SATA ADULT INTERCLUB RULES

FOR ALL LEAGUES

Spring 2017

Changes from Fall 2016 Rules are in Blue

The Sacramento Area Tennis Association (SATA) provides a number of competitive tennis leagues to encourage tennis in the Sacramento area. The Adult Interclub Leagues offered by SATA involve team matches between SATA member organizations. Member organizations can be for-profit clubs and public recreational clubs. There are currently six types of leagues:

Regular Leagues – Individual Singles and Doubles Matches
Singles Leagues – Singles Matches
Traditional Doubles Leagues – Individual Doubles Matches
Rotational Doubles Leagues – Multiple Rotating Sets
Team Tennis Leagues – Doubles Only in Team Tennis Type of Format

This document specifies 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.

Waiver of Claims

Players participating in SATA leagues acknowledge the risks associated with playing competitive tennis, accept those risks voluntarily, and in consideration of their acceptance in SATA leagues, assume all risks for bodily injury, waive all claims for injury and property damage and release and hold harmless SATA and the host facility, their officials, employees and agents with respect to any injury or loss caused by negligence or otherwise to the fullest extent permitted by law.

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1 ELIGIBILITY FOR SATA ADULT LEAGUES

1-1 Club Eligibility

Clubs must be current with their annual SATA fees for their teams to be eligible to compete in interclub.

1-2 Player Eligibility

a. A player must be in the SATA player database with a singles and a doubles rating to be eligible to play.
b. Each player can only have one entry in the SATA Player database. Players cannot play under multiple names.
c. Junior players are not eligible to play. Players must have reached their 18th birthday to be eligible to play in SATA Adult Leagues.
d. Players currently holding an "open" class ranking are not eligible to play.
e. Any player with a USTA rating of 5.0 or higher and whose primary profession is as a tennis instructor is not eligible to play in SATA leagues.
f. For Senior Leagues ONLY: A player must be a minimum of 50 years of age or turn 50 during the year of competition to play in the Men's and Women's 50+ Doubles Leagues. A player must be a minimum of 60 years of age or turn 60 during the year of competition to play in the Men's or Women's 60+ Doubles Leagues.

1-3 Court Requirements

a. A team's home courts must be located within the outer boundaries created by the following clubs: South - Laguna Creek, West - Davis, Northwest - Woodland, Northeast - Lincoln and Auburn, Southeast - Rancho Murieta, East – In Shape, El Dorado Hills. Individual clubs are responsible for securing their own home courts.
b. Depending on the league, the minimum number of courts varies between two and six.
c. It is acceptable to have courts at two separate locations as long as the courts are within the same park district.
d. Traveling teams are permitted. Coordinators have the right to limit traveling teams due to court availability.

1-4 Court Permits

a. All member clubs must submit court permits stating dates when home matches may be scheduled at their club. Court availability is specified by time slot, i.e., Monday morning, Monday evening, etc.
b. To accommodate tournaments and other such events, clubs are allowed to block out specific times during a specific week where no home matches can be accommodated.
c. Court permits also specify how many home matches a club can accommodate in each time slot. Some clubs field many teams and they cannot support one-half of the teams' matches at home.

d. Minimum Court Guarantee: To **guarantee** that SATA accommodate all teams from a member club, the member club must provide a minimum number of courts and be prepared to provide additional courts equivalent to one half of each team's matches, if necessary. The minimum number of courts is specified by time slot.

1-5 Home Courts

a. All matches must be played on the assigned courts. Switching from "home" to "away" or vice versa is not permitted except for special circumstances as approved by both captains and the league coordinator.

b. The home team must provide courts and facilities at no cost to the visiting team

c. The home team must provide restroom facilities.

d. The home team will ensure that courts are available for matches. If courts are unavailable at match time or become unavailable mid match, the home team will default matches that have not started and will retire in matches partially played. Time permitting AND if both captains agree, the match may be moved to a different location or rescheduled.

2 SATA PLAYER DATABASE

TopDog is the official player database and all players in the adult leagues must be in the TopDog player database.

2-1 Player Ratings

a. Each player has two official ratings: a singles and a doubles rating. Official ratings are listed to the first (tenth) decimal point on the Topdog website.

b. A player's rating is calculated based on the match play in specified spring, fall and winter leagues. The rules of each individual league specify whether or not that league is used to determine a player's rating. No ratings are calculated for summer leagues.

c. The ratings are updated once a year after the completion of the fall season.

2-2 Adding New Players to the SATA Player Database

a. Only the TopDog coordinator can add a player to the SATA player database.

b. Players who wish to be added to the database must complete and submit a self-rate form.

c. The TopDog coordinator will add the player to the database within one week of receiving the self-rate form.

d. The self-rate form must be completed and submitted by the player requesting the self rate.

2-3 Self-Rating Guidelines

a. Self-Rating Procedure

- If a player has not played any SATA league match in two years or more, then that player's rating is considered "inactive." Before playing any SATA match, the player is asked to update his/her rating by submitting a self-rate form. This may be done at any time during the year.
- If a player has no previous SATA rating and has a current USTA rating, then that player must self-rate within 0.30 of their USTA rating. If the USTA rating has been inactive for five or more years, it will not be used to determine the self-rate.
- If a player has a previous SATA rating, then the player's requested self-rate cannot exceed plus or minus .30 of his or her existing SATA rating, UNLESS it is supported by USTA match history (singles history for a singles re-rate and doubles history for a doubles re-rate).
- If the player has neither a SATA rating nor a USTA rating at the time of the self-rate, but within six months of the SATA self-rate request, he or she makes a request for a USTA self-rate that exceeds plus or minus .30 of his or her SATA self-rate, then the player's SATA rating shall be adjusted by the TopDog Coordinator to be within .30 of the player's USTA self-rate.
- The minimum self-rating shall be 2.5.
- The TopDog coordinator will notify the player when he/she has been entered into the database.

b. Modifications to a Self-Rating

- A player can appeal his/her assigned self-rate until that player has played in a league where ratings are calculated. This rule applies separately to a player's singles and doubles ratings.
- If play during the first season clearly demonstrates the player's self-rating is not indicative of his/her ability, the League Coordinator may revise the self-rate accordingly and notify the player.

3 TEAM REGISTRATION, PLAYER ELIGIBILITY & ROSTER MGMT

3-1 Registration

a. Captains register their teams online.

b. Captains wishing to register a team after the deadline must contact the league coordinator and expect to pay a $20 late fee.

c. Late registration may not be possible once league scheduling begins.

3-2 Player Eligibility

a. Players can register at any time during the season.

b. Any player whose official rating exceeds the league level cannot play in a league level below their rating unless the league is a combination level (i.e. 8.0 versus 4.0)

c. Player eligibility for regular leagues which consist of singles and doubles is as follows:

- Singles – only players whose singles ratings are at or below the league level are eligible to play. Players listed on the roster who are not eligible to play singles will be designated as "doubles only."
- Doubles – in regular leagues, doubles are considered combo lines. The level for doubles is twice the league level. Any player is eligible to play doubles in regular leagues as long as the combined doubles ratings of the doubles team does not exceed the doubles level for the league.

3-3 Players adding to the team roster

A team is allowed an unlimited number of players any time during the regular season.

a. A player who is not in the SATA player database cannot add to a team roster.

b. Players may play for more than one team in the same league.

c. Captains are required to follow any limitations on players imposed by the rules of their club.

d. A player is NOT required to be on the team roster before playing for a team. However, players should register before playing a match so they appear on the scorecard for rating vertification.

e. Captains will verify the eligibility of all players regarding order of play and maximum rating requirements.

3-4 Impact of Adding a Player After a Match

a. If an unrostered player plays a match, the scores cannot be recorded until the player registers for the team.

b. If a captain plays an unrostered player out of order in a match, that individual match is subject to default.

c. If a captain plays a player who is not in the TopDog database, matches played by the ineligible player will be defaulted.

4 GENERAL RULES OF PLAY

4-1 Team Match Time Change

Team matches are intended to be played on the day and time scheduled. Team match times cannot be unilaterally changed by either team. Any unauthorized, unilateral

change of a match time may result in a whole team default. However, a match time can be changed to any time within the day scheduled by mutual consent of the captains and the home club. A change to the day of the match requires the mutual consent of the captains, the home club, plus the agreement of the coordinator, and must be handled via email.

4-2 Player Arrival Time

a. Players should arrive 15 minutes before team match time. Players must be on their assigned courts promptly at match time

b. In the event a designated player or substitute fails to appear15 minutes after the set start time, a default of the line may be taken.

c. If a player is on the court at match time, the player is guaranteed a minimum 15-minute warm-up time which includes practice services. 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.

d. In regular leagues, doubles matches will be played as soon as possible after the conclusion of the singles matches. All double players who are not playing singles that day must be on-site one hour after the start of the singles matches. In the event the doubles matches are played first, the singles players must be on-site one hour after the start of the doubles matches

4-3 Score Sheet

a. Prior to the start of the team match, each team captain must write down their lineup on their own score sheet. The captains shall then exchange score sheets to fill in their lineup. The home team captain must assign players to the courts and start the individual matches at the designated match time.

b. For Regular Leagues only, the captain must write down their lineup for the first series of individual matches to be played that day (usually singles). The captain may postpone writing down their lineup for the second series of individual matches to be played that day (usually doubles) until immediately prior to the start of the second series of individual match play.

c. Should a captain wish to make a change after the score sheet has been exchanged but prior to the start of the individual match, approval must be obtained from the opposing captain (or his designated substitute). If the opposing captain does not agree to the change, the lineup stands as it was written. If changes are agreed to, changes must be initialed by both captains on both score sheets.

d. Captains should keep their score sheets until all matches, including playoff and final matches, are completed.

4-4 Balls

a. The visiting teams must provide new balls for match play. Only USTA-approved hard court balls (Wilson, Penn or Dunlop) are allowed.

b. For Regular Leagues ONLY: If singles are played first, the use of new balls for the doubles matches is optional. If doubles are played first, the doubles balls may be used for the singles matches.

4-5 Continuous Match Play and Coaching

a. Play shall be continuous; however, a request by a player for an emergency restroom break is allowed.

b. When players split sets, a 10-minute rest period is permitted.

c. No coaching is permitted except during the 10-minute rest period between the second and third sets.

4-6 Substitutions once a Team Match has Started

a. Once a team match has started, the player(s) who started the individual match must complete the match or retire. Once a match has started, substitutions are prohibited.

b. Exception: Regular League Doubles Matches may use new players different from those players who played singles matches, but once an individual doubles match has started, the players who started the individual doubles match must complete the match or retire.

c. Exception: Team Tennis has special substitution rules. These rules are delineated in the team tennis section of this document.

4-7 Tiebreak – Set, Match or Match Deciding

a. Set Tiebreak

- A Set Tiebreak (first to 7 by a margin of 2) will be used to determine the winner of the set at 6 games all. If a set is decided by a tiebreak, the set score will be recorded in TopDog as 7-6.
- Exception: Team Tennis Leagues use a set tiebreak if the set score reaches 5 games each. If a set is decided by a tiebreak, the set score will be recorded in TopDog as 6-5.

b. Match Tiebreak

- In all leagues that use a best 2 out of 3 set format, the default is to play a third set.
- If all players agree, then a Match tiebreak (first to 10 by a margin of 2) may be used in place of a third set. The decision to play a tiebreak in lieu of a third set may occur at any time up to the start of the third set.
- If a tiebreak is played in lieu of a third set, the set score will be recorded in TopDog as 1-0. If a third set is played, then the actual game score for the third set is recorded in TopDog, not set score of 1-0.

c. Match Deciding Tiebreak

- In Regular, Men's 60+, Women's 60+ and Team Tennis Leagues, it is possible for the opponents to be tied at the conclusion of all the scheduled matches.

When the teams are tied at the conclusion of regulation play, then a Match Deciding Tiebreak must be played.

- The Match Deciding Tiebreak score will be recorded by subtracting one game from the losing team's final set.

d. Tiebreak Procedure

- The first player/team to obtain 7 points (Set tiebreak) or 10 points (Match tiebreak) wins the tiebreak provided there is a minimum margin of two points. If necessary, the tiebreak game will continue until this margin is achieved.
- The player whose turn it is to serve will serve the first point of the tiebreak game. The following two points will be served by the opponent(s) (in doubles, the player of the opposing team due to serve next). After this, each player/team will serve alternately for two consecutive points until the end of the tiebreak game (in doubles, the rotation of service within each team will continue in the same order as during regular play in that set). Players/teams switch sides of the court every six points until the "Game" has been won.
- After the tiebreak is completed, players will change sides and the player/team who served first in the tiebreak game will be the receiver in the first game of the following set.
- Coman tiebreak rotations are permitted in SATA leagues, but only if all players agree.

5 CAPTAIN'S RESPONSIBILITIES

5-1 Pre-Match Responsibilities

a. The home team captain must contact the visiting team captain (if unreachable, contact the co-captain) three days in advance to confirm playing arrangements, specifically starting time. If the visiting team captain has not heard from the home team captain, then they should attempt to contact the captain or the co-captain.

b. Refreshments are optional. Home captains will notify visiting captains before the match if refreshments will not be provided.

c. If a team captain knows prior to a scheduled match that their team will be unable to field a full team or if the team plans to default the entire match, that captain must contact the opposing captain and league coordinator at least 2 hours before the match,

d. The captains and co-captains must work together regarding match postponements, stoppages and rescheduling. If consensus can't be reached, the League Coordinator should be contacted.

e. Under certain circumstances, a captain can request a postponed match be waived by the League Coordinator. However, captains are obligated to make every reasonable effort to play all matches.

5-2 Match Play

a. For any match where a captain decides the order of strength of their line-up, opposing captains must challenge the line-up when the line-ups are exchanged. Once a match has begun, the order of play cannot be challenged unless an unrostered player is played.

b. For leagues where the combined rating of a doubles team may not exceed the league limit, opposing captains must challenge the doubles team when the line-ups are exchanged. Once a match has begun, the line-up cannot be challenged unless an unrostered player is played.

c. Team captains, including acting captains, are responsible for their team's compliance with the rules and orderly conduct of matches. The USTA Code of Conduct governs during matches.

d. Captains should write down the scores of the match before the players leave the club. Opposing captains are encouraged to compare the scores reported by their players before leaving the club. Captains should retain copies of their score sheets until the end of the season. If line-ups are changed by mutual agreement of both captains, then both captains shall initial the score sheets.

5-3 Match Results

a. It is the home team captain's responsibility to input the match results on the TopDog website within 24 hours of the completion of the match. However, the captain of the visiting team may enter the scores first if he/she desires. An automatic email will be generated to the opposing captain requesting score verification within 72 hours of the receipt of the e-mail.

b. Captains receiving a default are responsible for recording names of the players who were scheduled to play but instead received a default. Their names should be recorded on the match score sheet and in TopDog as this match will count toward the players' eligibility for awards.

c. When a captain enters or confirms a match in TopDog, the captain is certifying the match was played as entered or confirmed. By entering or confirming a match a captain relinquishes his/her right to protest the results of the match including all appeals regarding the use of unrostered substitutes.

d. If it is discovered that the match scores are incorrect after the scores are entered and confirmed, the captain discovering the mistake should notify the league coordinator. If both captains agree the scores were entered incorrectly, the coordinator can reset the match scoresheet so the captains can enter the correct scores.

6 UNPLANNED INTERRUPTIONS IN MATCH SCHEDULING AND PLAY

6-1 Postponing Matches

a. Matches can be postponed due to rain, wet courts, bad air, or extreme heat. No matches are to be postponed because of wind.

b. If matches are postponed, the decision must be made no earlier than 4 hours before the scheduled match time.

c. Captains are strongly encouraged to use substitutes if only one player is uncomfortable playing under the existing match conditions.

6-2 General Guidelines for Postponing Matches

a. Matches can be postponed or stopped due to rain or wet courts based on the home captain's assessment of the playability of the courts.

b. Home captains are granted an hour to dry courts if it appears the match could be played an hour later.

c. Matches can be postponed due to bad air when the air quality rating is 100 or greater in the general vicinity of the courts. Ratings above that level are considered to be unhealthy for sensitive people to participate in any outdoor activity. Air quality information and ratings are available in the daily weather section of the Sacramento Bee as well as on local radio and television broadcasts and are also available online at www.SpareTheAir.com, click on air quality for your area. When there is a bad air day, captains must confer about canceling the match, or making a change in the home court location. If the captains have a problem reaching a consensus or are in doubt, they should contact the league coordinator who will make the final decision.

d. Matches can be postponed or stopped if the air temperature is above 105 degrees Fahrenheit.

6-3 Rescheduling of Postponed or Stopped Matches

a. Defaulted individual matches or lines shall not be rescheduled; the defaults stand. Exception: If a line default occurs before the match begins (any ball is struck in any line of play) and the entire match is postponed, then the default is forgiven. The captain giving the default may field an entire team when the postponed match is played.

b. The Interclub Committee shall establish an end of the season date by which all league, playoffs and finals matches must be completed.

c. In the event a team match is stopped, all individual matches (lines) not completed must be rescheduled.

- When play has started on any line, the same players must be used for the rescheduled make-up match.

- Match play must resume at the point where the match was interrupted.
- Postponed individual matches can be completed at the convenience of the players involved in the match; postponed individual matches do not need to be completed at the same time or location.

6-4 Waiving Postponed Matches

a. Captains can petition the league coordinator to waive postponed matches.

b. The coordinators may grant a captain's request to waive a postponed match if both captains agree and the match does not impact the playoffs, finals or top two spots in the league standings.

c. Captains who petition to waive a match may not participate in playoffs and final matches and may not be declared flight winners or league champions.

d. No scores will be recorded in TopDog for waived matches.

6-5 Rescheduling Postponed Matches

a. Home Captain must notify the League Coordinator via e-mail within 24 hours if the match was not played

b. Within 5 days of the original match date, the home captain must offer the visiting captain at least two dates for the postponed match.

- The two dates do not have to be on the same day of the week as the originally scheduled match.
- The times must be consistent with the time of day of the originally scheduled match i.e. weekday, week night or weekend.
- The offer should be made by e-mail and the League Coordinator should be copied on the e-mail. If the home captain does not meet this deadline, the visiting team can choose to become the home team.

c. The visiting captain has 5 days to accept one of these two dates. Acceptance should be made by e-mail and the league coordinator should be copied on the e-mail. If the visiting captain does not meet this deadline, then the home captain can choose either of the dates offered for the match to be played. Once the date is chosen, the home captain should change the match date in TopDog.

d. If both captains agree, a match can be rescheduled at any mutually-agreeable time. If both captains agree, different lines of a match may be played at different times, and the league coordinator should be notified.

e. Home captains may relinquish home court for make-up matches.

f. If the captains have not rescheduled a match by the established deadlines, the coordinator will reschedule the match after discussing the issues with both captains.

6-6 Injuries

a. Each player may have one five minute injury time-out for each injury that occurs during a match.

b. Avoidance of Blood Transfer

- Play must cease immediately if any player has an open wound. Before play may resume, a player must have the wound covered; the player, the player's clothes and the surrounding court area must be made playable by eliminating any possibility that any blood could be transferred to the ball or another player.
- Play must resume as soon as possible. But, the injured player is allowed no more than 15 minutes to return his body, clothes and the court to acceptable playing conditions.

c. Violation of the time limits or playing conditions will be considered a retirement of this line by the offending player(s).

7 LEAGUE PLAY-OFFS AND STANDINGS

7-1 Playoffs and Finals

a. Playoffs are at the discretion of the coordinator. If play-offs are planned, the coordinator must e-mail the captains the play-off format and planned schedule before the season starts. Teams with the highest standings in the league will have home court advantage for playoffs. Once playoff standings are posted, the coordinator will contact the playoff captains and give them 48 hours to confirm their clubs can provide courts. Otherwise, playoff matches will be scheduled based on the court permits submitted prior to the beginning of the season. Home court advantage does not apply to travelling teams with courts outside SATA's boundaries.

b. If a team in contention for an award receives any whole team defaults AND the defaults affect which teams will receive awards, there will be a playoff to determine final league standings.

7-2 Player Eligibility for Play-offs and Finals

a. To be eligible to play in play-offs and finals, a player must have played in a minimum number of team matches for the team moving into playoffs or finals.

- For Leagues with 4 Regular Season Matches, a player must have played once.
- For Leagues with 5-8 Regular Season Matches, a player must have played twice.
- For Leagues with 9 or more Regular Season Matches, a player must have played three times.

b. In regular leagues, a player can play both singles and doubles in a single team match, but it does not count as playing twice for playoff eligibility

c. A retired match counts towards all players' eligibility for play-offs.

d. A defaulted match counts towards the winning player(s)' eligibility for play-offs and finals.

e. A defaulted match does not count towards a player's eligibility for play-offs for the player who causes a default.

f. A double default does not count towards any player's eligibility for play-offs or finals.

g. If an ineligible player plays in a playoff or final, that line will be recorded as a default.

7-3 Determination of League Standings

a. The coordinator has the discretion to establish either single or multiple flight leagues.

b. A team's eligibility for play-offs will be determined by the regular season record as described in Sections d and e below.

c. If there are no playoffs, then the regular season record will be used to determine the league winner and runner-up. If there are playoffs, the playoff results will determine the league winner and runner-up.

d. Regular season flight standings and eligibility for playoffs are determined in the following order:

- Most team matches won
- Most individual matches won
- Highest number of individual sets won
- Highest number of individual games won.

e. If two teams have identical team match, individual match, set and game wins, the flight standings shall be determined by head to head competition. If top teams have not played during the season, the Coordinator will schedule a match to determine the flight winner.

8 DEFAULTS AND RETIREMENTS

8-1 Whole Team Defaults

a. A whole team default will occur in any league where a team cannot field enough players at match time to win the match. By league, the minimum number of players needed to avoid a whole team default is:

- **Regular Leagues**
  Six Singles Leagues – 4 Players (4 Singles/1 Doubles or 3 Singles/2 Doubles)
  Four Singles Leagues – 3 Players (3 Singles and 1 Doubles)

Three Singles Leagues – 2 Players (2 Singles and 1 Doubles)
Two Singles Leagues – 2 Players (2 Singles and 1 Doubles)

- **Singles Leagues** – 2 Players
- **Traditional and Rotational Doubles Leagues** – 4 Players
- **Team Tennis Leagues** – 4 Players

b. The use of an ineligible player under an assumed name will result in a whole team default.

8-2 Penalties for Whole Team Defaults

Coordinators can waive matches if notified before match time, if the match does not impact league standings, and if both captains agree. Waived matches do not count as a whole team default.

a. The penalty for one whole team default **within the same season** will be: the team is 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. A core team member is the captain, the co-captain and any player who plays on a team two or more times.

b. The defaulting team must continue to play throughout the remainder of the season unless a second default occurs.

c. A second team default 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 league at any level the next season.

8-3 Partial Team Defaults

a. Defaults Before the Line-ups are Exchanged - Should a team have to default an individual match 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.

b. Defaults After the Line-ups are Exchanged - If a designated player(s) has failed to appear by the scheduled start time of 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.

8-4 League Coordinator Issued Defaults

League coordinators may issue partial or whole team defaults as defined below.

a. Partial Team Default - after the match has been played if a team plays an ineligible player. Ineligible players include any player not in the SATA (TopDog) player data base at the time of the match.

b. Partial team default - if unrostered substitutes are improperly played.

c. Whole team default - if a captain will not reschedule a postponed or stopped match in the required timeframe.

d. Whole team default - may result from any unauthorized, unilateral change of a team match time.

e. Whole team default - may result from any unauthorized change in court location.

8-5 Scoring and Recording Defaulted Matches

a. **Scoring** - The team receiving the default is credited with a win and receives credit for winning all defaulted lines of play with a score of 6-0, 6-0. Defaulted matches do not count towards a players rating.

b. Recording Scores of Defaults

- The team defaulting a line or match shall record the players as “Default”.
- The team receiving the win from the default shall list the names of the players on their team on the score sheet. Any player on the team roster before the match is eligible to receive a default.
- A partial team default known before line-ups are exchanged is recorded in the lowest line(s) of the score sheet. The defaulted lines of a partial team match known before the line-ups are exchanged are not required to be in order of strength.
- A double default is recorded by entering double default in the match status portion of the score sheet in TopDog. No players names are listed for the double default and no scores are recorded.

8-6 Scoring and Recording Retired Matches

a. **Scoring -** The team receiving the retirement is credited with a win. The match score is the score at the time the match was stopped. Retired matches do not count towards a player’s rating.

b. **Recording** - The team retiring a line or match shall record the players as “Retired.” The match score is recorded as the score at the time the match stopped with a retired designation in the drop down menu in TopDog. TopDog will calculate league standings by automatically crediting the team receiving the default the remaining games in the match.

9 AWARDS

9-1 Team Awards

a. Single Flight Leagues

- The team that wins the league is designated the league winner and will receive an award.

- For large leagues of nine teams or more, the second place team will be designated the league runner-up and receive a runner-up award.

b. Multiple Flight Leagues

- If there are playoffs between flights, a league winner and runner-up will be declared based on the results of the playoffs.
- If there are no playoffs between flights, each team in first place in their respective flights will be declared the league winner.

9-2 Individual Recognition Awards

a. Players will receive individual recognition awards for winning all of their matches on any one team within a league during the regular season of play.

b. A player must play in more than one half of the regularly scheduled matches to be eligible for individual awards. Playoffs don't count.

c. A retired match counts towards the winning player(s)' eligibility for individual award(s). The player retiring is not eligible for an individual award.

d. A defaulted match counts towards a player's eligibility for the player who receives the win as the result of a default.

e. A retirement is considered a loss; a player retiring a match cannot receive an individual award for that team.

10 PROTESTS

10-1 Player Sportsmanship

a. All players are required to conduct themselves in compliance with the rules and orderly conduct of matches. The USTA Friend at Court governs during matches.

b. If a player believes their opponent did not conduct themselves in accordance with the USTA Friend at Court, then their captain or acting captain may file a grievance according to the rules in Section 10-2.

c. The Grievance Committee is charged with the investigation of the incident. Based on their investigation, the grievance committee will access the validity of the protest.

d. If the protest is deemed valid, then Grievance Committee will assess the severity of the incident.

e. Based on the severity of the current complaint and previous incidences, the grievance committee will decide and implement one of the following penalties:

- No penalty, but the player is requested to refrain from the offending behavior in the future.
- Level 1 Punishment: Letter of reprimand from the Grievance Committee to the player with a copy to the Club Member Representative and Club Pro.
- Level 2 Punishment: The player is banned from any SATA league play for two seasons as established by the Grievance Committee.

- Level 3 Punishment: The player is banned from any SATA league play for a year from the date the Grievance Committee issues it ruling.

10-2 Protests

a. The SATA Grievance Procedure governs all protests. This section summarizes SATA's Grievance Procedure.

b. SATA encourages all captains to discuss any dispute and to try to resolve the dispute themselves. If the captains cannot resolve the matter themselves, the League Coordinator is their first contact. The League Coordinator will try to mediate a resolution.

c. The Grievance Committee is the final decision arbiter on all protests in the SATA Adult Tennis Leagues. Grievance Committee decisions are final and binding.

d. The Grievance Committee will entertain protests only after the captains or acting captains have tried to resolve their dispute with their League Coordinator. Any complaint filed with the Grievance Committee without League Coordinator involvement will be dismissed without investigation. **Exception**: Grievances against a League Coordinator or the Interclub Chair may be filed directly to the Grievance Committee.

e. Only the captain or acting captain (on the day of the incident) may file a complaint against an individual or team. All complaints must be filed with the SATA Grievance Committee via e-mail. The email address is listed on the SATA website (sactennis.org) under Adult Leagues, Forms and Rules. **Exception**: If a team wishes to file a grievance against their captain, then the team may file a grievance with the Grievance Committee. The team must file one joint grievance. Multiple grievances from different team members on the same issue will be returned and the teammates will be requested to file a joint grievance.

f. Formal complaints to the Grievance Committee must be filed within 7 days of the alleged violation. The Grievance Committee will start an investigation within 48 hours of the receipt of a valid complaint. All parties to the grievance will be contacted and given the opportunity to respond. The grievance committee will apply SATA and/or USTA rules to reach a decision and will issue a ruling at the earliest possible time with a goal to communicate the decision back to all parties within 10 days from the start of the investigation.

RULES FOR INDIVIDUAL LEAGUES
SECTIONS 11 – 14

11 REGULAR LEAGUES (WOMEN'S AND MEN'S)

11-1 League Format

a. Regular league matches consist of both singles and doubles. There are four formats in the regular leagues – each format is identified by the number of single lines played.
   Six Singles Format - consists of 6 singles matches (lines) and 3 doubles matches (lines). A partial match must consist of 5 lines of play.

   Four Singles Format - consists of 4 singles matches (lines) and 2 doubles matches (lines). A partial match must consist of 4 lines of play.

   Three Singles Format - consists of 3 singles matches (lines) and 2 doubles matches (lines). A partial match must consist of 3 lines of play.

   Two Singles Format - consists of 2 individual singles matches (lines) and 1 individual doubles matches (lines). No partial matches are permitted.

b. All singles matches will be played first. Singles matches will be played simultaneously. The doubles matches will follow and be played as players are available.
   Exception: Doubles matches may be played first due to home court availability at the designated match start time. The court permit must indicate the club's intent to play doubles first. The Coordinator will notify the league captains of the change in the order of play before the season begins.

c. Individual doubles matches will be played as soon as possible after the conclusion of the singles matches. All double players who are not playing singles that day must be on-site one hour after the start of the singles matches. In the event the doubles matches are played first, the singles players must be on-site one hour after the start of the doubles matches.

d. The players arriving for the second set of matches are guaranteed a 15 minute warm-up. If the players are not ready to play the second set of matches 75 minutes after the match start time of the first round of matches, a default can be declared. However, to declare a default, a court must be available and all players scheduled to play in the defaulted match must be finished with their first matches if they played in the first round of matches.

e. Each line plays the best two out of three sets.

f. No ad scoring will be used. When the game score reaches 3–3 (40/40), the receiver has the option of receiving the serve on the deuce or the ad side.

g. In playoff and final matches, regular scoring will be used. If matches are mistakenly started using no-ad scoring, then when the mistake is discovered, players are to begin using regular scoring.

11-2 Ratings

Singles matches in the Regular Leagues will count towards a player's SATA singles rating. Doubles matches in the Regular Leagues will count towards a player's SATA doubles rating.

11-3 Player Limitations

a. Singles players are not required to play doubles in addition to singles. Different players may play the doubles matches.

b. A player who retires from his/her singles match can compete in a doubles match.

c. No players with ratings over the league level are permitted to play in singles lines (i.e. 4.1 cannot play at 4.0 level)

d. Doubles teams are limited to their combined doubles ratings not exceeding twice the level of the league.

11-4 Regular League Singles Order of Play

a. Singles players must be played in order of strength based on the singles rating printed on the score sheet. The captain has the discretion to set the order of play for players who have identical ratings.

b. Captains must challenge the order of play before the match. Once the match has begun, the captain may not protest the opposing captain's line-up unless the opposing captain is playing an unrostered player.

c. For unrostered players only, playing singles players in a prohibited order will result in a default of that line and all those below.

d. For unrostered players only, playing a singles player in excess of the league limit in a singles line will result in a default of that line.

11-5 Regular League Doubles Order of Play

a. Doubles teams must be played in order of strength which is determined by adding the two players' doubles ratings together. The captain has the discretion to set the order of play for doubles teams who have identical combined ratings.

b. Captains must challenge the order of play before the match. Once the match has begun, the captain may not protest the opposing captain's line-up unless the opposing captain is playing an unrostered player.

c. For unrostered players only, playing doubles teams in a prohibited order will result in a default of that line.

d. For unrostered players only, playing a doubles teams with a combined doubles rating in excess of twice the league limit will result in a default of that line.

11-6 Match Winner

a. Team match winner is the team that wins the majority of the individual matches (lines).

b. If two teams win an equal number of individual matches, then the tie will be broken by determining the team that won the most sets. If a tie still exists, then the tie will be broken by determining the team that won the most games.

c. If the match is still tied, then the players who were the last players to finish will play a Match Deciding Tiebreak to determine the winner. The Match Deciding Tiebreak is first player/team to obtain 10 points by a minimum margin of 2. The Match Deciding Tiebreak score will be recorded by subtracting one game from the losing team's final set.

12 SINGLES LEAGUES – WOMEN'S

12-1 League Format

a. The team matches will consist of 3 individual singles matches (lines) played simultaneously. A partial match consists of 2 lines of singles.

b. Each line plays best two out of three sets.

c. All individual matches use ad scoring unless both captains agree prior to the start of the match to play no ad scoring.

12–2 Ratings

Individual singles matches in the Singles Leagues will count towards a player's SATA singles rating.

12-3 Players Limitations

Players with ratings over the league level may not play in any Singles League team match.

12-4 Order of Play

a. Singles players must be played in order of strength as determined by their SATA singles rating. The captain has the discretion to set the order of play for players who have identical ratings.

b. Captains must challenge the order of play before the match. Once the match has begun, the captain may not protest the opposing captain's line-up unless the opposing captain is playing an unrostered player.

c. For unrostered players only, playing singles players in a prohibited order will result in a default of that line.

d. For unrostered players only, playing a singles player in excess of the league limit will result in a default of that line.

12-5 Match Winner

Team match winner is the team that wins the majority of the individual matches (lines).

13 TRADITIONAL DOUBLES LEAGUES – WOMEN'S, MEN'S, WOMEN'S AND MEN'S 50 + AND 60+, MIXED

13-1 League Format

a. Regular scoring, best two out of three sets with the same partner

b. Three matches played simultaneously. A partial match consists of two individual doubles matches.

c. Men's & Women's 60+ Doubles consists of two individual doubles matches (lines) played simultaneously. Partial matches are not permitted.

13-2 Ratings

Ratings are calculated in spring and fall seasons, not summer.

13-3 Player Limitations

There are no over-rated players in traditional doubles leagues. However, the combined rating of a doubles team may not exceed the league limit.

13-4 Order of Play

a. Doubles teams must be played in order of strength which is determined by adding the two players' ratings together. The captain has the discretion to set the order of play for doubles teams who have identical combined ratings.

b. Captains must challenge the order of play before the match. Once the match has begun, the captain may not protest the opposing captain's line-up unless the opposing captain is playing an unrostered player.

c. For unrostered players only, playing doubles teams in a prohibited order will result in a default of that line.

d. For unrostered players only, playing a doubles team in excess of the league limit will result in a default of that line.

13-4 Match Winner

a. The team match winner is the team that wins the majority of the individual matches (lines).

b. For Men's 60+ and Women's 60+, the match winner is the team that wins the majority of the individual matches (lines). If a tie exists, then the tie will be broken by determining the team that lost the least sets. If a tie still exists, then the tie will be broken by determining the team that lost the least games. If the match is still tied, then the players who were the last players to finish will play a Match Deciding Tiebreak to determine the winner. The Match Deciding Tiebreak is first player/team to obtain 10 points by a minimum margin of 2. The match deciding tiebreak score will be recorded by subtracting one game from the losing team's final set.

14 ROTATIONAL LEAGUES (WOMEN'S & MEN'S 50+)

14-1 League Format

- Each set is a line.
- All sets use regular scoring.
- No ad scoring may be used for the entire match if the captains mutually agree before the match. In addition, any line can use no ad scoring, if the four players playing that specific line mutually agree.

14-2 Women's Combo Rotational Doubles

Shall consist of 3 doubles rounds for a total of 9 lines, three sets being playing in each round. Match play format will be as follows ("P" is player; each round a player has a new doubles partner):

Round Robin Format for (6 or 5) players

Round #1	Round #2	Round #3
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

A partial Match for 5 players consists of the defaulting team conceding the one set in each round where the missing player was scheduled to play. A partial match for 4 players is played with the following rotation with the defaulting team conceding three sets:

Round Robin Format for 4 players

Round #1	Round #2	Round #3
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

14-3 Men's 50+ Doubles Rotational Doubles

a. The Men's 50+ Doubles Leagues play shall consist of 3 doubles rounds for a total of 9 lines, one set being played in each round. Match play format will be as follows ("T" is a doubles team; doubles team play with the same partner for all rounds):

Round #1			Round #2			Round #3		
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

b. A Partial Match for 5 players is not permitted. A Partial Match for 4 players consists of the defaulting team conceding the one set in each round, using the following format:

Round Robin Format for 4 players

Round #1	Round #2	Round #3
1 T vs 1 T	1 T vs 2 T	1 T vs 1 T
2 T vs 2 T	1 T vs 2 T	2 T vs 2 T
Default	Default	Default

14-4 Ratings

Women's Rotational - No ratings will be calculated.

Men's 50+ Rotational - Individual doubles matches will count towards a player's SATA doubles rating in the spring and fall seasons.

14-5 Player Limitations

The combined rating of the doubles teams may not exceed the league limit.

14-6 Order of Play

a. **Women's Rotational Leagues** – Players must be listed in rating order in positions 1-6, from highest to lowest.
b. **Men's 50+ Rotational Leagues** - The strongest team must play in the #1 position, the 2nd strongest team in the #2 position, and the 3rd strongest team in the #3 position. The team strength is determined by adding the two players' ratings together.
c. Captains must challenge the order of play before the match. Once the match has begun, the captain may not protest the opposing captain's line-up. However, all lines played by an unrostered player may be defaulted by the Coordinator if that player is ruled ineligible for play on the team.

14-7 Match Winner

Team match winner is the team that wins the majority of the individual sets (lines).

15 TEAM TENNIS LEAGUES (TEAM TENNIS DOUBLES)

15-1 League Format

a. Each match consists of three rounds. Each round will consist of two sets played simultaneously for a total of 6 lines. Match play format will be as follows with the order of play determined by the home captain:

Round Robin Format for 4 players

Round #A	Round #B	Round #C
1W & 2W vs. 1W & 2W	3M & 3W vs. 3M & 3W	5M & 5W vs. 5M & 5W
1M & 2M vs. 1M & 2M	4M & 4W vs. 4M & 4W	6M & 6W vs. 6M & 6W

b. Partial matches are not permitted in this format.

c. All individual matches use no-ad scoring. For the deciding game point (played at 3 all in the game), the following rules apply:

- During men's and women's doubles sets, the receiver has a choice of side to receive serve.
- For mixed doubles sets, the man must serve to the man and the woman must serve to the woman.

d. If a serve hits the net (let serve), the receiver shall not return the serve. The server will get an additional serve if the ball lands in the service box. If the ball lands outside the service box, then a fault is declared.

e. A Set Tiebreak will be played if a set reaches 5 games each. The Set Tiebreak is first player/team to obtain 7 points by a minimum margin of 2.

f. In the event a match is tied at the end of regulation play, then Match Deciding Tiebreak will be used to decide the match. SATA's Match Deciding Tiebreak is played until with the winner the first to 10 points by a minimum margin of 2 points.

15-2 Ratings

No ratings will be calculated for team tennis leagues.

15-3 Players Limitations

Over-rated Players – No over-rated players are permitted in team tennis.

15-4 Order of Play

a. The home captain will decide the order of the rounds.

b. A player may play in each of the three rounds. The same doubles team may not play together in any two rounds (includes substitutions). The captain has the option to schedule different players in every round.

c. The captains will exchange line-ups before the match and identify the players playing in each match.

d. A 5-minute warm-up is permitted between rounds.

e. All lines played by an unrostered player may be defaulted by the Coordinator if that player is ruled ineligible for play on the team.

15-5 Substitutions

a. After the first point in any round, a captain may substitute any eligible player for a player currently on the court.

b. Any player can be used as a substitute only once during a match.

c. If a player has been substituted for in any round, they cannot return to play in that round.

15-6 Match Winner

a. Team match winner is the team that wins the majority of number of games won.

b. In the event the teams are tied in points after all 6 matches have been played, the home team will choose 1 event (men's doubles-women's doubles or mixed 1 court) to play a Match Deciding Tiebreak to determine the winner. The home team must decide before the match which event will be played if a Match Deciding Tiebreak is needed. Each captain shall decide after regulation play the players who will play in the Match Deciding Tiebreak. Substitutions are allowed in the Match Deciding Tiebreak. The Match Deciding Tiebreak score will be recorded by subtracting one game from the losing team’s final set.

DEFINITIONS

Awards	Prizes awarded to the winning team/teams in each league.
Combo League	A doubles league where the doubles team combined rating is used to determine if they meet the rating limitation of the league.
Core Player	A core team member **is the captain, the co-captain and** any player who plays on a team two or more times.
League	A group of teams playing against each other in an organized format.
League Level	The league level is the numeric portion of the League title. Exception: the league level for the doubles played in Regular Leagues is twice the numeric portion of league title. The league level is the maximum rating allowed in that league.
Line	In leagues where each match is two out of three sets, each line is equivalent to a single match. In Rotational Doubles and Team Tennis Leagues, each line is equivalent to one set.
No ad scoring	At a tied game score of 3 points each (40/40), one point is played to decide the game winner. The receiving team chooses which side of the court to receive the game deciding service. Exception: Team tennis where the game deciding service is man to man or woman to woman.
Partial Team Default or Partial Match	A match where a team cannot field all lines but can field enough lines to avoid a whole team default
Postponed Match	A match not played or completed due to weather or other unforeseen circumstances.
Regular Player	Any player listed on the team roster.
Regular Scoring	At a tied game score of 3 points each (40/40), the serving team continues to serve until one team has a 2 point advantage.
Runner-up	The team in second place in leagues with nine or more teams.
Team Roster	List of players registered on the team in Top Dog. These players are eligible to play for a team.
Tiebreak - Match	First to 10 by a margin of 2.
Tiebreak - Set	First to 7 by a margin of 2.
TopDog	Website program used by SATA to run the leagues.
Unrostered Player	A substitute player who is added to the team on-line roster after the match. This player will not appear on the score sheet at the time the match is played.
Waived Match	A match that both captains agree not to play. A waived match cannot impact the determination of the league champion or winner. Coordinator approval is required before a match can be waived.
Winner	The top team in the league.