2016 USPTA TOURNAMENT GUIDELINES

1. Fifteen women's teams and ten men's teams will make up the 2016 USPTA Texas State Championships. The women will compete in three round robins of (5) teams each and the men will compete in two round robins of (5) teams each.

2. All flight winners will be determined based on total GAMES won. The (3) women's flight winners along with the "HIGHEST SCORING" second place women's team will advance to the semi finals on Sunday. The (2) flight winners for the men will compete in the finals on Sunday.

3. Each team will field two (2) doubles teams of each level 3.0-4.5. **Players may play by their January or July 2015 rating. Players with an appealed 2015 rating must play according to the result of their appeal. Ratings published in December 2015 do not apply**. Players with a self rating in a prior league should play by that self rating if they are not in the computer. Players found to have played out of level will have each match played recorded as a **0-16 loss** regardless of the outcome of the match. Players DQ'd in USTA League play in 2015 must play by their higher rating.

4. Each team match will consist of eight (8) individual doubles matches, two matches at each NTRP level 3.0-4.5. Players may play twice in the same team match as long as the matches are scheduled at different times and play is not held up.

5. There should be a designated person responsible for turning in the lineup for each match at least 15 minutes prior to the starting time. The point penalty system will go into effect at the time the match is scheduled to begin.

6. **No-Ad scoring** will be used in all matches. Winners should turn in balls and report scores to tournament desk.

7. Each doubles match will consist of a **16-game set**. Score could be 8-8, 9-7, 10-6, 11-5, etc. Default will count as a 10-0 score if no games are played. If no games are played the defaulting team receives –4. In case of a default after game(s) are completed, games won will count for both teams with the winning team being awarded the remainder of the 16 total games. TEAMS ARE ENCOURAGED TO HAVE MORE THAN 4 PLAYERS PER LEVEL TO AVOID DEFAULTS..

8. **Please limit your warm-up to 5 minutes**. Because play is indoors and we are limited on court time, we must keep the tournament on schedule. Please remember these clubs are allowing us to use their facility for a given time and are not obligated to give us any additional courts for practice. Players at Chancellors are not permitted to use the fitness center, basketball court or other amenities without registering and paying a daily $5 guest fee with the club. Players using indoor or outdoor courts to warm up on must register and pay court fees with the front desk.

9. Teams will change sides of the court after the first 8 games. No change on odd games. This will allow each person to serve twice from each side. The 16 game set is considered one set so no change of service return sides will be allowed. **Players may take a water break at the conclusion of the 4th, 8th and 12th games only.** Players are not permitted to change sides for service returns during the 16 games. Receiving team elects which player will return on no add points. Players may not change side for service return once match begins.

10. USTA rules of play will be observed other than the rules listed above. The tournament committee will interpret all rules.

11. Please remember that we are being hosted by private clubs. Please be aware of and observe each club's house rules and regulations. (Food, Beverages, Locker Room Usage, Attire etc.) Allow extra time for finding a club you have never been to and please be sure to ask about the club's parking policy upon entering the facility. **FOOD IS NOT PERMITTED TO BE BROUGHT INTO THE CITY CLUB, GALLERIA CLUB OR THE MET** This was a big problem in prior years – please do not bring your meals to these clubs! All of these clubs will be offering cash sales for meals.

12. A few teams travel from one site to another in one day. Please make sure your players know their schedules and have maps and phone numbers with them. We will enforce the point penalty system as follows: Call the **club** if you're lost!
    5 MINUTES LATE=START AT 0-2 & "NO WARM UP" 10 MINUTES LATE=START AT 0-4 & "NO WARM UP"
    15 MINUTES LATE=START AT 0-6 & "NO WARM UP" 16 MINUTES LATE=DEFAULT WITH 0-10 SCORE

13. Players may be added to a team's roster at any time during the round robin by paying the $45 player fee to the site director **prior to the match**. All players in the semis and finals must have completed at least one round robin match.

14. Any team defaulting (or being defaulted) an entire line of doubles without playing a game will have 4 games deducted from their teams total match score for that round. This rule applies to the semis and finals as well as round robin matches.