Regulation/Rules Hierarchy

All USTA matches are governed by, in order of hierarchy, USTA National, USTA Southern Section, USTA TN State, and Local league rules.

I. Player Registration

A. CTA Membership

1. Players must have a current membership to the Chattanooga Tennis Association (CTA) prior to their first league match. Memberships can be renewed online via PayPal by visiting www.chattanoogatennis.com. All CTA Memberships expire December 31st each calendar year, regardless of when fees are paid during the year.

Fee schedule for CTA Annual Memberships:

Family - \$50 Individual - \$40 USTA only - \$10

- 2. If a player only wants to participate in USTA Leagues and not CTA leagues, a reduced fee of \$10 for a Limited CTA Membership is available. This fee is to help support CTA's administrative costs for its administrative support USTA leagues.
- **3.** CTA will verify memberships of all players and notify captains if any players are not a current CTA member.

II. Team Registration

A. Rules & Guidelines

- 1. Each team must register the minimum number of players by the team registration deadline (see chart, Section VII). Team registration deadlines are published every year and set by USTA TN.
- 2. The deadline for registering teams may be extended for any league if there is only one team registered by the deadline and local play is required for one team to advance to the state tournament.
- **3.** For each league, there is a maximum number of 16 players per roster.
- **4.** Players must reach the minimum age for their age division during the calendar year (18 for adults 18 & over, 40 for adults 40 & over, 55 for adults 55 & over, and 65 for adults 65 & over).
- **5.** <u>Late add-ons:</u> Once a team is registered, captains may continue adding players to their roster; however, no team can exceed the 16 player limit. The deadline for adding players is 48 hrs prior to the scheduled match time of the team's next-to-last match.
- **6.** Changes to registered players changes will be allowed by notifying the Local League Coordinator (LLC) if a player needs to be removed. The player must initiate the request to the LLC. The deadline for any LLC to remove players is the last day for add-ons (see

above); however, <u>NO</u> player will be removed from a roster after they have played a match. Any requests from an individual to be removed from a team <u>may</u> result in a forfeiture of their registration fees (even if they never played a match). This fee cannot be applied to any subsequent add-on participants. A Local League Coordinator may put players on a "Holding" team and use that registration for another USTA league within the calendar year.

III. Captain's Duties

- **A.** Captains should read, and be familiar with, the rules and regulations of USTA National, USTA Southern, USTA Tennessee, and Chattanooga Tennis Association.
- **B.** Captains must supply the opposing Captain a complete match lineup 5 minutes prior to match time, ensuring names match as registered on Tennislink.
- **C.** Captains are responsible to make sure all players are CTA members (individual players may pay their CTA dues directly to LLC or CTA office).
- **D.** Captains are responsible for creating/registering team and provide team number to their players in order for them to register. Team names on Tennis Link will be as follows (this is a State requirement):

District/Area/<Captain's last name> **EXAMPLE:** TN/Chattanooga/Smith

E. If you have to forfeit a line and you know prior to match play, contact both the LLC and the opposing captain. This could alleviate players driving a substantial distances and not being able to play. This is only a local league courtesy, as we will allow a team to accept a forfeit without their players present (NOTE – this is contingent on the LLC being notified in advance). At higher levels (i.e. state) of play, your team would have to be present to accept a forfeit or it would be deemed to be a "double forfeit".

IV. Playing on Multiple Teams

- A. Players cannot play at the same level, same age division, in the same local league. Otherwise, players are not limited to the number of teams they can play on. No special consideration can be made in the scheduling of match play.
- **B.** There may not be any rest period allotted between matches that happen to be scheduled back-to-back.
- **C**. Separate USTA league fees (i.e. \$27) will be due for each team however only one CTA fee is due, regardless of how many leagues are played in.
- **D.** See Section IX for more details concerning limits of playing on multiple teams.

V. Match Play

- **A.** All players are encouraged to report 30 minutes before match time.
- **B.** Captains exchange line-ups no less than 5 minutes before scheduled match time. Spelling on scorecards must match USTA cards and what is enrolled on Tennis Link. Players should be prepared to begin play at the scheduled match time. Courts are on a time limit. If players are not on the courts at match time, the default rules will be enforced (see Section D below). If both captains mutually agree to wait on a player for either one or both teams, a court will not be assigned to that particular position until such time as one team is ready to begin and requests that match be started. If match is being played indoors, late players are responsible for paying additional fees incurred for their untimeliness..
- **C.** No changes may be made to the lineup after they have been exchanged, except in the event of illness or injury. Prior to the start of the individual match, a team may substitute a player in the affected position within the 15-minute default time, but must a player not already listed on the line up. For no-shows, the position will be forfeited. After play of the first point has begun, no substitutions can be made.
- **D.** USTA rules regarding tardiness for a match are as follows:

5:00 minutes or less
5:01-10:00 minutes
loss of the toss plus 1 game.
loss of the toss plus 2 games.

3. 10:01-15:00 loss of toss plus 3 games.

- 4. More than 15minutes Default
- **E.** Warm-ups will be limited to 10 minutes.
- **F.** All matches will be best of 3 sets with the 3rd set being a Super Tie Breaker (10 points, Coman tiebreak)
- **G.** All changeovers within the set will have a 90 second rest period. After each set there will be 2 minute change over regardless of the score.
- **H.** NO COACHING IS ALLOWED AT ANY TIME!!!! Anyone coaching will be asked to stop and leave the court area. A grievance can be filed against the person coaching and the player that is receiving the coaching.
- I. At the conclusion of each match, players must turn in the score to their captain.
- J. Both Captains are to verify scores and sign score cards at the conclusion of the matches. The winning Captain will enter scores in Tennis Link within 48 hours and the other Captain will review and either verify or dispute the scores. If a score is disputed, notify the Local League Coordinator. The LLC will enter scores if not entered. If scores are not verified or disputed by the opposing captain, Tennis Link will automatically verify scores 48 hours after entry.

K. In the event that other tennis events conflict with a scheduled match, a Local League Coordinator may allow mutually agreeable Captains to play matches <u>prior to</u> the original scheduled match. <u>Opposing captains MUST mutually agree.</u> If one captain does not agree, the match will be played as scheduled. These tennis conflicts include (but not limited to) State Tournaments, Sectional Tournaments, and local tournaments.

If, because of a tennis conflict, two captains choose to play either one or all three courts earlier than scheduled, both captains shall notify the LLC of your plans. In this case, any rescheduled matches must be completed PRIOR to the original scheduled match.

VI. Scoring

- **A.** Forfeits and defaults shall be scored as 6-0, 6-0.
- **B.** Retirements shall be scored per USTA regulation
- C. Third set tie breaks shall be scored as 1 set and 1 game for team standings.
- D. If a team forfeits an entire team match, and that forfeit affects the outcome of the local league, then all matches played by the forfeiting team will be null and void when determining league standings; however, matches will still count for individual ratings and advancement purposes. If the forfeiting team has no affect on the outcome of the local league, matches played by that team will remain in standing. All matches played by the forfeiting team
- **E.** End-of-season, team tie breaks:

In the event of a tie, whether in round robin or single elimination, team ties shall be broken by the first of the following procedures that does so:

- 1) Individual Matches. Winner of the most individual matches in the entire competition.
- 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.

This mirrors the Championship Procedure, and should be handled automatically in Tennislink.

VII. Format of Play

Division	League Type	League Format	NTRP Levels	Minimum # players for legal roster
Adult	18 & Over	1 - Singles	2.5, 5.0+	5
		2 - Doubles		
	18 & Over	2 - Singles	3.0, 3.5, 4.0, 4.5	8
		3 - Doubles		
	40 & Over	2 - Singles	3.0, 3.5, 4.0, 4.5+	8
		3 - Doubles		
	55 & Over	3 - Doubles	3.0, 3.5, 4.0, 9.0 combined	6
	65 & Over	3 - Doubles	3.0, 3.5, 4.0, 9.0 combined	6
Mixed	18 & Over	3 - Doubles	2.5 (straight), 6.0, 7.0, 8.0, 9.0, 10.0 (combined)	6
	40 & Over	3 - Doubles	6.0, 7.0, 8.0, 9.0 (combined)	
	55 & Over	3 - Doubles	6.0, 7.0, 8.0 (combined)	
	65 & Over	3 - Doubles	6.0, 7.0, 8.0 (combined)	

Division	Level	League Format	Maximum NTRP Level	Minimum # players for legal roster
Combo (all age divisions)	5.5	3 - Doubles	3	6
	6.5	3 - Doubles	3.5	
	7.5	3 - Doubles	4	
	8.5	3 - Doubles	4.5	
	9.5	4 - Doubles	5	

A. All Leagues

Players cannot play up more than 0.5 level above his/her NTRP rating. For example, a 3.0 player can play as a 3.5 player on any team (Adult, Mixed, or Combo), but cannot play as a 4.0 player (regardless of the player's ability).

B. Mixed Doubles

For mixed doubles, Players' / Partners' NTRP ratings must be within 1.0 level apart (this will be strictly enforced). For example, at the 8.0 level, a 4.5 player cannot play with a 3.0 player (difference is 1.5). Likewise, for 7.0 mixed doubles, a 4.0 player cannot play with a 2.5 player. In the event a match is played and any players' / partners' NTRP ratings are more than 1.0 level apart, that match will be treated as a forfeit.

C. Combo

For Combo, the sum of the players' combined NTRP ratings for each match cannot exceed the Combo level for which they are registered for. For example, at the 7.5 Combo level, one player's NTRP rating cannot be higher than 4.0, while the second player's rating cannot be higher than 3.5; however, two 3.5 players may play together for 7.5 Combo (see section A above).

VIII. <u>Inclement Weather</u>

A. Either a Local League Coordinator, a designated Site Coordinator, or two mutually agreeable captains may determine if conditions are unplayable due to inclement weather. The only inclement weather conditions that would authorize the cancellation of a scheduled match are rain or extreme temperatures (35°F or lower / 90° or higher, not including wind chill or heat index). Cancellation under these conditions is not mandatory, and both captains must agree. Matches cannot be cancelled more than 2 hours prior to scheduled match time.

If inclement weather occurs after match play has begun, completed sets and games stand as played. Incomplete games will resume with the same players at the same set and game point that existed when play was halted.

- **B.** Make up matches may be rescheduled by LLC, OR,
 - 1. Indoor courts may be used; however, players are responsible for paying court fees.
 - 2. If opposing captains agree to play a makeup match at a different, mutually agreed upon time and place, they can do so if,
 - a) It is completed within 1 week of the originally scheduled match
 - b) Both captains had informed the LLC that they had agreed to do so, and also notify LLC the time and place of any rescheduled match.
 - 3. If the rescheduled match is not played within the one week deadline, the LLC will schedule the makeup match.

IX. Advancing Teams

A. Adult

- 1. <u>18 & over, 40 & over, 55 & over</u> Local play is required to advance, and all players must play in 2 matches to qualify for advancement to State Competition, with only one default counting.
- 2. 18 & over 2.5 men, 5.0+ (men & women), 5.5 (men & women) 65 & over If more than one team is registered, local play is required. If only one team is registered at the local level, that team may advance directly to the State Championship.

B. Mixed

- 1. <u>Mixed 18 & over and 40 & over</u> Local play is required to advance and players must play in two (2) matches to qualify for advancement to State League Championship with only one (1) default counting.
- 2. <u>Mixed 55 & over</u> If there is more than one team, local play is required. Players must play in two (2) matches to qualify for advancement to the State League Championship, with only one (1) default counting. If only one Mixed 55& over team registers at the local level, that team may advance directly to the State Championship.

C. Combo

- **1.** No local play is required for any Combo level. Any team that meets the minimum requirement may advance directly to the State Championship.
- **2.** If there is local play, players must play in one (1) match to qualify for the State Championship. Players may qualify with one defaulted match.
- **3.** Players may advance on two teams of different levels that have local play, and may also be on the roster of a third team that is a pass through team that does not have local play. However, players may only play on two teams at the State Championship.
- **4.** If a team passes through to the State Championship, each player must play in one State match to advance to the Sectional Championship.
- **D.** Any team that advances beyond local play is responsible for the entry fees or other expenses. Advancing teams will be given the information for State by the LLC.
- E. All players advancing to the Tennessee State League Championships will be charged a registration fee (determined by USTA TN). Each advancing player must register for the State Championship via Tennislink (there will be no refunds). Each advancing team must remit a \$250 deposit to USTA TN State League coordinator (checks payable to USTA Tennessee). The deposit check will be returned at the end of the Championship matches. Any team that defaults a court during the State League Championship (without approval from the State Championship Committee) will be fine \$50 per court.

Captains, please remember, when players are registered for multiple teams, there are **NO SCHEDULING PREFRENCES AT THE STATE CHAMPIONSHIPS.**

X. <u>Grievances</u>

- **A.** Any grievances should be sent in writing (or e-mail) to the LLC
- **B.** Grievances will be heard by CTA board

XI. Rule Changes

This document may be amended/revised at any time by vote of CTA's USTA Rules Committee and/or the CTA board.

Local League Coordinator Contact Information:

Adult Leagues - Angel Talwar; Cell: (423) 503-1715; e-mail: amtalwar@epbfi.com **Mixed Doubles** - Faye Hope; Cell: (423) 667-0984; e-mail: fhopeless@aol.com **Combo** - David Snyder; Cell: (423) 304-5096; e-mail: 4141snyd@bellsouth.net