



**TennisLink**



## ORANGE COUNTY 2010 USTA

### DEFAULT POLICIES EXPLAINED

#### INDIVIDUAL DEFAULT POLICIES:

- *The USTA Point Penalty System, (illustrated below,) is used at all championship levels. At the Local League Level, we will use the same guidelines, but it is up to the discretion of the CAPTAIN, (not the players,) as to whether or not they choose to enforce the policies.*
- The lateness penalty clock starts when the match is scheduled, called, a court is available and a player has not arrived.
  - 5:00 minutes or less - Loss of Toss + 1 game
  - 5:01 to 10 min. - Loss of Toss + 2 games
  - 10:01 to 15 min. - Loss of Toss + 3 games
  - Over 15 min. - Default
- I encourage captains to handle each situation on a case-by-case basis. I also encourage teams to play matches in their entirety if possible. If a player is stuck in traffic and calls to explain, and you can verify the situation, I again encourage flexibility wherever possible.
- That said... The policy exists because sometimes when players are late, it causes there to not be enough time to play a match. In those cases, the only choice that makes sense would be to enforce the default policy. If there is time to play the match, you don't play it "for fun." If you have time to play the match and play it, it's going to count.
- Captains, please realize that if your players are late, they will be subject to the default policy. Also realize that in exercising your discretion

## Default Times :

- The default penalties will be calculated from the MATCH TIME.
- The home team captain should be near the entry of the facility, and greet the players as they enter.
- The place of entry to the facility will be where the player must be present when the match time occurs. However, if players are present, and courts are not available, the home team will not have to default any games. You will need to wait for courts to become available. If courts are not available within 30 minutes of the match time, the match becomes a reschedule and follows the rescheduling rules in the Full-Team Default Section.

## FULL-TEAM DEFAULTS:

- No Full-Team Defaults are allowed.
- Never enter a Full-Team Default in the system.
- You need a minimum of four players to play a legal match. If you have four available, play it.
- All teams in contention to advance to the next level of competition may not do so as a result of receiving an entire-team default. Refer to URL 3.03M in the Sectional Regulations.
- Any scheduled match which can not be made by one entire team must be rescheduled. This will be done at the team's convenience who would have received the default. The team who would have received the default will now become the hosting team, whether they were originally or not, and the team who would have caused the default (SCTA Doubles & Tri-Level,) or 6 players instead of 8 (Adult League.)
- If it is found that a team does default an entire match, and it affects the outcome of the division, then all teams in contention will receive the same default for that round of the round-robin, in accordance with our Sectional Rules.
- Teams who cause entire-team defaults risk possible sanctions including being prevented from participating in the league in the future.