of a team in a flight consisting of more than one team AND the player submits a "Player Request to be Removed from a Team" form prior to the team's first match.
	A player drops off of a team which folds before the deadline to have the minimum number of players, as outlined in the NC Regulations (see "Important Dates for the League" posted on the WWTa website) AND the player submits a Player Request to be Removed from a Team" form prior to the NCTA deadline for refund requests.
	A player drops off of a team that is advancing directly to the State Championships or a team that has no local competition AND the player submits a "Player Request to be Removed from a Team" form prior to the NCTA deadline for refund requests.

2.2 Player Age Requirements

To play in the following divisions, players must reach the minimum age for those divisions by December 31, 2016:

Age Division	Minimum Age
18 & over	18
40 & over	40
55 & over	55
65 & over	65
70 & over	70

2.3 NTRP RATING REQUIREMENTS

A. A player may not play on a team whose level is below the player’s NTRP rating or self-rate rating.

B. In the USTA League Adult divisions, Singles Leagues and Tri-Level Leagues, a player may play only one level above his or her current NTRP Rating (For example, a 3.5 player can play up on a 4.0 team, but cannot play up on a 4.5 team).

(1) 4.5+ Level, an individual’s rating must be 4.0, 4.5 or 5.0 (each team can have three 5.0 players)

(2) 5.0+ Level, an individual’s rating must be 4.5, 5.0, or 5.5 (each team can have two 5.5 players)

C. In USTA League Adult 55 & Over 9.0, Adult 65 & Over 9.0, Mixed Doubles, NCTA 70 & Over and Southern Combo Doubles, the combined levels of each doubles pair cannot exceed the team level.

D. In USTA League Adult 55 & Over 9.0, Adult 65 & Over 9.0, Mixed Doubles and 70 & Over, on no individual team may the partners be separated by more than 1.0 NTRP point (ex. On an 8.0 team, a 4.5 and a 3.5 may play together, but a 5.0 and a 3.0 may not).

Adult & Mixed Combined Level	Minimum Rating a Player May Have
5.0	2.5
6.0	2.5
7.0	3.0
8.0	3.5
9.0	4.0
10.0	4.5

E. In the Southern Combo Doubles League, players in each level cannot exceed the maximum rating allowed for that level. See chart below:

Combo Combined Level	Highest Rating a Player May Have
5.0	2.5
5.5	3.0
6.5	3.5
7.5	4.0
8.5	5.0
9.5	5.5
10.5	6.0

F. In the Southern Combo Doubles League, where there is no local 40 & Over 9.5, 55 & Over or 65 & Over Combo League, teams are no longer allowed to play in another age division for local play. Teams are still able to advance directly to the State Championships.

G. In the NCTA 70 & Over League, players in each level cannot exceed the maximum rating allowed for that level.

70 & Over Combined Level	Highest Rating a Player May Have
6.0	3.5
7.0	4.0
8.0	4.5

2.4 TEAM REQUIREMENTS

A. Players may compete on more than one team unless the teams are on the same Level, in the same Age Group and in the same local league.

B. To be included to play in the League a team must:

(i) Have a captain whose name is listed as captain on TennisLink, AND

(ii) Have enough qualified players on their roster to field each court of a team match without defaulting any courts.

LEAGUES WHICH REQUIRE MINIMUM ON LEVEL PLAYERS	MINIMUM ON LEVEL PLAYERS PER TEAM
18 & Over Adult League: 3.0 (women only), 3.5, 4.0 and 4.5	4
18 & Over Adult League: 5.0+	4 – of which no more than two can be 5.5 players; Only one 5.5 player may play in a team match at a time and must play on Court #1, singles or doubles.
40 & Over Adult League: 3.0(women only), 3.5 and 4.0	4
40 & Over Adult League: A 4.5+	4 – of which no more than three can be 5.0 players; Two 5.0 players may play in the same team match, but only on Court #1, singles or doubles.

C. If a level of the 18 & Over, 40 & Over or 55 & Over consists of only two teams, each team must maintain its roster with at least 40% of its players at the designated NTRP level of play. Exception: The 55 & Over 9.0 level and the 65 & Over 9.0 Level.

2.5 CAPTIAN DUTIES

A. Captains must have a Team ID Number so they and their players can register on TennisLink. It is the responsibility of the team captain to make sure that his/her team has enough players on the roster to ensure that the team does not risk the possibility of having to default one or more courts on a regular basis.

B. Captains and co-captains must make sure their contact information is correct on TennisLink for the entire season

SECTION 3 – MATCH PLAY

3.1 MATCH PLAY FORMAT

A. For all leagues except singles, levels will be divided into flights based on having as close to an 8-10 match schedules possible with no fewer than 6 total matches and each sub-flight having no more than a 2 match schedule difference. For singles, levels will be divided into flights based on having a six or seven match schedule.

B. After the number of flights is determined for a level, the teams are divided into groups based on the facility they play out of. Each flight will have as close to an equal number of teams from each facility and will be chosen at random from the groups formed.

C. A round robin format will be used where each team will play every other team at least once, except Fall Singles.

D. A minimum of three courts is needed for each match. All 5-court Adult League matches are considered staggered, which means three courts play first and then the remaining two play, unless (1) or (2) is done:

(1) The home captain secures two more courts and lets the visiting captain know at least 7 days in advance of the match by phone and also by e-mail, that 5 courts will be available at match start time.

(2) The home captain reserves two more courts and the visiting captain agrees to start all 5 courts of their match at match time.

*To avoid misunderstandings keep a copy of the original e-mail and a copy of the confirmation e-mail from your opponent until the season is completed.

E. Roster Requirements: Each League has player minimum and maximums per team.

League	Season	Minimum number	Maximum Number
USTA League 18 & over	Spring	8	15
USTA League 18 & over 2.5, 5.0+ & 5.5	Spring	5	15
USTA League 40 & over	Spring	8	15
USTA League 55 & over	Spring	6	15
USTA League 65 & over	Spring	6	15
USTA League Mixed Doubles	Summer	6	15
Southern Tri-Level	Summer	6	15
NCTA Singles League	Summer	3	9
Southern Combo Doubles	Fall	6	15
Fall Singles	Fall	6	9
NCTA 70 & Over League	Spring	6	12

F. Match Format

Match Format	League and Levels
Two courts of Singles/Three courts of Doubles* <i>*All 5 court matches are staggered.</i>	18 & Over Adult League: 3.0, 3.5, 4.0, & 4.5
	40 & Over Adult League: 3.0, 3.5, 4.0, 4.5+
One court of Singles/Two courts of Doubles	18 & Over Adult League: 2.5 & 5.0+
Three courts of Singles	NC Summer Singles & Fall Singles
Three courts of Doubles	55 & Over Adult League: All levels
	65 & Over Adult League: All levels
	70 & Over Adult League
	Mixed Doubles League
	Tri-Level League
	Southern Combo Doubles League

3.2 MATCH PLAY PROCEDURES

A. Captains should:

- (1) Make sure all players are knowledgeable of all the rules.
- (2) If it is a home match, email the visiting captain to confirm the specifics about the match (i.e. date, time, location, warm-up court availability, amenities such as water).
- (3) Use TennisLink to print out a blank scorecard.
- (4) Appoint an acting captain if the listed captain will not be at the match. Also, alert the other team prior to the match who the acting captain is.

B. The home team is responsible for providing a new can of tennis balls for each court.

C. Children and pets are not allowed on the courts during play. Players who bring young children or pets to a tennis match without an adult who is not playing tennis accompanying them, may face a grievance from the opposing team.

D. If your team is playing a TOC team, the match schedule posted on TennisLink indicates the match location is "Town of Cary Public Courts." Captains/players will need to check the "Cary Tennis Park Program/League Information" page of the TOC website to determine what courts have been reserved for the match. Players must do this within 24 hours of the match start time as locations posted any sooner than this may change.

Please bookmark the TOC website: <http://games.townofcarync.gov/tenniscenter/displaystatus.php>

E. Line-Up Exchange

- (1) Captains must simultaneously exchange a complete line-up no later than set match time.
- (2) Captains must create their line-up in such a way that his/her team can win the match.
 - A team's line-up does not have to reflect the order of strength except in plus (+) leagues, where, by regulation, the plus (+) players are restricted to play on designated courts.
- (3) After exchanging line-ups, no changes are allowed to be made except if any of the following conditions exist:
 - (a) Rain becomes a factor prior to the start (first service attempt) of a match.
 - (b) Prior to the start (first service attempt) of an individual match injury to, illness of, disqualification of, or no show of, a player occurs. The affected team may substitute a player who is not already in the line-up and who is immediately ready to play and is qualified to play the court. The line-up can be adjusted at the affected position only.
 - (i) A no-show player is a player who is unable to play the match because of an unforeseen situation of which the captain is unaware of before exchanging line-ups with the opponent.
 - (ii) If a substitute player (i.e. player not in the line-up) is available and more than one player is a no-show, the substitute player must play on the highest court missing a player that they are qualified to play on.
 - (c) After exchanging line-ups it is evident that the combination of defaulted courts listed in the line-up will result in a situation where the majority of the individual matches would not be played (i.e. Line-ups have been exchanged and Team A defaulted #2 doubles and #3 doubles AND Team B defaulted #1 singles and #2 singles).
 - (i) Both captains agree on what individual matches can be played to constitute a valid team match (3 courts for a 5 court match, 2 courts for a 3 court match) based on the gender, NTRP rating and number of players present, or to be present and then re-exchange line-ups. - OR -
 - (ii) If both captains cannot come to an agreement, then the following individual matches will be assigned in sequential order to be played in the chart below. Once assessed, the captains will re-exchange line-ups.

Format	Required Matches in sequential order	Min # of players from each team who can combine and compete to make a valid team match
2 singles and 3 doubles	#1 singles, #2 singles and #1 doubles (priority); #2 doubles if enough players present	4
1 singles and 2 doubles	#1 singles and #1 doubles	3
3 doubles	#1 doubles and #2 doubles	4

(d) More than one doubles player who is listed in the line-up as playing on separate courts is missing their partner at the 15-minute default time and there is no qualified substitute player(s) available to step in to play. Courts then need to be filled by the bottom-up.

F. Staggered Matches:

- (1) The order the players take the courts in a 5-court start match: #1 singles, #2 singles, #1 doubles, #2 doubles and lastly #3 doubles.
- (2) The order the players take the court for a staggered match: 1st time slot (match start time listed on TennisLink) - #1 singles, #2 singles and #1 doubles. 2nd time slot - #2 doubles and #3 doubles. Exception: Both captains agree to the following order: 1st time slot - #1 singles, #1 doubles, #2 doubles. 2nd time slot - #2 singles and #3 doubles.
 - (a) Players for the 2nd time slot must be ready to play one hour after the match start time listed on TennisLink or when a scheduled court becomes available to use (whichever is later).

- (b) The 15-minute default time does not apply to the 2nd time slot.
- (c) To avoid misunderstandings, if both captains agree to change the order the players take the court, they should verify the order in an email and keep a copy of the email until the season is completed.

G. Tiebreak Procedure

- Matches shall be the best of two tiebreak sets with a match tiebreak in lieu of a third set, by using the Coman Tiebreak Procedure.
- (1) A 7-point Set Coman Tiebreaker will be used if a set reaches 6 games-all. The winner of the set is the first player to reach 7 points by a margin of two.
 - (2) A 10-point Coman Match Tiebreaker will be used if the match score reaches 1 set all. The winner of the match is the first player to reach 10 points by a margin of two.
 - (3) With the Coman Tiebreaker ends are changed after the first point, then after every 4 points until the conclusion of the tiebreak (i.e. after the 5th, 9th, 12th point etc.)

H. Warm-Ups

- (1) A player arriving after match start time, but within 15 minutes of the match time is entitled to a 5-minute warm-up. The first point should be played right after the 5-minute warm-up (i.e. 5 minutes after the official match time).
- (2) Players can start to warm-up as soon as courts are available, but facilities are NOT required to provide courts any earlier than the scheduled match time. A 5-minute warm-up is included in the scheduled match time. (i.e. if a match is scheduled to begin at 1:00PM players would warm-up with the opponent from 1:00PM to 1:05PM).
- (3) Before the 5-minute warm-up,
 - (a) Players are to take care of anything they need to tend to.
 - (b) Service should be determined by a racquet spin by the home team. The winner may choose one of the four options: defer, receive, serve or choose a side of the court. The loser chooses one of the remaining options. If the winner chooses to defer, the loser must choose only one of the three remaining options.
 - (c) All cell phones must be turned to a non-audible status. If a player's phone rings and a point is in progress the opponents can call a let, but the owner of the phone and his/her partner cannot call a let. If the same phone rings again, the player whose phone it is loses the point that was in progress at the time of the call.

I. During a Match

- (1) Captains need to leave a copy of 2016 Central Carolina Local League Regulations where all players can access it. Also, a copy of Friend of Court will help with rules not covered by official USTA Regulations.
- (2) When there is a question concerning the rules and play continues, the match results will stand as played. Exceptions: The USTA LLC or the NC Director of Adult League Tennis determines that a rule or regulation was broken that warrants the court or match to be defaulted or a grievance is filed and the Grievance Committee decision was to impose a court or match default.
- (3) Captains need to leave a blank scorecard somewhere players can access it immediately after their match is done.
- (4) Players will act as their own line judges and scorekeepers.
- (5) Coaching is not allowed from the time the first ball of the match is put into play until the match is completed.
- (6) Private discussions are not allowed with anyone but a doubles partner or an opponent once a match has begun. If it appears that a player has been coached through no fault on his/her part, the opponent should ask the player to address it immediately with the offender. If it appears that a player is participating knowingly in being coached during a match, a warning should be given and then if it continues a grievance may be filed.

J. Breaks - Bathroom, Rest and Medical

- (1) A bathroom break should last no longer than 5 minutes and if possible, it should be taken on an odd game change-over or between sets.
- (2) Time between points, games, change-overs and sets
 - (a) The time allowed between points and games is 20 seconds.
 - (b) The time allowed at change-over is 90 seconds, except after the first game of each set and during the tiebreak where play shall be continuous and the players should change ends without a rest period.
 - (c) The time allowed between 1st and 2nd sets is 120 seconds.
 - (d) The time allowed between 2nd and 3rd set match tiebreaker is 120 seconds.
- (3) You are allowed a three minute break for a medical timeout and only one of these during a match per injury/illness. If you have cramping on different areas of the body at different times in the match, this still counts as one injury, and you will only have one three minute break for this injury.

K. Post-Match Procedures

- (1) At the end of a match all players should meet at the net. The winner of the match should announce the scores and everyone should shake hands to indicate the match is over and all players agree with the results. Players should then immediately report results to their captain/acting captain or record the score on the scorecard.
- (2) After completion of the team match, the captain or acting captain of each team should sign each other's scorecards to avoid disputes later on. Captains should keep their own copy of the signed scorecards until the end of the season.
Exception: The match is a reschedule and courts are being played individually. Then players need to sign each other's scorecards.
- (3) It is the responsibility of both captains to go to TennisLink to enter the scores after the match. If you are the first one to get to it, you will be able to enter the scores. If you are the second one, you should review and "confirm" or "dispute" the results.
- (4) Match scores must be entered on TennisLink within 48 hours after a match is completed OR 48 hours before the playoffs OR the date set by the USTA LLC, whichever comes first. If a score is posted after these deadlines, they will not count towards team standings and when steam standings are calculated, they will be counted as a double default.
- (5) For matches played as individual courts the scores must be entered 48 hours after the last court is completed OR 48 hours before the playoffs OR the date set by the USTA LLC, whichever comes first. Note: The official end of the season for a level is listed in TennisLink.
- (6) If a captain cannot post the scores within that time frame above, he/she needs to make sure the other captain knows that they must enter the scores. If neither captain can enter the scores, contact the USTA LLC by phone and she will enter the scores. Failure to enter the scores on time may result in a double forfeit for both teams.
- (7) Purposely entering the date the match was played (or finished up if courts were played independently) incorrectly is cheating and will result in a grievance being filed against the captain or co-captain who entered the scores.
- (8) The initial score will be marked as valid automatically if it is not disputed within 48 hours after the match scores are entered on TennisLink.
- (9) A "Request to correct a USTA match scorecard" form must be filed if there are disputes or errors on the TennisLink scorecard. The captain of the opposing team must agree that the changes need to be made to the scorecard even if it only the name of player needs to be corrected. The form should be submitted no later than one week after the scores were posted.

SECTION 4 – WHEN YOU CAN PLAY ON A DATE OTHER THAN ORIGINALLY SCHEDULED DATE

4.1 PLAYING A MATCH EARLY

A. Individual courts/team matches may not be played before the date posted on TennisLink and count towards team standings at the end of the season, unless one of the following conditions exists:

- (1) The USTA LLC has requested that a team match be played early.
- (2) A captain polls ALL their players and finds that they do not have enough players available to fill enough courts on the date and time listed on TennisLink to win the match AND the opposing captain has agreed to play the match early. Captains must only ask for the minimum number of courts to be played early based on how many players can play on the date the match is schedule for on TennisLink.

* In order that protect their team from default, the opponents may set forth conditions to which the team who needs to reschedule must agree to in order for the match to be played early. (i.e. If my team agrees to play a court early and one of my players gets sick or it rains on the early date and I cannot get another player to play early, I must either default the court or get someone to play it on the date and time posted on TennisLink)

B. Once a date, place and time has been agreed upon, that becomes the official match start time. Verify these details in an email and keep a copy of the email until the season is completed.

C. Players who do not show up for the reschedule will be defaulted if the match had not begun or retired if it had.

D. For make-up matches scheduled to be made up as individual courts, a line-up for the court(s) being played should be exchanged before the match and signed after the match.

E. Matches scheduled to be played early must be completed, defaulted, retired or double defaulted by the scheduled date posted on TennisLink unless the USTA LLC has already extended the original match date.

G. Once the result of a team match/particular court is in, the captains need to let the facility know that they can release the courts/court for the date the match was originally to take place.

4.2 PLAYING A MATCH LATE

A. Reasons for postponement

(1) Individual courts/team matches may not be played after the date posted on TennisLink and count towards team standings at the end of the season, unless one of the following conditions exists:

(a) The courts are unplayable/unsafe due to conditions such as rain, sleet or snow. This includes frozen court conditions for soft courts (verified by facility staff.) Otherwise, you must show up to play as scheduled.

(i) The home team captain should call the opposing captain when conditions are present that may cause the courts to be unplayable. If both team captains have not spoken to each other (leaving a message on voicemail does not count), both teams need to show up at the courts ready to play or risk a team default should the courts become playable within one hour of the match time.

(ii) Matches are not to be called off until both captains are CERTAIN that the courts will be unplayable at match time and will remain unplayable for at least one hour past match time. If there is any question as to whether the courts will be playable within this timeframe, players must go to the courts at match time or risk a team default if the courts become playable within one hour of the match time.

(iii) A player who feels the court they are playing on is unsafe to start or continue playing on can insist that play halt.

(b) Facility staff have declared their courts unplayable. If the courts assigned to a match are declared unplayable at match time and the facility has courts that are playable, they are not required to offer them for the match.

(i) There are court availability problems, verified by the USTA LLC and/or the facility's staff (i.e. a high-school match is still being played 30 minutes after the official start time of your match; a tree falls across the court and it makes play impossible; the lights are on a timer and the timer times out.)

(ii) If both teams are present at the courts they must wait 30 minutes to see if the courts free up or other courts in the facility can be found to play on:

- The away team can elect to host the match. If they elect to host the match, they will have to act as the home team and incur all the responsibility associated with being the home team.
- Exchange line-ups using only those players were present at default time and use the rain delay rules that apply to a match that has already started.
- The home captain must e-mail the USTA LLC in within 24 hours if this situation occurs.

(iii) If the court availability problem is known beforehand and the home captain has spoken to their opponent to let them know the match needed to be postponed (confirmed by e-mail):

- The away team can elect to host the match. If they elect to host the match, they will have to act as the home team and incur all the responsibility associated with being the home team.
- The home captain must e-mail the USTA LLC in within 24 hours if this situation occurs.

(iv) If courts are not available at match time due to other tennis programming running late, teams are required to wait at least 30 minutes before declaring that the match be rescheduled. Use the rain delay rules which apply to a match that has already started. Determine line-ups using only players that were present at default time. Exchange line-ups and make-up the match as a team or individually. The home captain must e-mail the USTA LLC if this happens.

(c) A team has four or more players on a roster (3 for singles) who are working at a CTRL local league playoff or representing CTRL at a League Championship at either the local playoffs, North Carolina State, Southern Section or National Levels and have a CTRL team match in conflict with the event.

(i) The team captain needs to notify the opposing captain and the USTA LLC no later than one week before the original match date that the match needs to be rescheduled. The date of the bid can be verified by the USTA LLC.

(ii) The away team can elect to host the match at their home facility. If this occurs, this team will be responsible for providing balls, booking the courts and confirming the match via email or phone correspondence.

(iii) Teams have four weeks to complete and enter the scores on TennisLink for the match. If four weeks is beyond the playoffs and/or the end of the season date, refer to the Postponement Procedure section found in 4.2.B.

(d) The USTA LLC determines there is reason to allow an entire level to postpone a match (i.e. a purple air quality warning has been issued or an excessive heat warning has been issued).

(e) The USTA LLC determines there is reason to allow a team to postpone a match.

(f) Any team with a Combo Doubles match scheduled by the Local League Coordinator on the same day as the WWTA Charity Tennis Classic will be allowed to treat one of their three courts as a rain out. The other two courts must be played as scheduled or prior to the match date or risk default. The purpose behind this ruling is to encourage participation in a long-standing charity event of WWTA, while taking the burden off of players and captains who also have a regularly scheduled mat

B. Postponement procedure

Except where noted, when rescheduling a match that falls into any one of the categories in Section 4.2.A, use the following procedures:

(1) For team matches that are rained out **before** any of the individual matches started (first service attempt), if the courts become playable anytime within one hour after match time, players must start play immediately or default. (i.e. For a match start time of 9:45 a.m., if the courts become playable any time before 10:46 a.m. players must play.) If they remain unplayable, the captains can either:

- (a) Set one make-up date for the whole match.
- (b) Arrange a location for each court without exchanging line-ups.
- (c) Exchange line-ups in good faith and have the players contact each other to arrange their own matches.
 - The team captains can choose to send their line-ups along with the contact information for each player to the USTA LLC and she will put them together and e-mail them back to both captains.
 - Substitutions may be made for any of the individual matches that have not begun (first service attempt) and for any individual court(s) that were declared defaults in the line-up for a team match that was forced to stop **before or after** the 15-minute default time. The substitute player must be a player who was not listed in the original line-up.
 - Once the match date is set and line-ups exchanged (confirmed by email), if one or more of the players listed in the exchanged line-up cannot make the makeup match and meet the criteria of a "no show player", a substitute player may take his/her place as long as they were not listed in the line-up. (See B. under "Match Setup"). The line-up can be adjusted at the affected position only.
 - It is the responsibility for the substitute player to let their opponent know who they are subbing in for.

(2) For team matches that are rained out **after** the match is already started (first service attempt) if the courts become playable anytime within one hour after play was halted, players must resume play or default. If they remain unplayable, the following must occur:

- (a) All players involved need to provide their phone numbers and e-mail addresses to their opponents.
- (b) All points played stand and play will resume exactly where it was suspended.
- (c) Any defaulted courts stand.

*The reschedule does not have to take place at the same facility.

C. Deadlines for makeup matches:

(1) Teams have four weeks after the original match date to makeup a rained out match unless four weeks is beyond the date playoffs are scheduled to start. In this case the match must be played and scores posted 48 hours before the start of playoffs. If there are no playoffs, but there are not four full weeks before the end of the season as denoted in TennisLink, the season end date becomes the final date the match must be made up.

(2) The only way a rescheduled match can be rescheduled a second time is for inclement weather only. If a "rescheduled" match is rained out and must be rescheduled again, the four week count still starts on the date of the original match, NOT on the date of the rained out rescheduled match.

D. Make-up Procedures

- (1) One week after the original match date, captains/players need to have e-mailed each other three dates/times that their team (or individual courts) can make up the rained out match.
- (2) Ten days after the original match date is the deadline for the captains to notify the USTA LLC if they or their players cannot agree on a makeup date(s). If the USTA LLC is not contacted within ten days of the original match date, it is up to the captains to work it out or double default the match/court. Exception: The match is the last match of the season and it affects team standings.
- (3) If the USTA LLC is required to schedule a make-up match, it will take place at a public facility. The date will be randomly chosen based on the availability of public courts between day 14 and day 28. Both teams will be responsible for any court fees incurred. If it rains on the day of the reschedule, the match will move to the next available date the USTA LLC can secure courts if it is still within the four week timeframe. If courts cannot be secured by the 28th day, the match may count as a team default for both teams.
- (4) For make-up matches scheduled to be made up as individual courts, a line-up for the court(s) being played should be exchanged before the match and signed after the match. Players who do not show up for an agreed upon rescheduled match will be defaulted.
- (5) To avoid misunderstandings, once a match date and time are agreed upon, verify the date and time in an email and keep a copy of the email until the season is completed.

4.3 DEFAULTS

- A. A court default occurs when a player listed in the line-up fails to appear on time, OR when a player does not meet the individual player requirements, OR a player is removed by a tournament official for misconduct, AND a substitute player not listed in the line-up fails to appear within 15 minutes after the scheduled match time.
- B. A team can receive a default if the captain has an e-mail from their opponent stating that they intend to default the court(s). Once a captain sends an e-mail defaulting a court it cannot be rescinded at a later time without the agreement of the opponent. Exception: If the match is postponed due to any of the reasons listed in Section 4.2 of this document (i.e. the match is rained out), the default will not stand.
- C. Defaults will be “from the bottom up” defaulting the lowest positions first. The chart below shows which courts are to be defaulted first in the different match types. Scorecards are to be exchanged when all players are on site. If a player is not on site at the scheduled match time, any absent players must be moved to a defaultable court as noted in the chart in IV. J. Scorecards should then be exchanged as normal. Exceptions are allowed for the latter courts in staggered matches and Tri-Level matches.

Match Type	Courts to be Defaulted First
2 Singles, 3 Doubles	#2 Singles or # 3 Doubles
1 Singles, 2 Doubles	#1 Singles or #2 Doubles
3 Doubles	#3 Doubles

- D. Single Court Default: This is to be scored as a 6-0, 6-0 win for the team receiving the default and a 0-6, 0-6 loss for the defaulting team. For data entry in TennisLink mark as “default.” The defaulting team does not have to provide the name of a player for the defaulted court.
- E. Double Default: This occurs when both teams default/retire the same court. A court double default is to be scored as a double default and neither team receives credit for a win on that court. For data entry in TennisLink mark it as a “double default.” If a double default results in a tie, the tiebreak procedure defined in the USTA NC League Tennis Regulations will be used by TennisLink to determine a winner.

- F. Team Default: A team default occurs when a team does not have enough qualified players to fill the courts needed to win the match. (i.e. For a 5-court match, a team must have enough qualified players to field at least 3 courts and for a 3-court match, a team must have enough players to field at least 2 courts)
 - (1) A team default will be scored as a 6-0, 6-0 win on all courts for the team receiving the default and a 0-6, 0-6 loss on all courts for the defaulting team.
 - (2) For data entry in TennisLink mark as “default” for each court. The defaulting team does not have to provide the name of a players for the defaulted courts. In a team default, if any of the courts were played, the scores for those courts will be reversed to 6-0, 6-0.
 - (3) Two team defaults disqualify the team from advancing to local playoffs and championship play.
 - (4) Players on a team that defaults two or more entire matches risk a grievance being filed against them.
 - (5) Two entire team match defaults will result in all matches of that team being disregarded when determining team standings at the end of the season, unless the teams with a chance of advancing played a legitimate match against the defaulting team.

4.4 RETIREMENTS

- A. A court retirement occurs when an individual match has started (first service attempt) and a player is unable to continue due to injury, loss of condition, an emergency or refusal to play.
- B. For determining standings, a retirement will be scored so the non-retiring team is credited with the number of additional games as would have been won if the match was completed and the non-retiring team won every subsequent game. For data entry in TennisLink, mark as “retired” and submit actual scores of match at the point of retirement.

SECTION 5 POST-SEASON PLAY

5.1 PLAYOFF PROCEDURES

- A. The winner of a Flight/Sub-Flight in which the teams play each other at least once during the season will be determined by the team standings at the end of the season. The winner will be the team having won the most team matches. If the season ends with a tie for first place, the tie shall be broken according to the tiebreaker rule designated in the 2016 NC Regulations:
 - 1. Winner of the most individual matches.
 - 2. Winner of the Head to Head match.
 - 3. Loser of the fewest number of sets.
 - 4. Loser of the fewest number of games.
 - 5. Toss of coin.
- B. The winner of a Flight/Sub-Flight in which there are teams that do not play each other during the season will be determined by a singles elimination playoff between the top two team in the Flight/Sub-Flight.
- C. The winner of a Flight with two Sub-Flights will be determined by a single elimination playoff between the Sub-Flight winners. The winner of a Flight with three Sub-Flights will be determined by a round robin playoff between the Sub-Flight winners.
- D. The winner of a Flight with four or more Sub-Flights will be determined by a single elimination playoff between the Sub-Flight winners..
- E. Win/loss records of the teams will be used if time and circumstances allow; otherwise, the teams will be randomly seeded.

F. The flight/sub-flight playoff format may be changed or called off completely if there is rain, limited court availability or if the LLC in conjunction with the Director of Adult League Tennis finds justifiable reason to modify the format or call off the playoffs completely. If the sub-flight playoffs are called off completely for sub-flights where there is a tie for first place, the winner will be determined by the tiebreak procedure in 5.1 A. above.

H. If there is a tie for first place in playoffs, the tie shall be broken according to the tiebreaker rule designated for Championship Play in the 2015 NC State Regulations.

SECTION 6 MISCELLANIOUS

6.1 PLAYER AGREEMENT

All players participating in the Central Carolina USTA League, as a condition of their participation, agree to abide and be bound by the USTA Constitution and By-Laws, the USTA Regulations, the Rules of Tennis (unless modified by these USTA League Tennis Regulations), the USTA League Tennis Regulations, the Southern Section Regulations, North Carolina Regulations, Central Carolina Rules and Regulations and the standards of good conduct, fair play and good sportsmanship. It is each player's responsibility to know the rules and to tend to problems on the court in their proper manner using The Code of Tennis, The Players' Guide for Unofficial Matches and Friend At Court 2015.

6.2 PENALTIES

Where no penalty is listed in the National, Sectional, or State Regulations, it can be assumed that the penalty will be default of court(s) or a grievance filed. Rules found exclusively in the Local League Rules and Regulations may be interpreted and penalties assessed by the USTA LLC in conjunction the NC Director of Adult Leagues.

6.3 WAIVER OF CLAIMS

Players participating in the USTA League Tennis Program acknowledge the risks associated with playing competitive tennis, accept those risks voluntarily, and in consideration of their acceptance in the Program assume all risks for bodily injury, waive all claims for injury and property damage and release and hold harmless the USTA 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.

6.4 COMMITTEES

The procedures for filing a grievance are outlined in the 2016 USTA League Tennis Regulations. The Central Carolina League Grievance and Grievance Appeal Committee are formed as necessary using members of the Adult League Committee, the executive WWTA board members and the at large members of the WWTA as selected by the USTA LLC in conjunction with the Vice President of Player Participation.

2016 State Championships

League State Championship	Date	Location	Levels
USTA League Adult 55 & over, 65 & over	May 19-23	Greensboro	55s – May 19-22 65s – May 21-23
USTA League Adult 18 & over	June 9-12	Lake Norman	All
USTA League Adult 40 & over	June 23-26	Winston Salem	All
USTA League Mixed Doubles	Sept 8-11	Asheville	All
Tri-Level	Sept 23-25	Raleigh	All
NCTA Singles League	Oct 13-16	Goldsboro	All
NCTA 70 & Over League	Oct 21-23	TBD	All
Southern Combo Doubles (Part 1)	Nov 3-6	Wilmington	TBD
Southern Combo Doubles (Part 2)	Nov 10-13	Wilmington	TBD

