



# Captain's Handbook

This handbook, for men's and women's leagues, is an abbreviated set of SATA rules and guidelines to help captains navigate the Interclub season.

The complete set of rules is online at <http://sactennis.org/adult-leagues/forms-and-rules> and they specify the rules that govern SATA's adult leagues. However, no system of rules will cover every specific situation and players should refer to **The Code** located in the USTA Handbook **Friend at Court** for questions about the basic rules of tennis.

## League Coordinators

Chris Modin	916-933-0175	Men's Sunday Regular Women's Weekday Regular Women's Saturday Doubles
Cheryl Osborn	916-971-1772	Women's Evening Doubles Women's Evening Rotational Doubles Men's Evening Doubles 50+ Men's Doubles
Cecelia Zimmerling	530-621-1920	50+ Women's Doubles Mixed Doubles Women's Weekday Doubles

## PRE-MATCH RESPONSIBILITIES

- Confirm that courts have been reserved for home matches.
- Contact the visiting captain and confirm match time, warm up time, line defaults, court assignment if known, parking limitations, directions if needed, whether refreshments will be provided and any other information a visiting captain may need to know.
- Request players to register prior to the match so that the players are listed on the roster with their current ratings.
- Print the score sheet just prior to the match to ensure that last-minute additions of players are listed on the score sheet.
- Plan to provide balls - if visiting team. The balls must be new USTA approved hard court balls, Penn, Wilson or Dunlop. New balls for doubles in "Regular leagues" are optional.

## Postponed Matches and Rescheduling of Postponements

Matches can be postponed due to rain, wet courts, bad air (air quality rating is 100 or higher in the vicinity of the courts) or extreme heat (temperature is above 105 degrees). Matches cannot be postponed because of wind or cold temperatures. Matches cannot be postponed prior to 4 hours before match time.

The home team captain must notify the league coordinator via e-mail within 24 hours that a match is postponed. Within 5 days of the original match date, the home captain must offer the visiting captain two dates to make up the match. The times must be consistent with that of the original match time; the league coordinator must be copied on the e-mail. The visiting captain has 5 days to accept one of the two dates. If the visiting captain does not accept one of the dates within the 5 days the home team can choose the date for the match to be played.

If a match is postponed before play begins, any defaulted line/lines are forgiven.

## Whole Team Defaults (WTD)

A WTD occurs when a team cannot field enough players to win the match. The captain whose team is defaulting must notify the opposing captain and the league coordinator immediately.

### **Penalties for WTD:**

The penalty for one whole team default **within the same season** is: the team becomes ineligible for play-offs and team awards, and no core team member is eligible for individual awards on any team in that league at any level. The defaulted team must continue to play throughout the remainder of the season unless a second WTD occurs.

**A second WTD** within the same season will result in immediate suspension of the team; all points scored for or against the team will not count. No core team member is eligible for awards on any team in that league at any level and no core team member can play in any SATA league at any level the next season.

# MATCH RESPONSIBILITIES

## Line-ups

- **Exchange line-ups** prior to the start of the match. If singles and doubles matches are being played, only the first set of match line-ups needs to be exchanged prior to the start of the match.
- **Challenge line-ups** before the match is played or the match stands as played: the exception to the rule is unrostered players. Unrostered players playing out of order in singles or doubles may result in a default.
- **Request a change of line-up** after line-ups have been exchanged but before the match has started with the opposing captain's approval. If the opposing captain says "no" the line-up stands. If a change is made, both captains must initial the roster change.

**Defaults Before the Line-ups are Exchanged** - Should a team have to default an individual match/set because of an insufficient number of players known by both captains before the line-up are exchanged, a partial team match is played. All remaining lines of a partial match must be played in order of strength. Defaulting captain should notify opposing captain in advance.

**Defaults After the Line-ups are Exchanged** - If a designated player(s) has failed to appear by the scheduled start time for the match unless otherwise agreed upon, captains shall start the remaining lines. Should the late player be more than 15 minutes late, a default is in order. Because the other lines should have started on time, the default shall be taken in the position where that player(s) was listed to have played. Players arriving after the match start time may warm-up until the match default time (15-minutes after the match start time). However, the match must start by the default time or the opposing team may declare a line default.

**Defaults - recording** - When recording the scores for defaulted matches, the team giving the default will list the players as "default." The team receiving the default will list their players' names. The status of the match is default and the score is 6-0, 6-0.

**Bathroom Breaks** - Can be taken at any time. (No rule on the amount of time permitted)

**Coaching** - Is permitted between the second and third set during the 10 minute break.

**Medical Time-out.** Players may have a 5-minute injury time-out for non-blood related injury. For any wound where there is blood involved, play must cease immediately and resume only when the wound is properly covered and any blood on clothing, etc. is removed. No more than 15 minutes is allowed or the line must be retired.

**Tiebreak - Set.** A 7-point tie break (first to 7 by 2) is played if a set score reaches 6 games all and is recorded online as 7-6.

**Tiebreak - Match.** If **all** players agree to play a tiebreak in lieu of a third set then a 10-point match tiebreak will be played (first to 10 by two). It is recorded online as 1-0. **If all players do not agree to a tiebreak in lieu of third set, a third set will be played and the actual set score of the third set is recorded online.** (NOTE: The Coman tie break format can be used only if all players agree. If all players do not agree, the format defaults to a regular 10-point tie break.)

**Playoff eligibility.** In order to be eligible for playoffs, a player must have played a minimum number of matches. If 4 or less non playoff matches are scheduled, a player must play 1 time. If 5 to 8 non playoff matches are scheduled, a player must play 2 times. If 9 or more non playoff matches are scheduled, a player must play 3 times. Defaults are counted as a played match. If an ineligible player plays in a playoff, that line will be recorded as a default.

**Sportsmanship** - ensure that players conduct themselves in a sportsmanlike manner on and off the court during match play.

## **POST MATCH RESPONSIBILITIES**

**Record match scores** within 24 hours of the match and verify match scores within 72 hours. Home captain enters the scores; however, either captain can enter/verify the scores.

**Grievances/Protests.** Players are to attempt to resolve any disputes with their opponents and, if necessary, ask both captains to assist with any unresolved disagreements. If unsuccessful, contact the league coordinator and then refer to "protests" in the rules.

## **GUIDE TO INDIVIDUAL SATA LEAGUES**

### **Men's/Women's Regular Leagues (singles and doubles)**

No ad scoring during the regular season. Ad scoring in post season matches.

No over-rated players are allowed in the singles matches.

Singles and doubles must be played in order of rating strength.

Players for the second set of matches (usually doubles) must be on site one hour after the start of the first matches. Players arriving to play the second lines of the match are guaranteed a 15-minute warm up.

In leagues where two teams can possibly win the same number of matches, the tie is broken by the most sets won and, if still tied, then by the most games won. If the two teams are still tied, the last players to finish will play a match deciding tiebreak (first to 10 by a margin of 2) to determine the winner. The match deciding tiebreak is recorded by subtracting one game from the losing team's final set.

### **Doubles Leagues (non-rotating)**

Ad scoring is used in all matches.

Doubles are played in order of rating strength.

### **Rotating Women's Combo Doubles Leagues –**

Ad scoring is used in all matches UNLESS both captains agree to play no ad.

Players are listed in rating order in positions 1-6, from highest to lowest.

The combined ratings of each team cannot exceed the league limit.

No ratings are calculated.

The rotation for 6 players is as follows:

<u>Round #1</u>	<u>Round #2</u>	<u>Round #3</u>
1P & 3P vs. 1P & 3P	1P & 4P vs. 1P & 4P	1P & 5P vs. 1P & 5P
2P & 4P vs. 2P & 4P	2P & 5P vs. 2P & 5P	2P & 6P vs. 2P & 6P
5P & 6P vs. 5P & 6P	3P & 6P vs. 3P & 6P	3P & 4P vs. 3P & 4P

If a team has 5 players, follow the 6-player format and the defaulting team concedes one set in each round where the missing player (#6) was to play.

If a team can only field 4 players, the format is as follows:

<u>Round Robin Format for 4 players</u>		
<u>Round #1</u>	<u>Round #2</u>	<u>Round #3</u>
1 & 2 vs. 1 & 2	1 & 3 vs. 1 & 3	1 & 4 vs. 1 & 4
3 & 4 vs. 3 & 4	2 & 4 vs. 2 & 4	2 & 3 vs. 2 & 3

### **Men's 50+ Rotating Doubles** - Ad scoring is used in all matches.

Doubles teams must be played in order of rating strength.

If a team has 6 players, the format is as follows:

<u>Round #1</u>		<u>Round #2</u>		<u>Round #3</u>	
Home	Visitor	Home	Visitor	Home	Visitor
1 T	vs. 1 T	1 T	vs. 2 T	1 T	vs. 3 T
2 T	vs. 2 T	2 T	vs. 3 T	2 T	vs. 1 T
3 T	vs. 3 T	3 T	vs. 1 T	3 T	vs. 2 T

A partial match for 5 players is not permitted.

If a team has only 4 players the format is as follows:

<u>Round Robin Format for 4 players</u>		
<u>Round #1</u>	<u>Round #2</u>	<u>Round #3</u>
1 T vs. 1 T	1 T vs. 2 T	1 T vs. 1 T
2 T vs. 2 T	2 T vs. 1 T	2 T vs. 2 T
Default	Default	Default