

**Local League Rules are specific to Orange County and are applied in conjunction with the 2022 National and Sectional League Rules and Regulations.**

1. Weekday leagues are considered a separate area if there are a minimum of 4 teams.
2. One captain on each team may have their 27 league fee waived if they register on the captain s-only team, costing them only 3 (non-refundable TL processing fee).
3. The best of 3 tiebreak sets with a match tiebreak in lieu of a third set will be used. The Coman-style rotation will be used in set tiebreaks. The Timed Match Procedure (outlined in the Section Regulations) will be used if the allotted match time has passed and you need to vacate the court.
4. Tennis balls are provided by the OME team. Refreshments are optional. There is no requirement for warm-up courts.
5. Split-Times: Must be communicated to all captains in your flight. Lineups must be filled out completely and exchanged by the first match time.
6. Lineup exchanges must be done no later than match time. Late Rule: see rule 20.
7. The match maximum warmup time is 10 minutes. Facilities are not required to supply courts for pre-match practice.
8. If a match score is not entered in TennisLink within 48 hours of the completion of the match, it may be recorded as a Double Team Default. Either captain can enter the score.
9. Rescheduling Matches: Captains may reschedule matches with the ALC within the first 7 days after the new season has been posted. After this period, captains need to request change directly with each other, and only if a new date is mutually agreed upon then report the date change to the ALC. When requesting to reschedule a match, it will be up to the opposing team to accept or not. The team asking for a reschedule will be imposed a 1-line penalty.
10. Unplayable conditions may include, but are not limited to, fire, ash, heat (95 degrees and above) at the time of the match. If the day before the match, unplayable conditions are forecast during the time of the match, it may be rescheduled with no penalties, if there is sufficient time within the league season to do so. If unplayable conditions exist prior to or after the match started, teams should not wait more than 30 minutes past the originally scheduled time or when the match stopped, whichever applies, to see if conditions change. Both captains may agree to wait longer or choose a different location within their area to play the match.
11. The “At Level Policy” will be enforced:
  - a) Min. of 50% at level for 2-team leagues;
  - b) Min. of 50% at level for 3 or more team leagues in all “straight level” leagues.

12. In the USTA Adult Divisions (18 Over, 40 Over and 55 Over), Dynamic Rating calculations are generated. Self-Rated or Appealed level players who meet the criteria for NTRP Dynamic Disqualification will have their matches reversed in all “live” leagues including Mixed Doubles. Matches played at the promoted level will stand.
13. Once a default is entered in TennisLink, the assigned player(s) cannot be changed.
14. If teams that are in contention of advancing receive a full team default, all matches played by the defaulting team in that round robin segment will be taken out of the standings. Captains with full team defaults will not be able to field any team in the subsequent season.
15. Local League Playoffs (when necessary): The team with the highest Game Winning Percentage will be offered to host the playoffs. It is up to the discretion of the ALC to determine how many teams will participate in the playoffs, depending on the number of flights.
16. Rain delay/Postponement will be declared 2 hours prior to match time, if not agreed upon the night before. Please use Accuweather to determine an unsure rain forecast 2 hours prior at the home match site. Court conditions should be confirmed with the home court facility personnel. Rescheduled dates should be proposed at the time of the announced postponement, and finalized within 3 days. If rain should occur during the match, all players should stop and record the score exactly at the time of the stoppage, including court side and server. Players should wait at least 20 minutes before declaring postponement and reschedule.
17. Roster limits will be enforced to ensure all players have the opportunity to play in a minimum of two matches.
  - 3 lines league - limit 18 players
  - 4 line league - limit 21 players
  - 5 line leagues - limit 22 players\*Clubs with large memberships are encouraged to form multiple teams with smaller rosters to include all players evenly
18. ALL players must be registered on team roster prior to their match. Violation of this rule will result in a default for that line + the captain being suspended for the subsequent season.
19. Late Rule  
Match time starts when assigned players are standing on assigned courts ready to play. Missing/late players automatically drop to bottom line on scorecard, and all other lines move up. Therefore if the player(s) do not show the default is scored on last line. You cannot default from the top. Once the clock starts for match time, penalty shall apply accordingly:
  - 0-5 minutes - loss of toss + 1 game
  - 5-10 minutes - loss of toss + 2 games
  - 10-15 minutes - loss of toss + 3 games
  - 16+ minutes - Default - OR - opposing captain can choose to offer grace time up to 45 min for extenuating

circumstances.

Any and all play WILL count. No "play for fun". All penalties must be taken before first game is played, and score must be announced or those penalties will be nullified.

21. Matches played with less than 60% of lines played will be considered invalid and will not be counted in standings. Defaults must be placed at the bottom lines. Captains cannot "choose" which line they want to default. This includes mutually rescheduled individual lines. All matches start with Line 1.

22. Unsportsmanlike behavior will not be tolerated and may result in suspension from league play. Player grievances can be submitted by team captains to Area League Coordinator for review by the Section grievance committee.

23. Rest Periods:

Changeover - 90 seconds

End of Set - 2 minutes

After 2 Sets before 3rd Set Tiebreak - 2 minutes

24. In 5.0+ levels all 5.5 players should play on Line 1. There is no limit on the amount of 5.5 players, and any 4.5 players must play the lowest line on those teams.

25. Registration Credit. A player who is rostered on a team and has not played any matches or received any default wins (and is not required for the at-level requirement) will receive a credit after the end of local league. The credit will not expire, is not transferrable, has no cash value and will not include the processing fee charged by TennisLink. No refunds will be given.

26. Line-up for Rescheduled Match. If an individual match has not started, any rostered player who was not playing in any other line of the match may play. Any default in the original lineup stands if any one match has started. If the match did not start, the previously defaulted line can be filled with new players.

27. Substitution for No-show. A substitution is allowed if a player fails to show up for his/her match.

28. Medical Time Out. A medical time-out shall not exceed 3 minutes which includes all evaluation and treatment time. In unofficated matches, a medical time-out shall start immediately after play is stopped or after any changeover or set break is taken. Only one medical time-out is allowed per injury or illness. Fatigue is not a valid reason for a medical time-out.

29. Scoring of Full Team Defaults

If a team defaults an entire team match for any reason during round-robin play, that team is ineligible to continue play at that championship. All matches of the defaulting team already played shall be null and void when determining standings but will be used for ratings and advancement purposes. If all teams with a mathematical chance to advance have played the defaulting team in good faith, those matches shall stand as played when determining standings.