

LOCAL LEAGUE RULES ARE SPECIFIC TO SAN GABRIEL VALLEY AND ARE APPLIED IN CONJUNCTION WITH THE 2022 NATIONAL AND SECTIONAL LEAGUE RULES AND REGULATIONS.

1. All players must be registered for the team on TennisLink before the start of the match.
2. Captains/Acting Captains are responsible for proper sportsmanship and player conduct by their team members and spectators, on and off the court.
3. No coaching is allowed during any SGV area matches – this includes text messages and emails.
4. Cell phones must be turned off or turned to silent mode. A ringing cell phone is a hindrance, and the opponent may immediately stop play and claim the point.
5. Home team provides courts. Visiting team provides match balls.
6. Home teams are not required to provide warm up courts, but as a courtesy, if able to secure for a visiting team, the home team should do so. If warm up courts are not available, the first 15 minutes of match time will be used for warm up.
7. Home court venues must have restroom facilities available to all players.
8. Captains are required to exchange line ups before their scheduled match times. Captains are required to use the TennisLink scorecard. Captains must compare scores with each other before leaving the facility. Please make sure correct names are on the score sheet. Please sign the scorecards once scores are confirmed and save them until the end of the season. In the event of a score dispute or grievance filing, only a signed TennisLink scorecard is accepted. Use of Tennis Point scorecard is not accepted in all cases.
9. Do not enlist the aid of spectators to assist with a call and/or to prove your point. If there are line disputes, the players may request that the captains or other volunteers (one from each team), if available, stand at each net post and serve as Line Monitors. The Line Monitors are responsible for calls on their side of the court. Line Monitors can only confirm or overrule calls on their side of the court and ONLY if asked by the players. The Line Monitor's call is final. Line Monitors should only be used in extreme situations – players are strongly encouraged to resolve court disputes themselves.
10. Home court captains are required to confirm with their respective facility that their home court reservation for a scheduled match is booked. If a visiting team arrives at the host facility for a scheduled match, as indicated on TennisLink, and is informed that courts are not available for scheduled match, the home court captain will incur a line penalty for rescheduling.
11. Schedules are randomly generated by TennisLink and published on TennisLink. Once the league schedule has been published, you will have 7 days to notify the ALC with any changes in home court scheduled times or errors.

12. Teams must do their best to complete all scheduled matches. If, after the final schedule is published, a team needs to reschedule a team match due to insufficient number of players, the new date and time must be agreed upon within one week of the original match date and must be played before the end of the local league season or it will be recorded as a team default against the team that asked for a reschedule. The team that is asked to reschedule may impose the below penalties against the team asking for a reschedule. (unless it fall under the No Penalty situation)

- A 1 penalty will be imposed for a 3 doubles line format. The line #3 will be defaulted
- A 1 line penalty will be imposed for a 1 single and 2 double line format. The team that was asked to reschedule will decide if either the #1S or #2D line will be defaulted.
- A 2 line penalty will be imposed for 5 line formats. The team that was asked to reschedule will decide if (a) both singles lines (b) #2D and #3D or (c) #2S and #3D lines will be defaulted. Note: If a match needs to be rescheduled again or need to be postponed due to unplayable conditions, penalties will carry over.

Requests to reschedule a match due to the following reasons will NOT be subject to penalties:

1. "Unplayable conditions" such as heat, rain, unhealthful air quality, smoke, etc.
2. When a team has a minimum of 4 players representing SGV at USTA/SOCAL sectionals or nationals.
3. When a facility becomes unavailable due to an unplanned event. This may result in the need to play a "followed by" match.

13. 5 line leagues (2S/3D) and 3 line leagues (3D) must have a minimum of 4 players to be valid for a scheduled match. A 4 line league (1S/3D) must have three lines to be a valid match.

14. All Local League matches are considered to be Timed Matches. Please confirm this at the start of your match if court time is going to be limited. If a match can't be completed in the allotted time, the Timed Match Procedure must be followed.

Play until the end of allotted match time (try to finish any game in progress).

- If the game cannot be finished, the player/team that is ahead in the game wins the game.
- If the set cannot be finished, the player/team that is ahead by one game, wins the set.
- If a match tiebreak cannot be finished, the player/team that is ahead by one point, wins the match tiebreak and the match.

If it's even a "One Point Tiebreak" is played to decide the winner of the game, set or match tiebreak.

For a "One Point Tiebreak", serving rotation continues:

- Doubles: Receiving team chooses which player will receive.
- Singles: Receiving player chooses which side to receive.
- Mixed Doubles: The receiver will always be the same gender as the server.

The score is entered exactly as it finished, choose "Timed Match" and designate a winning team:

- A Match Tiebreak score is entered as 1-0.
- A Set Tiebreak score is entered as 7-6 or 6-7.

A minimum of 2 hours shall be allotted per match. If the host facility has availability after time is up, then matches can be played until completed.

15. SGV league match format is best of 3 sets with a 10 point Comen tiebreak in lieu of the third set.

16. SGV USTA/SCTA local league matches will use the Point Penalty System for lateness for the start of the match. (please refer to page 110 in Friend of Court)

If one player or team is late for 5 minutes, it is Loss of Toss plus 1 game.

From 5:01-10 minutes late, it is Loss of Toss plus 2 games.

From 10:01-15 minutes late, it is Loss of Toss plus 3 games.

More than 15 minutes and match is defaulted.