



2022 USTA Tennessee League Regulations

Mountain Empire Tennis Association (META)

Local League Coordinator:

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Adult 18& Over Adult 40 & Over Adult 55 & Over Adult 65 & Over

Regulations written in BLUE text are specific to META leagues

<u>League</u>	<u>Local Registration Opens</u>	<u>Deadline for Local Legal Team Registration</u>	<u>Local Last Day to Add Individual</u>	<u>Local Schedule Released</u>	<u>Local Playoff Dates</u>	<u>TN League Play Deadline</u>	<u>2022 State Championship Dates</u>
18 & Over	January 1, 2022	March 9 th	May 9 th	March 19 th	May 19 th	May 26, 2022	18 & Over Even/ 40 & Over Odd June 10-12th (Murfreesboro, TN)
40 & Over		March 9 th	May 9 th	March 19 th	May 19 th		18 & Over Odd/40 & Over Even June 24-26th (Murfreesboro, TN)
55 & Over		March 9 th	April 16 th	March 19 th	April 30 th	May 4 th 2022	May 20-22nd (Knoxville, TN)
65 & Over		August 2 nd	August 2 nd	July 19 th	August 4 th	August 11, 2022	September 9-11th Knoxville, TN

I. Local league dates:

<u>League</u>	<u>Registration</u>	<u>Season Dates</u>
18 & Over	Jan 1 - March 9	March 26 - May 16
40 & Over	Jan 1 - March 9	March 26 - May 16
55 & over	Jan 1 - March 9	March 26 - April 23
65 & over	Jan 1 - Aug 2	n/a

- a. LLC has the right to interpret the rules and make schedule changes as necessary. Once a league schedule has posted, captains have 5 days to request reasonable changes. Changes are not guaranteed, but will be given consideration on a one by one basis.

II. Individual Registration

- All participants must be current members of the USTA.
- Players must be 18 years of age prior to participating in the USTA League program.
- Each player over the age of 18 shall have reached the required minimum age prior to or during the calendar year in which such player participates in his or her first local league.



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- d. Each player will use his/her most current NTRP Computer Rating on file in TennisLink. Players who do not have a computer rating on file in TennisLink shall self-rate in accordance with the General & Experienced Player Guidelines.
 1. Self-ratings are valid for two years from the date issued or until replaced by a dynamic or computer rating.
 2. If a player does not have a valid computer (C) rating from a previous year, he/she must self-rate to be assigned a new rating, reassigned to their last expired rating or a higher rating based on their playing history.
 - i. No year-end ratings were published for 2020.
 - ii. For additional information concerning Rating Program; see section 1.04F in the USTA National Regulations.
- e. A player will play at their current NTRP level and/or up one level above the current NTRP level. (For example: a 3.0 NTRP player may play at 3.0 and at 3.5)
- f. Players may play on different age levels and NTRP levels as long as they are eligible. Team captains are responsible for making sure that all team members meet eligibility criteria. Players not meeting the above eligibility criteria will be ineligible and any matches they have played will be defaulted.
- g. Each player must pay a **\$25** league fee for each team that he/she is joining that will be charged during the registration process. In addition, there is a \$3.00 processing fee assessed from TennisLink at the time of registration. Total fee on TennisLink will be **\$28** per registrant per team.
- h. Teams that are required to play local league at state will pay \$4.00 at time of registration. The TennisLink fee will also be charged when registering.
- i. Players requesting a refund must do so by contacting the LLC.
 1. No refund will be offered beyond 1 week after state league play deadline.
 2. Only players that did not play a match in the league season, and are not advancing to a state championship are eligible to request a refund.

III. Team Regulations

- a. Each team shall appoint a captain to manage team activities and to represent the team in USTA League matters. The captain is the person who is to communicate with the LLC and serves as the liaison between the players and the LLC, and therefore captains must have a valid email address and phone number listed in TennisLink **and must reside within the defined area (see section IV.B)**.
- b. Captains MUST use the following format to name teams: Captain's Last Name/CTA Name. For example: (Smith/Knoxville).
- c. If any Adult Division Age Group consists of only two teams in a level of play, each team must maintain its roster with at least 40 percent of its players at the designated NTRP level of play. The exception is the Adult Division 55 & Over Age Group that uses combined NTRP rating levels and will not be required to comply with this Regulation.
- d. Adult 65 & Over offers direct advancement, so the minimum 2 team levels do not apply.
- e. USTA Tennessee will have no residency requirements for teams that are in leagues with local play.
 - i. For teams that advance directly to the State Championship or play their local league at the State Championships, USTA Tennessee requires that at least 2 players of the team be residents of the local area from which that team is advancing.



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- f. USTA Tennessee limits the number of players that may appear on a team roster. Please see the table in Local Regulation IV. c for the maximum number of players on a roster in each league.
- g. **Public courts must be used for league matches. Facilities must have enough courts to play a team match and all courts must be the same surface. If a team requests to play at a private facility, the team requesting to play at the private facility will be responsible for all court fees.**

IV. League Regulations

- a. If a Section, District or Local League does not have a regulation in place to address an issue, and there is a national regulation on that issue, the national regulation must be followed.
- b. **META** defines itself as **Carter, Greene, Hancock, Hawkins, Johnson, Sullivan, and Unicoi, Washington counties in Tennessee and Buchanan, Dickenson, Lee, Russell, Smyth, Scott, Tazewell, Washington, and Wise counties in Virginia.** Teams competing in the **META** Local Leagues must play in facilities that reside within the defined area.
- c. USTA Adult Leagues in **META** are offered in the following divisions:

<u>Division</u>	<u>League Type</u>	<u>NTRP Levels</u>	<u>League Format</u>	<u>Minimum Number of Players Required for Legal Team</u>	<u>Maximum number of players allowed on team roster</u>
Adult	18 & Over	2.5, 5.0	1 Singles 2 Doubles	5	12
		3.0, 3.5, 4.0, 4.5	2 Singles 3 Doubles	8	18
	40 & Over	3.0, 3.5, 4.0, 4.5	1 Singles 3 Doubles	7	16
		3.0, 3.5, 4.0, 4.5	1 Singles 4 Doubles	7	20
	55 & Over	3.0, 3.5, 4.0, 9.0 combined	3 Doubles	6	14
	65 & Over	3.0, 3.5, 4.0, 9.0 combined	3 Doubles	6	14

Divisions that play their “Local League” at USTA Tennessee State League Championships.

Adult 18 & Over –

- 1. Adult 18 & Over 2.5 Men, 5.0 Men and Women
- 2. These levels must meet the State deadline of **May 26th, 2022** for team and individual registration. All players must be registered in TennisLink by May 26th.

Adult 55 & Over -

- 3. Adult 55 & Over 3.0 Men and 9.0 Men – These two divisions will play the local league at the USTA Tennessee State League Championship. NTRP rating level difference between partners shall not exceed 1.0. These levels must



meet the State deadline of **April 28, 2021** for team and individual registration. All players must be registered in TL by April 28th.

- d. Divisions may be divided into two or more flights with a playoff at the end of local play to determine the **META** champion. Cities may use either Full Round Robin or Partial Round Robin as approved formats provided there is at least a single elimination playoff between the top two teams to establish a local league champion for that NTRP level.
- e. If only one team is registered at deadline for any level, an extension of two weeks will be given to meet the National requirement of a minimum of 2 teams.

V. Local League Play- Official Ball, a standard Type 2 USTA approved ball shall be used. All matches are played without officials, the USTA official publication, The Code, shall be observed. Point Penalty Suspension System in effect for 2022.

- a. The team captain for each team shall exchange their team line-up simultaneously prior to the beginning of the team match. **TennisLink scorecards are recommended but not mandatory.**
- b. A player may participate in only one individual match within each team match.
- c. No substitution may be made in an individual match after the line up has been presented, except for injury to, illness of, or disqualification of a player prior to the start of an individual match. A team may substitute a player in the affected position within the 15-minute default time, using a player not already listed in the lineup. The substitute player is entitled to a five-minute warm-up. If no such substitution can be made, the affected position only will be defaulted in local leagues.
 - i. **The 15-minute default clock begins at the scheduled match time, when a court is available and a player has not arrived. The opposing captain and the opposing players have the discretion to extend the default time and play the match if he or she chooses to. NO POINT PENALTY is allowed for a late player.**
- d. No coaching is allowed in USTA Adult League matches.
- e. Cell phones must be turned off or silenced during play.
- f. USTA Tennessee Adult league matches in **META** shall be:
 - i. **2 out of 3 sets with a match super tie break, in lieu of a full third set**
- g. In the event of a tie in an individual team match:
 - 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 total games played.
 - 4. Final tiebreaker: The team that wins #1 Doubles wins the match
- h. In the event of a tie in league standings, the tie will be broken by the first of the procedures listed below.
 - i. For a tie in league standings at the end of the season:
 - 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



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5. Game Winning Percentage: Total games won divided by total games played.
 6. **Two players (one doubles court) will be chosen from each team to play a 10-point super tie break. The LLC will set up the time and place.**
- i. **It is the responsibility of the winning captain to report scores to TennisLink within 24 hours of completion of the match. The losing captain should confirm or dispute scores on TennisLink within 48 hours.** If a mistake is made when entering scores and you have clicked out of scorecard on TennisLink, you will have to email the LLC with the match number and correction. **Only the LLC can make a change to the scorecard.** Any disputes must be made on TennisLink and the LLC must be notified by email before the 48 hours is up.
 - i. If scores are not entered into TennisLink within 48 hours, both captains may be subject to a local grievance and sanctions imposed by the Local Grievance Committee.
 - j. If a team plays a local match without a full lineup, forfeits must be taken according to the following formats:
 - 1 Singles/2 Doubles format, 1 Singles/3 Doubles, or 1 Singles/4 Doubles, forfeits must occur at either #1 singles or the lowest doubles position.
 - 2 Singles/3 Doubles formats, forfeits must occur at either #3 doubles or #2 singles.
 - 3 Doubles format, forfeits must occur at #3 Doubles.
 - k. If a team shows up without the minimum # of players required for the team match based on the number of players present, or to be present, it will be a full team default in favor of the opponents. Please refer to National regulation 2.03K on team default procedures.
 - l. If a match is begun and a player has to retire due to injury or illness, the match score to the point of default will be recorded on the scorecard (i.e.; 6-2, 2-1, 15-15, retired).
 - m. If a match must be forfeited, the name(s) of the forfeiting player(s) are not written on the scorecard. Only the names of the player(s) receiving the default. The written score shall be 6-0,6-0 with the win going to person/team receiving default.
 - n. If a captain knows ahead of time that he/she will forfeit an entire team match, he/she must notify the Local League Coordinator and the opposing team captain. 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 removed from the standings. If the forfeiting team has no effect on the outcome of the local league, matches played by that team will stand and that team may be eligible to advance.
 - o. If play is interrupted by **rain or severe weather (40 degrees F or below (not wind chill) or 100 degrees F or above (not heat index), as reported by the weather channel or www.weather.com at the time of the match and at the location of the match)**, darkness or other factors beyond the control of players, completed individual matches will stand as played. If rain or **severe** weather forces the cancellation and/or re-scheduling of a local league team match, the line-up would stand only for those positions that had already started (first service attempt) their match. All other positions, even those that were in warm-up may be changed including defaulted courts.



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- i. **Makeup match will be played at location that all players agree on and within 14 days of original date. If teams don't agree, it will be played at original schedule location.**
 - ii. **Matches affected by rain or severe weather can be rescheduled with all courts together or separately.**
 - iii. **META will not reserve courts for rescheduled matches.**
 - iv. **Defaults offered prior to the original match date are nullified when the original date of match is rescheduled due to rain or severe weather.**
 - v. **Negotiations for rescheduling should be confirmed in writing via text or email. Once a time, day and location for the makeup match has been agreed upon by the parties involved, that match MAY NOT be cancelled or rescheduled, for any reason other than rain or severe weather.**
- m. For each team match, a majority of individual matches must actually be played to constitute a valid team match. In a situation where the majority of individual matches would be not played (not a "valid" team match) the first course of action would be for both captains to agree on what individual matches, based on the number of players present, or to be present, can be played to constitute a valid team match. Once that is determined, both captains will re-exchange scorecards. If both captains cannot come to an agreement on what lines will be played to constitute a valid team match, based on the number of players present, or to be present, then the following individual matches will be assigned in sequential order to be played:

Format	Required Matches In Sequential	Minimum Number Of Players Required For Each Team In A Valid Team Match
2 Singles/3 Doubles	#1 and #2 singles, and #1 doubles (priority); #2 doubles if enough players present	4
1 Singles/3 Doubles	#1 singles and #1 doubles and #2 doubles (priority)	5
1 Singles/2 Doubles	#1 singles and #1 doubles	3
1 Singles/4 Doubles	#1 singles, #1 doubles, and #2 doubles	5
3 Doubles	#1 and #2 doubles	4

- p. If both teams have enough players to play the match and it's discovered after-the-fact that a majority of the matches were not played to constitute a valid team match, both captains need to come to an agreement of what lines will be played to make the team match valid. If captains cannot come to an agreement, then the individual match(es) to be played will be assigned in sequential order in the above-mentioned table. If a captain does not comply with this regulation, then it may be considered a full team default in favor of the opponents. If a team shows up without the minimum # of players required for the team match based on the number of players present, or to be present, it will be a full team default in favor of the opponents. Please refer to national regulation 2.01L on team default procedures.



- q. **META will supply team captains with game balls prior to the start of the season. The HOME team is responsible for providing these game balls on match day.**

VI. Championships

- a. Players who qualify for an Adult 18 & Over, Adult 40 & Over, Adult 55 & Over and/or Adult 65 & Over team(s) may advance on more than one team within an age group only if they are different NTRP levels and have qualified separately for each team. **No accommodations for scheduling will be made at any Championship for teams with players that may be competing on two or more teams during a championship.**
- b. To be eligible to compete in a USTA Tennessee League State Championship, players must play:
 - 1. Two local matches on the same team required to advance to state championship for the Adult 18, 40, 55 & Over divisions.
 - 2. One default received shall count
 - 3. A retirement counts as a match played for all players involved.
 - 4. Refer to 2.03A for additional eligibility information
- c. Adult 65 & Over requires 1 local or state match to advance to sectional championship play with 1 default counting. For teams that are advancing to the sectional championships through local or state play, the one match requirement may be waived at the discretion of the Championship Committee for up to a maximum of two players per team.
- d. If there is no local and/or state competition offered for Adult 65 & Over, one team per state per NTRP level may advance directly to the sectional championships.
- e. Any local league having two (2) or more teams at any 65 & Over level must play a local league. If there is only one (1) team signed up at a level, that team may advance directly to the State Championship.
- f. The number of advancing from **META** is determined by the chart below:

<u>Division</u>	<u>Number Of Local Teams At A Specific NTRP Level</u>	<u>Number Of Local Teams Advancing to State League Championship</u>
Adult 18 & Over/40 & Over/55 & Over	2 - 13	1
	14 - 23	2
	24+	3
Adult 65 & Over	If a city has 2 or more teams in any Adult 65 & Over division, they must play locally	1

VII. Grievances

- a. General/Sportsmanship Grievances and Administrative Grievances are filed with the Local League Coordinator. Please submit via email, including a \$25.00 fee. The LLC will give the grievance to the USTA Tennessee Grievance Committee. Should the Grievance Committee find in favor of the person filing the grievance, the \$25.00 will be refunded. Forms for grievances may be obtained from the Local League Coordinator.



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VIII. Administration

- a. **Local Regulations Committee: Andy Pullen, Ashley McCoy, and Nicole Stewart**
- b. USTA Tennessee Grievance Committee: Terryann Nelson (Chair), Debbi Booton, Jackie Mills
- c. USTA Tennessee Grievance Appeals Committee: Roger Ross (Chair), Barbara Hooper, Alice Zhang
- d. Grievance and Grievance Appeal Committee members may change or individual members substituted at the discretion of the USTA Tennessee Adult League Committee Chairperson.

Additional Resources to find league information: usta.com and ustatn.com