

2022 Adult Leagues Captain's Handbook



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PLEASE NOTE: This is a guide to help you understand META league tennis. It is not a set of governing rules. In case of any inconsistency between the guide and the governing rules, the guide will NOT be the controlling factor. Any failure to comply with the USTA League Tennis National, Southern, Tennessee and/or META Regulations will not be excused on the grounds that you relied on this guide.

Important League Dates

Adult 18 & Over League:	March 26 – May 16	Mondays / Wednesdays / Saturdays
Adult 40 & Over League:	March 26 – May 16	Tuesdays / Thursdays / Sundays
Adult 55 & Over League:	March 26 – April 23	Saturdays Only
Tri-Level Weekend:	June 3 – June 5	Weekend Tournament
Mixed Doubles:	June 18 – August 4	TBD
18+ Combo Doubles:	August 12 – Sept 25	Mondays / Wednesdays / Saturdays
40+ Combo Doubles:	August 12 – Sept 25	Tuesdays / Thursdays / Sundays

State Championships

Adult 55 & Over Championships	May 20 – 22	Knoxville, TN
Adult 18+ Odd / Adult 40+ Even	June 24 – 26	Murfreesboro, TN
Adult 18+ Even / Adult 40+ Odd	June 10 – 12	Murfreesboro, TN
Mixed Doubles Championships	August 26 – 28	Chattanooga, TN
Adult 65+ / Tri-Level	September 9 – 11	Knoxville, TN
Combo 18+ / Combo 55+	October 21 – 23	Murfreesboro, TN
Combo 40+ / Combo 65+	November 4 – 6	Knoxville, TN

[USTA TN League State Championships | USTA Tennessee Tennis District](#)

Qualifying for Advancement to State Championships

Adult Leagues

- Players must have at least two local matches to advance
 - 65+ may advance directly to the State Championships if there is only one team registered at that specific level
- A default may be counted as one of the two required matches. The other match must be played. A retired match counts.

Combo Leagues

- Players must have played at least one match to advance
 - If there is only one team registered at a specific level, that team may advance directly
- Defaults do not count towards advancement

Tri Level Leagues

- If there is local play, players must play in at least one match to advance.
- If there is no local play, a team may advance directly to the State Championships.
- A default may count as one match

Mixed Leagues

- Players must have at least two local matches to advance
 - 55+ and 65+ may advance directly to the State Championships if there is only one team registered at that specific level
- A default may be counted as one of the two required matches. The other match must be played. A retired match counts.

Successful Captains

- Give information and schedules to your players
- Decide on the line-ups for the team
- Communicate with your players on a regular basis.
- Great way to communicate is using the GROUPME app. Create a group of all team players.
- Make sure players are aware of the rules or where they can find the information
- Make sure players are aware they are in the lineup for a scheduled match.
- Emphasize to players how important it is to get matches started on time.

Match Day Procedures

- Each team must have a captain or acting captain present at the beginning of each match
- If you are the home team, make sure you or the acting captain has the match balls.
- A scorecard from Tennis Link should be printed before each match to use for line-up exchange.
 - All eligible players, from both teams, will be listed on the bottom of each scorecard.
- Complete written line-ups must be exchanged simultaneously at least 15 minutes prior to the scheduled match time.
- Verify scores with opposing captain.

Entering Scores in TennisLink

- The winning team should enter the scores for the match. This must be done within 24 hours of match completion.
- It is the responsibility of the losing captain to verify scores within 48 hours by logging into TennisLink and confirming the scores.
- If a mistake is made when entering the scores you will have to email the LLC with the corrections.

Match Scoring / Team Standings

For an individual team match where 4 lines are played and the score is tied 2-2, TennisLink will break the tie using the criteria in this order:

1. Sets: Loser of the fewest number of sets
2. Games: Loser of the fewest number of games
3. Game Winning Percentage: total games won divided by the total games played
4. Winner of Number 1 Doubles

In league standings, a tie shall be broken by the first of the following procedures:

1. Individual Matches: Most individual matches won in the entire season
2. Head-to-head: Winner of head-to-head match
3. Sets: Loser of the fewest sets in the entire season
4. Games: Loser of the fewest games in the entire season
5. Game Winning Percentage: Total games won divided by total games played

Line-ups and Default Times

- You are not required to field your team in order of strength
- Your line-up must be complete, written down and exchanged before the match starts
- A substitution can be made prior to the first point being played if there is a disqualification, injury, or no-show
 - The substitution must be made before the 15-minute default time has elapsed
 - The 15-minute default time is based on individual court availability. Take the court as soon as it is available (10 minute warm up)
- Playing in another match at another level is not an excuse for being late
- The 15-minute default time means that all players must be on the court – not merely at the facility, going to the bathroom, stretching, etc.
- The opposing captain and the opposing player(s) have the discretion to extend the default time and play the match if he or she chooses to
 - Ex: A player is traveling from another city to the match location and there is a wreck on the highway. Their opponent may choose to wait and play the match even if their opponent is more than 15-minutes late.
- No point penalty is allowed for a late player
- Matches may go on in any order the captains agree. If you cannot agree, the official order is:

<u>Adult 18 & Over</u>	<u>Adult 40 & Over</u>	<u>All Other Leagues</u>
#1 Doubles	#1 Doubles	#1 Doubles
#1 Singles	#1 Singles	#2 Doubles
#2 Doubles	#2 Doubles	#3 Doubles
#2 Singles	#3 Doubles	
#3 Doubles		

- It is a courtesy to notify an opposing captain if you are not able to fill a position. Please remember that some people drive for more than 30 minutes to get to a META match.
 - While it is a courtesy to notify an opposing captain of a forfeit, it is not required.
 - A forfeit should be done via e-mail or text and is binding. (Follow up with a phone call to make sure the other captain got your text or email.)
 - If a match is rained out forfeits made before match time are no longer valid.
 - Remember – Forfeits must be made from the bottom position(s) first:
 - Ex: In an 18+ Adult match, a forfeit must be made at the #2 singles or #3 doubles position

Team Composition

You may have twice the number of players needed to field a full lineup on a team.

- Ex: For an Adult 18+ team, you need 8 players to field a full lineup. The maximum number of players on an 18+ team would be 16.
- Ex: For a Combo doubles team, you need 6 players to field a full lineup. The maximum number of players on a combo doubles team would be 12.

Adult Leagues

- 18 & Over / 40 & Over: At least 40% of players on a team roster must be at the specified NTRP level of play
 - Captains must maintain this 40% ratio throughout the league season
- 55 & Over: Uses combined NTRP rating levels
 - NTRP rating level between partners shall not exceed 1.0.

Tri-Level

- The maximum NTRP level for a player on the team shall not exceed the maximum level of the team. (Ex: for a 4.0/3.5/3.0 team, the maximum rating level is 4.0.)
- A player may play at their NTRP level and/or up to one level above their NTRP rating
- It is highly recommend that a team have a minimum of two players at each rating level

Mixed Doubles

- The minimum NTRP level for 6.0 is 2.5; 7.0 is 3.0; 8.0 is 3.5.
- The NTRP rating difference between doubles teams shall not exceed 1.0
- The combined NTRP rating of a doubles team shall not exceed the NTRP level

Combo Doubles

- The maximum NTRP level for 6.5 is 3.5; 7.5 is 4.0, and 8.5 is 5.0.
- Individual player's NTRP rating may be no more than 1.0 apart for levels 6.5 and 7.5
- Each individual player's NTRP rating may be no more than 1.5 apart for 8.5
- The combined NTRP rating of a doubles team shall not exceed the NTRP level

Inclement Weather

A match should only be rescheduled due to rain, severe temperatures, lightening, tornadoes, darkness, or other factors beyond the control of players. Captains should work together to make these calls.

Rain

- Rain before or during a match that renders courts unplayable and unsafe
- It is recommended that captains reach out to someone who lives in the local area where the match is being played to determine whether courts are playable. Keep in mind it may be raining where you are, but not where the match is being played.

Severe temperatures

- Actual temperature 40 degrees or below (not wind chill)
- Actual temperature 100 degrees or above (not heat index)
- www.weather.com for the zip code of the facility

Lightening & Tornados

- Please use your best judgement – if someone on the court feels unsafe or if it is unsafe to travel, it's best to reschedule the match

If a match is rescheduled due to weather, the call should be made approximately **two hours** before match time. Do not make the call too early (weather can change!) but don't make the call too late as most players travel to get to META matches and you want to be considerate of their time.

Rescheduling Matches

- Make up matches must be scheduled within 14 days of the original match date
- If a match is interrupted, the match must be resumed by the same players, at the exact set, game and point when play was halted.
- Once a date and time for the make-up match is agreed upon and confirmed by email or text, it is binding and cannot be changed. If the make-up match is cancelled due to weather, you have 7 days from this date to reschedule the match
- Matches affected by weather can be rescheduled with all courts together or separately.
- META will not reserve courts for rescheduled matches.
- If a match is rescheduled due to weather forfeits made before match time are no longer valid.

Court Reminders

- Cell phones and smart watches should be turned off during play. Use of a cell phone/smart watch is not allowed on the tennis court at any time during a match. Using a cell phone/smart watch in any way – calling, receiving messages, texting – gives the appearance of coaching.
 - If a cell phone rings it is considered a deliberate hinderance. If an opponent's cell phone rings during a point, a player may immediately stop play and claim the point.
- Don't walk behind a match while a point is in progress
- Only players assigned to an individual court should be on that court
- The ball is always called good unless you are 100% sure that you saw the ball 100% out!
- Use a score keeper, notepad, or chalk to keep track of the game score.
 - Server should call out score before each serve.
- Maintain good sportsmanship – no cussing, throwing racquets, or temper tantrums
- If you need to leave the court for a bathroom break, try to wait until a changeover to leave the court

COVID-19

META adheres to and follows all USTA Covid-19 Guidelines – [Playing Tennis Safely](#)

Resources

Check out www.metatn.org (Adults > Captains Corner) for:

- META League Regulations
- USTA Tennessee League Regulations
- USTA Southern League Regulations
- USTA National League Regulations

(These rules and regulations will be posted as they are received from the state.)

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