



2008 USTA LEAGUE TENNIS LEXINGTON LEAGUE RULES

The Lexington League Rules are subject to the rules set forth by the USTA Kentucky, USTA Southern Section and USTA National. The Tennis Association of Central Kentucky and the Local League Regulation Committee, working with the local league coordinators establishes the Lexington USTA League Regulations.

1. REGISTRATION AND TEAM ROSTER

A. REGISTRATION

1. Players must register on TennisLink before they can play their first match in the Lexington Tennis League. Failure to do so will result in disqualification of that court.
2. Players who do not have a computer rating on file in TennisLink shall self-rate in accordance with the National Tennis Rating Program (NTRP) Guideline and declare their self-rating on TennisLink when registering for a team. Players begin to generate a dynamic rating after their first match against a computer rated player. Dynamic ratings will be calculated at regular intervals for all participants.
3. Players must play at or above their NTRP rating. Once a computer rating has been generated, it will remain valid for 3 years for players under age 60. A computer rating will remain valid for 2 years for players age 60 and over.
4. Registration fee for the Adult/Senior League season will be \$22.00 plus \$3.00 TennisLink fee (KY STATE HEAD TAX \$13.00). This fee will encompass the cost of outdoor court fees. Indoor court fees will be paid by participants at the time the match is played.

B. ROSTER

1. Teams must be registered and have the minimum number of players (8 players for Adult, 6 players for Seniors, 5 players for 2.0, 2.5 and 5.0) by INITIAL Roster date set by Lexington League, December 16, 2007. Registration will open November 19, 2007 or the same day that end of year NTRP Ratings are published. The Kentucky Adult League Committee has the authority to alter initial roster deadlines prior to match start dates.
2. The maximum number of players on a team roster for the 2008 Season will be 20.
3. Players are allowed to play on two different NTRP levels. Teams choosing to play up may play up by one level (e.g. team or individual with a level of 3.0 may only play up to 3.5 level).
4. Players may play on two teams of the same level as long as one is Adult and the other Senior.
5. New players may be added up to the end of the league season. Due to the dynamic rating system, if a player is promoted from a lower level within the season, that player can be added to an existing team at any time, within the league season.

2. COURT FEES AND FORFEITS

A. COURT FEES

1. Court fees for matches played at indoor facilities will be paid by each team on a per match basis. The captain (or representative) of each participating team will collect fees for the match to be played and pay for the match, before taking the court.

- a. Only the captain (or representative) may pay at the facilities front desk, and receive receipt of payment for the courts.
 - b. Captains (or representatives) should retain receipts until the end of league season in case of discrepancies.
 - c. Court fees charged by both facilities (Lexington Tennis Club and Gold's Gym Courts) are at the USTA rate of \$20/hr. for matches.
2. A forfeited court may be canceled 48 hours before start of play and there will be no charge for the court.
 3. If a forfeited court is not canceled within the time period (48 hrs. before match time), the forfeiting team will pay the total cost for forfeited court.
 4. If both teams forfeit and neither captain cancels the court within 48 hours time period, both teams will share the cost of forfeited courts.

3. NUMBERS AND LOCALES OF TEAMS

- A. Teams from outside of Lexington may join the Lexington League. They will compete on an equal basis and have the same opportunity to advance to the State Championships.
- B. If there is only one team on any level, that team will have to travel to another local league in order to qualify for state.
 - a. It will be up to the local team that you will be joining if they wish to share travel expenses.
 - b. In the case that two one-team leagues join together, both teams will be required to travel equally.

4. CAPTAINS RESPONSIBILITY

- A. Captains should have each team member thoroughly read and understand current National, Sectional, State and Local USTA League Regulations prior to the start of league competition.
- B. Captains must provide and maintain a working email address and current phone number, and must be updated via TennisLink or USTA Membership Services.
- C. Captains must provide scorecards from TennisLink and exchange match line-ups cards five minutes before the start time for a match. Each player must have played two matches during the league season to be eligible to progress to championships, with no more than one default count.
- D. Captains must confirm the scores with the opposing Captain or representative at the completion of the match.**
- E. It is the captain's responsibility to collect court fees and pay the desk before going on the courts for play. Captains should instruct players to come early so this can be completed before match time.
- F. Captains are to notify LLC's about 2 or more forfeited courts in writing within 24hrs of match being played.

5. MATCH PLAY AND FORMAT

- A. A team match consists of five courts: two singles and three doubles.
 1. Senior Level
 - a. Seniors will only play three courts of doubles
 - b. Two courts must be won to win the match
 2. 2.0, 2.5, and 5.0 Level
 - a. 2.0, 2.5, and 5.0 level will play three courts
 - b. A match will consist of one singles and two doubles courts
 - c. Two courts must be won to win the match
- B. The match format will be two out of three sets, with the third set being a 10-point super tiebreak (i.e. no third set will be played).
 1. There will be no rest between second and third sets.
 2. Coaching is not permitted during league matches.

3. A player may leave the court for a bathroom break, if necessary, during the match; this should be done between sets if possible. No coaching is allowed during the break.
- C. The team that wins at least three courts wins the match.
- D. The home team will bring a new can of balls to every match. There will be no exchange of balls.
- E. Completed line-up cards are to be exchanged at least **five minutes prior** to the scheduled start time of the match. Captains or their representatives will perform this task.
- F. A **10 minute warm up period** will begin at the scheduled time of the match or as soon as the court becomes available. Late arrivals will forfeit the time that was available but not used.
- G. There will be a **15-minute grace period before a court is forfeited**. This grace period begins at the beginning of scheduled match time (e.g. match is scheduled to begin at 7: 00 p.m. that court is forfeited at 7:15 p.m.). Official time piece for determining forfeit time is a cell phone.
- H. Spectators are not permitted on the court at any time during the match. Spectators are defined as anyone not playing in the match. Captains, or their representatives, are not allowed to interfere with play. Players should carry a copy of the rules with them and attempt to resolve any questions or issues that may arise amongst themselves before seeking outside clarification.
- I. If a court has not completed match play within the two-hour time limit, alternative plans should be made to complete play. However, if other league matches are in a third set tiebreak, please be courteous to players on the court by allowing them to finish their match.
- J. Cell phones, beepers or any other electronic devices should be turned off. If a cell phone or other electronic device rings during the match, the point will be replayed. If the same team's cell phone rings a second time during the match the opposing team will be awarded the point that was in play.

6. FORFEITS

- A. An individual match is started when the first ball is put in play. According to USTA Southern Sectional Regulations, 3.01H(4), " in the event of illness, injury, disqualification, or no-show of a player prior to the start of an individual match (once the lineup has been exchanged), 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 such substitution can be made, the affected position only will be forfeited in local leagues."
 1. After the line up cards have been exchanged, a team will forfeit that court on which the no show was scheduled to play (unless a substitution was made) and the forfeiting team will be responsible for court fee.
 2. If there is a player available, a substitution can be made up until the 15 minutes forfeiture time limit.
 3. If it is known before the line up cards are exchanged that there will be a forfeit, then a team must forfeit from the bottom up (i.e. number three doubles or number two singles).
 4. If the court was not cancelled with the stated policy (48hrs.) the forfeiting team must pay the court costs for forfeited court.
- B. In the case of a double forfeit, if the court was not cancelled within the 48-hour policy, both teams will share the cost of forfeited court.
- C. In order for a match to be counted, you must play a minimum of 3 courts in the Adult League (2 courts for Seniors, 2.0, 2.5, 5.0).
- D. Any team forfeiting an entire match will be subject to a grievance being filed against the Team by the LLC. **Potential penalties imposed by the grievance committee may include, but are not limited to: removal of matches, monetary fines, disbandment of team, barring participation in Championship play. The grievance committee may defer imposing penalties until the end of the season.** The LLC must be notified within 24 hrs of date match was to be played, by the team captain or representative that has forfeited two or more courts within one match.
- E. There will be **NO RESCHEDULING** of matches during the season unless there is **prior** approval from the LLCs. If it is absolutely necessary for a match to be rescheduled both team captains must be in agreement to reschedule the match and both team captains must contact the Local League Coordinator. The Local League Coordinator will contact the TACK League Committee for final approval. If approval is granted for the match to be rescheduled, it must be rescheduled at the original tennis facility, if courts are available. Team Captains will be responsible for contacting the facilities and making arrangements

for the rescheduled match. **If a match is rescheduled without the consent of the LLCs, a grievance WILL be filed against both Captains.**

- F. Rescheduling will be permitted with permission of LLC's, if 25% of team members are participating in a USTA Championship event scheduled for or conflicting with scheduled local team match. This does not include USTA sanctioned Tournaments or other Tennis events, other than District, Sectional or National Championship Tournaments.
- G. In order to advance out of local league to championship an individual player must have participated in 2 matches on that specific team with no more than one (1) default counting. (See National Regs. 3.03A(2))

8. INCLEMENT WEATHER

- A. In the event inclement weather prevents players from getting to a match, the team captain should contact the local league coordinator and the opposing team captain at the earliest time in order to cancel the matches at the scheduled site.
- B. In case of rain, all players must report to the scheduled site at the time of match play. Rain may be happening on one side of town but not the other.
- C. Both captains must agree to the cancellation of match.
- D. Unless a player's captain has verbally told their players that a match has been moved or cancelled, a no show will be the same as a forfeit for that court.
- E. If the weather does not allow the match to be played, that scheduled match should be played and completed **within two weeks of the originally scheduled date.**
 - 1. You can play each individual court at a time. The entire match does not have to be played all at once. The original line up from the scheduled match does not have to be followed if match was suspended **before play begins.**
 - 2. No alterations from the original line up will be permitted if **match has already started.**
 - 3. In any event, within **two weeks from league ending**, if the match is canceled it will have to be **played by the end of the season.** No exceptions will be made.

9. REPORTING OF SCORES

- A. All match scores are to be reported in TennisLink within 48 hours after completion of match.
- B. The Home team captain should report, however **first** competing captain visiting TennisLink will have to report names, status of court, (e.g. completed, timed, retired, forfeit, scores, etc.).
- C. The visiting team captain or second competing captain visiting TennisLink must confirm or dispute the line up and scores.
- D. If a match is disputed within the 48 hours after the score is reported, the captain disputing the scores must contact the Local League Coordinator and **opposing team captain**, with match number, date played, position and scores in dispute.
- E. After 48 hours of the initial score entry, tennis link automatically confirms reported scores.
- F. Failure to report scores within the specified time frame could result in a grievance against one or both captains.

10. LEAGUE STANDINGS

- A. League standings will be determined by number of matches won..
- B. **Procedures in the Event of a Tie.** In the event of a tie, the tie shall be broken by the first of the following procedures that does so:
 - Individual Matches.** Winner of the most individual matches.
 - Sets.** Loser of the fewest number of sets.
 - Games.** Loser of the fewest number of games.
 - Head-to-Head.** Winner of head-to-head match.
 - Coin Toss.**
- C. If it is necessary to divide the levels into flights, there will be a playoff to determine the seeding for the State Championship. The playoff structure will depend on the number of teams and the number of flights and will be published as soon as the schedule is released. Playoff structure will be printed on the schedule

11. LOCAL LEAGUE GRIEVANCES

- A. All complaints alleging a violation of USTA League Tennis Regulations or standards of good conduct, fair play and/or good sportsmanship shall be filed in writing with the LLC.
- B. Grievances must be filed by a team captain prior to the next team match during local league season and within 24 hours after the last regular match or playoff match. Grievances should be sent to Judy Anderson @ tenplay2@aol.com or Jennifer Dunn at jennifer.dunn1@insightbb.com. A copy of the grievance will be sent to the Grievance Committee Chairperson and to the parties against whom the complaint has been made.
- C. Grievance Committee members will be appointed at the start of the League year, but if it is deemed necessary, committee members may be added with the approval of the TACK Committee members at other times during the year.

12. NUMBER OF MATCHES TO BE PLAYED

- A. The number of matches to be played is dependent on number of teams at a level and how much court time is available for league play, but generally the following guidelines are used:

TEAMS	ROUND ROBINS	MATCHES PER TEAM
2	6	6
3	4	8
4	3	9
5	2	8
6	2	10
7	2	12
8	2	14
9	1	8
10	1	9
11	1	10
12	1	11
13	1	12
14	1	13
15	1	14
16	1	15
MORE THAN 16 TEAMS, SPLIT INTO FLIGHTS		
Note: THIS IS A GUIDE AND MAY BE CHANGED BY THE LLC		

- B. Flighted levels. In levels where it is necessary to divide the levels into flights, there will be a playoff to determine the seeding for the State Championship. The playoff structure will depend on the number of teams and the number of flights and will be published as soon as the schedule is released. Playoff structure will be printed on the schedule.

12. WHEELCHAIR RULE

Wheelchair players are allowed two (2) bounces of the ball.

12 POINT TIEBREAK

The 12 point tiebreak shall operate when the score reaches six games all in any set. The following system shall be used in a 12-point tiebreak game.

Singles:

1. A player who first wins seven points shall win the game and set provided that they lead by a margin of two points. If the score reaches six points all, the game shall be extended until this margin has been achieved. Numerical scoring shall be used throughout the tiebreak game.
2. The player whose turn it is to serve shall be the server for the first point. Their opponent shall be the server for the second and third points and thereafter each player shall serve alternately for two consecutive points until the winner of the game and set has been decided.
3. From the first point, each service shall be delivered alternately from the right (deuce) and left (ad) courts, beginning with the right (deuce) court. If service from a wrong half of the court occurs and is undetected, all play resulting from such wrong service or services shall stand, but the inaccuracy of station shall be corrected immediately when discovered.
4. Players shall change ends after every six points and at the conclusion of the tiebreak game.
For example: a) Player A serves 1 point from the right (deuce) court, b) Player B serves 2 points starting from the left (ad) court, c) Player A serves 2 points starting from the left (ad) court, d) Player B serves 1 point starting in the left (ad) court, e) Players change ends of court, f) Player B serves 1 point from the right (deuce) court, g) Player A serves 2 points starting from the left (ad) court if necessary, and so on until the winner has been determined.

Doubles:

In doubles, the procedure for singles shall apply. The player whose turn it is to serve shall be the server for the first point. Thereafter, each player shall serve in rotation for two points, in the same order previously in that set, until the winners of the game and set have been decided.

Rotation of Service:

The player/team whose turn it was to serve first in the tiebreak game shall receive service in the first game of the following set if necessary.

10 POINT SUPER TIEBREAK

If a match is tied at one set each, then a third set 10-point super tiebreak is to be played. The 10 point super tie break is played just as the 12 point with the first server serving one point starting in the deuce court, then the next in the service rotation serving two, starting in the ad court. The 10-point tiebreak is played until the first team (player) gets to 10 points and is ahead by 2. For example: the winner of set is 10-1, 10-2, 10-3, ...10-8, 11-9, 12-10, etc. The ultimate winner of the set must be ahead by two points.

Also, you switch sides procedurally the same as in the 12-point tiebreak, after every six points have been played.

2008 Tennis Association of Central Kentucky

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Jennifer Dunn, Local League Coordinator
Judy Anderson, Local League Coordinator
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Russ Coffey, Treasurer
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Gene Stefaniak, Marketing
Vicki Jenkins, Super Senior Coordinator
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2008 Regulations Committee

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Judy Anderson
Jennifer Dunn
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Grievance and Grievance Appeal Committees

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