



2012 USTA ADULT/SENIOR LEAGUE TENNIS LEXINGTON LEAGUE REGULATIONS

The Lexington League Rules are subject to the rules set forth by the USTA Kentucky, USTA Southern Section, USTA National, and Friend at Court. The Tennis Association of Central Kentucky (TACK) and the Local League Regulation Committee, working with the Local League Coordinator (LLC) establishes the Lexington USTA League Regulations.

1. REGISTRATION AND TEAM ROSTER A. REGISTRATION

1. Players must be a member of USTA and 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. Players with expired ratings will not be allowed to self-rate at a lower level than their last published NTRP rating. However, they will have the opportunity to file a self-rate appeal. Dynamic ratings are calculated following match score confirmation in TennisLink for all participants.
3. An NTRP rating of 2.0 will be valid for one year. All 2.0 players will automatically be moved to a minimum of 2.5 in the year end NTRP ratings.
4. Players must play at or 1 level 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. **Players 70 and over promoted at year end can appeal such rating based on his/her three most recent year end ratings, rather than on the three prior consecutive years.**
5. Players must have reached the age of Eighteen (18) years prior to or during the calendar year in which they are playing.
6. Registration fee for the Adult/Senior League season will be \$22.00 plus \$3.00 TennisLink fee (KY STATE HEAD TAX \$12.50). 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.
7. For any team in which a player is deleted from the roster within 30 days after initial registration, the captain must submit the reason for removal in writing to the LLC, who will then submit the statement to the State League Coordinator (SLC). The SLC and the Adult League Committee (ALC) have the authority to deny reimbursement of registration fees to the local league in question. Refunds will not be approved after the 30 day period has expired.

8. No Championship Benchmark “B” rating type (District/Area, Sectional, or National) may be appealed the first year after publishing.
9. No dynamic disqualification of Year-end Computer (C) or Benchmark (B) players.
10. Players who can be dynamically disqualified include NTRP published level followed by (A) Appeal-all, (S) Self-rated, (M) Mixed Exclusive, (T) Tournament Exclusive [the Southern Section does not use tournament data to calculate ratings], (D) Dynamic rating-usually an Early Start Rating moved down in the Adult and Senior Divisions through Section Championships.

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, 5.0 and 5.5) by the INITIAL Roster date set by the Lexington League, December 21, 2011. Registration will open November 28, 2011, or 1 day immediately following release of ratings. The Kentucky Adult League Committee has the authority to alter initial roster dates prior to match start dates.
2. The maximum number of players on a team roster for the 2012 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). Players may play on two teams of the same level as long as one is Adult and the other Senior or if teams are in different Local Leagues.
4. If an Adult or Senior League consists of only two teams in a level of play, each team must maintain its roster with at least 60 percent of its players at the designated NTRP level of play. USTA 1.04D(6)
5. The last day to add a player to the team roster shall be May 30, 2012 for Adult League and April 30, 2012 for Senior League. Exceptions may be made if a player is new to the area, or has been leveled up during the season. The Lexington ALC may approve additions beyond the deadlines.

2. COURT FEES

- A. Court fees for matches played at indoor facilities will be paid by each team on a per match basis.
 1. 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.
 2. Only the captain (or representative) may pay at the facilities front desk, and receive receipt of payment for the courts.
 3. Court fees charged by both facilities (Lexington Tennis Club and Bluegrass Tennis Club Courts are at the USTA rate of \$20/hr. for matches. Matches are scheduled for 2 hour time periods.
- B. A forfeited court may be canceled 24 hours before start of play and there will be no charge for the court.
- C. If a forfeited court is not canceled within the time period (24 hours before match time), the forfeiting team will pay the cost of the forfeited court.
- D. If both teams forfeit and neither captain cancels the court within 24 hour time period, both teams will share the cost of the forfeited court.

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 join to another local league and play by their local regulations.

1. It will be up to the local team that you will be joining if they wish to share travel expenses.
2. In the case that two one-team leagues join together, both teams will be required to travel equally.

4. CAPTAIN'S RESPONSIBILITY

- A. Captains should have each team member thoroughly read and understand current National, Sectional, State and Local USTA League Regulations, Friend at Court "The Code", prior to the start of league competition. These regulations can all be found at www.lexingtonleaguetenis.com.
- B. Captains must provide and maintain a working e-mail address and current phone number, and must be updated via TennisLink or USTA Member Services.
- C. Captains must provide scorecards from TennisLink and should exchange match line-up cards five minutes before the start time for a match. At match time, scorecards must be exchanged even if all players are not present.
- D. Each player must have played two matches during the league season to be eligible to progress to championships, with no more than one default counting.
- E. Captains must confirm scores with the opposing Captain or representative at the completion of the match.
- F. 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.
- G. Captains are to notify the LLC about 2 or more forfeited courts in writing within 24 hours of match being played.
- H. **Upon cancelling a court with a club, the captain must notify the opposing captain at the time of cancellation.**

5. MATCH PLAY AND FORMAT

- A. A team match consists of five courts: two singles and three doubles.
 1. **Senior Level**
 - a. Play three courts of doubles
 - b. Two courts must be won to win the match
 2. **Adult - 2.0, 2.5, 5.0 and 5.5 Level**
 - a. 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
 3. **Adult – 3.0, 3.5, 4.0, and 4.5 Level**
 - a. Will play five courts
 - b. A match will consist of two courts of singles and three courts of doubles
 - c. Three 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). All Tie breaks will be played using the Coman Tiebreak format.
 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.
- E. Completed line-up cards should be exchanged at least five minutes prior to the scheduled start time of the match. At match time scorecards must be exchanged even if all players are not present. 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 of LLC.
 - 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, 201C(5), “ 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 defaulted 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 within the stated policy (24 hrs.) 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 24-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 and 5.5).
- D. Any team forfeiting 2 courts of a 3 court match and 3 courts of a 5 court match **may** have a grievance 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 LLC. 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 LLC. 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 LLC, 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, Section or National Championships.

- 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. 2.03A(3))

7. INCLEMENT WEATHER

- A. In the event inclement weather prevents players from getting to a match, the team captain should contact the LLC and the opposing team captain at the earliest time in order to cancel the matches at the scheduled site.
- B. Outdoor matches: 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 began.
 - 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.

8. 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 scores, however either captain visiting TennisLink can 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 LLC and opposing team captain, with match number, date played, position and scores in dispute.
- E. After 48 hours of the initial score entry, TennisLink automatically confirms reported scores.
- F. Failure to report scores within the specified time frame could result in a grievance against one or both captains.

9. 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 advancement to the State Championship. If there are uneven flights the winner of each flight will advance. For the 3rd place team, it will be determined by the highest percentage of wins.
- D. Teams advancing to the USTA Kentucky Championship from the local level shall be determined as follows:

Adult:

2 teams at the local level—1 team advances

3-12 teams at local level---2 teams advance

13-22 teams at local level—3 teams advance

Senior:

2-10 teams—2 teams advance

11-20 teams—3 teams advance

E. 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 1 default counting.

F. Kentucky State Championship Dates currently listed:

Senior District Championships: **May 18-20, 2012 (Location TBD)**

Adult District Championships: **June 22-25, 2012 Louisville, KY**

Even Levels 3.0, 4.0, 5.0 play Friday, Saturday, Sunday. Odd Levels 2.5, 3.5, 4.5 and **5.5** play Saturday, Sunday, Monday.

10. 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 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.

11. 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		

In levels where there is flighting, if there are uneven flights the winner of each flight will advance. For the 3rd place team, it will be determined by the highest percentage of wins. For example, in the 13 and 15 teams with 3 teams advancing, the top team from each flight will advance and the 3rd team to advance will be determined by the highest percentage, i.e. best record..

12. WHEELCHAIR RULE

Wheelchair players are allowed two (2) bounces of the ball. The second bounce can be in or out of court boundaries.

12 POINT TIEBREAK **Using Coman Tiebreak Format**

Singles:

- i. 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.
- ii. The player whose turn it is to serve shall be the server for the first point from the deuce court; after the first point, the players shall change ends and the following two points shall be served by the opponent, starting with the ad court; after this, each player/team shall serve alternately for two consecutive points (starting with the ad court), changing ends after every four points, until the end of the tie break game.

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 that 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 **Using the Coman Tiebreak Format**

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. You will switch sides following the first point and after every 4 points until the end of the tiebreak. The 10 point tiebreak is played until the first team (player) gets to 10 points and is ahead by 2.

2012 Tennis Association of Central Kentucky

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