

Flex Leagues Rules

(Revised Aug. 2018)

1. Level of Play – Play is ordered by NTRP levels. If you have a current NTRP rating, it is suggested you play at that level or above. (Not sure you know your level? Check out the [NTRP guidelines](#).) Match results from Flex League do not generate NTRP ratings. Due to this program's less restrictive approach to inviting non USTA members and lapsed members to participate, it is understood that players may underestimate or overestimate their current skill level in their first season or may choose a lower or higher NTRP level for singles play if they primarily play doubles or visa versa. The Local Tennis Organizer has the authority to adjust players for the next season.

2. Schedule Matches and Entering Scores – Schedules will be created suggesting a week for matches to be played. Matches may be played any time agreed upon by both players (or both doubles pairs). All matches should be completed and scores entered by the Season End Date for the program. Most leagues will schedule an extra week to complete all matches.

Defaults should not be recorded until end of league season unless a player or doubles team has cancelled twice when a day/time has been confirmed. (It is understood that some players may be unavailable during part of the season but planning to play more matches toward the end of the season.) Any match where one player or doubles team attempted to schedule a day/time with opponents that remained unplayed at the end of the season should be recorded as a default by the player/doubles team that attempted to schedule the match. If a match has been scheduled and confirmed and your opponent does not show up for the match within 20 minutes of the start time, a default may be entered for the score.

3. The schedule will designate one player (pair) as "Home" – The schedule will designate one player or team as "Home." The home player/team is responsible for providing a can of new balls for the match, for booking a court if necessary, and for paying any court costs/guest fees at a private club IF other options were available yet this was the home player's choice where to play the match. Otherwise, players should pay their own court fees. The home player is encouraged to select a mutually convenient match location in consultation with the other player. Matches should be played within the commonly accepted area of the local league unless both players agree otherwise.

4. It is recommended that the winner enter the scores for the match and the opponent confirms it is correct. Either player may enter scores, BUT only the Local Tennis Organizer can change a score that has been entered. Scores must be entered and corrected by the end of the season or stand as entered.

5. 3rd Full Set or 3rd Set Tiebreak and How to Score

- The local league designates either full 3rd set or 3rd set tiebreak, though players have the option to AGREE to change the Flex League's 3rd set rule IF BOTH AGREE BEFORE THE START OF A MATCH.
 - Best of three sets with a set tiebreak (first to 7 points by 2) at 6-6 in any set **OR**
 - Match tiebreak in lieu of 3rd set (first to 10 points by 2). Set tiebreak (first to 7 points by 2) at 6-6 in first or second set.
- If full set was played for 3rd set, enter the set score in first column and 7-point tiebreak, IF PLAYED, in 2nd column.
- If 3rd set 10-point tiebreak was played in lieu of a 3rd set, enter 1-0 for the 3rd set in the 1st column, then the tiebreak score was in the 2nd column (e.g. 10-6).
- The Coman Tiebreak format is the accepted tiebreak format. (See COMAN TIEBREAK instructions BELOW.)

6. Incomplete Matches and How to Score

- Winner of the most games completed wins the match. Enter scores as played from winner's perspective and select completed match from the pull-down menu.
- If tied in games, winner of the first set is determined winner of the match.

Example: if Player A is winner and score entered is 6-4, 3-6, 3-1 (completed), Player A will receive the match win and will receive 12 games won for the match and 11 games lost while Player B will be credited for 11 games won and 12 games lost.

7. Play is self-regulated and disputes should be worked out by the players. Review the Code for Unofficial Matches to familiarize yourself with the rules of tennis. The USTA Friend at Court and the Code of Conduct govern tennis in the U.S.

<https://www.usta.com/en/home/about-usta/who-we-are/national/officiating-rules-and-regulations.html>

8. In leagues with multiple flights, a play-off may be scheduled between flight winners. The Local Tennis Organizer will let you know how a play-off would be scheduled. Local standings are determined by most matches won, then head to head results. If a double round robin is used, or head to head is tied for other reasons, then sets won, sets lost, games won, games lost are considered in order until the tie is broken.

9. Refunds and Transfers. Players may withdraw from a flight prior to the publication of the schedule and will receive a refund of the program fee minus the \$3 non refundable TennisLink registration processing fee where applicable. If a flight is not published due to lack of players, the player has a choice to receive a refund of the program fee (minus \$3 non refundable registration processing fee) or to request a transfer to the next season with the full registration fee.

10. WAIVER OF CLAIMS. Players participating in the Flex Leagues acknowledge the risks associated with playing competitive tennis, accept those risks voluntarily, and, in consideration of their acceptance in the 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.

THE COMAN TIEBREAK FORMAT

The Coman tiebreak procedure is identical to the regular tiebreak procedure except that the players change ends after the first point and then after every four points, and at the conclusion of the tiebreak.

- Set Tiebreak: First to win 7 points by 2 points wins "Game " and "Set."
- Third-set Match Tiebreak: First to win 10 points by 2 points, wins match.
- The player whose turn it is to serve shall serve the first point from the deuce court.
- After the first point, the players shall change ends and the following two points shall be served by the opponent(s) (in doubles, the player of the opposing team due to serve next) starting from the ad court.
- After this, each player/team shall serve alternately for two consecutive points (starting from the ad court); changing ends after every four points, until the end of the tiebreak game.
- Switch sides after points 1,5,9,13,17..... and at the conclusion.

TRY IT. YOU'LL LIKE IT!

Switch sides after first point to the deuce court.

Then switch sides every 4 points thereafter.

Each player serves on the side they serve from during the set.

PRINCIPLE ADVANTAGES

Fairness – By changing ends more frequently, the effects of the elements (sun, wind, etc.) are distributed more evenly between the two opponents as opposed to playing six consecutive points before changing ends.

In doubles, the server will always serve from the same end of the court that he/she did during the set, rather than having to serve from both ends.