

## Santa Barbara USTA Flex Leagues Local Rules/Information:

Flex league is a great way to play tennis 'on your schedule.' For this league to work, it's important that:

- 1) **Communication with your fellow players is critical to schedule your matches. Please be responsive. If you are injured and need to play matches later in the season, just let others know.**
- 2) **Please value everyone's time. Be on time, keep your commitment to play. Play as many of your matches as possible.**

**Withdrawing from the league:** If you/your team cannot continue in the season (i.e. injury), please notify your opponent/s and Julie (League Coordinator: SantaBarbaraLeagues@scta.usta.com).

### **Scheduling/Match Schedules/Contacts:**

Suggested schedules are posted on the USTA website. Log into your account, click on TennisLink, click on Leagues, & then click on your team name. **The dates are just a placeholder to help spread out your matches and a place to enter your scores.** Your opponent's contact info is on the Captain's Report (a tab on your team page) and also at the top of the page for each team.

**Matches can be played at any time, in any order, as long as they are completed by the season end deadline. The home team is responsible for initial contact to schedule the match but both teams are encouraged to make contact.** It's recommended to contact all opponents at the beginning of the season to start the scheduling dialog. The team listed as 'home' should reserve the courts for their home matches & expect that the 'away' team travels to them. The 'home' team can offer to travel to the 'away' team's location if they choose. It is recommended to reserve a 1.5-2 hour time slot so that there is sufficient amount of time to finish a match. The date, time, & location of the match must be agreed upon by both teams. If a match is postponed, it should be rescheduled & completed as soon as possible. (Matches should always be played in the area sponsoring the division unless agreed upon by both teams. Example: All Beach Cities matches should be played in Beach Cities.) **If a player/team is unable to make contact with their opponent/s after 3 tries (2 via email and 1 by phone), a default will be entered.**

Players will have roughly half home & away matches - the first player listed on the schedule is Home.

**Home player** arranges for & covers any costs for courts or guest fees & provides a new can of balls. It is fine to mutually agree on a location if one player has access to 'free' courts or if because of distance, you decide to find a location in between.

Please reconfirm your match a few days in advance to make sure nothing has changed.

### **Rescheduling matches:**

Please make every effort to play when you commit to play. **Everyone's time is valuable - please be considerate.** If you have to cancel the same match a second time, it will become a defaulted match unless both players choose to play.

### **Format of Play:**

- Best 2 of 3 sets. A 10 point Coman tiebreaker will be played in lieu of a 3rd set. If there is a time constraint agreed to before the match begins (due to scheduling at city courts, private clubs, etc.), & the match cannot be completed before the agreed upon time, then when the winning player enters the score, enter it as a "Timed Match."

## Entering Scores:

- From your team page, click on match date between you and your opponent and click on 'enter scores.'
- Either player can enter the score, & the other player must confirm the score. Please enter the score within a day of the match being played.
- **Always enter the score from the winner's perspective.** Example: I lost the match to Fred, and I enter the score. Fred won the first set 6-3, Fred lost the second set 3-6 and won the match tiebreak 1-0. Score is entered as 6-3, 3-6, 1-0
- **Match type dropdown options:**
  - Completed- Most matches should fall into this category.
  - Retirement- One match has begun and a player need to stop playing (usually injury or time issue)
  - Default- For no show, late arrival or multiple cancellations. Score will be 6-0, 6-0 Default.
  - Timed Match- Both players must agree to play a timed match prior to the match if there may be time issues. At which point, they must follow the Timed Match Procedure to determine a match winner if the whole match could not be completed in the agreed upon time allotment. **See the Timed Match Procedure pasted at the bottom of this page, FYI.**

**Input Corrections: If there is a mistake on an entered score, please email** SB Area League Coordinator Julie: ([SantaBarbaraLeagues@scta.usta.com](mailto:SantaBarbaraLeagues@scta.usta.com)) right away, and cc your opponent to confirm the change. (Include the match date or ID#), & she can correct the mistake.

Please make sure that you are a positive example of goodwill on the court, & please abide by The Code & these Flex Leagues Rules that will be posted on the SB Leagues website (<http://ustasocal.com/adult/leagues/santa-barbara>).

Wishing everyone good luck, great sportsmanship, and a winning experience participating in SB Flex Leagues!

### Julie Rosenthal

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### **Timed Match Procedure:**

All local league matches are considered timed matches, and if a match cannot be completed within the allotted time, the Timed Match Procedure must be followed. (Exception: When a match is rescheduled due to unplayable conditions)

- Play until 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.