



2019 SCTA LEAGUE REGULATIONS (SLR)

These Regulations shall apply to all USTA/SCTA League Divisions.

Go to ustasocal.com for additional SCTA League information and to find “The Code” located in Friend at Court (*These are standard procedures that all players will use in reaching decisions for “unofficial” matches*). Go to www.usta.com for complete USTA League Regulations (ULR) and National League information.

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FOR REFERENCE: (ustasocal.com)

ULR = USTA League Regulations are bordered and <u>changes are in red and underlined</u>

SLR = SCTA League Regulation changes are in red and underlined

LLR = Local League Regulations that have been delegated to Local League Areas are in Green

SLC = Section League Coordinator ALC = Area League Coordinator LLC = Local League Coordinator

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2019 USTA LEAGUE REGULATIONS (ULR) - MAJOR CHANGES

- 1) 1.04B(5) Sections may have a USTA Certified Referee or Umpire on the Championship Committee at Sectional and lower level championship events.
- 2) 2.05E Automatic appeals by 60 and 65 & Over players will be granted unless the player's year-end rating exceeds the clearly above level mark. Players whose appeals are granted will continue to receive A ratings and be subject to Dynamic Disqualification.
- 3) Local Playoff Glossary Definition is removed; Local Playoffs are championships, and are no longer part of the local season.

2019 SCTA LEAGUE REGULATIONS (SLR) - MAJOR CHANGES

- 1) **It is suggested that players be offered the opportunity to play at least two matches.** (Pg 3)
- 2) The Section League Registration fee is **\$27.00** plus a \$3.00 non-refundable TennisLink user fee per player per team. (Pg 3)
- 3) **Both captains are responsible to report/confirm the score.** (Pg 4)
- 4) **All local league matches are considered timed matches and if a match cannot be completed within that allotted time, the Timed Match Procedure must be followed. (Exception: When a match is rescheduled due to unplayable conditions).** (Pg7) (See Time Match Procedure)
- 5) **Team Line-Ups: Prior to exchanging line-ups, captains need to communicate with each other if their player(s) is not present at match time, in which case, they will place the missing player(s) on the appropriate line(s) by following the Procedure for Individual Defaults. This allows the opposing captain to make adjustments prior to exchanging line-ups. Players are allowed to register up to prior to default time or prior to the local registration deadline, whichever comes first.** (Pg 7)
- 6) **3) Flight standings in the event of a Tie:** ULR 2.03H will be followed. **If there is a Tie across the board, TennisLink automatically grants the win to the visiting team.** (pg 8)
- 7) **Procedure for Individual defaults: 6 players – Default #3Doubles or #1 Singles (If captains do not agree, #3D will be defaulted).** (pg8)
- 8) **See your LLR for default times & penalties.** (pg 9)
- 9) **Reschedule Policy:**
 - o **A rescheduled date and time must be agreed upon within one week of the original match date, otherwise, it will be recorded as a Team Default against the team that asked for a reschedule.**
 - o **A rescheduled match must be played before the end of the local league season or before a local flight playoff (whichever comes first), otherwise, it will be recorded as a Team Default against the team that asked for a reschedule.** (pg9)
- 10) **Penalties are carried over when matches need to be rescheduled again.** (Pg 9)
- 11) When a league season cannot be completed, the local league champion will be determined by **actual matches played by all teams or by another method** determined by the ALC in consultation with the SLC. (Pg 9)
- 12) **Local League Winners will go directly to Sectionals.** (Pg 10)
- 13) **Competition Format:** In multiple flights, **teams will be randomly drawn.** (pg 11)

1.00 GENERAL.

Any authority delegated by [USTA](#) Regulations to the Section, unless otherwise stated, may be delegated by the Section to a lower authority. If an Area does not have a regulation in place to address an issue and there is a [national](#) or sectional regulation on that issue, the Area must follow that regulation.

NAME: The SCTA has approved the adoption of rules and regulations for SCTA Leagues that shall be known as the **SCTA LEAGUES REGULATIONS (SLR)**. SCTA implements [all](#) USTA League [Divisions](#). For USTA LEAGUE REGULATIONS (ULR), go to: www.usta.com

GOVERNANCE: The (ULR) shall apply to the USTA League Program (USTA League). The (SLR) shall apply to SCTA Leagues. The FRIEND AT COURT – The USTA Handbook of Tennis Rules and Regulations, including Wheelchair Rules of Tennis, shall apply to all matches played in the USTA/SCTA Leagues (unless modified by the USTA/SCTA LEAGUE REGULATIONS). In all matches played without officials, the USTA official publication, THE CODE, shall be observed. The USTA point Penalty System shall be used at all championship levels.

The SLR may be amended by the SCTA. All proposed amendments shall be in writing and shall be forwarded to the SLC no later than **June 1st**. Without the approval of the SCTA, no amendments to these regulations shall become effective prior to January 1st of the next USTA/SCTA League Championship Year. Certain words and phrases are defined in a glossary included herein.

USTA/SCTA LEAGUES: (See the Regulation Summary Chart for USTA/SCTA League Program Organization Levels)
SCTA has (13) active Local League Areas participating in USTA/SCTA Leagues: Bakersfield, Beach Cities, Central Coast, Coachella Vly, Inland Empire, Los Angeles, Orange County; San Diego & San Diego North Cnty, San Fernando Vly, San Gabriel Vly, Santa Barbara and Ventura.

Sectional League Coordinator (SLC): The SLC implements and administers the USTA/SCTA Leagues.

Area League Coordinators (ALC): Each Area will have an ALC to implement and administer the USTA/SCTA Leagues. Each Area shall have such geographic boundaries as the SCTA may determine.

Local League Coordinators: Each Local League may have a LLC to implement and administer the USTA/SCTA Leagues.

Team Captains: Each team shall appoint a captain to manage team activities and to represent the team in USTA/SCTA league matters.

(See the Player's Handbook for more details)

- They must be familiar with League Regulations and TennisLink and are responsible to hand down all information given to them to their players.
- They are responsible for the behavior of spectators to ensure a safe and fun environment for league participation.
- **It is suggested that players be offered the opportunity to play at least two matches.**
- Captains are the heart and soul of the league program. As a "Thank You", SCTA offers a "captains' gift" for one captain per team and the section fee of **\$27** is "waived" (Contact the ALC).

Championship Committees: A championship committee shall govern each championship.

Official Information System: TennisLink is the official information system of USTA/SCTA Leagues.

League Registration: (The Registration deadline time is 9pm)

1. Players must have a current USTA#, Team ID# and credit card information. The Section League Registration fee is **\$27.00** plus a \$3.00 non-refundable TennisLink user fee per player per team.
2. Go to tennislink.usta.com/leagues and choose "Register for a team". Follow the steps.
3. In order for a team to be included in the local league schedule, the minimum # of players required to field a full team must register by the season's Initial Roster Deadline (IRD) **set by the ALC**. (See the Regulation Summary Chart for the minimum # of players required)
4. In order for players to be included in the team, they must register within the Registration Deadline (RD), which is no later than four weeks prior to the end of the local league season.

The ALC may have a stricter registration deadline and may limit the # of players who appear on a team roster

- a. Registration deadlines shall be extended if a registration error was caused by a documented computer glitch in TennisLink.
- b. Registration deadlines may be extended if a player is dynamically promoted and is interested in registering for a team at a higher NTRP level.

No Refund Policy: No refunds will be given unless a player gets injured or becomes ill and must provide documentation that their condition will not improve before the end of the year. The request must be made within the local league season. Only the Section League Registration fee of **\$27.00** is refundable. For teams that do not materialize, coordinators can transfer players to another league season within the same calendar year. Any other transfer requests will fall under "special circumstances" and upon coordinator approval. These requests must be made within two weeks from the start of the local league season. Refunds or transfers cannot be given if matches have been played or defaults have been received. There is no guarantee that players will be able to be placed onto another team.

Score Reporting and Standings System: TennisLink is the official system for reporting scores and providing standings for the USTA/SCTA Leagues.

The initial entry of match scores into TennisLink must take place within 48 hours of the completion of the match. After match scores have been entered in TennisLink, they must be confirmed by the opposing team within 48 hours of the initial entry or the initial score will automatically be considered valid.

1. Go to tennislink.usta.com/leagues choose "Record a Score".
2. Enter the match # and complete the scorecard.
 - a. Retirements: Choose "Retired", designate a winner and enter the score exactly as it finished at the point of retirement.
 - b. Timed Matches: Choose "Timed Match", designate a winner and enter the score exactly as it finished. (See Timed Match Procedure).
3. Choose "Finish" if you are satisfied with the entry -OR- choose "Re-enter".
4. If confirming the score, choose "Confirm" – OR – choose "Dispute" and exit. Report all "disputes" to the ALC for corrections and/or investigation. **(Both captains are responsible to report/confirm the score)**

Local League:

Season Dates: See the Yearly League Calendar for season date range at: ustasocal.com. Local League Playoffs must be completed within the local league season.

Contact the ALC for specific season dates for the area

Team:

- **Two teams (40% at level):** In all "straight level" leagues (USTA Adult 18 and 40 & Over and SCTA Doubles 18 & Over leagues), that consist of only (2) teams, the roster must be maintained with at least 40% of its players at the designated NTRP level of play
 - **Three or more teams (50% at level):** In all "straight level" leagues (USTA Adult 18 and 40 & Over and SCTA Doubles 18 & Over leagues), that consist of (3) or more teams, the roster must be maintained with at least 50% of its players at the designated NTRP level of play
- Exceptions:
- See URL 2.06A-Move-up/Split-up (Waived when teams move-up a level).
 - The Plus+ players in the Adult Division are considered as part of that NTRP level.
 - SCTA Doubles - Waived for the "Open" level.

Local Areas may implement a higher % minimum

Weekend/Weekday Policy: A Weekend and Weekday local league will be considered separate areas, which will allow a representative from each to advance to the next level of competition. The WD league must have a minimum of six teams registered to qualify.

Exception: The WE/WD policy may apply to a WE local league if their regular league is on weekdays. The WE/WD policy can be implemented to the following leagues:

- USTA Adult 18 & Over
- USTA Adult 40 & Over
- SCTA 18 & Over Doubles

Combined League Policy:

Areas combining and competing in league play together are considered a "Combined League" and the following policy applies:

- An Area with two teams may "combine" with a hosting Area that has two or more teams.
- Teams must secure home courts in the Area they are representing.
- The team with the best record from each of the Areas will advance to the next level of competition, regardless of who wins the league.

Home Facility: Teams must secure home courts in the Area they are representing. The location of the home facility will determine the league area the team is representing. If it is discovered that a team is not playing their home matches within their Area, those match results will be taken out of the standings.

A "shared facility" may be used as a home facility. (See Glossary)

Restroom facilities must be available for players at their home site in order to participate in USTA/SCTA Leagues.

All league matches must be played on hard courts unless both teams agree to play on a different surface prior to the match.

USTA LEAGUE PROGRAM - TEAM COMPOSITION				
DIVISION	AGE GROUP	MINIMUM NUMBER OF PLAYERS	GENDER	NTRP LEVEL
Adult	18 & Over 2.5 women & 5.0+	5	Same Gender	A player's NTRP rating level shall not exceed the team NTRP level except for 18 & Over 5.0+ and 40 & Over 4.5+.
	18 & Over 3.0, 3.5, 4.0, 4.5	8	Same Gender	
	40 & Over 3.0, 3.5, 4.0, 4.5+	8	Same Gender	
	55 & Over Straight Levels 3.0, 3.5, 4.0, 4.5 OR Combined Levels 6.0, 7.0, 8.0, 9.0	6	Same Gender	When using straight NTRP levels, a player's NTRP rating level shall not exceed the team NTRP level. Combined NTRP rating levels of partners shall not exceed the team NTRP level. NTRP rating level difference between partners shall not exceed 1.0. The minimum NTRP Level for: 6.0 is 2.5; 7.0 is 3.0; 8.0 is 3.5 9.0 is 4.0.
Mixed	18 & Over Straight Levels: 3.0, 3.5, 4.0, 4.5, 5.0 OR Combined Levels: 6.0, 7.0, 8.0, 9.0, 10.0 40 & Over Combined Levels: 6.0, 7.0, 8.0, 9.0	3 men 3 women	Men and Women	When using straight NTRP levels, a player's NTRP rating level shall not exceed the team NTRP level. Combined NTRP rating levels of partners shall not exceed the team NTRP level. NTRP rating level difference between partners shall not exceed 1.0. The minimum NTRP Level for: 6.0 is 2.5; 7.0 is 3.0; 8.0 is 3.5 9.0 is 4.0; 10.0 is 4.5.

SCTA LEAGUES - TEAM COMPOSITION & FORMAT					
DIVISION	Age Group	MINIMUM # OF PLAYERS	GENDER	FORMAT	NTRP LEVEL
Adult	65 & Over	6	Same	3 Doubles	Combined: 6.0, 7.0, 8.0, 9.0 The minimum NTRP level for: 6.0 is 2.5; 7.0 is 3.0; 8.0 is 3.5; 9.0 is 4.0
TriLevel	18 & Over	6 (One player of a doubles team must be at level)	Same	3 Doubles	4.5/4.0/3.5 4.0/3.5/3.0 3.5/3.0/2.5
SCTA Doubles	18 & Over	6 5	Same Same	3 Doubles 1 Sgles/2 Dbls	2.5, 3.0, 3.5, 4.0, 4.5 Open

Areas may offer additional leagues for local league play only

Q: Can two 3.5's play together on an 8.0 team? YES, there are no regulations that restrict this. As long as the minimum NTRP level is 3.5

Player Eligibility:

- Must be USTA members through the local league season and through each championship progression.
- Must have reached the required minimum age prior to or during the calendar year in which such player participates in their first local league.
- Player Agreement & Waiver of Claims: See ULR for details.

Official League Rating Program: The National Tennis Rating Program (NTRP) is the official system for rating levels of competition for the USTA/SCTA Leagues. *(See Summary Chart for NTRP rating levels for entry into league play)*

- Computer ratings are valid for three consecutive years or until another rating level is generated for players 59 years of age or under.
 - Computer ratings are valid for two consecutive years or until another rating level is generated for players 60 years of age or older.
 - Self-ratings are valid for two years from the date issued or until replaced by a dynamic or computer rating.
- See ULR for more details.

Player Participation Eligibility:

- A player can play on more than one team in an NTRP level within an Age Group in the same season as long as it is in separate local leagues, which includes qualified Weekday leagues in USTA Adult 18&Over; 40&Over and the SCTA Doubles league.
- A player can play in no more than two NTRP levels within an Age Group in the same local league during the same season.
- The same person cannot captain more than one team at the same NTRP level in the same local area within the league season without ALC approval.
- A player who qualifies to advance to Sectionals on more than one team at the same NTRP level in the same Division and Age Group will be required to choose and declare which team he or she will represent. In the absence of a declaration, the first match played will determine which team he or she will represent.

Exception: In the TriLevel league, a player can play at the same NTRP level in two different team levels. Ex: A 3.5 player can play on a 4.0-3.0 team and on a 4.5-3.5 team.

Local Areas have the authority to accept or deny participation

Ineligible players: In all matches, in which ineligible players participate, the ineligible player may be penalized by defaulting all individual matches played and/or the captain may be suspended from all league play for up to a year.

Examples of ineligible players are listed below but may not constitute a full list:

- Players who do not appear on the official team roster. (Notify ALC of any registration problems prior to the match).
- Players who have been registered by the captain without their knowledge and/or have fictitious match results entered in TennisLink.
- Players who play under another player's name.
- Players who utilize multiple USTA Membership numbers in an attempt to bypass their computer generated NTRP rating in order to enter into the league program at a different level.

College players must consult the Intercollegiate Athletics Compliance Officer/Athletic Director at their college to insure that their eligibility will not be jeopardized by competing in league tennis.

Official Ball: In USTA League matches, a standard Type 2 USTA approved ball shall be used.

2.00 USTA/SCTA LEAGUES REGULATIONS. (For complete USTA League Regulations (ULR), go to: ustasocal.com)

LOCAL COMPETITION

NTRP Levels of Play: *(See Regulation Summary Chart)*

- 2.01A(1)** When using straight NTRP levels, a player cannot have an NTRP rating higher than the NTRP level in which the player is competing except in the 5.0+ NTRP level of the Adult Division, 18 & Over and in the 4.5+ NTRP level of the Adult Division, 40 & Over. Adult Division, 18 & Over 5.0+ team rosters may include up to two (2) players from the next higher NTRP level. Adult Division, 40 & Over 4.5+ team rosters may include up to three (3) players from the next higher NTRP level.
- 2.01A(1)a** In Plus (+) NTRP levels utilizing three individual matches within a team match, no more than one Plus (+) level player shall be allowed to play in a team match and shall be required to play in a #1 position, either singles or doubles.
- 2.01A(1)b** In Plus (+) NTRP levels utilizing four or more individual matches within a team match, two (2) Plus (+) level players may play in a team match and shall be required to play in either (a) both in the #1 doubles position or (b) one player in the #1 singles position and one player in the #1 doubles position.
- 2.01A(2)** When using combined NTRP levels, the combined NTRP rating levels of the doubles team cannot exceed the combined NTRP level in which the players are competing.
- 2.01A(3)** The NTRP difference between members of an individual doubles team may not exceed 1.0.

See ULR for more information

The Combined levels of play will be used at Sectionals for the USTA Adult 55 & Over and MxD 18 & Over divisions and the SCTA Adult 65

& Over league.

In the Tri-Level league, the highest NTRP level offered will play in the #1 doubles line, second highest in the #2 doubles line and lowest level

in the #3 doubles line. One player of a doubles team must be at level.

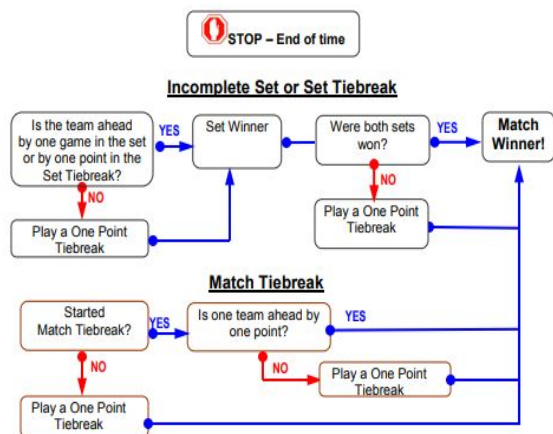
Confirming Match Play: The following must be confirmed 3-4 days prior to the match by both captains:

- Day and time of the team match: **All local league matches are considered timed matches and if a match cannot be completed within that allotted time, the Timed Match Procedure must be followed.**

(Exception: When a match is rescheduled due to unplayable conditions)

Timed Match Procedure:

- Play until end of match time limit (try to finish any game in progress).
 - If the game cannot be finished, the player/team that is ahead in the game, wins the game.
 - If the set cannot be finished, the player/team that is ahead by one game, wins the set.
 - If a match tiebreak cannot be finished, the player/team that is ahead by one point, wins the match tiebreak and the match.
- If it's even, a "One Point Tiebreak" is played to decide the winner of the game, set or match tiebreak.
- For a "One Point Tiebreak", serving rotation continues:
 - Doubles - receiving team chooses which player will receive.
 - Singles - receiving player chooses which side to receive.
 - Mixed Doubles - the receiver will always be the same gender as the server.
- The score is entered exactly as it finished, choose "Timed Match" and designate a winning team:
 - A Match Tiebreak score is entered as 1-0.
 - A Set Tiebreak score is entered as 7-6 or 6-7.



- Line defaults, if known in advance.
- Number of courts to be used, including for warm-up if available. For split times, captains must agree in the order of play and starting times for each individual match for that day, unless it has been pre-determined by the ALC.
- Directions to the tennis facility.

Recommended order of play for the Adult Division 18 and 40 & Over Age Groups: Singles and then Doubles.

Team matches must be played on the scheduled dates unless it has been pre-approved otherwise by the ALC or rescheduled. The ALC must be informed of any change in the schedule.

Team Line-Ups:

- Prior to exchanging line-ups, captains need to communicate with each other if their player(s) is not present at match time, in which case, they will place the missing player(s) on the appropriate line(s) by following the Procedure for Individual Defaults. This allows the opposing captain to make adjustments prior to exchanging line-ups.**
- Players are allowed to register up to prior to default time or prior to the local registration deadline, whichever comes first.**
- Captains may ask for photo IDs. If not available, the player(s) may be replaced. If an eligible substitute is not available, that line(s) may be defaulted.

Disputed line calls: Since Local League play is un-officiated, teams have asked the captains or two volunteers (one from each team), if available, to stand at each net post. Volunteers only confirm or overrule calls on their side of the court and ONLY if asked by one of the players.

Coaching: No coaching allowed when a match tiebreak is used in lieu of a 3rd set.

Competition Format:

- Local Areas shall have the option to either use the best of three tiebreak sets with a match tiebreak in lieu of a third set; the best of three tiebreak sets with a set tiebreak at 6-all or other USTA approved scoring methods that are compatible with the USTA NTRP Computer Rating System.
- Local League Playoffs (LLP) requires a two match minimum (a default received counts as a match played) for eligibility.
- In a local league flight structure, any one of the following options will be permitted:
 - **2.01C(1)a** Additional matches, selected randomly, within a flight.
 - **2.01C(1)b** Additional cross-flight matches in which each team in one flight plays an equal number of matches in the other flight, selected randomly if not a full round robin.
 - **2.01C(1)c** The top teams in a flight to play an additional round robin to determine advancement, and the teams without a mathematical chance to advance may play an additional round robin

2.01C(2) Team Match. Each team match in a local league shall consist of such number of individual matches of singles, doubles, or any combination thereof as determined by the local league. Each team must have the minimum number of players available to play the majority of individual matches. 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. 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. 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. If both teams have the minimum number of players available to play, but the combination of individual defaults given by the two teams would result in the majority of matches not being played, the teams must follow the procedure(s) established by the Sectional Association, as required below, to ensure that a majority of individual matches are played. Each Sectional Association shall establish procedures to determine the 1) flight standings in the event of a team default or double team default and 2) actions to take when the combination of individual defaults by the two teams in the team match results, or would result, in a situation where the majority of the individual matches are not played. If no such procedures have been established, the match will result in a double team default.

The following procedures will be followed to determine:

1) Flight standings in the event of a Team Default or double team default: The standings will be adjusted to reflect only actual matches played by the other teams which prevents a team from advancing due to a whole team default. In a multiple round robin format each round robin is considered a separate segment. If the team default took place in the 2nd round robin segment, for example, only those matches will be affected.

Local Areas may impose further penalties on the defaulting team

2) Actions to take when the combination of individual defaults given by the two teams in the team match results, or would result, in a situation where the majority of the individual matches are not played: If less than the minimum number of individual lines (less than 3 lines for a 5-line format and less than 2 lines for a 3-line format), were played the team match is invalid. The individual lines that were played will be taken out of the standings but the results will stay in the system for NTRP ratings and eligibility for advancement. If no matches were played, the team will be defaulted unless the other team agrees to reschedule the team match, if there is sufficient time within the league season to do so. The Reschedule Penalty procedure will apply.

3) Flight standings in the event of a Tie: ULR 2.03H will be followed. **If there is a Tie across the board, TennisLink automatically grants the win to the visiting team.**

Procedure for Individual defaults: All players available should be utilized. Refusal to play will result in a default.

- **7 players:** Default #2 Singles

Ex: Team A shows up with 8 players and Team B shows up with only 7 players, Team A receives a line default at the #2 singles line.

Ex: Both teams show up with only 7 players, both teams default the #2 singles line.

- **6 players:** Default #3 Doubles **or #1 & #2 Singles**

Ex: Team A shows up with 7 or 8 players and Team B shows up with only 6 players, Team A can choose to default either #3 doubles or #1singles.

Ex: Both teams show up with only 6 players, both teams default either #3 doubles or #1 singles. (If captains do not agree, #3D will be defaulted).

- **5 players:** Default #2 Singles & # 3 Doubles

Ex: Team A shows up with 6, 7 or 8 players and Team B shows up with only 5 players, Team A receives a line default at the #2 singles line & #3 doubles line.

Ex: Both teams show up with only 5 players, both team default #2 singles & #3 doubles lines.

● **4 players:** Default #2 and #3 Doubles

Ex: Team A shows up with 5, 6, 7 or 8 players and Team B shows up with only 4 players, Team A receives a line default at the #2 & #3 doubles lines.

Ex: Both teams show up with only 4 players, both teams default the #2 & #3 doubles lines.

3-line format example-1: Team A shows up with 5 or 6 players, Team B shows up with only 4 players. Team A receives a default on the #3 doubles line.

3-line format example-2: Team B shows up with only one player from the #1 doubles line and one player from the #3 doubles line. Those players would play together at the #1 doubles line. The #2 doubles line would remain the same and the default would occur at the #3 doubles line.

3-line format in Tri-Level example-1: Team B shows up only having enough players at level to play the #1 and #2 doubles lines. Team B shows up only having enough players at level to play the #2 and #3 doubles lines. The team match must be re-scheduled, if there is sufficient time within the league season to do so. Otherwise, it will be recorded as a "double default".

3-line format in Tri-Level example-2: Team B shows up only having enough players at level to play the #1 and #3 doubles lines. Play the #1 and #3 doubles line and default the #2 doubles line. Any one of the 3 Doubles lines may be defaulted in the Tri-Level league.

The following changes will be made if the #1 doubles line is shown as a default after line-ups have been exchanged:

- The #2 line moves up to the #1 line.
- The #3 line moves up to the #2 line.
- The #3 line is defaulted.

The following changes will be made if the #1 singles line is shown as a default after line-ups have been exchanged:

- The #2 line moves up to the #1 line.
- The #2 line is defaulted.

[See your LLR for default times & penalties](#)

Reschedule Policy: If there is not a local league regulation in place, the following will apply:

Once a final schedule has been generated and posted on-line, there may be reasons why a match may need to be rescheduled. If both teams agree to a reschedule and there is sufficient time within the league season to do so, the following will be followed.

- A rescheduled date and time must be agreed upon within one week of the original match date, **otherwise, it will be recorded as a Team Default against the team that asked for a reschedule.**
- A rescheduled match must be played before the end of the local league season or before a local flight playoff (whichever comes first), **otherwise, it will be recorded as a Team Default against the team that asked for a reschedule.**
- Rescheduled matches may fall under the "No Penalty" or "Penalty" guidelines:
 - **No Penalty if:**
 1. A minimum of 4 players on the team is representing that Area at a USTA/SCTA league Playoff or Championship.
 2. The Home Facility scheduled an unplanned event and there are no courts available on or off site.
 3. Due to a National Holiday.
 4. Due to Unplayable Conditions (*see glossary for definition*).
 - If the day before the team match, Unplayable Conditions is forecasted for the time of the match, **it may be rescheduled with no penalties.**
 - If it becomes unplayable the day of or prior to the start of the match, **it may be rescheduled with no penalties.**

Teams should not wait more than ½ hour past the originally scheduled time, to see if conditions change. Both captains may agree to wait longer or choose a different location within their Area to play the match.

- If the team match started, completed individual matches will stand as played and incomplete matches will need to resume with the same players and at the exact score (set, game, point) as they stood when halted. Any point played is always counted and never replayed.
- If the team match had not started, a different line-up may be used.
- If a match is unable to be rescheduled, use the Time Match procedure to determine a winner.

For the weather site of choice-see your Local League Regulations (LLR). If no site is designated, use: www.accuweather.com.
The ALC may confirm "Unplayable Conditions" if there are any questions or disputes.

- **Penalty if the above conditions do not apply:**

1. The team asking for a re-schedule will default 2 lines (for formats using 5-lines) or 1 line (for formats using 3 lines).
2. The Team that agreed to reschedule shall decide which lines will be defaulted.
3. **Penalties are carried over when matches need to be rescheduled again.**

Local Areas may impose further sanctions or penalties

When a league season cannot be completed, the local league champion will be determined by **actual matches played by all teams or by another method** determined by the ALC in consultation with the SLC.

PROGRESSION

MATCHES REQUIRED TO ADVANCE TO CHAMPIONSHIPS FOR USTA ADULT AND MIXED DIVISIONS			
SECTIONAL CHAMPIONSHIPS AND BELOW		NATIONAL CHAMPIONSHIPS	
LOCAL MATCHES REQUIRED	DEFAULTS THAT COUNT	TOTAL MATCHES REQUIRED THROUGH SECTIONAL CHAMPIONSHIP	DEFAULTS THAT COUNT
To advance to any championship level through Sectional Championship	To advance to any championship level through Sectional Championship	To advance to National Championship	To advance to National Championship
2 matches on the same team	1 default <u>received</u> shall count	3 matches on the same team	1 default <u>received</u> shall count
RETIRED matches shall count for all players.			

If the winning team at any NTRP level of competition is unable to compete further, then the second place team will be asked to take their spot.

SCTA determines the dates of all Sectional Championships (See League Calendar at ustasocal.com). The Championship Director shall appoint the Championship Committees for Sectional Championships.

Court Surface: Hard Court.

Sectional Championships:

- **Local League Winners will advance directly to Sectionals.**
- Players must have a minimum of two matches played (one default received counts as a match).
 - SCTA Adult 65 & Over (Submit “Waiver” requests to the section for approval to advance directly to Sectionals when no local league play is available)
- Sectional Championship Team fees: \$100 for all 3-line formats and \$150 for all 5-line formats
- Players will receive the following:
 - Championship Gift • Champion & Finalist Awards • Customized Bag Tag • Lunch
 - Maximum of 16/per team for 5-line formats
 - Maximum of 12/per team for 3-line formats

National Championships:

- Sectional Champions from the following USTA Divisions/Age Groups will advance to the National Championships:
 - Adult 18 & Over • Adult 40 & Over • Adult 55 & Over • MxD 18 & Over • MxD 40 & Over
- Players must have a minimum of three matches played (one default received counts as a match).

Invitationals:

- SCTA Tri-Level 4.5-3.5 Sectional Champions may advance to the BNP Invitational in March of the following year at Indian Wells, if it is offered
 - There are no match minimum requirements
- SCTA Adult 65 & Over Sectional Champions may advance to the 65&Over Invitational in January/February of the following year in Surprise, AZ, if it is offered.
 - Submit “Waiver” requests to the Section to advance directly to the Invitational when no sectional play is available.
 - Players must have a minimum of two matches played (one default received counts as a match).
- SCTA Doubles Open Sectional Champions may advance to the Open Invitational in September in Las Vegas, if it is offered.

The minimum number of team members required for the SCTA Doubles, SCTA Adult 65 & Over and SCTA Trilevel Championships is 6 (for SCTA Doubles Open level it's 5); (For Tri-Level, there must be at least 1 player at level on each line) (See Summary Chart for more details)

Scoring: The (PPS) Point Penalty System will be enforced when a player is late (when a court is available and the match is called)

- 5 minutes or less: Loss of toss plus 1 game
- 5:01 - 10 minutes: Loss of toss plus 2 games
- 10:01 - 15 minutes: Loss of toss plus 3 games

Default time is after 15 minutes from the time the match is called.

The best of three sets with a 10 point match tiebreak in lieu of the third set will be used for all Sectional Championships, unless a change is necessary due to unplayable conditions.

Competition Format:

A round robin format may be used. In multiple flights, **teams will be randomly drawn**. If a wildcard is needed the second place team from local league will be asked to fill the spot where needed.

(See Glossary for wildcard rotation procedure).

Captain's Championship Registration form: Captains must submit the on-line form at ustasocal.com to the SCTA office as soon as their team is announced the local league winner or wildcard recipient, in order to ensure their spot at the championship. Teams may not be accepted into the championship if the registration form is received later than two weeks prior to the event.

Team Defaults:

A majority of the individual matches must actually be played to constitute a valid team match or the entire match must be defaulted. See tables below:

ALLOWABLE DEFAULTS AT ALL SCTA CHAMPIONSHIPS				
DIVISION	LEAGUE TYPE	MINIMUM NUMBER OF ELIGIBLE PLAYERS REQUIRED TO BE AVAILABLE PER MATCH	MAXIMUM NUMBER OF POSITIONS THAT CAN BE DEFAULTED	REQUIRED POSITION(S) AND ORDER OF MATCH DEFAULTS
Adult	65 & Over	4 players who are eligible to combine and compete	1	No. 3 Doubles
Trilevel	18 & Over	4 players (1 player must be AT LEVEL)	1	Any one of the 3 lines
SCTA Doubles	18 & Over	4 Players	1	No. 3 Doubles
		3 Players (Open level)	1	No. 1 Singles or No. 2 Doubles

ALLOWABLE DEFAULTS AT ALL USTA CHAMPIONSHIPS				
DIVISION	AGE GROUP	MINIMUM NUMBER OF ELIGIBLE PLAYERS REQUIRED TO BE AVAILABLE PER MATCH	MAXIMUM NUMBER OF POSITIONS THAT CAN BE DEFAULTED	REQUIRED POSITION(S) AND ORDER OF MATCH DEFAULTS
Adult	18 & Over 2.5 women & 5.0+	3	1	No. 1 Singles Or No. 2 Doubles
	18 & Over 3.0, 3.5, 4.0, 4.5	4	2	<u>Singles:</u> No. 2 Singles before No. 1 Singles <u>Doubles</u> No. 3 Doubles before No. 2 Doubles, and No. 2 Doubles before No. 1 Doubles
	40 & Over			
Adult	55 & Over	4 players who are eligible to combine and compete	1	No. 3 Doubles
Mixed	18 & Over 40 & Over			

An entire team defaulting in a championship may be ineligible to participate in that division for the following league year. This penalty may apply to every player who played at least one match for the forfeiting team. Special Circumstances will be evaluated on a case by case basis.

NTRP Dynamic Disqualification and Review Procedures.

(For complete details, see (ULR) at: ustasocal.com)

USTA will run dynamic ratings during USTA league seasons: Adult 18, 40, and 55 and Over. Self-rated players or players with appealed ratings are subject to dynamic disqualification.

Local level: Players who meet the criteria for NTRP Dynamic Disqualification will be immediately promoted to a higher NTRP level. Matches played will stand.

Championship level: SCTA will run dynamic calculations following the conclusion of the championship and disqualify those players who meet the criteria for NTRP Dynamic Disqualification. Matches played will stand. (See Nat Reg 2.04E(2) for championship scoring procedures when NTRP Dynamic Disqualifications are done following the conclusion of championship competition.)

NTRP DYNAMIC DISQUALIFICATION

Each NTRP Level is followed by a letter indicating the type of rating.

The following identifies who can and cannot be NTRP dynamically disqualified.

Who cannot be NTRP dynamically disqualified?

NTRP Level followed by the letter below:

C	Computer Rated Players *
M	Mixed Exclusive Players **
T	Tournament Players **

Exceptions:

* Players who entered an Early Start League at an NTRP Level lower than their current year-end rating are subject to NTRP dynamic disqualification.

** Year-end (M) and (T) rated players are required to self-rate to enter the Adult Division, automatically become (S) rated players and therefore become subject to NTRP dynamic disqualification.

Who can be NTRP dynamically disqualified? Participants in the Adult Division:

NTRP Level followed by the letter below:	
A	Appealed – all granted appeals including Medical and Promoted Players 60 or Over
S	Self-rated Players
D	Dynamic or NTRP Grievance Disqualified Players
C	Exceptions to C year-end ratings as noted above *

Players participating in the Adult Division who are promoted as a result of NTRP dynamic disqualification will be immediately required to participate at their new NTRP level in all USTA League Programs.

YEAR-END NTRP COMPUTER RATINGS. (For complete details, see (ULR) at: ustasocal.com)

USTA League Regulations in this section are applicable to all SCTA Leagues (Except the Open Level in the SCTA Fall Doubles League)

**VALID NTRP COMPUTER
RATINGS FOR 2019**

2018 League Year	<p>Players who are 59 years or under during the 2019 League Year will have their most current computer rating displayed in TennisLink. They must self-rate if their NTRP rating is older than 3 years.</p> <p>*Exception: A player who receives a published (M) or (T) rating and chooses to participate in the Adult Division will be required to self-rate even if the (M) or (T) rating is less than 3 years old.</p> <p>X indicates the years of valid computer rating in TennisLink for play in 2019</p>		
	<p>Players who will be 60 years or older during the 2019 League Year will have their most current computer rating displayed in TennisLink. They must self-rate if their NTRP rating is older than 2 years.</p> <p>*Exception: A player who receives a published (M) or (T) rating and chooses to participate in the Adult Division will be required to self-rate even if the (M) or (T) rating is less than 2 years old.</p> <p>X indicates the years of valid computer rating in TennisLink for play in 2019.</p>		
Last Year Computer Rating Received	2016	2017	2018
Age 59 or Under during 2017 League Year	X	X	X
Age 60 or Over during 2017 League Year		X	X
<p>TennisLink will automatically remove expired computer and self-ratings thereby allowing individuals to self-rate. Players with expired ratings will not be allowed to self-rate at a lower level than their last valid NTRP rating. However, they will have the opportunity to file a self-rate appeal of the NTRP rating level assigned.</p>			
<p>Computer ratings are valid based on the above table.</p>			
<p>Self-ratings are valid for 2 years from the date issued or until replaced by a dynamic or computer rating.</p>			

Ratings are directly affected by: a) Your partner; b) Your opponent's dynamic rating; c) Your current dynamic rating; d) The closeness of the match (regardless of whether it was a win or a loss).

Ratings are not directly affected by: a) What position you play; b) Your wins and losses; c) Team standings; d) Age

For championships starting after Year-End Ratings are generated, contact the SCTA Adult Department.

The NTRP Coordinator will be responsible for all NTRP issues and the management of the Automated Appeal Process. The Automated Appeal instructions are located at: ustasocal.com – Leagues – NTRP ratings.

Year-End Rating Appeal Period: Appeals submitted after registration will be reviewed for future play, not for the season they are currently playing in.

Medical Appeal Period: All year. Medical Appeals require an Appeal Form which may be downloaded from the scta website. The Appeal must include Pertinent information & documentation that determines the degree to which the injury or debilitating condition is temporary or permanent.

MOVE-UP/SPLIT-UP:

2.06A(1): Move-Up - Teams and team members that advanced to, or qualified for, any National Championship may play together as a team, in whole or in part, if they move up one NTRP team level.

2.06A(2): Split-Up - No more than three (3) players who were on the roster of any team that advanced to, or qualified for, any National Championship team the previous year may play together in the same Division, same Age Group and at the same NTRP team level as the National Championship team(s), if their NTRP rating allows. Split-Up requirements only apply to players who participated in three (3) or more matches (including one default) for that team during the championship year.

2.06A(3): If a Section has a regulation that limits the number of players on a roster that are at a specific level, the Section must suspend that regulation for one year for any team that advanced to, or qualified for, any National Championship the previous year and chooses to move up one NTRP team level.

2.06B Section Options for Move-Up/Split-Up.

2.06B(1) All Championships Below Nationals. Sections shall have the right to decide whether a team who competes at any championship level below the National Championships must move-up or disperse to form new teams for the following championship year and under what conditions.

2.06B(2) Sections shall have the option to restrict crossover between Adult and Mixed Divisions and/or between some or all Age Groups, notwithstanding Section 2.06A.

SCTA will not restrict crossover between Adult and Mixed Divisions and between age groups.

Players who are in violation will be disqualified from the last team on which they registered on as well as any matches played. If no matches were played and no defaults were received, the player can choose which team to be deleted from.

SCTA will suspend the “50% at level” rule for one year for any team and team members that advanced to, or qualified for, any National Championship the previous year and choose to move up one NTRP team level as a team, in whole or in part. Example: If two 4.0 players from the previous years Adult 18&Over National team want to play together on a 4.5 Adult 40 & Over team along with Non-National 4.0 players, the team is not subject to the “50% at level” rule.

The following procedure will be followed as soon as it is discovered that a team is not in compliance: If all players have played a match, the player with the latest registration dates that are out of compliance, will be disqualified from the team and matches played shall be considered 6-0, 6-0 losses and wins for the opposing player or doubles team. Players that have not played a match or received a default can choose to be taken off the team in order to get the team into compliance.

The Move-up/Split-up regulation applies to all USTA Sectional Winners and any other team(s) that qualify to advance to a National Championship. It does not apply SCTA Leagues: SCTA Doubles, Tri-Level and Adult 65&Over.

3.00 GRIEVANCE PROCEDURES.

All Local League Grievance Committees and Local League Grievance Appeal Committees shall be approved by the Section Office.

Summary: For complete details see the USTA League Regulations (ULR) at: ustasocal.com

Step 1:

a) Local League Grievances are submitted to the ALC prior to the commencement of whichever occurs first: (a) the involved team’s next match in that flight, whether or not the involved player participates or (b) within 24 hours after the end of the local league season. It will be reviewed by a Local League Grievance Committee.

b) Championship Grievances are delivered to the duly appointed site director or designee prior to whichever occurs first: (a) within 30 minutes of the completion of the involved team’s match or (b) the commencement of the involved team’s next match, whether or not the involved player participates. It will be reviewed by a Championship Committee.

b) NTRP Grievances are submitted to the SCTA office to the attention of the NTRP Grievance Committee anytime up to 48 hours after the conclusion of the Sectional Championship of the player’s team, whether or not the player participated. It will be administered by the Sectional League NTRP Grievance Committee.

c) Administrative Grievances are submitted to the SCTA office to the attention of the SLC within one year of the incident.

Step 2: Grievances and any documentation will be submitted to the appropriate committee and forwarded to all parties involved. A specified time will be given to submit any documentation and response.

Step 3: Decisions will be sent to all parties involved. A specified time will be given for Appeal submissions.

Step 4: Appeal submissions will be reviewed by the appropriate Grievance Appeal Committee.

Step 5: Decisions made by the Grievance Appeal Committee will be FINAL.

The National League Grievance Appeal Committee shall hear appeals from individuals/teams suspended for a period of 12 months or more by a Local, District/Area, or Sectional League Grievance Appeal Committee.

USTA/SCTA REGULATION SUMMARY CHART

USTA LEAGUES

SCTA LEAGUES

REGULATION	ADULT			MXD		TRILEVEL	SCTA Dbles	Adult
AGE GROUPS:	18 &Over	40 & Over	55 & Over	18 &Over	40 &Over	18&Over	18 &Over	65&Over
GENDER:	Men & Women (Separate Teams)	Men & Women (Separate Teams)	Men & Women (Separate Teams)	Men & Women (Same Team)	Men & Women (Same Team)	Men & Women (Separate Teams)	Men & Women (Separate Teams)	Men & Women (Separate Teams)
NTRP LEVELS: Straight Levels Can play one level above current level, but not over team level. Combined Levels NTRP rating levels of partners shall not exceed team level. The NTRP difference between them shall not exceed 1.0	2.5F,3.0,3.5,4.0,4.5,5.0+ (5.0+ level may have up to two 5.5 players on team, but can only play 1 in a match)	3.0,3.5,4.0,4.5+ (4.5+ level may have up to three 5.0 players on team, but can only play 2 in a match when utilizing a five line format)				3.5/3.0/2.5 4.0/3.5/3.0 4.5/4.0/3.5 (One player of a Dbles team must be at level)	2.5,3.0,3.5,4.0,4.5,Op	
LEAGUE FORMAT <i>(Local Areas may have a different format)</i>	2 Sgls/3 Dbles (3.0,3.5,4.0,4.5) & 1 Sgls&2 Dbles (2.5F & 5.0+)	2 Sgls/3 Dbles (3.0,3.5,4.0,4.5+)	3 Dbles	3 Dbles	3 Dbles	3 Dbles	3 Dbles (2.5-4.5) & 1Sgls/2 Dbles (Open)	3 Dbles
MIN# OF PLAYERS REQUIRED TO REG. BY THE INITIAL ROSTER DEADLINE (IRD)	8 (5-line format) & 5 (3-line format)	8 (5-line format) & 5 (3-line format)	6	6 (3M & 3W)	6 (3M & 3W)	6 (At least 1 per level +3)	6 & 5 (Open)	6
MIN% Req. @ level for 3 or more teams: -----	50%	50%					50%	
MIN% Req. @ level for 2 teams only:	40%	40%	N/A	N/A	N/A	N/A	40%	N/A
MAX # of POSITIONS THAT CAN BE DEFAULTED: <i>(#2 Sgls before #1 Sgls) (#3 Dbles before #2 Dbles) (#2 Dbles before #1 Dbles)</i>	2 (3.0,3.5,4.0,4.5) & 1 (2.5F&5.0+) OR 1 (3-line format)	2 (3.0,3.5,4.0,4.5+) OR 1 (3-line format)	1	1	1	1	1	1
DYNAMIC RATINGS:	YES	YES	YES	NO	NO	NO	NO	NO
INCLUDED IN YE RATINGS: <i>(Includes results recorded Nov - Dec of the previous year)</i>	YES	YES	YES	(MxD exclusive ratings only)	(MxD exclusive ratings only)	YES	YES (NO-Open level)	YES
ADVANCING TO: NATIONALS -----	YES	YES	YES	YES	YES	NO	NO	NO
INVATIONALS						YES (4.5/4.0/3.5)	NO	YES
MIN# of Matches Req. Below Nationals: <i>(1 default rec'd counts)</i>	2	2	2	2	2	2	2	2
At Nationals/Invit'l: <i>(1 default rec'd counts)</i>	3	3	3	3	3	N/A	N/A	2
MOVE-UP/SPLIT-UP Max of (3) players can play together the following year. <i>(From the same team / division/age grp)</i>	YES	YES	YES	YES	YES	NO	NO	NO

GLOSSARY.

Shared Facility: A facility that has been approved by the Section Office to be shared by two or more Local League Areas for local league play. The Host Area has priority with courts and time slots.

Time Match Procedure: Any local league match that must be completed in a limited period of time which requires players to be off the court the minute the allotted match time is complete, must follow the Timed Match Procedure. Matches are designated Timed Matches prior to play. (Exception: When a match is rescheduled due to unplayable conditions)

■ Play until end of match time limit (try to finish any game in progress).

■ If the game cannot be finished, the player/team that is ahead in the game, wins the game. If it's even, they shall play a "One Point Tiebreak" to decide the winner of the game.

■ If a player/team is ahead by one game, they have won the set. If it's even, they shall play a "One Point Tiebreak" to decide the winner of the set.

■ If the sets are one-all, they shall play a "One Point Tiebreak" to decide the winner of the match.

■ If in a Match Tiebreak, the player/team that is ahead by 1-point, wins the match. If it's even, they shall play a "One Point Tiebreak" to decide the winner of the match.

For a "One Point Tiebreak", serving rotation continues – for doubles, receiving team chooses which player will receive. For singles, receiving player chooses which side to receive. For Mixed, the receiver will always be the same gender as the server.

The score is entered exactly as it finished, choose "Timed Match" and designate a winning team. A Match Tiebreak score is entered as 1-0. All Set Tiebreak scores are entered as 7-6 or 6-7.

Unplayable Conditions: Conditions that make it impossible to continue playing, which may include, but is not limited to: Rain, Fire, Ash, Heat (95 degrees or higher) and if a State of Emergency prevents teams from getting to their locations in a timely manner. See Local League Regulations (LLR) for the weather site of choice.

Wildcard Team: 2nd place team from local league.

Wildcard Procedure: A Rotation Order is in place. The Area next in line will be asked to fill a wildcard spot in order to complete a draw at a championship. That Area gets placed at the end of the rotation order.

Exception: If there are only two Areas advancing to a championship, one of the 2nd place teams may be added to the schedule. That Area will not lose their place in the rotation order. If neither 2nd place teams can fill the spot, a Double Round Robin may be scheduled.

Exception: If the next Area in line for a wildcard ends up in the same flight as the LLW, that Area will be bypassed and the next Area will be asked to fill it.

SCTA Area League Coordinators (ALC)

ALC	AREA	EMAIL	WEBSITE	PHONE
Beth Kuney	BAKERSFIELD	kuney92@gmail.com	http://socaladulthoodtennis.com/alcsites/bakersfield/	C: 661-331-9315
Gayle Hollenbaugh	BEACH CITIES	gayle@gaylehollenbaugh.com	socaladulthoodtennis.com/alcsites/beachcities/	H/F: 310 514-9099
Mari Taylor	CENTRAL COAST	cctennis.usta@gmail.com	http://socaladulthoodtennis.com/alcsites/centralcoast/	C: 949-945-3161
Donna Ringer	COACHELLA VLY	donna.ringer@gmail.com	www.coachellavalleyleagueatennis.com	C: 760-835-0740
Amy Ellison	INLAND EMPIRE	AREAugust@aol.com	www.ietennis.com	H/F: 909 886-5060
Debbie Halim/ Michelle Kramer	LOS ANGELES	laleaguecoordinator@yahoo.com	www.laleaguecoordinator.com	C: 310-880-7260 C: 818-425-0376
Heidi Stryker (USTA Adult & Juniors)	ORANGE CNTY	heidi.stryker3@gmail.com	www.orangecountyusta.com	C: 714-955-2726 F: 714-838-1484
Randie Lettington	SAN DIEGO/SDNC	SanDiegoUSTA@gmail.com	www.sandiegotennis.com/leagues	H-619-251-0103
Lisa Gillette-Glick	SAN FERNANDO VLY	lisaSFVtennis@gmail.com	www.justplayusta.com	O: 818-231-1390
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Christine Lee Wong		theleegroup@gmail.com	www.sgvusta.org	C: 909-910-3313
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Bob & Betty Isenberg	VENTURA	bbisen@roadrunner.com	socaladulthoodtennis.com/alcsites/ventura/	W/F: 805 480-0677

SCTA League Grievance Committees & Grievance Appeal Committees are formed as necessary first utilizing members of the Adult League Sub-Committee and then other committee members selected by the Adult League Sub-Committee Chairman and/or SCTA Staff.

2018 USTA Southern California Section Adult League Sub-Committee

*Donna Ringer – Chair *Ali Ordonez – Staff liaison *Larry Calder (SD) - Member *Nancy Kutner (SD) - Member
*Beth Kuney – (Bake) - Member *Vicky Parkerson – (CV) - Member *Eddie Prommahachai (SFV) - Member