

MATCH START TIME PROCEDURES FOR PLAYERS

League Players... I would appreciate your help in the coming season in getting all matches started on time as courts are very tightly scheduled and start times are stacked. Late starts affect later match play.

I am asking Captains to enforce the lateness penalty for matches.

I also ask that you strictly adhere to the TEN MINUTE WARM UP. The warm up is not actually a warm up.. but a opportunity to assess your opponents. A ten minute warm up will give you time to hit about four forehands and backhands, 4 volleys on each side, 4 overheads and 4 serves. If you are doing more than this.. you will likely take over ten minutes. **I am asking Captains to enforce the Ten Minute Warm Up.**

Each Captain will have their own particulars on what time they want you at the courts for the match. Aside from that, please keep in mind the following:

Players should always arrive at a minimum of ten to fifteen minutes before match time.

The Captain cannot exchange lineups until he/she has seen "the whites of your eyes" and knows you are present. It takes time for the Captains to exchange lineups and get everyone to assigned courts. Please help out your Captain by being punctual and meeting him/her ... at the assigned location before match time.

At match time you should be opening the gate to your assigned court and stepping in. At this point, you should be ready to play. Meaning, you have everything you need with you. You have already taken care of everything else necessary such as bathroom, gripping your racquet.. putting on your shoes... filling up your water bottle... Whatever it is you need to be ready to play. Let's all help each other ... the facilities and site directors who have so graciously agreed to host all these matches for our enjoyment.. and more importantly ... your Captain who is volunteering a lot of time and energy so you can play competitive and fun tennis.

Thank you, players.... for your continuing support of USTA League Tennis.. Wishing everyone lots of fun tennis !

[Item #3 of the LOCAL LEAGUE RULES](#) states:

[Match time is default time at any PUBLIC court facility. At PRIVATE facilities the Point Penalty System applies. 2013 Friend at Court, Page 137, Table 16. Captain is responsible to inform players & enforce before play.](#)

The above rule is enforceable by the Captain(s) at their discretion. **I recommend enforcing**.... but.... Depending on the circumstances, a captain can choose to enforce the rule, or not. But if a Captain chooses to enforce the rule the opposing team must comply without discussion, and without hard feelings or resentment. See table for lateness penalties at PRIVATE Facilities.

Same applies, Captain(s) elects to enforce or not depending on circumstances, or choice. Captains should NOT agree beforehand not to enforce, as that encourages players to be late.

Captains should think of themselves as tournament directors would in this instance. A tournament director can choose to default a late player, or not depending on circumstance. **CAPTAIN CANNOT DEFAULT A LATE PLAYER IF THE COURT HE/SHE IS TO PLAY ON IS NOT AVAILABLE. THE COURT MUST BE AVAILABLE.**

TABLE 16 Penalties for Lateness	
<p>When a player is late in arriving for the player's scheduled match time and any court is available, the Referee shall start the lateness penalty clock. The Referee is not required to keep a court open while waiting for a player.</p> <p>A player is not deemed to have arrived until the player checks in at the place designated for checking in for matches and is properly clothed, equipped, and ready to play. A team is not deemed to have arrived until both partners have arrived.</p>	
A. Lateness for Start of Match	Penalties
If one player or team is late	5 minutes or less: Loss of toss plus 1 game
	5:01 - 10 minutes: Loss of toss plus 2 games
	10:01 - 15 minutes: Loss of toss plus 3 games
	More than 15 minutes: default Except for a default, the Referee shall never assess more than a 3-game penalty for lateness
Both players equally late up to 15 minutes	No penalty
Both players more than 15 minutes late	The Referee may default both players, or the Referee may reinstate the match using the principle in effect when both players are late but arrive at different times.
Both players late but arrive at different times	The penalty accrues on the arrival of the first player (A). The opponent (B) loses the toss and one, two, or three games or is defaulted depending on the time elapsed between A's arrival and B's arrival.