



2020 USTA Metro League Rules

Play is governed by The Rules of Tennis and The Code in Friend at Court; USTA League National Regulations and addendums set forth by USTA Southern, USTA North Carolina and Metro League.

The Metro Local League Coordinator is responsible for administering the USTA League Tennis Program in accordance with the USTA National, Southern, North Carolina and Metro Regulations. Only the Metro Local League Coordinator, in conjunction with members of the Charlotte Tennis Association Adult League Committee, has the authority to interpret or amend the Regulations that are specific to the Metro League.

- **Changes highlighted in yellow are changes made at the state, section and national levels.**
- **Changes highlighted in green are changes made at the local level.**
- **Please refer to page 5 of the USTA League National Regulations to review a summary of the major regulations changes for 2020. National Regulations are available online at:**

https://www.usta.com/content/dam/usta/pdfs/2020%20National%20Regulations%2011_20_2019%20final.pdf

League Fee

The required Metro League fee is \$25.00 (\$39.20 for players on teams playing out of public facilities), including the \$3.00 TennisLink fee (\$3.20 TennisLink fee for public facility players).

Public Facility Use Fees

- Players on teams playing out of public facilities pay an additional fee of \$14.00 (not including TennisLink charges) as part of the USTA League registration process through TennisLink.
- Players who register for teams playing out of the public facilities after the team registration deadline must register using a pre-assigned generic team number which will be provided to team captains and listed on the CTA website. Players who register using a generic team number must then send an email notification to the USTA Local League Coordinator at USTALeague@CharlotteTennisAssociation.com to provide their actual team number in order to be moved to the appropriate team.
- Players registering for public park teams after the team registration deadline who do not follow the procedure to pay public facility use fees online will be notified to send a check in the amount of \$17.00 (this amount includes an additional handling and processing fee) within 7 days. Please note that any matches played after the public facility use fee payment deadline will be defaulted.

Refunds

- Refunds will be issued to all players who submit a written request prior to their team's first scheduled match of the season. If applicable, public facility use fees will be refunded as well.
- Any team dropping out of a league after **Initial Roster Deadline for that league** will forfeit any registration fees paid and a grievance may be filed.
- In accordance with USTA NC policies refund requests for players who are on teams advancing directly to the State or Sectional Championship must be submitted prior to the deadline to add a team advancing directly to State Championships as noted in the chart in II. F. in the 2020 USTA North Carolina League Tennis Regulations.
- 1-Team League Event: In accordance with USTA NC policies refund requests for players and/or teams participating in 1-Team League Events must be made in writing to the Local League Coordinator no later than the team registration deadline for teams advancing directly to State Championship as noted in the chart on II. F. in the North Carolina State Regulations.
- The \$3.00/\$3.20 TennisLink fee is non-refundable.
- Requests should be submitted to the Local League Coordinator including the reason for the withdrawal and a current mailing address. The Local League Coordinator will hold and submit all requests once all first matches have been played. The LLC will submit at one time to the State League Coordinator and the Charlotte Tennis Association Bookkeeper and checks will be processed within two weeks from that time.

Team Requirements

- Roster Requirements for each league:

| League | Season | Minimum number | Maximum Number |
|---|--------|----------------|----------------|
| USTA Adult League 18 & over | Spring | 8 | 15 |
| USTA Adult League 18 & over 2.5, 5.0+ & 5.5 | Spring | 5 | 15 |
| USTA Adult League 40 & over | Spring | 7 | 15 |
| USTA Adult League 55 & over | Spring | 6 | 15 |
| USTA Adult League 65 & over | Spring | 6 | 15 |
| USTA Mixed Doubles League* | Summer | 6 | 15 |
| USTA NC Singles League | Summer | 3 | 9 |
| USTA Southern Combo Doubles League* | Fall | 6 | 15 |

*Those 6 players must be able to combine to form 3 eligible teams.

- 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. Adult Division, 18 & Over 5.0+ team rosters may include up to two (2) players from the next higher NTRP level. Adult Division, 40 & Over 4.5+ team rosters may include up to three (3) players from the next higher NTRP level.
- In Divisions with Plus (+) NTRP levels where team matches consist of four or less individual matches:
 - No more than one Plus (+) level player shall be allowed to play in a team match and shall be required to play in a #1 position, either singles or doubles.
 - In the 5.0+ level, a player who is rated 4.5 cannot play in the #1 singles position unless all other players in the match are also 4.5 rated players.
 - In the 4.5+ level, a player who is rated 4.0 cannot play in the #1 singles position unless all other players in the match are also 4.0 rated players.
- NTRP Levels of Play

| League | Age Group | NTRP Level |
|------------------------------------|-----------|------------------------------------|
| USTA Adult League | 18 & Over | 2.5, 3.0, 3.5, 4.0, 4.5, 5.0+, 5.5 |
| | 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 |
| USTA Mixed Doubles League | 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 |
| USTA Southern Combo Doubles League | 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 |
| USTA NC Singles League | 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+ |

- In the USTA Adult League divisions, 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).
- A local league shall consist of a minimum of 2 teams at a specific level of competition. Advancement to State Championships is not permitted if this requirement is not met, except for the following:

| League | Levels permitted to advance to State Championships if they are the only local team |
|------------------------------------|--|
| USTA Adult League | 18 & over 5.5, all 65 & over |
| USTA Mixed Doubles League | All 55 & over and 65 & over |
| USTA Southern Combo Doubles League | All 55 & over and 65 & over |
| USTA NC Singles League | 18 & over 5.0, 5.5, and 9.5, 40 & Over 5.5 and 9.5 |
| USTA NC Singles League | All Levels |

- If a level of USTA League Adult 18 & Over, 40 & Over or 55 & Over consists of only two teams in a level of play, each team must maintain its roster with at least 40 percent of its players at the designated NTRP level of play. This rule does not apply to the Adult 55 & Over and 65 & Over 9.0 league.
- In levels where a team is advancing directly to the state championships as provided for in Rule II. E., players may be added to the TennisLink roster until 2 weeks prior to the start of that League's State Championship. After that, no changes may be made to the TennisLink roster.

- Teams that advance directly to State Championships OR are participating in 1-Team Events must maintain their roster on TennisLink with a majority of players from within the league area that they are representing. For example, a roster of 15 players must have a minimum of 8 players residing within the league boundaries.
- In USTA Adult League 55 & Over 9.0, USTA Adult League 65 & Over 9.0, USTA Mixed Doubles and USTA Southern Combo Doubles, the combined levels of each doubles pair cannot exceed the team level.
- In USTA Adult League 55 & Over 9.0, USTA Adult League 65 & Over 9.0 and USTA Mixed Doubles, 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 |

- In the USTA 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 |

Player Eligibility

- All individuals who compete in the USTA League must be current USTA members in good standing through the entire local league season.
- All players must be registered on TennisLink prior to playing their first match. If a non-registered player participates in a match, that match will be considered a default.
- Age requirements for the spring season are listed below. Players must reach the minimum age for those divisions by December 31, 2020:

| Age Group | Minimum Age |
|-----------|-------------|
| 18 & Over | 18* |
| 40 & Over | 40 |
| 55 & Over | 55 |
| 65 & Over | 65 |
| 70 & Over | 70 |

***Players must be 18 years of age prior to registering in the USTA League program.**

- The National Tennis Rating Program (NTRP) is the official system of rating levels of competition for USTA League programs. A player with a 2017, 2018 or 2019 computer rating must use that rating or above, and a player age 60 or above with a 2018 or 2019 computer rating must use that rating or above. Players who do not have a valid NTRP rating or have never had an NTRP Rating are required to self-rate according to the NTRP Guidelines.
- Mixed Exclusive (M) ratings are only valid for future Mixed Doubles play. Players who receive a Mixed Exclusive rating will be required to self-rate when signing up for any league other than Mixed Doubles.

- Matches played in these leagues may be used in the calculation of NTRP Ratings as follows:

| USTA League | Age Group | Results used to Calculate Rating? |
|------------------------------------|---|--|
| USTA Adult League | 18 & over, 40 & over, 55 & over, 65 & over | Always |
| USTA Mixed Doubles League | 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. |
| | 55 & Over and 65 & Over | Never |
| USTA NC Singles League | All age groups | Never |
| USTA Southern Combo Doubles League | All age groups | Never |

- Players may participate in more than one NTRP level within an Age Group in the same local league during the same season, however, may play on only one team in the same NTRP level within an Age Group in the same local league during the same season.
- The local league has the authority to accept or deny participants from outside the local league area.

Promoted Players

- If a self-rated player is promoted from a level of play, all matches played by that individual player (in the level that the player is being promoted from) shall stand. All players who have computer rated appeals (A) or Dynamic Ratings (D) who are subject to promotion, will not be subject to match reversal if promoted. Players not promoted by the conclusion of local league round robin play will be eligible to compete in the entire local playoff. Dynamic ratings will be calculated at the end of the local championship (playoff) to inform any promoted players that they may not advance to the state championships. Points earned by the promoted players in the local championships (playoffs) will stand.
- A promoted player during local league play may request moving to another team providing there is a team available and time permits. If that team is full, the promoted player may request a waiver regarding number of players on a roster. The NC Director of Adult League Tennis must approve this waiver.
- Teams losing a player to NTRP Promotion may be provided an exception to allow for adding a player to their roster in the following cases:
 - If registration has closed
 - Their team had the maximum number of players allowed on the roster
 - The player may not be a self-rated player

Captain Responsibility

- Each captain is responsible for reviewing and understanding not only the local regulations but also the state, sectional and national regulations. In addition, captains are required to direct their players to the website where these regulations are posted. Metro League Local Regulations are posted online on the Player Resources page under the USTA League Tennis option at www.CharlotteTennisAssociation.com.
- The captain shall follow all Match Procedures as well as procedures listed under Inclement Weather.
- It is the responsibility of the captain to ensure there are enough committed players registered on the team to field full lineups for all scheduled matches; and serve as the liaison for the team/teammates to maintain communications with the League Coordinator.
- It is the responsibility of the captain to confirm dates, times and match locations scheduled on TennisLink.
- It is the responsibility of the home team captain to notify the visiting team captain at least 48 hours in advance regarding any staggered matches. If the visiting team has not received notice about staggered matches at least 48 hours in advance of the match, the visiting team has the option to choose which lines will stagger, provided there are enough players on site, or follow the order of staggering, or arrange to make up the staggered lines following the order of staggering and in accordance with rain make-up rules.
- When a mix of courts surfaces are being used for staggered matches, home team captains shall notify visiting teams captains about the use of mixed surfaces when communicating about matches being staggered. At the time the home team communicates about staggering matches but does not also communicate regarding the use of mixed surfaces, the visiting team will determine the court assignments before line ups are exchanged.
- Each team must have an acting captain present at every match.
- The team captain for each team shall exchange their team line-up simultaneously prior to scheduled match start time.
- The home team captain must communicate prior to exchanging the line up if different surfaces are being used and state which lines will play on hard, clay or indoor.

- All scores must be posted on TennisLink within 48 hours of the match. Although both team captains have access to enter scores, the winning team captain is responsible for entering the scores and the opposing captain must confirm. **In the case of a tie where a winner cannot be determined at the time of the last match, the home team should enter scores.** The Local League Coordinator will monitor score entry and will immediately notify both captains regarding any missing entries. From the date of notification, captains will have 4 days to enter scores for completed matches. Failure to enter scores following the Local League Coordinator notification will result in double default.
- **Captains and players have until 2 weeks from the time match scores have been entered to request a correction to the scorecard. After that time, no changes will be made.** Captains/players are strongly advised to confirm scores with one another at the conclusion of the match to avoid confusion with incorrect score entry.

Court Availability and Staggering

- The home team must guarantee the use of 3 courts at one location for each team match consisting of **4 or 5** individual matches, and 2 courts at one location for each team match consisting of 3 individual matches.
- In accordance with staggering regulations, up to 2 individual matches may be staggered for team matches requiring 5 courts and 1 individual match may be staggered for team matches requiring 3 **or 4** courts.
- Any approved USTA surface is permissible, including indoors (if indoors, home team pays for any applicable court fees).
- **Tennis courts eligible for USTA Southern sanctioned competition, including, junior and adult tournaments and league must contain only lines prescribed by the ITF Rules of Tennis, as set out in the USTA Handbook of Tennis Rules and Regulations (i.e. courts with Pickleball lines may not be used).**
- The home team has the choice of court surface and a mixture is acceptable. The home team must communicate prior to exchanging the line up if different surfaces are being used and state which lines will play on hard, clay or indoor. If teams exchange lineups and the home team captain has not communicated prior to the exchange the different surfaces are being used, the visiting team captain or acting captain can immediately take back their team lineup and make changes to accommodate player preferences/issues for surface.
- It is the responsibility of the home team captain to notify the visiting team captain no less than 48 hours in advance regarding any staggered matches. If the visiting team has not received notice about staggered matches within 48 hours of the match, the visiting team has the option to choose which lines will stagger, provided there are enough players on site, or follow the order of staggering, or arrange to make up the staggered lines following the order of staggering and in accordance with rain make-up rules.
- When a mix of courts surfaces are being used for staggered matches, home team captains shall notify visiting teams captains about the use of mixed surfaces when communicating about matches being staggered. At the time the home team communicates about staggering matches but does not also communicate regarding the use of mixed surfaces, the visiting team will determine the court assignments before line ups are exchanged.
- In the event of staggering due to unexpected conditions that render courts unplayable, teams will follow the order of staggering or mutually agree which courts to stagger; or arrange to make up the staggered lines following the order of staggering in accordance with rain make-up rules.
- When teams have only 3 courts at one location for a team match consisting of **4 or 5** individual matches and 2 courts at one location for a team match consisting of 3 individual matches and have the option to use a secondary site nearby rather than stagger, they must contact the Local League Coordinator 48 hours in advance for approval, whether for an individual match or an entire season.
- Players scheduled for the staggered line(s) must be present one hour after the match start time. The default time for the staggered line is 1 hour and 15 minutes after the scheduled match start time.
- Unless captains mutually agree to change order of play, staggered matches are to be played as follows:

| Match Format | First Time Slot | Second Time Slot |
|-----------------------------|---|---------------------------|
| 2 Singles, 3 Doubles | #1 and #2 Singles and #1 Doubles | #2 Doubles and #3 Doubles |
| 1 Singles, 3 Doubles | #1 Singles and #1 & #2 Doubles | #3 Doubles |
| 1 Singles, 2 Doubles | #1 Singles and #1 Doubles | #2 Doubles |
| 3 Doubles/3 Singles | #1 and #2 Doubles/Singles | #3 Doubles/Singles |

Match Play

- A round robin format shall be played where each team will play every other team at least once. When any NTRP level consists of only two teams, each team is required to play a minimum of three team matches, which is a triple round robin. When any NTRP level consists of only three teams, each team is required to play a minimum of four team matches, which is a double round robin.

- Team matches consist of the following:

| USTA League | Individual Courts Played |
|---|--------------------------|
| USTA Adult League: 18 & Over; 3.0, 3.5, 4.0 and 4.5 and | 2 Singles, 3 Doubles |
| USTA Adult League 40 & Over; 3.0, 3.5, 4.0 and 4.5+ | 1 Singles, 3 Doubles |
| USTA Adult League 18 & Over; 2.5, 5.0+ and 5.5 | 1 Singles, 2 Doubles |
| USTA Adult 55 & Over and 65 & Over | 3 Doubles |
| USTA Mixed Doubles League | 3 Doubles |
| USTA NC Singles League | 3 Singles |
| USTA Southern Combo Doubles League | 3 Doubles |

- Match schedules are posted online at TennisLink.
- In support of play opportunity, and to avoid team defaults, if both captains agree in advance, they may reschedule a match that is in conflict with a holiday or for any other reason, provided the match is completed and scores are entered in TennisLink before or by the original match date. In the case of conflicts during the first week of the season, teams shall follow the procedure outlined for inclement weather and arrange to play within two weeks following the scheduled match date. Before denying a request, captains should make teammates aware of the conflict to see if they would like to play versus take a default and lose a play occasion. Captains are responsible for canceling the originally scheduled courts and for reserving courts for the rescheduled time. Public facility captains should fill out a rain make-up request form to reserve courts for rescheduled matches.
- All players will play the best of three sets with a 10-Point Match Tiebreak in lieu of a third set. The Coman Tiebreak will be used for the set tiebreak and the match tiebreak.
- If a team has 4 or more players on a roster (3 for Singles League matches) who are playing for the Charlotte Metro League or working at a League Championship at either the North Carolina State, Southern Section or National Levels and have a team match in conflict with these events, then the team can reschedule the match either by playing before the scheduled date or within 2 weeks after the scheduled match (as long as the makeup match occurs within the league season dates). The Captain of the team must notify the opposing team captain and LLC of the conflict no later than 1 week before the scheduled match and work with both parties to reschedule the match within the above-mentioned timeframe.

Match Procedures

- The home team will supply [USTA approved](#) new balls.
- The home team has the choice of court surface and a mixture is acceptable. The home team must communicate prior to exchanging the line up if different surfaces are being used and state which lines will play on hard, clay or indoor.
- Warm-ups begin at the match start time and are limited to 10 minutes including serves. However, if all players are present and match courts are available, the warm-up may start sooner. If a player arrives after the match start time but before the 15-minute default time, the player(s) is entitled to 5 minutes for warm-up.
- The default time is 15 minutes after the scheduled start time of each individual match. If no courts are available at the scheduled match start time (per inclement weather regulations) the default time is 15 minutes after the first court becomes available for the team match.
- Default time is determined by player(s) being present on court.
- A team's lineup does not have to be listed in order of strength.
- The team captain for each team shall exchange their team line-up simultaneously prior to scheduled match start time.
- At the scheduled match time, if a player is not on site, the captains have 3 options to proceed with the scorecard lineup exchange:
 1. Wait until the missing player is on site and ready to play (prior to the 15-minute default time), exchange lineups and play the match. At the default time, if the player is still not on site and ready to play, the missing player would be moved to a default-able court (see chart in IV.J.), lineups would then be exchanged and play would begin. Or
 2. Captains can agree to exchange lineups and begin play. If the missing player arrives prior to the default time, he/she will take the court assigned and begin. If the missing player arrives after the default time, the default will be entered on the scorecard as it occurred and matches will be entered as played. Or
 3. Substitute a missing player with an eligible player that is on site and ready to play, but is not listed on the original lineup. Substitutions must be made prior to the 15-minute default time and can only be exchanged for the missing player in the original lineup.

- No substitution may be made in an individual match after the lineup has been presented, except for injury to, illness of, disqualification or no-show of a player, prior to the start of such match. In the event of illness, injury, disqualification, or no-show of a player (after the lineup has been exchanged and prior to start of affected match) a team may substitute a player in the affected position within the 15-minute default time, using a player not already listed on the lineup. If no substitution can be made, the affected position will be defaulted. The substitution shall affect only the position for which the substitution has been made. The remaining lineup positions will remain the same.
- Captains/players are strongly advised to confirm scores with one another at the conclusion of the match to avoid confusion with incorrect score entry.
- Cell phones are not permitted to be turned on during play. If the phone rings during the point, the opponent may stop the point and claim the point based on deliberate hindrance. If the cell phone rings between points, the interruption is treated as a warning. In both cases the player shall turn off the cell phone. There is no penalty for a vibrating phone, but the player should immediately turn off the phone.
- Coaching is not allowed. Spectators are to watch quietly while a match is in progress and may not assist in line calls, score disputes, or any other calls. Applaud appropriately for winning shots made by both teams!
- The only time a player may leave the court is to:
 1. Take a bona fide restroom visit (preferably on an odd game changeover or between sets)
 2. Fix an item of clothing necessary to play (you may not leave the court to get a racquet)
 3. Get water (please plan ahead and take water with you before the match starts)

Inclement Weather

- When teams have assembled to play, and weather and/or courts are questionable, or the match is interrupted by inclement weather, teams are required to wait ONE HOUR past the originally scheduled match time, unless both teams agree to wait longer. Do not assume the match is cancelled. Your team must show up ready to play unless both captains of the teams have spoken in person (not on answering machines or email) and cancelled the match.
 - When teams have assembled to play and conditions are questionable, the home team may only choose to play indoors if they are able to secure courts at the match start time and for all lines of the match. The home team cannot require the opposing team players to wait to play on an indoor court. Individual lines may agree to reschedule on an indoor court.
- If the start of a team match is cancelled due to inclement weather (first point of the team match not played) any defaults awarded in advance or at the time lineups were exchanged are null and void.
- In the event inclement weather occurs after the team match has begun, players must wait one hour to determine if play can be resumed, unless both captains agree that play is not possible or agree to wait longer.
- In the event inclement weather occurs after the team match has begun (at least one point played in one individual match);
 - Completed individual matches stand as played.
 - Points awarded for defaults given at the time the original written lineup was exchanged are considered completed matches.
 - Incomplete matches that were in progress (first point played and beyond) must be resumed by the same players in the same positions (ad and deuce), same side of net, same set, game and point score, and at the same site, (unless players have mutually agreed to play elsewhere).
 - For individual matches that have not yet begun, any player who is not involved in a match that was in progress or a default may sub in for the make-up match.
- Captains must exchange at least one contact name for each line within 48 hours of the match being cancelled. It is the responsibility of the home team captain to initiate contact with the opposing team captain.
- Players must contact each other to schedule their individual matches and confirm make-up match date, time and location.
- The Local League Coordinator will not be responsible for managing the process of exchanging line-ups. However, if contact names for line-ups have not exchanged within 48 hours captains should notify the Local League Coordinator. At this point the Local League Coordinator will advise captains they have 24 hours to exchange contact names to avoid default.
- Once a time, day, location and court surface for the makeup match has been agreed upon by the parties involved, that match may not be postponed, for any reason other than inclement weather.
 - If notification is given regarding court surface and players arrive to match and the court surface has changed, the visiting team can reschedule the match again if they choose to do so.
 - If the players do not ask about court surface at the time the match is scheduled and they have agreed on the match, time and location, they must play on the court surface that the home team has reserved.

- Incomplete or postponed matches must be **made up within 14 days**.
 - If captains cannot agree on a make-up day, the 14th day will be the default mandatory match date. If there is inclement weather on the 14th day, the match will be played on the 15th day or the next subsequent day as weather and court conditions permit.
 - In accordance with regulations for score entry, when matches are played on the mandatory match date scores must be entered within 48 hours of that match time. In the event that captains mutually agree for players to play the match after the mandatory match date and within the 48-hour match score entry deadline, the provision for making up rained out matches will not apply. The deadline to enter scores 48 hours after matches to be played on the mandatory match date (or the official rain date for the mandatory match date) stands.
 - The default match location and time is the same as the originally scheduled match location and time. If courts cannot be reserved at the originally scheduled match facility then the match should be played at the visiting team's facility. If neither team is able to reserve courts at their facility for the default mandatory match date, captains should contact the Local League Coordinator to reserve courts at a neutral facility. Captains must contact the Local League Coordinator 48 hours prior to the match date so courts can be reserved.

Defaults

- In the event of a default, the lowest positions are defaulted first. The chart below shows which courts are defaulted first, based on the number of missing players and match type.
- A team must be able to field enough courts to win the match (Field 3 courts for a 4-court or 5-court match; field 2 courts for a 3-court match). If a team fails to do so, the entire match (all courts) is deemed defaulted.
- When the combination of individual match defaults given by the two teams in the team match results, or would result, in a situation where the majority of the individual matches would not be played (not a "valid" team match):
 - The first course of action would be for both captains to agree on what individual matches, based on the number of players present, or to be present, could be played to constitute a valid team match. Once that is determined, both captains will re-exchange scorecards.
 - If both captains cannot come to an agreement on what lines will be played to constitute a valid team match, based on the number of players present, or to be present, then the following individual matches will be assigned in sequential order to be played:

| Match Format | Courts to be Defaulted First |
|------------------------|---|
| 2 Singles, 3 Doubles | <ul style="list-style-type: none"> • If missing 1 player; #2 Singles or #3 Doubles • If missing 2 players; #1 Singles and #2 Singles or #3 Doubles • If missing 3 players; #2 Singles and #3 Doubles or #2 Doubles and #3 Doubles • If missing 4 players; #2 Doubles and #3 Doubles |
| 1 Singles, 3 Doubles | <ul style="list-style-type: none"> • If missing 1 player; #1 Singles or #3 Doubles • If missing 2 players; #3 Doubles |
| 1 Singles, 2 Doubles | <ul style="list-style-type: none"> • #1 Singles or #2 Doubles (if missing 1 player) • #2 Doubles (if missing 2 players) |
| 3 Doubles or 3 Singles | <ul style="list-style-type: none"> • #3 Doubles (if missing 1 or 2 players) or #3 Singles |

- If these procedures are not followed and the resulting scorecard shows an invalid team match, both teams will be charged a full team default.
- By joining the USTA Charlotte Metro League, a team is making a commitment to play every match. If a team shows up without the minimum number of players required for the team match based on the number of players present, or to be present, it will be a full team default in favor of the opponents. Please refer to the National Regulation 2.01C(2) on Scoring of Team Defaults.
 - 1 Team Default: At the end of the season, standings will be evaluated to see if the full team default had an effect on the final standings. If the final standings were affected, all of the matches of the defaulting team will be removed from the standings (only the effected round, if more than one round robin) and the final standing will be recalculated. If neither team in contention received a full team default, the final standings will stand. The defaulting team may be subject to a grievance.
 - 2 Team Defaults: If a team defaults 2 full team matches, all of their matches played or to be played will be null and void. Matches played will count for NTRP ratings and player advancement purposes, but will not be used to determine the final standings. An automatic grievance will be filed. Teams with 2 team defaults will not be eligible for advancement.

Match Scoring

To win a team match, a team must win at least a majority of the individual courts played. If the match ends in a tie (i.e. 1 to 1 or 2 to 2), it will be broken by:

1. The team with the fewest Sets lost
 2. The team with the fewest Games lost
 3. Winner of the #1 doubles line
 - a. For a 4 or 5-line match, in the event #1 doubles was not played, TennisLink will award the win to the team that won #1 singles.
 - b. For a 3-line Singles league match, in the event #1 singles was not played, TennisLink will award the win to the team that won #2 singles.
 - c. For a 3-line Mixed Doubles or Combo Doubles league match, in the event #1 doubles was not played, TennisLink will award the win to the team that won #2 doubles.
- To receive a win by default, the non-defaulting player or players must be present on court, ready to play; however, if a team captain advises his/her opponent in advance of the default, he/she, in effect, waives the requirement for the non-defaulting player(s) to be present in order to receive the default.
 - In the spirit of good sportsmanship and fair play, it is recommended that the opposing team(s) should be advised of a known default.
 - If a captain is advised prior to the match that the opponent must default one or more positions and that captain knows that he/she would also have had to default a position, it is incumbent upon that captain to demonstrate good sportsmanship and declare a double default rather than to accept the win.
 - When entering scores on TennisLink, use the pull-down menu and select 'Default' or 'Double Default.' The system will automatically record the appropriate score.

Determining Final Standings

- Final standings are determined by the number of team wins in round robin play.
- The following procedure is used to break any ties in team wins in round robin play during the local season:
 1. Individual Matches: Winner of the most individual matches in that flight or division
 2. Head to Head: Winner of head-to-head match
 3. Sets: Loser of the fewest number of sets
 4. Games: Loser of the fewest number of games
 5. Game Winning Percentage: Total games won divided by total games played
 6. Toss of Coin
- Where flights are used, for any level, at least the top team from each flight will play each other to determine the winner to advance to State Championships. The specific playoff format will be posted around the time that regular season schedules are published.

Advancing to Local and State Championships (Playoffs)

- If a team accepts a spot in the local championships (playoffs) and does not have enough players available to win a local playoff match, the entire match is a default and an automatic grievance will be filed.
- Players must play in a minimum number of regular season matches to be eligible to advance to Local Championships (playoffs) and State Championships (players on teams advancing directly to the State Championships, are exempt from the following):

| League | Season | Minimum Required Matches Played | # of defaults that may count as a match played |
|--|--------|---------------------------------|--|
| USTA Adult 18 & over, 40 & over, 55 & over | Spring | 2 | 1 |
| USTA Adult 65 & over | Spring | 1 | 1 |
| USTA Mixed 18 & over, 40 & over | Summer | 2 | 1 |
| USTA Mixed 55 & over, 65 & over | Summer | 1 | 1 |
| USTA NC Singles League | Summer | 1 | 1 |
| USTA Southern Combo Doubles | Fall | 1 | 1 |
| USTA NC 70 & Over League | Varies | 2 | 1 |

- No substitution may be made in an individual match after the line-up 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 warmup, the substitute player is entitled to a five-minute warm-up.

- Each local league will be extended one invitation per level of play for a team to go to the Local and State Championships. The top two teams will be invited when a level has the following number of teams:

| League | Season | Min # of teams on a Level |
|-----------------------------|--------|---------------------------|
| USTA Adult | Spring | 30 |
| USTA League Mixed Doubles | Summer | 25 |
| USTA Southern Combo Doubles | Fall | 30 |
| USTA NC Singles | Varies | 25 |

- Wildcards will be offered to local leagues, as needed, according to the chart found in Appendix A of the State Regulations. The SLC will notify the LLC of each league after the Team Registration Deadline if any wildcards are being offered.
- If the first-place team from a local league cannot attend the State Championships, the second-place team from that local league's particular NTRP level will be asked to represent the local league. If the second place team is unable to attend, the Local League Coordinator must contact the NC Director of Adult League Tennis to discuss the possibility of a lower finishing team attending in its place. If not, the offer may go to another Local League, as determined by the Wildcard chart found in Appendix A of the State Regulations, if a team is needed to fill the draw.
- If a team has 4 or more players on a roster (3 for Singles League matches) who are playing for the Charlotte Metro League or working at a League Championship at either the North Carolina State, Southern Section or National Levels and have a team match in conflict with these events, then the team can reschedule the match either by playing before the scheduled date or within 2 weeks after the scheduled match (as long as the makeup match occurs within the league season dates). The Captain of the team must notify the opposing team captain and LLC of the conflict no later than 1 week before the scheduled match and work with both parties to reschedule the match within the above-mentioned time frame.

Committees

The Charlotte Metro League Grievance and Grievance Appeal Committee are formed as necessary using members of the Adult League Committee, Charlotte Tennis Association Board of Directors and/or the Charlotte Metro League members. The procedures for filing a grievance are outlined in the 2020 USTA League National Regulations.