

PIEDMONT NC USTA LEAGUE TENNIS
2024 LOCAL LEAGUE REGULATIONS
(DRAFT – Pending Approved State Regulations)

USTA Adult League • USTA Mixed Doubles • Southern Combo Doubles • Southern Tri-Level • NCTA Singles Leagues

The Piedmont NC Local League Regulations are subject to the governing bodies of the United States Tennis Association (USTA), Southern Tennis Association (STA), North Carolina Tennis Association (NCTA), and the local Piedmont NC CTA (currently known as GRETA, Guilford Regional Tennis Association).

Play is governed by THE RULES OF TENNIS in **The Friend at Court, The Code**, the USTA League Tennis National Regulations, STA Regulations and NCTA Regulations.

Only the Piedmont Local League Coordinator, in conjunction with the NC Director of Adult Leagues, shall have the authority to interpret these regulations.

USTA League programs are team competitions for men and women with NTRP levels of 2.0 to 5.5. Winning local teams advance to the NC State Championships, if offered. Winners of the NC State Championship advance to the Southern Sectional Championships (except in the case of the Singles League, the 55 & 65 & Over divisions of Mixed Doubles and the 65 & Over division of Combo Doubles). Except for the Tri-Level and singles, teams are formed in four divisions: 18 & over, 40 & over, 55 & over and 65 & over.

To play in the following divisions, players must reach the minimum age for those divisions by December 31, 2024, except for the 18 & Over division, in which players must reach the minimum age prior to registration:

18 & Over	Minimum age 18
40 & Over	Minimum age 40
55 & Over	Minimum age 55
65 & Over	Minimum age 65

Membership, League Fees and Refunds

- All players must be current members of the USTA through the respective league seasons.
- **No renewals are allowed during the local league season.**
- If the player's team progresses to a championship, the player's membership must be current through the championship.

Local League Fees

- Local Piedmont League fees are \$23.00 (plus \$3.15 non-refundable Tennislink registration processing fee = \$26.15) unless otherwise designated.

TennisLink

- Tennislink will be used to register teams online, view schedules, report scores and view results and standings.

Refunds

- Local league refund requests for the Piedmont Local League season:
 - Requests must be made to the Local League Coordinator **prior to the team's first scheduled match.**
 - The LLC will hold all requests and submit one list to the State League Coordinator prior to the state deadline.
- **The TennisLink \$3.15 fee is non-refundable for all registrations.**
- Piedmont leagues will follow the USTA North Carolina Refund Policy.

The National Tennis Rating Program (NTRP)

- The NTRP is the official system of rating levels of competition in these leagues.
- A player with a 2021, 2022 or 2023 computer rating must use that rating or above to participate in these programs.
- Players who do not have a valid NTRP rating or have never had an NTRP rating are required to self-rate according to the NTRP Guidelines.
- It is noted that the Local League Coordinator does not handle NTRP grievances. NTRP grievances should be forwarded to the address State League Coordinator at allison@nctennis.com
- Players are alerted that omission of information regarding a player's tennis history may subject the player, the captain and/or others who condoned inaccurate self-rating to sanctions and/or disqualification.

- Matches played in these leagues may be used in the calculation of NTRP ratings as follows:

LEAGUE	Results used to calculate rating?
USTA League 18 & over, 40 & over, and 55 & over, 65 & over	Yes (with the exception of 40+ 2.5 and 5.0)
USTA League Mixed Doubles 18 & Over and 40 & Over	Self ("S"), Appealed ("A") and Mixed-Exclusive ("M") rated players are subject to dynamic disqualification. Computer "C" rated players does NOT affect NTRP.
USTA League Mixed Doubles 55 & Over and 65 & Over	No
Southern Combo Doubles	No
NCTA Singles	No
Southern Tri-Level	Yes
USTA Sanctioned NTRP Tournaments	Yes

Team Requirements

- Roster Requirements for each league:

LEAGUE	Season	Minimum Number	Maximum Number
USTA League 18 & over	Spring	8	15
USTA League 18 & over 2.5, 5.0	Spring	5	15
USTA League 40 & over	Spring	9	15
USTA League 40 & over, 2.5, 5.0	Spring	6	15
USTA League 55 & over	Spring	6	15
USTA League 65 & over	Spring	6	15
USTA League Mixed Doubles	Summer	6	15
Southern Combo Doubles	Fall	6	15
NCTA Singles League	Summer	3	9
Southern Tri-Level	Summer	6	15

- In all leagues, a player may play only one NTRP level above the player’s current NTRP level. (ex: a 3.5 player can play up on a 4.0 team but cannot play up on a 4.5 team). A player may not play on a team that is below their NTRP level.
- Players may compete on more than one team except if the teams are on the same level, in the same age division and in the same local league.
- USTA Adult League: When using straight NTRP levels, a player cannot have an NTRP rating higher than the NTRP level in which the player is competing.
 - 10.0 Mixed 18 & over minimum NRTP = 4.5 and the NTRP rating difference between partners shall not exceed 1.0. The combined ratings may not exceed 10.0 on any court.
 - 9.0 55 & Over teams may consist of 4.0’s, 4.5’s and 5.0’s. A 4.5 or 5.0 may pair with a 4.0, or two 4.5’s may play together. No pairs may be more than 1 pt. apart in ratings, and their combined ratings may not exceed 9.0 on any court. The 5.0’s may play on any of the three courts. There is no limit to how many 5.0’s may be on the roster of a 9.0 team.
 - 40% Rule:**
 - If a level of USTA League Adult 18 & Over, 40 & Over or 55 & Over consists of only two teams in a level of play, each team must maintain its roster with at least 40% of its players at the designated NTRP level of play.
 - This rule does NOT apply to the Adult 55 & Over 9.0 leagues.
 - The minimum rating a player may have on a 9.0 team is 4.0.
 - The minimum number of players must be able to combine to form a valid match.

- NTRP Level of Play

Division	League Type		Local Leagues
Adult	18 & over		2.5, 3.0,3.5,4.0,4.5,5.0
	40 & over		2.5 (W), 3.0, 3.5, 4.0, 4.5, 5.0
	55 & over		3.0, 3.5, 4.0, 9.0
	65 & over		3.0, 3.5, 4.0, 9.0
Mixed	18 & over		2.5, 3.0, 3.5, 4.0, 4.5, 10.0
	40 & over		3.0, 3.5, 4.0, 4.5
	55 & over		3.0, 3.5, 4.0, 4.5
	65 & over		3.0, 3.5, 4.0
Combo	18 & over		2.5 (5.0) W, 5.5, 6.5, 7.5, 8.5, 9.5, 10.5
	40 & over		5.5, 6.5, 7.5, 8.5, 9.5
	55 & over		6.5, 7.5, 8.5
	65 & over		6.5, 7.5
Singles	18 & over		2.5, 3.0, 3.5, 4.0, 4.5, 5.0
	40 & over		3.0, 3.5, 4.0, 4.5
	55 & over		3.0, 3.5, 4.0
Tri - Level	18 & over	Men	4.0/3.5/3.0
			4.5/4.0/3.5
			5.0/4.5/4.0
		Women	5.5/5.0/4.5
			3.5/3.0/2.5
			4.0/3.5/3.0
	55 & over	Men	4.5/4.0/3.5
			5.0/4.5/4.0
			5.5/5.0/4.5
		Women	4.0/3.5/3.0
			4.5/4.0/3.5
			4.0/3.5/3.0

- In levels where a team is advancing directly to the State Championships as provided for in the NC State Regulation, Rule II. E., players must be added to the TennisLink roster no later than the date required to report advancing teams. After that, no changes may be made to the TennisLink roster. **See chart on next page for deadlines for complete team roster registration.**
- A local league shall consist of a minimum of 2 teams at a specific level of competition. Advancement to a State Championship is not permitted if this requirement is not met, except for the following:

LEAGUE	Levels permitted to advance to State Championships if they are the only local team
USTA League Adult	All 65 & over teams
USTA League Mixed Doubles	All 55 & Over and 65 & Over teams
Southern Combo Doubles	All 55 & Over and 65 & Over teams, 18 & over 2.5, 5.5, and 9.5 teams, 40 & Over 5.5 and 9.5 teams
NCTA Singles	All Levels
Southern Tri-Level	All Levels

- Teams that may advance directly to a State Championship must be added to TennisLink and have the minimum number of players required to form a team registered no later than the dates in the chart below. No players may be added to the TennisLink roster after the dates below.

LEAGUE	Deadline to add a team advancing directly to State Championship and have roster finalized
Adult Spring League	April 15
Mixed	July 15
Southern Tri-Level	July 15
NCTA Singles	August 15
Southern Combo	September 15

- A minimum of 51% of players registered on a directly advancing team must be residents of the local league area that the team is representing in order for the team to be considered eligible. For example, a roster of 15 players must have a minimum of 8 players residing within the league boundaries.
- Teams that advance directly to a State Championship must maintain their rosters with at least 40% of players at the designated NTRP level of play. Leagues and levels that utilize combined ratings, (for example Combo Doubles, and Tri-Level League teams) are excluded.
- If a level of USTA League Adult 18 & over, 40 & over, or 55 & over, consists of only two teams in a level of play, each team must maintain its roster with at least 40 percent of its players at the designated NTRP level of play. This rule does not apply to the Adult 55 & over.
- In the Southern Combo Doubles League, where there is no local play required to advance, teams may not play in another age division for local play.
- In USTA Adult 55 & Over 9.0, Mixed 18 & Over 10.0, and Southern Combo Doubles, the combined levels of each doubles pair cannot exceed the team level.

Player Eligibility

- All players must be registered on TennisLink prior to playing their first match. If a non-registered player participates in a match, that match will be considered a forfeit.**
- The Local League Coordinator has the authority to accept or deny participants from outside the local league.
- In USTA League Adult 55 & Over 9.0, Mixed 18 & Over 10.0, on no individual team may the partners be separated by more than 1.0 NTRP point.
- In the Southern Combo Doubles League, players in each level cannot exceed the maximum rating allowing for that level as shown below:

Combo Combined Level	Highest Rating a Player May Have
5.0	2.5
5.5	3.0
6.5	3.5
7.5	4.0
8.5	5.0
9.5	5.5
10.5	6.0

Promoted Players

- If a self-rated player is promoted from a level of play, all matches by that individual player (in the level that the player is being promoted from) shall stand. All players who have computer rated appeals (A) or Dynamic/Disqualified Ratings (D) who are subject to promotion, will not be subject to match reversal if promoted. Players not promoted by the conclusion of local league round robin play will be eligible to compete in the entire local playoff. Dynamic ratings will be calculated at the end of the local playoff to inform any promoted players that they may not advance to the state championships. Points earned by the promoted players in the local playoffs will stand.
- A promoted player during local league play may request moving to another team providing there is a team available and time permits. If that team is full, the promoted player may request a waiver regarding number of players on a roster. The NC Director of Adult League Tennis must approve this waiver.
- Teams losing a player to NTRP Promotion may be provided an exception to allow for adding a player to their roster in the following cases:
 - If registration has closed
 - Their team had the maximum number of players allowed on the roster
 - The player may not be a self-rated player

League Play

1. Each NTRP level within the local league **may** play at least one full round robin where each team will play every other team.
 - a. Where flights play a full round robin, the first-place team will advance to local playoff (i.e., between a night and day flight) or to State Championships if no other sub-flights.
 - b. Where flights play a partial round robin, as each team may not play each team the same number of times, the 1st and 2nd place team will play a sub-flight playoff to determine the winner of that flight.
2. All players will play the best of two out of three sets with a match tiebreaker (first to 10) in lieu of the third set.
 - a. The Coman Tiebreak Procedure will be used when playing the set and match tiebreakers in local play.
3. The Local League Coordinator/Administrator will determine the schedules and playoff format.
4. Match Formats and Minimum number of matches played for a player to be eligible for State Championships:

League	Levels	Season	Min. Required Matches Played (does not include playoff matches)	# of defaults that may count as a match played	Courts Played
USTA League Adult 18 & Over	2.5 and 5.0	Spring	2	1	1 Singles, 2 Doubles
USTA League Adult 18 & Over	3.0, 3.5, 4.0, 4.5	Spring	2	1	2 Singles, 3 Doubles
USTA League Adult 40 & Over	All levels	Spring	2	1	1 Singles, 3 Doubles
USTA League Adult 55 & Over	All Levels	Spring	2	1	3 Doubles
USTA League Adult 65 & Over	All Levels	Spring	1	1	3 Doubles
USTA League Mixed Doubles - 18 & Over, 40 & Over	All Levels	Summer	2	1	3 Doubles
USTA League Mixed Doubles - 55 & Over, 65 & Over	All Levels	Summer	1	1	3 Doubles
NCTA Singles League	All Levels	Summer	1	1	3 Singles
Southern Tri-Level	All Levels	Summer	1	1	3 Doubles
Southern Combo Doubles	All Levels	Fall	1	1	3 Doubles

5. Courts for Local Play. The use of tennis-related BLENDED LINES is permitted on courts used for local league matches. The use of OTHER LINES for another sport, such as Pickleball, is not permitted on courts used for local league matches.
6. Staggered Matches:
 - a. Staggered match times will be used as court availability necessitates. Captains will be notified by the Local League Coordinator in an email prior to the start of the Local League Season should a match be staggered.
 - b. Unless captains mutually agree in writing and copy the LLC staggered matches are to be played as follows:

Match Format	First Time Slot (match start time listed in TennisLink)	Second Time Slot
2 Singles, 3 Doubles	#1 and #2 Singles and #1 Doubles	#2 Doubles and #3 Doubles
1 Singles, 3 Doubles	#1 Singles, #1 and #2 doubles	#3 doubles.
1 Singles, 2 Doubles	#1 Singles and #1 Doubles	#2 Doubles
3 Doubles or 3 Singles	#1 and #2 Doubles/Singles	#3 Doubles/Singles

- c. Players for the 2nd time slot must be ready to play one hour after the match start time listed on TennisLink or when a scheduled court becomes available to use (whichever is later).
 - d. The 15-minute default time does not apply to the 2nd time slot. Court will be defaulted if the player is not on site and ready to play one hour after the original match start time.
 - e. To avoid misunderstandings, if both captains agree to change the order the players take the court, they should verify the order in an email, copy the LLC and keep a copy of the email until the season is completed.
 - f. When teams have a staggered match and have the option to use a secondary site nearby rather than stagger both captains must mutually agree to the change and they must contact the LLC 48 hours in advance for approval.
7. Local playoff matches **do not** count toward qualifying players for minimum required matches played to be eligible for State Championships.
8. If multiple flights in an NTRP level exist, 1 team from each flight will advance to a playoff to determine the winner of that level. This rule does not prohibit a playoff for single flight leagues.
9. A team's lineup **does not** have to be listed in order of strength, except in Tri-Level Leagues, where the highest NTRP level must play on the #1 court, the 2nd highest NTRP level must play on the #2 court and the lowest NTRP level must play on the #3 court. Example: in the 3.5/3.0/2.5 leagues, the 3.5 rated players play on the #1 court, the 3.0 players play on the #2 court and the 2.5 players on the #3 court.
10. Each team must have a captain or acting captain present at every match.
 - a. It is recommended that players check in with captains no less than 15 minutes prior to match time.

11. Scorecards

- a. Scorecards are to be exchanged when all players are on site and ready to play. At the scheduled match time, if a player is not on site, the captains have 3 options to proceed within the scorecard exchange:
 - i. Wait until the missing player is on site and ready to play (prior to the 15-minute default time), exchange scorecards and play the match. At the default time, if the player is still not on site and ready to play, the missing player would be moved to a default-able court (see chart below: Courts to be Defaulted First), scorecards would then be exchanged, and play would begin. OR
 - ii. Captains can agree to exchange scorecards and begin play with the lineups as-is. Default rules will apply (See National Reg 2.03K and Q&A). OR
 - iii. Substitute a missing player with an eligible player that is on site and ready to play but is not listed on the original scorecard. Substitutions must be made prior to the 15-minute default time and can only be exchanged for the missing player in the original lineup.
- b. Defaults for Tri-Level League matches may be on any court (as opposed to “from the bottom up” in other leagues) due to the various NTRP levels playing.
- c. Scorecard exchange at unmanned sites consists of physical exchange of cards between the captains themselves.
- d. Once scorecards have been exchanged, no substitutions may be made except in accordance with the following USTA rule:
 - i. Prior to the start of an individual match, if injury to, illness, disqualification or no-show of a player occurs, the affected team may substitute a player who is immediately ready to play and not listed on the scorecard and may adjust their lineup at the affected position only. The substituted player is entitled to a 5-minute warm up. If no substitution is made within the 15-minute default period, the default will be awarded at that position.
 - ii. After the start of an individual match, if injury to or illness to a player occurs and no substitution is made, the opponents will be awarded retirement for that match only.
- e. Captains will record scores on both scorecards.
- f. Captains will retain their own copy of completed scorecards. They are not to be left at the site of play.
- g. One team captain will report scores online (this may be either captain), the other captain is to confirm the scores.
- h. Scores must be posted and verified with 48 hours of a match, or the LLC has the right to default both teams. **Players are strongly advised to confirm scores with one another at the conclusion of the match to avoid confusion with incorrect score entry. To request a score correction, captains must contact the LLC and provide the following: Match Number, correction to be made and include the other captain on the email request to confirm.**
- i. TennisLink will automatically confirm posted scores that have not been verified within 48 hours of the match.
 - i. **Disputes on entered match scores must be made before that team’s next scheduled match.**
 - ii. **If disputing a match score entry, captains need to email LLC with the information they are disputing.**

- 12. Match Scoring:** To win a team match, a team must win a majority of the individual courts. If the match ends in a tie (i.e. 1 to 1 or 2 to 2), it will be broken as follows:

1	The team with the fewest sets lost
2	The team with the fewest games lost
3	The team with the highest game winning percentage.
4	The winner of the #1 doubles

- **DEFAULT RULE:** The 15-minute default rule shall be in effect. Captains are NOT allowed to waive this rule and are responsible for implementing these procedures.
 - If a player has not arrived at the **start of the match** (the scheduled match time) the captains should synchronize their watches and time the forfeit.
 - The start of the team match is defined as the scheduled time. (The clock may not begin until a court is available for the team’s first match.)
 - The default time should be announced to all players by the captains at the beginning of the team match.
 - If a player does not arrive on the court, ready to play, within the 15-minute default time, the match is a default and should be declared as such by the players or captain if available.
 - The court assigned for this match may be used but should be made available for the next scheduled match (i.e. 6:00pm match = forfeit, court must be made available for the 7:30pm match to follow).
- Captains are encouraged (but not required) to let the opposing captain know if they are forfeiting a court. The other captain’s players for that court do not have to be present to receive the known default. If your team is defaulting a court, and wish to let the other captain know, please put it in writing (i.e. email) and also copy LLC (susan@gretanc.com) for documentation to protect against any confusion later. In the case of a default that is not known in advance, the players receiving the default have to be present to receive the default.
- Defaults known in advance must be done by defaulting as follows:

Match Type	Courts to be Defaulted First
2 Singles, 3 Doubles	If missing 1 player; #2 Singles or #3 Doubles If missing 2 players; #1 Singles and #2 Singles or #3 Doubles If missing 3 players; #2 Singles and #3 Doubles or #2 Doubles and #3 Doubles If missing 4 players; #2 Doubles and #3 Doubles
1 Singles, 3 Doubles	If missing 1 player; #1 Singles or #3 Doubles If missing 2 players; #3 Doubles
1 Singles, 2 Doubles	#1 Singles or #2 Doubles (if missing 1 player) #2 Doubles (if missing 2 players)
3 Doubles or 3 Singles	#3 Doubles (if missing 1 or 2 players) or #3 Singles

- A team must be able to field enough courts to win the match (Field 3 courts for a 4- court or 5-court match: field 2 courts for a 3-court match). If a team fails to do so, the entire match (all courts) will be deemed defaulted.
 - When the combination of individual match defaults given by the two teams in the team match results, or would result, in a situation where the majority of the individual matches would not be played (not a “valid” team match):
 - i. The first course of action would be for both captains to agree on what individual matches, based on the number of players present, or to be present, could be played to constitute a valid team match. Once that is determined, both captains will re-exchange scorecards.
 - ii. If both captains cannot come to an agreement on what lines will be played to constitute a valid team match, based on the number of players present, or to be present, then the following individual matches will be assigned in sequential order to be played:

FORMAT	Required Matches in sequential order	Min. # of players required for each team in valid team match
2 Singles, 3 Doubles	#1 & #2 singles, and #1 doubles (priority), #2 doubles if enough players present	4
1 Singles, 3 Doubles	#1 singles, #1 doubles and #2 doubles	5
1 Singles, 2 Doubles	#1 singles and #1 doubles	3
3 Doubles	#1 doubles and #2 doubles	4

- If these procedures are not followed and the resulting scorecard shows an invalid team match, both teams will be charged a full team default.
- If a team shows up without the minimum # of players required for the team match based on the number of players present, or to be present, it will be a full team default in favor of the opponents. Please refer to the National Regulations 2.03L on team default procedures.
- If a team defaults one entire team match during round robin play, then all matches the defaulting team played will be null and void when determining standings if it has been determined by the local league coordinator that the defaults have affected the

local league standings as far as team advancement to State Championships. However, if all teams in contention for the advancement have played the defaulting team in good faith, those matches stand as played.

- Full Team Defaults:
 - **1 Team Default:** At the end of the season, standing will be evaluated to see if the full team default had an effect on the final standings. If the final standings were affected, all of the matches of the defaulting team will be removed from the standings (only the effected round, if more than one round robin) and the final standings will be recalculated. If neither team in contention received a full team default, the standings will stand. The defaulting team may be subject to a grievance. A defaulting team cannot benefit from their full team default.
 - **2 Team Defaults:** If a team defaults 2 full team matches, all of their matches played or to be played **may** be ruled null and void. Matches played will count for NTRP ratings and advancement purposes but will not be used to determine the final standings. The defaulting team may be subject to a grievance.
- Entering Defaults: Do not record a score 6-0, 6-0 for defaults, write only DEF on scorecard.
 - When entering scores on TennisLink, use the pull-down menu and select 'Default'. The system will automatically record the appropriate score.
- Coaching is not allowed. Spectators may not assist in line calls, score disputes, or any other calls. Applaud appropriately!
- The only time a player may leave the court is to:
 - Take a bona fide restroom visit (a restroom break is permissible at any time, but preferably should take place on an odd game change-over or between sets).
 - Fix an item of clothing necessary to play (you may not leave the court to get a racquet).
- Players should take water on the court with them as some facilities may not have water on the courts and you may not leave the court to get water. Plan ahead!
- Cell Phones should be silenced during league play. A player whose phone rings while a point is in progress will be warned that if it happens again, the opponent can claim the point. It is legal to play a let if the ringing of the phone interferes with the play; however, the owner of the phone may not claim a let.
- No unattended (by an adult) children should be brought to the tennis courts. No children are ever allowed on the courts during play. Violations may result in a default.
- **The home team will supply new balls.** Home teams will be indicated on each team's schedule. Balls for each match shall be of standard size (either regular/clay or extra-duty) USTA Approved balls.
- Warm-ups are limited to 5 minutes, including serves.
- League Championships:
 - If a team has 4 or more players (3 for Tri-Level and Singles League matches) who are playing or working at a League Championship at either the North Carolina State, Southern Section or National Levels and have a team match in conflict of these events then they can reschedule the match either by playing before the scheduled date or within 2 weeks after the scheduled match (as long as the makeup match occurs within the league season dates **and prior to any scheduled local playoffs for that flight**). They must notify the other team captain and the LLC of the conflict **no later than one week** before the scheduled match and work with both parties to reschedule the match within the above-mentioned timeframe. If a team has 4 or more players with a Piedmont local playoff match in conflict with the aforementioned championships, the playoff match may only be rescheduled if the players are competing at the state, section or national level representing a Piedmont team.
 - If both captains agree in advance to reschedule a match they may do so as long as the match is completed, and scores are entered in Tennislink before or by the original match date. **Captains are responsible for cancelling the originally scheduled courts** and for reserving courts for the rescheduled time. Matches not completed by or before the originally scheduled date will result in a default for both teams. The only matches that may be rescheduled after the originally scheduled date are matches rescheduled due to inclement weather (per the Inclement Weather rules below), or matches rescheduled because 4 or more players on one team are involved in a NC State, Southern Sectional or regional or national league championship (Per the above rule).
 - All matches must be completed by the last day of the local season or before local playoffs in order for results to count toward advancement.
 - **At the end of Local League Play should teams finish with a tie, the following will be used to determine the winner:**
 - a. In ROUND ROBIN PLAY, if the season ends with a tie for first place, the tie shall be broken according to the following tiebreakers, unless otherwise specified in local league regulations:

1	Individual matches: Winner of the most individual matches (courts)
2	Head to Head: Winner of head-to-head match
3	Sets: Loser of the fewest number of sets
4	Games: Loser of the fewest number of games
5	Game Winning Percentage: Total games won divided by total games played.

- b. In PARTIAL ROUND ROBIN PLAY: If at the end of local play, it is determined that teams have not played an equal number of team matches due to a team default, the following tiebreaker procedure will determine advancing teams from the affected flight:

1	Team with the least number of TEAM LOSSES
2	Team with the least number of ACTUAL INDIVIDUAL LOSSES divided by the number of POSSIBLE INDIVIDUAL LOSSES
3	Team with the least number of ACTUAL SETS LOST divided by the number of POSSIBLE SETS lost.
4	Team with the number of ACTUAL GAMES LOST divided by the number of POSSIBLE GAMES lost.

- Local Playoffs

- When scheduling local league playoffs, there will be NO special consideration for players on multiple teams. Additionally, no consideration will be made for players in other USTA league events where they are NOT representing the Piedmont League.

Inclement Weather

- If it is raining or the weather is questionable, **do not assume the match is cancelled**. Your team must show up ready to play unless play has been cancelled in advance by the facility. Team captains may call match sites one hour in advance for this information.
- When teams have assembled to play, and weather and/or courts are questionable, or the match is interrupted by inclement weather, teams are required to wait 30 minutes past the originally scheduled match time, unless both teams agree to wait longer, or the site staff declares the courts unplayable. Do not assume the match is cancelled.
- If the start of a team match is cancelled due to inclement weather (first point of the team match not played) any defaults awarded in advance or at the time lineups were exchanged are null and void.
- In the event inclement weather occurs after the team match has begun (at least one point played in one individual match);
 - Completed individual matches stand as played
 - Points awarded for defaults given at the time the original written lineup was exchanged are considered completed matches
 - Incomplete matches that were in progress (first point played and beyond) must be resumed by the same players in the same positions (ad and deuce), same side of net, same set, game and point score, and at the same site, (unless players have mutually agreed to play elsewhere).
 - For individual matches that have not yet begun, any player who is not involved in a match that was in progress or a default may sub in for the make-up match.
- Players must contact each other to schedule their individual matches and confirm make-up match date, time and location when courts are being scheduled individually.
- If a date, time and location have been determined for a team match (or individual court), rescheduled due to inclement weather or another **approved** circumstance, i.e. State Championship conflict, the match can only be suspended again due to inclement weather. Any team that cannot make the rescheduled match time will default any affected courts.
- Incomplete or postponed matches MUST be made up within 14 days of the original match date.**
 - If captains cannot agree on a make-up day, the 14th day will be the default mandatory match date. If there is inclement weather on the 14th day, the match will be played on the 15th day or the next subsequent day as weather and court conditions permit.
 - In accordance with regulations for score entry, when matches are played on the mandatory match date, scores must be entered within 48 hours of that match time. In the event that captains mutually agree for players to play the match after the mandatory match date and within the 48-hour match score entry deadline, the provision for making up rained out matches will NOT apply. The deadline to enter scores 48 hours after matches to be played on the mandatory match date (or the official rain date for the mandatory match) stand.
 - BOTH teams must agree upon indoor play and court fees are applicable.

Waiver of Claims

- Players participating in the USTA Leagues acknowledge the risks associated with playing competitive tennis, accept those risks voluntarily, and in consideration of their acceptance in the Program, assume all risk for bodily injury and illness, waive all claims for illness, injury and property damage, and release and hold harmless the USTA, GRETA, Local League Coordinators/Administrators and the host facility, their officials, employees, and agents with respect to any injury, illness or loss caused by negligence or otherwise to the fullest extent permitted by law.

League Contacts:

- Local League Coordinator can be reached at susan@gretanc.com

If a certain regulation is not listed in the 2024 Piedmont League Regulations, it will be defaulted to the USTA North Carolina League Tennis Regulations, Southern Regulations and/or USTA National Regulations.