

Charlotte USTA FLEX League

Rules

- NTRP LEVELS:**
- Play is organized by NTRP levels. If you have a current NTRP rating, you can play at that level or one level above. In order to facilitate play opportunity, the FLEX League Coordinator may contact captains about combining NTRP levels.
 - Players who do not have an NTRP Rating must [self-rate](#) in accordance with the [General & Experienced Players Guidelines](#) available through TennisLink when registering for a team. This document contains additional information on the self-rate process.
 - If a player is promoted at the time NTRP ratings are published, and they have already registered on a FLEX League team, they may remain playing on the current lower rated team. Players who join a existing teams after the NTRP ratings are published, must play at the new/higher level if they have been promoted.
 - Match results from this program are not utilized to generate NTRP ratings.
 - While it is understood that players may inadvertently underestimate or overestimate the current skill level in their first season, players are expected to exercise the highest level of integrity in completing the self-rate process.

- COMMUNICATION:**
- Communication is the most important aspect of the Charlotte USTA FLEX League. Acknowledge your opponent's calls or emails even if you are unavailable to play.
 - The home team should initiate contact for scheduling matches.
 - We recommend contacting your opponents early in the season to get a match date on your calendars. You can find your opponents' contact information by logging into TennisLink: <http://tennislink.usta.com/Leagues/Common/Home.aspx> and clicking on the My Teams tab. Click on the name of your USTA FLEX League team and then on the tab that says Captain's Report.
 - Keep a "log" of emails and/or phone calls made in case a match does not get played. If your opponent tries you at least three times (via combination of email and phone) and does not receive acknowledgement, they can report your lack of response and enter a default.
 - Record a double default where the match did not get played due to lack of adequate communication by both teams.
 - By joining the Charlotte USTA FLEX League, a team is making a commitment to play every match.

- SCHEDULE:**
- All team matches will be "scheduled" for 5:00 PM on Sunday, which is the last day of the Charlotte USTA FLEX League week
 - The schedule will designate one team as "Home"
 - To keep the pace, matches should be played on or before the last day of the week in which the match is scheduled. Defaults only contribute to decreased play opportunity and impact the spirit of the flexible league program. Therefore, teams are encouraged to work with each other to schedule and play a match even if it's after the scheduled match date. Players should be in communication with each other and make active efforts toward scheduling the match.
 - Matches can be played any time on or before the scheduled date as agreed upon by both teams.
 - Scores must be entered on or before the last day of the make-up week.

- MATCH PROCEDURES:**
- The home team is responsible for providing a can of new balls for the match, for reserving a court, and for paying any court costs/guest fees.
 - The home team has the choice of court surface, and 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 default time is 15 minutes after the scheduled start time. Default time is determined by player(s) being present on court.
 - 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.

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MATCH PROCEDURES: (cont.)

- 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:
 - Take a bona fide restroom visit (preferably on an odd game changeover or between sets)
 - Fix an item of clothing necessary to play (you may not leave the court to get a racquet)
 - Get water (please plan ahead and take water with you before the match starts)
- If a match is rained out, it should be rescheduled and completed on or by the next scheduled match date.

SCORING / SCORE ENTRY:

- Best of three sets with a set tiebreak (first to 7 points by 2) at 6-6 in any set.
- A match tiebreak in lieu of 3rd set (first to 10 points by 2). Enter 1-0 for the 3rd set match tiebreak.
- It is recommended that the winner enter the scores for the match and the opponent confirms it is correct.
- Only the Local League Coordinator can change a score that has been entered.

DEFAULTS:

- Defaults contribute to decreased play opportunity and impact the spirit of the flexible league program.
- Defaults will be scored as a 6-0, 6-0 win for the player receiving the default.

SPORTSMANSHIP POLICY / DISPUTES:

- Play is self-regulated and disputes should be worked out by the players.
- All players participating in the Charlotte USTA FLEX League, as a condition of said participation, agree to abide by and be bound by the "The Code": a Players' Guide to Fair Play and Sportsmanship. Tennis is a game of courtesy and honor. We expect the highest level of sportsmanship on and off the court.
- It is recommended you read the Code for Unofficial Matches to familiarize yourself with the rules of tennis; [Friend at Court](#).

WITHDRAWING FROM THE LEAGUE / REFUNDS:

- In the event that a team must withdraw from the league prior to completing the schedule, the captain should notify the Local League Coordinator.
- If a team withdraws prior to playing a match, all of the matches will simply be deleted.
- If a team withdraws in the flight after playing a match, all teams in the group will receive a 6-0, 6-0 win against the withdrawing team. This rule attempts to give credit to teams who have already played a withdrawing team without penalizing those teams who did not play the withdrawing team.
- The Local League Coordinator will attempt to replace a team who withdraws with a substitute for the remainder of the season.
- If a flight does not get published due to lack of players, the player has a choice to receive a refund of the program fee (minus \$3.15 non-refundable registration processing fee), or request a transfer to a different level.
- No refunds will be issued once schedules have been posted.

WAIVER OF CLAIMS:

- Players participating in the Charlotte USTA FLEX Leagues 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.