



**2022 Phoenix Adult Play Regulations
August 2022**

1.00 ADVANCING, TRI LEVEL, AND 65 & OVER LEAGUES

1.01 GENERAL

1.01.01 These USTA Phoenix Local League Rules are approved and adopted by USTA Phoenix Region and may be changed or amended periodically.

1.01.02 These Rules are intended to supplement the National USTA League Regulations and the USTA Southwest Section League Regulations for the applicable Championship year and are adopted as allowed by said regulations. These regulations are not designed to be the sole or exclusive source of league regulations.

1.02 LEAGUE ADMINISTRATION

1.02.01 Scheduling. The Local League Coordinator shall establish the method and deadline for team registration. The Local League Coordinator may allow a team to register after the deadline in the best interest of the league if a schedule has not been published.

1.02.02 Fees. A League registration fee shall be established and approved by USTA Southwest regional committee. League registration fees may increase periodically.

1.02.03 Refunds. Refunds on League registration fees will only be provided for medical reasons with appropriate documentation provided to the Local League Coordinator AND if the player has not played in a league match.

1.02.04 Team withdrawal. If a team withdraws from a league after the Team Registration Deadline, all players forfeit their entry fees. Further penalties may apply.

1.02.05 Deadline. The individual registration deadline shall be the earlier of either the publication of year-end NTRP ratings for Early-Start leagues, or the last scheduled league match.

1.02.06 Roster size. Local League team rosters may not exceed twenty registered players for all advancing leagues. Team rosters for Tri – Level league may not exceed 15 players. Roster limits may be extended by League Coordinator depending on circumstances.

1.02.07 Flighting. A Local League may be split into at least two (2) flights.

1.03 ADVANCING CAPTAIN'S DUTIES

1.03.01 Line up. The Captain, or a designee ("acting captain,") shall be present for each match to exchange lineups in accordance with National League Regulation 2.01C(5).

1.03.02 Scores. Winning Captain shall be responsible for promptly entering the match scores into TennisLink, but not later than 24-hours from the start of the match. The opposing captain may also enter the scores. The scores may be confirmed or disputed. Any dispute must be made in writing to the Local League Coordinator within 48 hours of the initial entry of the scores in accordance with National League Regulation 1.04C(2). Individual recipients of default individual matches may not be changed after 48 hours of the initial entry of the scores.

1.04 MATCHES

1.04.01 Home courts. Each Team shall designate a home facility for all scheduled home matches. Home teams may use a reasonable alternative facility for a home match as necessary.

1.04.02 Court fees. The Home Team shall pay any court fee and any guest fee for visiting players.

1.04.03 Balls. The Home Team shall provide an unopened can of USTA-approved yellow tennis balls for each court.

1.04.04 Start times. The preferred match start time for weekday evening matches is between 7pm and 8pm. Friday evening matches may begin as early as 6:30pm.

1.04.05 Staggered Matches:

- (A) If a facility cannot make 5-courts available at the same time staggered match start times may be used. **Monday through Thursday evenings:** (1) No individual match shall be scheduled prior to 6pm or later than 9pm, unless both captains agree otherwise. (2) No more than two individual matches for a 5-court league and one individual match for a 3-court league shall be scheduled prior to 7pm or later than 8pm, unless both captains agree otherwise.
- (B) In the event of staggered matches, the Visiting Captain shall have the option of designating which lines (i.e. #1 singles, #2 doubles) play at which staggered match start times. The Visiting Captain shall notify the Home Captain, in writing, prior to 48 hours before the first staggered match start time. If notice is not received prior to 48 hours before the first staggered match start time, the Home Captain shall immediately contact the Visiting Captain with such designations.

1.04.06 Timed Matches:

- 1.04.06.01 It is the Home Captain's responsibility to know and inform visiting captains prior to line-up exchange of the host facility closing times.
- 1.04.06.02 If the facility closes at a predetermined time, *either captain* may declare to use timed match rules.
- 1.04.06.03 Timed match rules must be declared at time of or prior to line up exchange. For team matches with staggered start times, the visiting team determines which courts will use timed match rules.
- 1.04.06.04 If neither captain elects to use timed match rules, the visiting players will travel to finish incomplete matches if any. (Retirements allowed.)
- 1.04.06.05 If home captain (or designee) fails to inform visiting captain of closing time and timed match rules are not used, then the visiting team will choose the facility location to complete any incomplete matches.
- 1.04.06.06 Timed Match Rules: "warning time" shall be 15 minutes prior to the time the courts will no longer be available.

1.04.06.07 Once the “warning time” has been reached the following shall apply:

- 1.04.06.07.01 If the match is complete, the scores shall be reported normally.
- 1.04.06.07.02 If the first set has not been completed, the match shall be suspended and rescheduled.
- 1.04.06.07.03 If a third set 10 point tie-break has already begun, complete the tie-break.
- 1.04.06.07.04 If the second set has not been completed, complete any game or tie-break in which the first point has already been played, then:
- 1.04.06.07.05 If the second set is tied, play a 7-point tie-break for the set.
- 1.04.06.07.06 If a team is ahead by two games or more, declare that team the winner of the second set.
- 1.04.06.07.07 If a team is ahead by one game, play one additional game, then:
- 1.04.06.07.08 If a team is ahead by two games or more, declare that team the winner of the second set.
- 1.04.06.07.09 If the second set score is tied, play a 7-point tie-break for the set.
- 1.04.06.07.10 Upon completion of the second set, should the set score be tied, play a third set 10-point tie-break.

- 1.04.06.08 Should the match time expire, and the match remains uncompleted under these rules, the match will be considered suspended and rescheduled.
- 1.04.06.09 Scoring for any match completed under these “Timed Match” rules shall be entered on the score card with “Timed Match” designation. Only the actual games played shall be entered.
- 1.04.06.10 Any second set determined by a 7-point tie-break shall be entered with the tie-break counting as one game.
- 1.04.06.11 Any third set determined by a 10-point tie-break shall be entered as 1-0 in favor of the winning team/player.
- 1.04.06.12 Any second set awarded by virtue of being ahead by two games or more shall be entered with the actual game score.

1.04.07 Warm up. Warm up is limited to ten minutes, including all practice serves. Warm up begins at match start time and lasts for no more than 10 minutes including serves. Players who arrive 10 to 15 minutes late forfeit a warm-up. A two-minute break may be taken after the second set.

1.04.08 Defaults. Each individual court is entitled to a 15-minute grace period after the scheduled match time before a default may be declared. If an individual default is declared, then the defaulted match shall not be played; matches played shall stand regardless of start time. If an individual default is declared after lineups have been exchanged and no other individual matches have begun play (for that same start time,) a new lineup may be exchanged.

1.04.09 Coaching. Coaching is not permitted for any Local League match.

1.04.10 Ringing Cell Phone. A ringing cell phone is a deliberate hindrance; if an opponent’s cell phone rings during a point, the player may immediately stop and claim the point. A player may not return the ball, lose the point, and then claim a hindrance.

1.04.11 Conduct. Teammates, spectators, and captains shall not volunteer advice regarding line calls, scoring, or on the conduct of the match. The home host Captains are responsible for home facility spectator conduct. Violators are subject to grievance and/or penalties.

1.04.12 Total team default. Should a team not play the minimum number of courts as defined by USTA National Regulation 2.03K (“Team Default”), in any local league match, the Local League Coordinator may impose further penalties on captains or players. Further, Local League

Coordinator may file a grievance (pursuant to the procedures set forth in USTA National Regulation §§ 3.00 against the Captains) of the team defaulting. The SW Section League Grievance Committee shall consider the circumstances of the Team Default and whether any further penalties against the Captains and/or Team are appropriate depending on the circumstances.

1.05 SUSPENDED AND RESCHEDULED MATCHES

1.05.01 Rescheduling. A match may be cancelled and rescheduled due to weather if a facility closes or makes their courts unavailable, or the captains otherwise agree. All facilities must have courts reserved in advance for advancing leagues and must have restrooms available.

1.05.02 Inclement weather/courts issues. Should a team match be suspended due to weather or a Tennis Court Facility issue:

- (A) Completed individual matches will stand as played.
- (B) Incomplete matches shall be rescheduled and resume with the same players at the exact set, game, point score and side when suspended.
- (C) Lineups for individual matches not begun when the team match is suspended may be changed.

1.05.03 Match interruption. If a started match is delayed or interrupted by rain, teams shall, if allowed by the Tennis Court Facility, wait up to one hour to determine if courts become playable, unless otherwise agreed to by the captains. Any single captain or individual player may determine a court surface is unsafe for play.

1.05.04 Rescheduling. A captain may request that an opposing captain agree to postpone and/or reschedule an entire match for any other reason. The opposing captain has the right to accept or reject the request. Rescheduling is considered a courtesy and captains are under no obligation to reschedule a match. This rule is intended for every scenario and/or reason the request is made. A Local League Coordinator may not reschedule an originally scheduled and published match without both captains' consent unless otherwise explicitly authorized by these Local League Rules. The Local League Coordinator may mandate the reschedule of a match for public safety reasons.

1.05.05 Rain-out deadlines. All rained out, cancelled or suspended matches shall be rescheduled within one month. The rescheduled match shall be played by the last date determined by the Local League Coordinator. It is the responsibility of both captains to agree upon a rescheduled date and then communicate via email or phone call to the Local League Coordinator as to the agreed upon date, time and location for the rescheduled match in question. A match is not deemed to be officially rescheduled until this has occurred and is verified by the Local League Coordinator. Failure to convey this information to the Local League Coordinator within 30 days of original match will result in the LLC setting a date, time and location for the rescheduled match.

1.06 DETERMINATION OF SESSION WINNERS

1.06.01 In any single-flight league session where the teams have competed in two or more round robins OR one full round robin plus partial round robin: the first-place team upon completion of the regular season shall be declared the session winner. In the event of a tie, the tie shall be broken using the procedures set forth in USTA National League Regulation 2.03H.

1.06.02 In any single-flight league session where the teams have competed in a single round-robin or un-flighted random matches, upon completion of the round-robin, the first-place team shall play the second-place team in a playoff to determine the session winner of the local league. If there are ten (10) or more registered teams: the first-place team shall play the fourth-place team; the

second-place team shall play the third-place team; the winners shall play each other to determine the session winner.

1.06.03 In any multi-flight league session the first-place teams of each flight shall play each other in a single round-robin playoff.

1.06.04 The Local League Coordinator shall schedule dates for playoff matches with reasonable notice provided to all Captains. These dates may be rescheduled if necessitated by end-of-session makeup matches. Other rescheduling of playoff matches shall be subject to the rules herein.

1.06.05 The highest seed for a playoff match has the option to provide courts and balls for the match or defer to the opponent. In a multi-flight league, the seeds are determined by using 1. team winning percentage, 2. individual match winning percentage, 3. coin-flip.

1.06.06 Required matches for player eligibility

(A) Computer rated (C) and Mixed Exclusive rated (M) players must play in at least two regular session matches to be eligible to play in a District Championship match. One forfeit may count towards this two-match requirement.

(B) Self Rate (S) and Computer Rated Appeal rated (A) players must play in at least 3 matches to be eligible to play in a District Championship match. No defaults count towards this requirement, pursuant to Southwest Section and National regulations. This 3 match requirement does not apply to Tri Level, 65 & Over, or 55 & Over Mixed leagues.

1.07 DETERMINATION OF LEAGUE WINNER (DISTRICT CHAMPIONSHIP)

1.07.01 In leagues with an Early-Start session and a Spring session, the winning team of each session shall play each other in a District Championship to determine the League winner. The location and date shall be set by the Local League Coordinator. Player eligibility is subject to Rule 6.05. Rescheduling of the set date shall be subject to the rules herein.

2.0 FLEX LEAGUES

2.01 Flex leagues do not count for rating calculations.

2.02 Flex leagues do not advance to a playoff or championship.

2.03 Flex league registration credits/refunds are not available without medical documentation and approval by League Coordinator.

2.04 Flex league players are responsible for scheduling and playing matches. Registered players who do not respond to requests to schedule and play matches in a timely manner could be subject to penalties and suspension from the league.

2.05 Winning player(s) shall enter scores within 24 hours of completing match.