

2023 Captain's Meeting Agenda

Local League Rules Reminders

- Player commitment – players commit to playing the entire session (ALL matches, home AND away, winning OR losing), Captains are encouraged to carry more than the minimum number of players to avoid court defaults, avoid carrying too many/too few players, consider players participating on multiple teams
- Team registration – players are encouraged to register at least 24 hours prior to their match in case of any team registration issues, notify DLC regarding any team registration issues, players can register by Player Registration End Date, team registration is closed after Player Registration End Date, contact DLC at least 24 hours prior to their match to open team registration after Player Registration End Date, players must register prior to match participation, new/lapsed player discount available
- Unregistered player – player is ineligible, subject to court default, unregistered player must register within 24 hours of completed match to enter scorecard unless unregistered player is out of level, scores are entered for ratings purposes unless unregistered player is out of level, notify DLC to designate unregistered player as ineligible for match, both Captains can agree to allow unregistered player court to count unless unregistered player is out of level
- Team registration fee refunds – NO refunds for players that did NOT participate in matches (except for team dropped prior to scheduling, player moving out of District, illness/injury with medical note, and incorrect player/Captain registrations), players may request team transfer between teams (or from holding team) within the same championship year
- Pre-match correspondences – Captains are encouraged to contact opposing Captain several days prior to match to confirm match date/time, food/drink, known court defaults, alternate court position start times, alternate order of play, warm-up courts, potential inclement weather and/or travel issues, etc.
- Scorecards – first/last names, exchange scorecards (15 minutes prior to match start time), announce court assignments and timed/non-timed match (10 minutes prior to match start time), encourage players to arrive at least 20 minutes prior to match start time, start matches on time (especially timed matches), confirm scorecards with opposing Captain immediately after completed match, enter scorecards within 48 hours of completed match (Home Captain)
- Scorecard corrections – contact opposing Captain and DLC, DLC will update scorecard after both Captains agree to scorecard correction, DLC will notify both Captains after scorecard is corrected
- Timed matches – time called @ 110 minutes, finish any started game or tiebreaker, play SET tiebreak if tied in total games won when time called, play MATCH tiebreak if tied in total games won after 2nd set when time called, HOME Captain must check with host facility to determine timed/non-timed match then announce (10 minutes prior to match start time), timed/non-timed cannot be changed after announced, notify host facility if timed match may exceed 2-hour time slot, all court positions are

provided 110 minutes to complete their timed match, avoid extended warm-ups, changeovers, breaks, etc., players expected to play at reasonable pace

- Split start times – for 2 start times, 2nd start time is (120) minutes after 1st start time, 2nd group of players are encouraged to arrive 20 minutes prior to 2nd start time, both Captains can agree prior to match to start 2nd group of matches when open courts are available, but 2nd group of players are NOT subject to late arrival penalty until at least 5 minutes after 2nd start time if open courts are available
- Buffer courts – provided during scheduled match 2-hour time slot, NOT provided after scheduled match 2-hour time slot and/or for non-match courts, host facility has option to rent non-match courts, players encouraged to use curtains between match court and non-match court
- Warm-up courts – HOME team is encouraged to share warm-up courts (if available) with AWAY team, oncoming players cannot warm-up on courts adjacent to ongoing match during ongoing match scheduled match 2-hour time slot unless there are buffer courts, oncoming players can warm-up on courts adjacent to ongoing match after ongoing match scheduled match 2-hour time slot
- Rescheduling matches – contact opposing Captain to request reschedule, Captains are encouraged to honor reschedule requests when opposing Captain provides reasonable notice/reason, Captains are required to honor reschedule requests due to inclement weather, service interruptions, to avoid a total team default, negotiating reschedule (play match with court defaults, play match with minimum players available, alternate match day, swap host facility with host FLC approval, etc.), provide multiple reschedule options if possible, consider players participating on multiple teams, notify DLC to help resolve reschedule issues, DLC may require reschedule depending on circumstances, HOME Captain submits Reschedule Request Form as confirmation, DLC will notify both Captains and host FLC after schedule is updated
- Canceling matches (inclement weather and/or service interruptions) – CALL opposing Captain 2 hours before scheduled match start time, HOME Captain immediately notifies host facility, Captains are required to honor reschedule requests due to inclement weather/service interruptions/medical emergencies, previously defaulted courts carry forward unless agreed otherwise, double default may be option for canceled matches at end of session, DLC may require reschedule depending on circumstances
- Late arrivals – CALL Captain and/or opposing Captain and/or host facility before scheduled match start time, Captains are encouraged to honor late arrivals if possible (especially due to inclement weather and/or travel delays), late arrival penalty - more than 5 minutes late (loss of spin, loss of 1 game, and 5-minute warm-up), more than 10 minutes late (loss of spin, loss of 2 games, and 5-minute warm-up), more than 15 minutes late (court default)
- Court defaults – **CALL opposing Captain by 12PM day before scheduled match start time**, HOME Captain immediately notifies host facility, default from lowest court position (singles, doubles, singles and doubles), need minimum number of players to play match (maximum individual court defaults, must

be able to mathematically win match), Captains are encouraged to default the fewest court positions based on available/present players

- Total team defaults – notify DLC immediately, total team defaults must be approved by DLC, contact opposing Captain to request reschedule, defaulting facility is financially responsible for BOTH teams court fees (\$16 x team format x 2 teams), defaulting team loses the right to host the next home match vs. opposing team, fewer home matches during current session or upcoming session when defaulting away match, eliminates defaulting team from advancing to the championships for that session, total team default may affect overall team standings of flight/sub-flight, avoid total team default if at all possible, DLC may require reschedule depending on circumstances
- Coaching/Electronics/On-court disputes – NO coaching (verbal and/or non-verbal), only appropriate cheering and words of encouragement, silence and stow cell phones/smart watches, Captains and FLCs may assist with rules clarifications for on-court disputes and/or line calls if available (assist with line calls as last resort) otherwise players resolve in good faith
- On-Court viewing – players should leave their court upon match completion unless continuing match play for fun (players may be asked to discontinue match play for fun by adjacent court players) or viewing from mid-court (be courteous to adjacent court players), spectators are NOT allowed to get involved in on-court disputes and/or line calls, including inappropriate cheering and/or commenting
- Championship eligibility – Players are required to participate in (2) matches or participate in (1) match and receive (1) match default to be eligible for the championships
- Facility protocols – Players are expected to comply with facility protocols/facility staff requests, players are subject to retirement or court default and deemed unwelcome, Captains are encouraged to review facility protocols on the the Facilities Amenities spreadsheet
- Court etiquette – good conduct, fair play, safety, good sportsmanship, players are encouraged to play their best, remember we are all GUESTS, be responsible-be respectful-be safe
- Complaints – Captains are expected to notify their FLC and the DLC about any complaints
- Grievances – Captains can file a grievance for misconduct (\$100 grievance fee), District Grievance Committee will investigate issues of misconduct, League Suspension Points for misconduct penalties, Captains are encouraged to notify the DLC regarding questionable self-rated players, DLC will investigate self-rated players and may file a grievance, Captains can file a grievance for questionable self-rated players (\$100 grievance fee), Section Grievance Committee will investigate issues of questionable self-rated players
- Self-rated/appealed players – self-rating appeals 5-7 days, subject to disqualification/promotion after 3rd strike, strikes are assessed based on match play, strikes not disclosed until 3rd strike, match wins reversals for disqualified players, when self-rating consider ability later rather than ability now

Questions and Conclusion