



2021 CHICAGO DISTRICT LEAGUE RULES AND PROCEDURES – TEAM MATCH INFORMATION

Current USTA League regulations, Friend at Court, The Code, USTA Midwest Standing Orders, and the following local League rules and procedures apply. Complete rules and procedures for USTA Adult League Play in the Chicago District consist of 4 parts: League Overview, Captain's Information, Team Match Information, and Timed Match Procedure.

Note: Comments in red reflect changes to 2020 rules. Comments in green reflect recent clarifications of the rules.

III. TEAM MATCH INFORMATION

A. Sportsmanship

- a. All Players should adhere to "The Code" and demonstrate good sportsmanship according to the following guidelines. Any Player participating in USTA League Play is expected to demonstrate awareness of the following guidelines.
 - i. Points played in good faith stand.
 - ii. Give your opponent benefit of the doubt on all calls.
 - iii. A ball that is 99% out is 100% in.
 - iv. Accept defeat graciously.
 - v. Shake hands or tap racquets at the end of the Match. Both gestures confirm an agreement that the Match was played in good faith and the Match is binding.
 - vi. Tennis is a game that requires cooperation and courtesy from all participants. Make Matches fun by praising your opponent's good shots.
 - vii. Treat all points the same regardless of their importance.
 - viii. Any issue pertaining to a Match can only be resolved by the Players involved in that Match. Outside interaction could be considered "interruption of play."
- b. Bullying and harassment are prohibited by the USTA and CDTA, including in Adult League play.
- c. Local League Matches are unofficiated. Fairness in line calling and keep score lies at the very heart of the game and of USTA League competition.

B. Line Up Exchange

- a. In accord with National Regulation 2.01C(5), the Team Captain for each Team shall exchange their Team line-ups simultaneously prior to the beginning of the Team Match.
- b. CDTA recommends that line-ups should not be exchanged before all Players in the Match are present.
- c. In the event all Players are not present at the scheduled start time, CDTA recommends that Players warm-up with their own Teammates.

C. Warm-Ups & Default Time

- a. Warm-up time is 10 minutes.
- b. A Player arriving late can join the warm-up in progress but will not be given additional time past 10 minutes.

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- c. A Team not having all Players present by the end of the 10-minute warm-up must default Match(es) according to USTA League Regulation 2.03K.

D. Official Clock

- a. Prior to going on the court, the official clock at the Home Team Facility must be designated by the Home Captain.
- b. In cases where one clock cannot be used for all courts, multiple clocks can be used including ONE cell phone on court ONLY for use as the official clock. In such cases, the clock on the cell phone must remain visible to all players. Upon agreement of all players, an alarm can be set on the clock to announce 20 minutes prior to the end of the match time.
- c. It is the responsibility of both Captains to communicate to their Players which clock is the official time if more than one is visible from the court.

E. Involvement of Non-Player

- a. Players are expected to be knowledgeable of local League rules and procedures which can be made accessible during Match play through hard copies brought onto the courts prior to the Match or online through use of a cell phone.
- b. No spectator (Players on adjacent courts, Captains, and club coordinators are also considered spectators) has a part in a Match with the exception of clarification of Timed Match Procedures. Captains are only allowed to come onto court to help facilitate the timed Match procedure during the last 20 minutes of the Match; but Players on court must ask them to come onto court for their help. Please keep in mind that calling for help may delay play during the critical remaining 20 minutes of the Match.
- c. Players on-court should resolve all differences together. Resolutions that are in conflict with CDTA rules will stand if all Players, in good faith, agreed on how to resolve the Match/conflict.
- d. In cases of unresolvable disagreements or disputed Matches, the DLC, in conjunction with the ALC if necessary, will review the situation and advise Captains of the appropriate solution which could include:
 - i. Double Default of court in question if both Teams were at fault/unaware of applicable rules.
 - ii. Default of court in question against the Team at fault/unaware of applicable rules.
 - iii. Initiation of grievance process if assigning fault is not immediately clear. The Grievance process is designed to gather information from all parties involved, determine which and if a rule was violated, and issue an appropriate consequence.

F. Continuous Play

- a. Play is continuous throughout League Matches including during the last 20 minutes.
- b. Drinking water and toweling off during the last 20 minutes of a Match are acceptable; but Players need to be aware of time limitations between points and when changing ends that are spelled out in the Timed Match Procedure (see part IV of these rules).

G. Match Format

- a. All Matches are best of 3 sets, with regular scoring and a 7-point set tiebreak at 6 all in each set. In the event of split sets, a 10-point Match tiebreak shall be played to decide the winner of the Match. Tiebreak format (standard vs. Coman) will be decided before the start of the Match.
- H. All untimed Matches are played to completion. If there is a time limitation imposed by the host Facility, follow the Timed Match Procedures (see part IV of these rules).