



2025 Local Rules and Regulations

I. REGULATIONS

The Columbus Regional Tennis Association ("CORTA") League shall observe USTA League Tennis National, Southern, and Georgia Regulations as published. Any modifications of these rules pertaining specifically to the CORTA League will be published herein. The CORTA Local League Coordinator, in conjunction with the CORTA League/Rules Committee Chair, shall have the authority to interpret the USTA League and CORTA League Regulations.

II. ELIGIBILITY

A. Players

1. **Age.** Players must be 18 years of age prior to participating in the USTA League program. Each player over the age of 18 shall have reached the required minimum age prior to or during the calendar year in which such player participates in his/her first local league.
2. **Level Eligibility.** Players may play at or above the level of their current computer rating or self-rating. A player may play up to one NTRP level above the player's current NTRP level. {USTA National 1.04G(5)} [Comment: one level is defined as .5]
3. **Multi-Team Participation.** CORTA authorizes participation in more than one NTRP level within a division in the same local league during the same season. A player may play on multiple NTRP level teams during the same season.
4. **Player Agreement.** All players participating in the CORTA League, as a condition of said participation, agree to abide and be bound by the CORTA Bylaws; the CORTA League Regulations; the CORTA Code of Conduct; and the standards of good conduct, fair play, and good sportsmanship.
5. **Waiver of Claims.** Players participating in the CORTA League acknowledge the risks associated with playing competitive tennis, accept those risk voluntarily, and in consideration of their acceptance in the USTA League Program, assume all risks for bodily injury, waive all claims for injury and property damage and release and hold harmless the USTA and the host facility, their officials, employees and agents with respect to any injury or loss caused by negligence or otherwise to the fullest extent permitted by law.

B. Teams

1. **Team Definition.** A team is defined by the captain's and/or co-captain's last name.
2. **Team Name.** The team captain must register the team using the captain's last name, followed by the co-captain's last name, followed by the home court abbreviation. (Ex. Federer/Nadal-CC) [Comment: Teams playing out of Cooper Creek will need to declare its home courts as either clay or hard-court surfaces and matches will be played according to that designation. Ex. Williams-CCH for hard courts team designation.]
3. **Home Team.** The designation of "home team" indicates which team furnishes the balls for the matches, retains the used cans of balls, and enters the match scores.

4. **Format of Play.** Unless otherwise determined by the Local League Coordinator the match format shall be as follows:
 - a) 18 & Over: 2.5 and 5.0 levels shall be one (1) singles position and two (2) doubles positions.
 - b) 18 & Over: 3.0 - 4.5 levels shall be two (2) singles position and three (3) doubles positions.
 - c) 40 & Over: 2.5 level shall be three (3) doubles positions. [Comment: non-advancing level.]
 - d) 40 & Over: 3.0 - 4.5 levels shall be one (1) singles position and four (4) doubles positions.
 - e) 55 & Over: All levels shall be three (3) doubles positions.
 - f) 65 & Over: All levels shall be three (3) doubles positions.
 - g) Mixed Doubles 18/40: All levels shall be three (3) doubles positions.
 - h) Tri-Level 18/40/55: All levels shall be three (3) doubles positions.
 - i) Combo Doubles 18/40/55: All levels shall be three (3) doubles positions.
5. **Team Minimum.** Teams must have a minimum number of eligible players to compete at a specific level of competition on the roster by the posted deadline to form team date, unless otherwise allowed by the Local League Coordinator. Unless otherwise determined by the Local League Coordinator the minimum shall be as follows:
 - a) 18 & Over: 2.5 and 5.0 levels shall be five (5).
 - b) 18 & Over: 3.0 - 4.5 levels shall be eight (8).
 - c) 40 & Over: 2.5 level shall be six (6). [Comment: non-advancing level.]
 - d) 40 & Over: 3.0 - 4.5 levels shall be nine (9).
 - e) 55/65 & Over: All levels shall be six (6)
 - f) Mixed Doubles 18/40: All levels shall be six (6); three (3) males, three (3) females.
 - g) Tri-Level: 2.5-3.5 levels shall be six (6); two (2) 2.5s, two (2) 3.0s, two (2) 3.5s.
 - h) Tri-Level: 3.0-4.0 levels shall be six (6); two (2) 3.0s, two (2) 3.5s, two (2) 4.0s.
 - i) Tri-Level: 3.5-4.5 levels shall be six (6); two (2) 3.5s, two (2) 4.0s, two (2) 4.5s
 - j) Combo Doubles 18/40/55: All levels shall be six (6)
6. **Percentage of Players at NTRP Team Level.** Teams must maintain a minimum of 50% of players on a team roster that are at the specified NTRP team level of play.
 - a) Exceptions may be made for levels that do not have enough qualified players to participate in a league, or at the discretion of the Local League Coordinator.
 - b) There is no percentage minimum for the 4.0L level since this level is only offered in Georgia.
 - c) For combined levels, each team roster must have a minimum of three players whose NTRP rating is the highest allowed for that team. e.g. on a 6.5 team, there must be a minimum of three (3) 3.5 players.
7. **NTRP Range.** The NTRP difference between members of an individual doubles team may not exceed 1.0. {USTA National 2.01A(3)}
8. **Team Creation Deadline.** All teams must be published by the deadline set by the Local League Coordinator.
 - a) The league must also have at least two (2) teams registered with the minimum number of players at least 30 days prior to the dates below: {USTA Georgia 1.04D(3)}

18 & Over	April 6, 2025
55 & Over	May 4, 2025
40 & Over	May 11, 2025
Tri-Level	TBD - July 6, 2025
Mixed 18/40	August 10, 2025
65 & Over	September 14, 2025
Combo Doubles	TBD
 - b) Qualifying teams may be formed after the deadline only if there has been no local league competition in the first season of the league year. No qualifying teams may be formed during the first season of the league year. [Comment: The team requiring qualification must pay the TennisLink user fee for the qualifying players. No balls will be provided, and no awards presented.]

9. **Player Addition.** Players may be added to a team roster prior to the last match of the season (round robin play). [Comment: Any player participating in a local playoff match or advancing to the State Championships and beyond must meet minimum match play eligibility requirements.]
10. **Player Deletion.** No player may be dropped from a team roster after the deadline set by the Local League Coordinator. A player may request to be deleted from a roster only if he/she has not been listed in a team lineup. Players dropped from a roster prior to the drop deadline may receive a partial refund. [Comment: TennisLink and State fees, are not refundable to CORTA, hence not refundable to players.]

C. Facility

1. Facilities approved for league play must be located within the "playing area" defined as Muscogee, Harris, and Chattahoochee counties in Georgia; and Russell and Lee counties in Alabama, and within 30 miles of the CORTA office, 5050 Cooper Creek Parkway, Columbus, GA 31907. The following site has been grandfathered in: Auburn-Yarborough Tennis Center. Levels that do not have enough local teams (two (2) or less) to play will be considered on an individual basis for play at other facilities. (Example 4.5/5.0 women and men)
2. Facilities approved for league play include those with a minimum of four (4) courts at one site, similar surface (hard or clay).
3. Facilities approved for league play must have a working restroom and an on-site telephone (may be cellular).

III. TEAM CAPTAIN

- A. **Duties.** The team captain shall handle the administrative affairs and represent the team in USTA League Tennis Program matters. Team captain shall be responsible for submitting all requested information by published deadlines, including all applicable fees.
- B. **Eligibility.** A team captain is not required to be a registered member of the team but must have a co-captain who is a registered member.
- C. **Rule Familiarity.** It is the captain's responsibility to have each team member thoroughly read and understand current USTA League Tennis National, Southern, Georgia, and CORTA League Regulations as well as understand the basic rules of the game.
- D. **Email.** The team captain must provide a current email address to the Local League Coordinator for correspondence.
- E. **Absence.** If the team captain is unable to perform duties, he/she should appoint an acting captain to fulfill duties.
- F. **Court Fees.** The team captain will ensure their team's court fees are paid upon match completion.

IV. MATCH DAY

- A. **Captain.** Each team must have a captain or acting captain present at the beginning of each team match.
- B. **Lineups_Exchange.** The team captains must simultaneously exchange complete written lineups (paper or electronic) no less than 5 minutes prior to the scheduled match time. If the captain will not be present, they should send the written lineup with a designated team representative. [Comment: If Team A will not provide a written lineup within the default time, Team B may claim a default of the positions that were eligible to begin play. The remaining positions may play provided a written line up has been exchanged.]
 1. **Interruption/Defaults.** If inclement weather forces the rescheduling of a team match, unrestricted substitutions from the team roster may be made in any individual matches that have not begun. This includes moving a player from one position to another. Points awarded for defaults during the original written lineup exchange will stand. All players involved in such forfeits cannot participate in the rescheduled match.
- C. **Order of Play.** The captains may agree on the order of play. [Comment: If no agreement is made, the order of play will be #1 doubles, #1 singles, #2 doubles, #2 singles, #3 doubles, and #4 doubles.]

D. Lineup Exchange Issues.

1. **Missing Player/Late Arrival:** If a captain is missing a player, but in good faith believes the player will arrive before the fifteen (15) minute default time, the lineups must be exchanged at the scheduled time.
2. **Missing Player/Known In Advance.** If a team knowingly begins a team match without a full complement of players for the lineup they must default from the bottom up, at either singles or doubles. [Comment: The captain may choose whether to default singles, doubles or a mixture. However, in each of the doubles and singles, the lowest position must be defaulted first.]
 - a) In Tri-Level, defaults are not required to be “from the bottom up” unless each team is defaulting a different line. In this case, the lowest defaulting line must play up one level to make the team match legal.
3. **Player Substitution.** No substitution may be made in an individual match after the line-up has been presented, except for injury, illness, disqualification, or no-show of a player prior to the start of the match (i.e. the first point has not been played).
 - a) A team may substitute a player in the affected position within the fifteen (15) minute default time by using a player not already listed on the lineup. If no substitution can be made, the affected position only will be defaulted. If a substitution is made, it must be accomplished before the fifteen (15) minute default period has elapsed. If a substitution is made during the fifteen (15) minute default period, the substitute player is entitled to a five (5) minute warm-up.
 - b) Once a player's name is removed from the lineup, that player shall not be allowed to play in that team match.
4. **Movement of Players.** Once the teams exchange lineups no movement of players is allowed. Never move players already listed on the lineup to another position except in these cases:
 - a) Two (2) players will play together in the higher position when both of their partners do not show in order to avoid two (2) defaults.
 - b) If both teams have the minimum number of players available to play, but the combination of individual defaults by the two teams would result in the majority of matches not being played, the teams must follow the procedures established:
 - i. The first course of action would be for both captains to agree on which individual matches, based on the number of players present or to be present, can be played to constitute a valid team match. Once that is determined, both captains will re-exchange scorecards; or
 - ii. If both captains cannot come to an agreement on which 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: {USTA Southern 2.01C (3)}

Format	Required Matches in Sequential Order	Minimum # of Players Required for Each Team in Valid Team Match
2 singles, 3 doubles	#1 and #2 singles, and #1 doubles (priority); #2 doubles if enough players present	4
1 singles, 4 doubles	#1 singles, #1 and #2 doubles (priority); #3 doubles if enough players present	5
1 singles, 3 doubles	#1 singles, #1 and #2 doubles	5
1 singles, 2 doubles	#1 singles and #1 doubles	3
3 doubles	#1 doubles and #2 doubles	4

- E. Invalid Match.** A majority of the individual matches must be played to constitute a valid team match. If a team has an invalid match, playing fewer than a majority of the individual matches, the team may be removed from competition and the standings. This decision will be made by the State Adult League Committee.
1. Each team must have the minimum number of players available to play the majority of individual matches.
 2. If one team does not have the minimum number of players, the opposing team will be credited with a total team default and will win each individual match 6-0 6-0.
 3. If neither team has the required minimum number of players, the match shall be scored as a double team default, and neither team will receive credit for a win.
 4. In the case of a team default or double team default any individual matches actually played will count only for NTRP ratings and eligibility for advancement and cannot count for determining standings.
 5. If both teams have enough players to play the match and it's discovered after-the-fact that a majority of the matches were not played to constitute a valid team match, both captains need to come to an agreement of what lines will be played to make the team match valid. If captains cannot come to an agreement, then the individual match(es) to be played will be assigned in sequential order in the below referenced table. If a captain does not comply with this regulation, then it may be considered a full team default in favor of the opponents.
- F. Excessive Defaults.** If a team has an invalid match (majority of matches not played) the team will be notified by the Local League Coordinator and the team may be removed from competition and standings. [Comment: USTA Georgia Adult League Committee decision.]
- G. Scoring Matches.** The scoring format for all matches will be the best of two (2) tie-break sets, with a set tie-break at 6-all. In the event of split sets, a 10-point match tie-break shall be played in lieu of a third set. There will be a two (2) minute break at the end of each set, with no coaching allowed. The Coman Tie-Break Procedure must be used during all tie-breaks.
1. A point will be awarded to the team winning the overall team match. In the event of a 2-2 tie in a team match, TennisLink will break the tie using the first of the following procedures that does so:
 - a) **Sets.** Loser of the fewest number of sets.
 - b) **Games.** Loser of the fewest number of games.
 - c) **Game Winning Percentage** Total games won divided by total games played.
 - d) **Winner of No.1 Doubles**
- H. Scorecard Verification.** At the conclusion of the match, scores must be checked for agreement.
- I. Posting Scores.** The home team captain is responsible for posting the correct match scores in TennisLink within 48-hours upon conclusion of the match. The visiting team should confirm the scores within the same 48-hour period. If the scores have not been reported, the visiting team may report them at that time. At the 48-hour mark, TennisLink will automatically confirm scores, and no changes may be made. Failure to comply may subject teams to a grievance and/or double default.

V. FORMAT OF PLAY

- A. Surfaces.** Each team shall declare its home courts as either clay and/or hard surfaces and matches will be played according to that designation. If different court surfaces are available at the home site, captains must agree on the court surface for each line. If captains cannot agree, court assignment will be decided upon by lottery.
- B. Default Time.** a default occurs when a player fails to appear within fifteen (15) minutes of the scheduled match time. The fifteen (15) minute default rule is subject to court availability. [Comment: This means all players must be on the court, ready to play, not merely at the facility, going to the restroom, stretching, etc. - no later than fifteen (15) minutes after the scheduled start time. Courtesy requires a prompt start time and a brief warm-up. League rules support a default of the individual match if players are not on court.]
- C. Warm-up.** The warm-up must be accomplished within ten (10) minutes, including serves. Players who arrive within the fifteen (15) minute default time are entitled to a five (5) minute warm-up.

- D. **Continuous Play.** After the first game of each set, play shall be continuous, and players shall change ends without a rest period. The rest period during all other changeovers is 90 seconds. The rest period between first and second sets is two (2) minutes. The rest period between the second set and the Match Tie Break is two (2) minutes.

VI. SCHEDULES

- A. **TennisLink.** Matches will be scheduled using the TennisLink Scheduler computer program.
- B. **Publication.** The schedule will be posted online and will include the date, time, and location of all matches.
- C. **Time Zone.** All matches are scheduled for Eastern Time.
- D. **Unauthorized Rescheduling.** Double Defaults will be issued for any unapproved changes to the league schedule.
- E. **Days of Play.** If courts are unavailable, the Local League Coordinator may schedule matches on days other than those originally posted.
- F. **Holiday Scheduling.** League matches will not be scheduled on the following National Holidays: New Year’s Day, Easter, July 4th, Thanksgiving, and Christmas. Likewise, default deadline dates falling any of these holidays is moved to the following day.
- G. **Request to Reschedule for State Championships.** Captains may request the rescheduling of a match due to a conflict with players representing a CORTA USTA League Team involved in USTA League Championship play.
 1. Requests must be made directly to the Local League Coordinator via Jotform.
 2. Captains must notify the Local League Coordinator of a request to reschedule a match no later than:

Deadline to Notify Local League Coordinator	Local League Match Scheduled
Thursday 12:00 pm - one week prior to match scheduled on	Thursday
Monday 12:00 pm - prior to match scheduled on	Friday
Monday 12:00 pm - prior to match scheduled on	Saturday
Monday 12:00 pm - prior to match scheduled on	Sunday
Monday 12:00 pm - one week prior to match scheduled on	Monday
Thursday 12:00 pm - prior to match scheduled on	Tuesday
Thursday 12:00 pm - prior to match scheduled on	Wednesday

3. No more positions may be rescheduled than the number of players attending said championship.
 4. Eligible players for rescheduled positions are defined as players listed on CORTA USTA League Championship rosters submitted to State, Section, or National; or the registered captain of a Junior Team Tennis team competing at State, Section, or National.
 5. Rescheduled matches must be played either prior to the originally scheduled match date or within fifteen (15) days of the original match date.
 6. Rescheduled matches must be played using players attending said championship. [Comment: Championship rostered player requirements for postponed positions are null and void in the event inclement weather forces the originally scheduled match to be cancelled.]
- H. **Early Play Matches:** A team match or individual matches may be played early if both captains agree. Playing matches early must take place prior to the originally scheduled date/time. Notification must be submitted via Jotform to the Local League Coordinator. This new date now becomes your official scheduled match date. If inclement weather occurs, the scheduled date reverts to the original date published on TennisLink. [Comment: It is the responsibility of the requesting player/team captain to secure a court for the newly scheduled match. Notification must also be provided to the original facility to release any unused court(s).]

I. Match Interruption.

1. **Negotiation.** Captains must agree on the date, time and place, including court surfaces, of the rescheduled matches. If captains are not able to exchange lineups prior to a rescheduled match, captains must negotiate the rescheduled match in terms of positions, not names of individuals. All individual matches do not have to be made up at the same place and time. [Comment: Delays or cancellations due to weather are common; therefore, captains are expected to use good sportsmanship as they negotiate and carry out the terms of the rescheduled matches.]
2. **Date/Time/Location Established.** Once a date, time, and location for a rescheduled match has been agreed upon by the parties involved, that match may not be cancelled or rescheduled for any reason other than inclement weather. Substitutions from the team roster may be made in any make-up match, at any time, prior to the match.
 - a) **Extenuating Circumstances.** If captains agree to any accommodations to the fifteen (15) minute default time for a rescheduled match, the agreement must be in writing via e-mail or text. If there is no agreement for a revision, the fifteen (15) minute default rule will be in effect.
3. **Lack of Communication.** If a captain is unable to contact the opposing captain (or acting captain) after three (3) tries (1 by email and 2 by text) a default will be entered.
4. **Notification to Local League Coordinator**
 - a) **Submitting Arrangements Details.** The home team captain must report any matches postponed or suspended due to inclement weather to the Local League Coordinator via Jotform. Make-up matches details must be agreed upon **within 72 hours** of the original match’s start time with a schedule for the completion of the matches and submitted via Jotform. [Comment: Completed individual matches will stand as played and incomplete matches must be resumed by the same players at the exact set, game, and point when play was halted.]
 - b) **Lack of Agreement.** Notify the Local League Coordinator as soon as possible if an agreement for making up the match cannot be determined and the Local League Coordinator will reschedule the match.
 - c) **Lack of Submitting Arrangement Details.** If no JotForm has been submitted providing details for a makeup match, or no score is reported by the 10th day after the originally scheduled match, the Local League Coordinator will automatically reschedule any matches not reported.
5. **League Coordinator Rescheduling Procedures.** An email will be sent to the captains suggesting three (3) dates/times for reschedule; each captain will have the chance to throw out one date and the match will be scheduled on the remaining date/time.

J. Reschedule Deadlines. Any matches postponed due to inclement weather must be completed as follows:

Interruption of	Deadline to Play Make Up Match
Original Match	Fifteen (15) days from originally scheduled date
First rescheduled match	Seven (7) days from first rescheduled date
Second rescheduled match	Forty-eight (48) hours from second rescheduled date
Subsequent reschedules	Twenty-four (24) hours until match is completed
Interruption of End of Season/last match	
End of season/Last match	Forty-eight (48) hours; then twenty-four (24) hours until match is complete, and continues day to day until match is complete
Last match of regular season when playoff is necessary	Twenty-four (24) hours; and continues day to day until match is complete

K. Changes. The Local League Coordinator may make changes as necessary.

VII. INCLEMENT WEATHER

- A. Weather Conditions.** The weather conditions that shall authorize the cancellation of a scheduled match are severe temperature, rain, lightning, or tornado warning.
- 1. Severe Temperature**
 - a) A severe temperature is defined as an actual temperature of 32° or lower or a temperature of 95° or higher. The official temperature shall be determined at match time by the temperature posted on weather.com or the Weather Channel app for the zip code of the facility where the match is scheduled. Heat index and wind chill are not a factor in determining temperature.
 - b) If the severe temperature occurs at match time, players may elect to reschedule.
 - c) If players elect to proceed, the match should be played to completion.
 - 2. Rain**
 - a) Cancellation will be determined by the court conditions at the time of each match at each scheduled site. [Comment: Matches can only be cancelled by the on-site facility staff.]
 - b) In the event rain occurs after play has begun, players should use their best judgement regarding player safety and suspend matches, if necessary.
 - 3. Lightning**
 - a) If lightning occurs at match time, players may elect to reschedule the match.
 - b) In the event lightning occurs after play has begun, players should use their best judgement regarding player safety and suspend matches, if necessary.
 - 4. Tornado Warning**
 - a) If there is a tornado warning at your facility or in your travel area, players may elect to reschedule the match.
 - b) In the event a tornado warning occurs after play has begun, players should use their best judgement regarding player safety and suspend matches, if necessary.
- B. Match Rescheduling Due to Inclement**
1. See Section VI.I. Schedules/Match Interruption and Section VI.J. Schedules/Reschedule Deadlines.

VIII. NATIONAL TENNIS RATING PROGRAM (NTRP)

- A.** A player without a valid NTRP rating level in Tennis Link, a returning player with an expired NTRP rating level and a Tournament Exclusive (T) rated player or a Mixed Exclusive (M) rated player who does not have a valid computer (C) rating from a previous year and chooses to participate in the Adult Division, must self-rate to be assigned a new rating, reassigned to their last expired rating or a higher rating based on their playing history to enter the USTA League Program.
- B.** A player obtains a computer rating after playing at least three matches against players with dynamic ratings (calculated daily during league play, based on match scores and player ratings). Defaults do not generate computer ratings.
- C.** NTRP Dynamic Disqualification Procedures. Dynamic ratings will be calculated for all Adult Division (18, 40, and 55) players during local league competition and at every level of championship competition including National Championship. Disqualification occurs when the dynamic rating of a player (e.g. self-rated or playing with a rating reduced by appeal) exceeds the maximum tolerance for their specified level three times during the year (consisting of all league matches except retirements received in the 18, 40 and 55 divisions through the Section Championships). {USTA 2.04B} [Comment: More information on dynamic ratings can be found on the USTA website.]
- D.** A player may not be dynamically promoted based on match results from the Tri-Level program, but Tri-Level match results will be calculated in year-end NTRP computer ratings.

IX. PROGRESSION

- A. **League Year.** The Local League year begins in June and ends in May of the following year. The year may consist of two (2) seasons and a championship team will be determined at each level for each season.
- B. **Standings.**
Team Matches. A point will be awarded to the team winning the team match. In the event of a win/loss tie at the end of the season whether in round robin or single elimination competition, the tie shall be broken by the first of the following procedures that does so:
1. **Individual Matches.** Winner of the most individual matches in the entire competition.
 2. **Head-to-head.** Winner of head-to-head match only if all tied teams have played each other and one team defeated all the teams that are tied.
 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.
 6. **Coin Toss.** A coin toss by the Local League Coordinator in the presence of witnesses.
- C. **Awards.** Awards will be provided to the winning team of two (2) team leagues. Awards will not be presented to teams who advance through qualifying league play.
- D. **Representatives.** The teams representing the Local League at the State Championships shall be the winners of each season at each level of play.
1. **Same 1st Place Teams and Different 2nd Place teams.** If the winner of the fall season repeats as winner of the spring season at any one level, and there are two (2) different teams that are runners-up, then these two (2) teams will have a one (1) match playoff to determine the other Local League representative at the State Championships. [Comment: The fall runner-up must use eligible players from its fall team roster and the spring runner-up must use eligible players from its spring team roster.]
 2. **Same 1st Place Teams and Same 2nd Place teams.** If the winner of the fall season repeats as the winner of the spring season at any one level, and the same team repeats as the runner up, then the runner up team may determine its choice of either its fall or spring roster to be the representative at the State Championships.
 3. **1st Place Fall Declines.** If the winner of the fall season declines the berth, the berth will go to the 2nd place team from the fall season.
 4. **1st Place Spring Declines.** If the winner of the spring season declines the berth, the berth will go to the 2nd place team from the spring season.
 5. **Both 1st and 2nd Place Teams from One Season Decline.** If both the 1st and 2nd place teams from the same season decline the berth, it will be offered to the second-place team from the other season.
 6. **Both 1st and 2nd Place Teams from Both Seasons Decline** Should the 1st and 2nd place teams both decline advancement, extending a bid to another team will be at the discretion of the Local League Coordinator.
- E. **Wildcards.** When CORTA is offered a wildcard entry into a state level tournament, team selection will be determined as follows:
1. If a playoff occurred to determine which team would progress to the State Championships, the runner up will be offered the wildcard.
 2. If all 1st place teams are progressing to the State Championships, then the 2nd place team with the best win/loss record will be awarded the slot. If this team decides to pass on the wildcard, then it will be offered to the other 2nd place team. If both 2nd place teams decide to pass, extending a bid to another team will be at the discretion of the Local League Coordinator.
- F. **Player Match Requirement.** A player is eligible to progress to State or Section championship level competition if that player has played the minimum number of required matches on that same team which his/her team qualified for further competition in accordance with the requirements listed below. A retired match shall count for all players involved.

	Local Matches Required to Advance to State or Sectionals	Matches Required to advance to Nationals (computer rated)	Matches Required to advance to Nationals (self-rated or appealed)
Adult 18	2 on the same team, 1 default shall count	3 on the same team, 1 default shall count	4 on the same team, no default shall count
Adult 40	2 on the same team, 1 default shall count	3 on the same team, 1 default shall count	4 on the same team, no default shall count
Adult 55	2 on the same team, 1 default shall count	3 on the same team, 1 default shall count	4 on the same team, no default shall count
Adult 65	1 on the same team, 1 default shall count*	need	need
Mixed 18	2 on the same team, 1 default shall count	3 on the same team, 1 default shall count	4 on the same team, no default shall count
Mixed 40	2 on the same team, 1 default shall count	3 on the same team, 1 default shall count	4 on the same team, no default shall count
Combo 18/40	1 on the same team, 1 default shall count	n/a	n/a
Combo 55	1 on the same team, 1 default shall count 0 if no local competition	n/a	n/a
Tri-Level 18	1 on the same team, 1 default shall count	n/a	n/a
Tri-Level 40/55	1 on the same team, 1 default shall count; 0 if no local competition	n/a	n/a

* Comment: If there is no local competition offered during the entire championship year, an Area Team may advance directly to the USTA Georgia Adult 65 & Over State Championships.

- G. Multiple Team Participation.** Players who qualify for an Adult 18/40/55/65, Mixed 18/40, Tri-Level 18/40/55, and/or Combo Doubles 18/40/55 team(s) may advance on more than one (1) team within an age group only if they are different NTRP levels. No accommodations for scheduling will be made at any Championship for teams with players that may be competing on two (2) or more teams during a championship. {USTA Georgia 1.04G(6)}.

X. LOCAL LEAGUE GRIEVANCES

- A. Grievances.** Complaints alleging a violation of League regulations or standards of good conduct, fair play, and good sportsmanship shall be filed in writing (using the USTA League Grievance form) via the Local League Coordinator and must be in accordance with USTA League Regulations. For full Grievance Procedures and information regarding the Suspension point system refer to Section 3.0 of the USTA League Regulations.
- B. Appeals.** Any party to the Grievance may appeal the decision to the Local Appeals Committee within the time set by the Grievance Committee. The appeal must be done in writing and in accordance with USTA League Regulations.
- C. No Contact.** No one shall contact a Grievance Committee or Grievance Appeal Committee member, whether directly or indirectly, regarding a Grievance. If someone violate this regulation, they are subject to having a Grievance filed against them.

D. Grievance Committee Members:

Grievance Committee
Mark Mims (Chairperson)
Kim Bell
Marisela Humphries
Jennifer Williams

Grievance Appeal Committee
Mark Levy (Chairperson)
Pauline Marth
Laura Wickham

[Comment: Committee members are subject to change due to conflicts of interest or availability. New committee members may be appointed on a case-by-case basis by the Local League Coordinator.]

XI. THE HONOR CODE OF ETHICS

The Honor Code of Ethics is prepared under the philosophy that "today's opponent is tomorrow's tennis friend." To assure that end, the code should be used as a guideline during league play.

A. Courtesy

1. The game of tennis depends upon courtesy and fairness.
2. Hosting teams should extend themselves to provide pleasant conditions for their guests. Water and restroom facilities must be provided.
3. The use of alcohol and/or tobacco products (to include e-cigarettes and liquid vaporizers) is prohibited on the court during league play.
4. Cell phones, pagers, smart watches, etc. should be turned off during play. [Comment: Use of a cell phone/smart watch is not allowed on the courts at any time during a match. Calling, receiving messages, and/or texting gives the appearance of coaching. A ringing cell phone is a deliberate hindrance; if an opponent's cell phone rings during a point, the player may immediately stop play and claim the point.]

B. Friends, Coaches, Children, Parents

1. Except in the case of medical time-outs; friends, coaches, children, parents are not permitted on the court at any time.
2. Spectators or coaches may not volunteer advice on line calls, scoring, or the conduct of a match.
3. Coaching is not allowed at any time.

C. Conduct of Captains and Players

1. The highest level of sportsmanship along with courtesy and fairness is expected from every captain and player.
 - a) All matches should be played in good faith and to the benefit of tennis and fair play. No manipulation of the outcome of matches will be tolerated. (i.e. Actions that affect standings to the benefit, or the detriment of another team are strictly prohibited.) Teams are expected to compete to win.

D. Conduct of Captains and Players at Championship Tournaments and Associated Events

1. Participants are expected to honor the CORTA Code of Conduct and conduct themselves in a respectful manner at Championship level tournaments and associated events.

