



AGENDA
ORANGE COUNTY
2008 USTA ADULT
CAPTAIN'S MEETING
FEBRUARY 9, 2008

WELCOME ~ THANK YOU FOR COMING TO THE MEETING!
SIGN IN - GRAB A NOTEBOOK (one per team) - FILL OUT A RAFFLE TICKET
ENJOY THE SNACKS

GENERAL COMMENTS ~ Almost all the information presented tonight is on one or both of the following websites: www.orangecountyusta.com
www.scta.usta.com

- Please sign in on one of the sign-in clip boards.
 - Print your name, phone number and your e-mail
 - Whether you're a Men's or Women's team (M/W)
 - What day you will be playing (WE - for weekend, or F for Friday.)
 - If you are picking up information for another captain, please print their information, (as much of theirs as you know, and just jot down your name somewhere on their line so I know who picked it up for them.)
- We will have a raffle drawing at 2:00 pm or as soon as the meeting is over, whichever comes first. Everyone here may fill out a raffle ticket, but you must be present to win. (Your incentive to stay through the end of the meeting. :)
- Miscellaneous Comments...I sent out an e-mail to everyone asking you to print out the Local League Rules and the Sectional Regulations at home and bring them to the meeting. I also asked you to read through them so hopefully everyone has done that.
- If anyone wants to stay afterwards for extra questions and/or help on the computer, I'll stay as long as you need me to.

- My meetings typically follow the information in the notebooks. I don't have time tonight to read through all the rules, but I will try to highlight what I think are important points, and to stress areas where we've had problems in the past. . YOU however DO need to read through all the rules and materials and make sure you understand everything before the season starts. After you've read through everything, please let me know if you have any questions on anything.
- I will not probably not have time to say everything I think needs to be said tonight, so I've tried to say it in this document, so after the meeting, please make sure you read through it
- **TIMELINE AND RESPONSIBILITIES FOR CAPTAINS:**
 - This document gives you your basic timeline and the most important dates, by when I need information from you.
- **HOW TO PUT YOUR TEAM ONLINE AND REGISTERING AS CAPTAIN**
 - This document provides you with step by step instructions on how to do this. Once you have done it once, it's easy and will be a no-brainer each season. I'm happy to walk you through it if you need help the first time.
 - Do not register yourself on your own team. We have a special team set up so that captains do not have to pay the \$21 league fee. Those teams' numbers are listed in the Local League Rules. After your team is on line and I see you on the captain's team, I will move you over to your team and designate you as captain. Sometimes new captains register on the captain's team, and then don't see themselves on their team so they register again on their own team. Don't do this. **There are no refunds for captains who register directly onto their own team.**
 - You may give your team a name, but please also include both your last name and your facility name in your team's name.
 - Put your teams online now. The deadline to have your team online is March 19 at 5pm . I will sometimes accept new teams after this deadline, but only if I'm able to and it makes sense for the league.
- **TEAM INFORMATION SHEET . . .**
 - Fax or e-mail these to me by March 19 at 5pm. Again, I'll only take them late if we need a team, or if it's still easy to add you. Please note that this is also the last day to request your team be deleted from the

league. If you request to be deleted after this date, no one on your team may receive a refund.

- Make sure to check with your facility about when you can play, what dates are not available for me to schedule home matches, and if you are requesting any byes for your team. I try to honor bye requests, but am not always able to do so, so **list them in order of priority**.
- Sometimes a facility schedules an event after the schedules are out. If this is the case, match will need to be moved without penalty to the hosting team. The first choice will be to move it to the visiting team's facility. The second will be for the two captains to mutually agree upon an alternate date for the match.
- **HOW TO APPEAL YOUR RATING ONLINE:**
 - This is a great document given to us by the SCTA this season. It has step by step information on how to appeal your rating and who may appeal online. Make sure you continue to be aware that they do NOT want captain's appealing for their players, and that there are potential penalties for those who do so without the player's knowledge. The NTRP takes this very seriously and the "I didn't know" defense will not help you.
- **SCTA REGULATIONS:** (Again... I'm only highlighting certain parts here, so make sure to read the actual document.) . . .
 - Captains... make sure you keep track of this during the season. Ideally, everyone should be playing more than twice. If players are in danger of not getting their two matches in, your team is probably too large. Either way, if you have a player you either added late into the season, or someone not scheduled to play their matches until near the end of the season, it's up to you to make sure they get their two matches in, and you won't be able to control defaults, so better to get everyone qualified early.
 - If a player has a computer rating, they must use it. Sometimes players/captains think they can have a player "start over" by getting a new usta number and self-rating. **DO NOT DO THIS!** If anyone on your team thinks they need to self-rate. Ask them if they've ever played league or tournaments before. If they have, and they have a current computer rating, that's what they must use. Even if their membership has expired. They must renew it and keep their computer

rating. If they try to get around this, they will be found out, and potentially at a bad time for your team, communicate with your players, and make sure that anyone self-rating actually needs to because they don't have a current computer rating.

- Orange County is separated into two separate areas, (like LA and Santa Barbara.) We are Weekend and Weekday (For the women only) So in accordance with this designation, a player may play 2 WD teams in OC, 2 WE teams in OC, 2 teams in Palm springs, and 2 teams in Beach Cities, all in the same division, (i.e. SCTA Doubles.). (That's an exaggeration, but gives you the idea.) The 2 teams in any of the one area may not be at the same level.
- Every season I get questions about what is the default rule. Here it is. Everyone's cell phone should have the same time. It's up to the discretion of the CAPTAINS, (not the players,) as to whether they decide to enforce any default penalties.
- Wheelchair Play: We encourage the inclusion of wheelchair players in the league. I'm not sure everyone knows this. They are allowed two bounces.
- Individual Defaults: Everyone knows, (or at least should know,) the policy of defaulting from the bottom up. It does happen, that teams inadvertently default a higher line than they are supposed to. These matches will stand as played. Likewise, if players go out onto the court and play on the wrong line, their match will stand, (excepting tri-level).
- OFFICIAL LEAGUE RATING PROGRAM. (This starts the whole discussion about NTRP, Strikes and Self-Rated players, and granted appeals)
 - *****"If there is any question as to which level to enter, enter at the higher NTRP level to avoid NTRP disqualification. Failure to do so or omission of information regarding a player's tennis history will subject the player, the captain and/or others who condoned inaccurate self-rating to sanctions and disqualification. All self-rated players are subject to Self-rate Eligibility Grievances."
 - We are playing with our 2007 year-end ratings. You can find these online.
 - New players will need to self-rate into the system.

- Captains... do not encourage players to play at a lower level than they should. If they are a strong player, it may be in everyone's best interest if they start at the next higher level and see how they do there first.
- There is a wide range of ability within each level. When players establish a rating at a certain level, that does not mean they can win at that level. To be able to beat most players at a given level, a player would need to reach the top of that category of that level. Players and captains sometimes think that if a player can't win at a higher level, they belong at the lower level, and that is not the case. A mid-to-lower level player is simply probably not going to win frequently at that level.
- Strikes occur when a player generates a dynamic rating which is substantially out-of-category. If you are a 3.5 player, you may be generating 4.0 ratings each week, but if they are never high enough to generate a strike, you would not be bumped up until the end of the year. The intention of the strikes is to keep it fair for everyone. A strike shows that a player is a solid player at the higher level, and it's really not fair to have those people playing in the league during the season at the lower level. (There has to be a line drawn somewhere and the strike is that line.) However, we don't kick them out of the lower level until they have shown that on three separate occasions, they just don't belong at the lower level. So, once they receive their third strike, they are dq'd and a letter is sent out to them, their captain, and me to notify them of this.
- Self-Rated players. As a captain, you should make sure that all self-rated players register themselves, as they will have a series of questions to answer before they are given a rating. Self-rated players do not start generating their own rating until they start playing computer rated players. What ever number they initially choose, (or are assigned) in the self-rating process is never averaged in as one of their ratings. Often we see players self-rate as 3.5 to play on a 4.0 team,

with the misperception that this will start them at a lower level. It doesn't. Once they start playing, they will be assigned a rating each week based on their performance. As with any data-driven system, the more data the system has, the more accurate will be the result, and in our case that is the player's rating. The ratings continue to be averaged throughout the history of the player's USTA career. The computer-rated player is going to have lots of matches to average in with each other, so each additional match will typically not have a dramatic effect on the over-all rating. (Unless they are top or bottom of category.) This is not true for the self-rated player however. The self-rated player is going to have very little data to be processed by the system, so each match they play is going to be more heavily weighted as the system determines the player's rating. I strongly recommend that self-rated players do not play on two different levels. What happens when they do, is that if they are competitive at the higher level, they will start generating dynamic ratings at that higher level. (Remember that competitive does not mean winning. It means they can hang in there at that level.) Once they do that, it will of course start generating strikes at the lower level and after three they will still be fine for the higher-level team, but will dq at the lower level and all the matches they played for that team will be reversed, and shown as 6-0, 6-0 wins for the other team. Basically, don't do it. Also, if you have a self-rated player, who you think is skilled at your team's level, and they start beating their opponents, right out of the box, they could be generating strikes in the very first few matches they play... Here are a few possible scenarios:

- Say they are a 3.5 and start playing, and they are blowing away their opponents. This should be a red flag for you as a captain. If their opponents have decent ratings, your self-rated player may be generating strikes.

- Say they are a 3.5 and they are either winning their matches, but just barely, (3rd set in a tie-break,) or losing, but again, just barely. However, it turns out that their opponents already had ratings that were into the 4.0 level. This puts them at that level too, and can easily be enough to generate a strike. Captains should not be lulled into thinking that their self-rated players are ok at that level, since they are not blowing everyone away, or that it's close, or that sometimes they even lose.
- Say they are a 3.5 and start blowing away their opponents 6-0, but they don't get strikes. Why would this happen? It could easily be because their opponents were 3.0s playing up to the 3.5 level, and a 3.5 will often be able to beat a 3.0 love and love. In fact, the rule-of-thumb, is that each service break represents one tenth of a point in ratings, so a top-of-category could beat a bottom-of-category 6-0, 6-0. even though they both have the same basic rating. The point here, is that you can't say "but so-and-so also did xyz and they didn't get bumped... why did my player?" Another point is that since the ratings are a series of averages, what your initial start rating is will be part of your average, (except self-rated players,) and even if two players played the exact same opponent, with the exact same scores, they would end up with different resultant ratings if they started with different ratings.
- *Granted Appeals* - When a player is granted an appeal, they are allowed to go back down to the lower level, but their rating is designated at the top-of-category of that level. Consequently, it is not going to take much for this player to either get bumped back up the next year, or to start generating strikes, so be aware of that.
- The NTRP is a National Program. It works for a very large number of participants. It's not always perfect, and there are many possible variations that could be put in place, but the USTA has chosen what they feel is the fairest for the majority of the players. Over the

previous two seasons, OC Women had 1 player dq'd, and it was a self-rated player. That's out of 2,542 participants, so that's only .04%. That said, there are always going to be a rare situation where the system does not perform the way it's intended, and that is going to happen with any system. The self-rated player is vulnerable, which is why we tell captains to be aware and if you have self-rated players, to pay attention to how their doing on your team. If you are in contention, don't risk it to keep a player who it seems may belong on a higher level team.

- PLAYER AGREEMENT - Everyone who plays in this league is agreeing to adhere to the standards of good conduct, fair play and good sportsmanship.
- GRIEVANCE COMPLAINTS - specifies who can make them, and to whom they go:
 - Self-rated player grievances - go to the SCTA attention NTRP.
 - Complaint about an individual or a team where you want the outcome of the match to be changed. Forward to me within the designated time frame. I will assemble the grievance committee and forward copies on to those who get them
 - Complaint about the sportsmanship of a player or captain. Forward these to me. Typically, if I receive two on the same person, I will hold a Local League Grievance committee meeting, and the committee will decide whether there should be any sanctions imposed on the offender.

Grievances have different rules attached to them depending on when they are filed and the time frame you are in (local league/post local league/championship). This is all spelled out in this part of the document.

The chart: This is a great tool, with lots of information and will answer many of your questions.

- The Code: Many questions that arise during a match will be answered in this document. It is now part of our SCTA Sectional Regulations.
- Captains...know your players. You should know if they are playing on any other teams, and be very aware that if you have players who play on more than one team, and more than one makes it to Sectionals, there is a good chance that the player will not be able to play for both teams due

to scheduling conflicts. Have this conversation with them BEFORE it ever becomes an issue. Find out for which team they would chose to play, if both teams were scheduled at the same time.

➤ LOCAL LEAGUE RULES

- Captain's-only team numbers are listed here
- Refund date: April 30 - no exceptions
- Add date: May 31
- Penn is the official ball, and we want you to use them, but if the person who is responsible for the balls brings a different brand, go ahead and play.
- Confirming Matches - Very important. Read this.
- Local League Playoffs - Dates are set in this document.- Every season I get people wanting to know when they are.
- Match Schedules - Make sure to read through all of this carefully so you know what to do with your schedules when they come out.
- Scorecards - Both teams need to report each match. It doesn't matter who reports first.
- Postponement -
- Full-Team Defaults - not allowed - we have specific reschedule policies (this is probably different than how Denis ran the men's league, so please let me know if you have any questions about this.)

➤ USTA LEAGUE DATES: This document lists all the dates for all the divisions of USTA in 2008.

➤ CALENDAR - A tool for you as a captain to find out when your players can NOT or did not want to play, so you will KNOW AHEAD OF TIME if you are ever going to be short. Last season we had a few times when one team would say to another... "I need to reschedule...my whole team's playing in....." You need to find that information out BEFORE you turn in your team information sheet. If you don't ask for a team bye before the season starts, the other team has no obligation to reschedule with you.

➤ MOST FREQUENTLY ASKED QUESTIONS: Please read this sheet

- OTHER LEAGUE FORMS (Grievances, Medical Appeals... all online)

➤ NEW CAPTAINS ~ I will stay after the meeting and answer any ?

➤ 2:00 pm ~ Raffle drawings ~ hopefully we're done with the business part by now, if not, please make sure to read through everything on your own.

➤ Thank you for coming today! ~ Heidi Stryker