



Welcome to the THIRD season of ALTA Pickleball. Thank you for volunteering to be the captain of your team and for contributing to the success of our league. Your schedule and schedule packet are available on the ALTA website, www.altatennis.org. The Member Handbook, the General Rules-Pickleball League, USA Pickleball Rules, and the ALTA calendar are also available on the ALTA website. If you are unable to find your answer in any of these resources, your coordinator is your first point of reference. Their contact information can be found in the schedule packet.

As we start the season, here are some important considerations:

- **Check your ALTA team roster carefully:** Please verify your entire roster before the start of play: My Active Teams > Rosters. If a player's name is not listed on your ALTA roster, the player is not on your team.
- **Players on multiple rosters:** A player may have been removed from your roster because they were on multiple rosters. Please contact that player to confirm they want to be on your roster. Never add a player to your roster unless you have that player's permission!
- **You can add up to six players to your roster beginning on June 7:** A player must be added by midnight of the day before they are to play. Each season, the largest number of rule violations result from captains playing a member not on their roster. If you add a player to your roster, double check that the player has been added to the roster. After you add a player, an email confirmation will be sent notifying the player that they have been added to your team.
- **Always check a potential add online:** If you are considering adding a player, always check their level on the ALTA website. Experience has shown that not all members know their correct level. If the system allows the addition, the player is eligible.
- **Scorecards:** Exchange paper lineups for the matches with the opposing team. A completed and signed scorecard is required and will serve as documentation in the event of a dispute. This is still an ALTA rules requirement and is important. Both captains, or their designees, should complete scorecards before the dual meet and sign them following the meet. Scorecards are final 10 days after being entered.
- **Defaults:** When you signed up for this season you committed your team to a six- or seven-week regular season and up to three weeks of playoffs if you qualify. It is important that you have players available for all four lines of play each week and the playoffs. Excessive defaults can lead to penalties up to and including roster restrictions for the coming season.
- **Division standings are online:** The ALTA system will maintain accurate division standings and a record of players' activity. Once captains have entered and confirmed that week's scores, standings will be updated but will appear in blue which indicates that standings are preliminary. Once the results are confirmed and finalized by the flight coordinator, results will appear in black.
- **General communication:** You will find that email communication is best as it provides an audit trail and reduces the need to repeat information. It also reduces phone tag and missed calls.

Have a great season. Please let your coordinator or overall know if you have any questions or need help.

Jerry Niemeyer
Pickleball League VP
Phone: 770-399-5788, ext.127
Email: pickleballvp@altatennis.org

ALTA 2024 Summer Pickleball – Important Dates

Captains may start adding Players to Team Rosters	Friday, June 7 (See ALTA rules for eligibility)
Regular Season Play Begins	Monday, June 24 At 6:30pm
Regular Season Play Ends	Monday, August 5
Playoffs Rd 1	Monday, August 12 at 6:30pm (Rain date: Wed Aug 14)
Playoffs Rd 2	Monday, August 19 at 6:30pm (Rain date: Wed Aug 21)
City Finals – A, B and C Levels	Saturday, August 24 ITA Atlanta (Rain date: Sun Aug 25)

Instructions For Adding Players To Your Roster On the ALTA Web Site

1. Log in to the ALTA web site, www.altatennis.org
2. Member Portal > My Active Teams > Rosters
3. Make sure you have the correct team roster or select the **Switch Teams** button.
4. Put in your add-on's ALTA membership number and click the **Add-On** button or click **Search** if you do not know their number.
5. Enter first and last name, and click **Search**.
6. Select the correct member from the list which will appear.
7. Repeat for each member you wish to add.
8. Your add-on(s) name(s) will appear in the list of members.
9. When you have finished adding members click **Save**.
10. You will be asked to pay for any unpaid members for the current year.
11. You may either continue by filling in your credit card information and clicking submit (you will receive a payment confirmation page to print for your records), then clicking CONTINUE and you will receive a Roster Summary page showing your add-ons and the date they were added. Print this summary page for your records.
OR
12. If you do not wish to pay for the member(s), click **Back**, and click **Remove** to the left of the unpaid player's name, then click **Save** again. A Roster Summary page will appear showing your paid add-ons and the date they were added. Print this summary page for your records.

* * * * *

A MAXIMUM OF SIX PLAYERS MAY BE ADDED TO YOUR ROSTER. NEWPLAYERS
MUST BE ACCEPTED ON THE ALTA WEB SITE BY MIDNIGHT THE NIGHT BEFORE
THEY PLAY THEIR FIRST MATCH

(Refer to captain's handbook for more details)

Glossary of Terms

ALTA ORGANIZATION:

All ALTA play is classified into categories known as levels, flights, and divisions, which are defined as follows:

Level - The first category of play within each league which is graduated based on ability. Each league may be divided into levels of ability as follows: AA, A, B and C, with AA being the highest level.

Flight - The next subdivision of ALTA play whereby each level is divided into categories having generally equal abilities for the purpose of scheduling play. For example, the A level may be further divided into flights 1 through 8.

Division - Each flight may be further subdivided into one or more divisions in order to accommodate all teams assigned to that flight.

ALTA WEBSITE - The official website of the Atlanta Lawn Tennis Association, Inc. is altatennis.org.

APPROVED ANNEXED FACILITY - Two or more lighted pickleball courts located outside the five-county metro area which have been accepted for ALTA play by the first vice president.

APPROVED NEW FACILITY - Two or more lighted pickleball courts within the five-county metro area, which have met the criteria for ALTA play as set forth by the first vice president.

CURRENT ALTA YEAR - January 1 through December 31 of each calendar year.

DEFAULT - The loss of a match or matches by failing to be present for play within twenty minutes (default time) after the scheduled starting time. When the previous match extends beyond the default time, play must begin immediately when a court becomes available. The non-defaulting team captain or acting team captain may waive a default if the non-defaulting team remains at courtside. A "default" of a line will also include the electronic notification (email or text message) from a team captain/co-captain with the electronic acknowledgement of receipt of the default message by the opposing captain/co-captain, which will constitute the line(s) to be designated as a "default" on the scorecard. A request by a team captain/co-captain to play early to avoid defaulting one or more lines will not be considered a statement of default. Should inclement weather occur at the normal default time of the line being defaulted, regular inclement weather rules apply, and the default does not occur.

DUAL MEET - A series of matches between the counterpart doubles pairs of two teams scheduled by ALTA as part of ALTA's sanctioned league and tournament play.

EXCESSIVE DEFAULT - defaulting on all lines of a scheduled dual meet.

FORFEITURE - The automatic loss of any point(s) for any violation of these rules or as otherwise imposed as a penalty deemed appropriate by the respective league vice president.

GAME - When a team has won 15 points and leads by at least a 2 pt margin.

INELIGIBLE PLAYER - Any player who is ineligible to play for points under any one or more of the General Rules Adult Leagues.

MATCH - 3 games.

PENALTY - The loss of point(s) or other action expressly imposed by these rules or by the league vice president for a violation of these rules.

PLAYER - Any regular player, additional player or substitute player who is a paid member in good standing with the ALTA office who is properly listed on the team's roster and who is not an ineligible player under the General Rules Adult Leagues. No distinction shall be made among regular, additional or substitute players.

PLAYER'S FINAL LEVEL - The player's final level is the player's last level adjusted for end-of-season team results.

RETIREMENT - Any player who is unable to continue a match in progress because of a loss of natural condition, an accidental injury or a personal emergency.

SCHEDULED MATCH - Date published on the ALTA team season schedule. In the event of inclement weather or scheduling matches early, the agreed upon time and date of the new match becomes the scheduled match.

TEAM POINT - Points earned by a team in a dual meet.

THE USA PICKLEBALL RULES - The current edition of the USA

Pickleball Rulebook & Official Rules and Sportsmanship Guide.

General Rules Pickleball Leagues

I. TEAMS AND PLAYERS

- A. All team members must be paid members of ALTA for pickleball. Only one ALTA membership number may be issued to a member. An ALTA tennis member will use the same ALTA membership number when purchasing a pickleball membership. Should a member drop out of ALTA and wish to resume play at a later date, the previously assigned membership number must be activated. A player who possesses a second ALTA membership number may be declared ineligible and subject to sanctions by the organization at the discretion of the league vice president. No one under 18 years of age may be placed on a roster in any adult league.
- B. A player may participate in only one pickleball match per dual meet. A player may, however, participate on a tennis team in the same season if the player has a current tennis membership and meets the tennis league's requirements.
- C. Each team must guarantee use of at least two courts of the same surface/type at the same address or two courts of the same surface/type not at the same address within 700 feet of each other (with the approval of the Rules Committee) as home courts in the five-county metro area (Clayton, Cobb, DeKalb, Gwinnett and Fulton Counties) or at an approved annexed facility. Any hard surface, outdoor or indoor, is acceptable. Scheduling cannot accommodate any more than two teams per multiple of two courts. Example: two courts available, one or two teams permitted; four courts available, three or four teams permitted; six courts, five or six teams permitted etc. If league matches, either from your league or another ALTA league, are still in progress at the scheduled time of your match, your match will begin at the conclusion of the match in progress. **Regularly scheduled matches take precedence over all other ALTA league matches.** Teams may agree to play their matches at another location.
- D. Any required court and/or guest fees for **visiting participating players** must be paid by the home team. The home team does not have to pay parking fees for visiting teams. As a courtesy, the captain at a facility where parking charges are imposed should inform the visiting captain in advance.
- E. Rosters must be submitted via the ALTA website according to the instructions, dates and times given in the roster packet for each league. There is no maximum limit of players on a roster. **Two or more above the minimum are recommended.** The minimum number of players:

PICKLEBALL	All Levels	10 players (5 men, 5 women)
-------------------	------------	-----------------------------
- F. Players may be added to a roster using the ALTA website as follows: (consult the ALTA calendar posted on the website for dates)
 1. To be added to a roster, the player must be a paid member in good standing.
 2. Captains may add players during the roster submission period until the roster correction deadline.
 3. Captains may **NOT** add players in the period after the roster correction deadline until the schedule release date.
 4. No player may be removed from a roster after the roster correction deadline unless it has been less than three calendar days since notification of the roster addition, and the player has not been listed on a scorecard. The player must contact ALTA customer service to be removed from the roster and notify the captain of the request.
 5. After schedules are released, players may be added with the following restrictions.
 - i. A maximum of six players may be added.
 - ii. That player's most recent final level of play (as determined by the respective league) must be at or below the current level/flight for the team.
 - iii. That player has not been listed on any adult league roster for more than one year.
 - iv. Within a league, a player who was on a team the prior season may be added back to his/her team only if the team was lowered exclusively for the needs of ALTA rather than a request for review or a change in the team's composition.
- G. A player must play in at least two matches during the season to be eligible for the playoffs. A win by default or forfeit counts as a time played.
- H. Any person not listed on a roster in accordance with these general rules shall be an ineligible player. Any changes to a roster can only be made with the recommendation of the respective league vice president and with the approval of the president.
- I. A wheelchair player electing to play in an ALTA Pickleball League must abide by the adaptive/wheelchair rules of the USAPA.

VERTICAL BAR INDICATES

Pickleball 2024

RULES CHANGE

II. LEVEL PLACEMENT

Final determination of level placement will be made by the respective league vice president and overall coordinators. Team movement from one flight to another shall be based on the most recent team history during the past twelve months as well as on the addition of new players and the loss of old players. The goal is to match teams with comparable abilities within each level/flight.

III. CAPTAINS

- A. Home team captain(s) must contact the visiting captain(s) by phone call, email, or text message at least four days before the dual meet to discuss the number of courts available (a minimum of two), the surface/type, and the order of play. Each team must have a captain or acting captain present at the beginning of every dual meet. Captains or acting captains must exchange written lineups for all positions **simultaneously before the start of the dual meet**. Failure to do so may result in forfeiture of points. Scores of each match must be recorded, and captains or acting captains must sign the scorecards. Then scores of each match must be entered and reviewed on the ALTA website immediately after the dual meet. (In case of violation, refer to rule V.C.).
- B. Team captains must agree upon the order of play. In case of conflict teams must play in the normal rotation of men's doubles, women's doubles, 1 mixed doubles and 2 mixed doubles.
- C. If there are situations that cannot be resolved by the team captains within the rules, the flight coordinator should be contacted.
- D. Players may play at any position from one dual meet to the next. Player movements will not be tracked.

IV. DUAL MEETS

- A. All matches will be three games, and each game will be played until a team has 15 points and leads by at least a 2-point margin.
- B. ALTA will not provide linesmen or umpires for matches.
- C. ALTA rules govern play. In cases not specifically covered by these rules, the USA Pickleball rules govern play, as well as the USA Pickleball Sportsmanship Guide.
- D. A player who is not listed on the original scorecard/lineup may participate in a match that has not begun. Players listed on a scorecard/lineup may be moved up to fill a vacancy created by players who are absent or injured during warmup. Players may not be moved downward on the scorecard/lineup.
- E. The twenty-minute default rule as defined in the glossary is in effect for all scheduled matches. A defaulted match is scored as three team points for the opposing team. When a match is defaulted, it must be the lowest position. If a higher position is defaulted, any win at a lower position(s) will be forfeited. If any positions are played before the regularly scheduled time of the dual meet, the above default rules apply. (See individual League Rules.)
- F. In each match, the home team will be responsible for providing USA Pickleball approved balls for each line of the dual meet. There is no exchange of balls at the end of each match. The balls must be appropriate for the surface and type of court: outdoor balls for outdoor courts and rough surfaces, indoor balls for indoor courts and smooth surfaces.
- G. There is no restriction regarding the color of clothing players may wear.
- H. Warm-up is limited to five minutes, including practice serves. A two-minute break may be taken after each game. Otherwise, play must be continuous throughout the match as specified in USA Pickleball rules. Each team is allowed one timeout per game that will not exceed one minute.
- I. If the receiving team determines that the serve motion was clearly illegal, the receiving team may call for a replay **BEFORE** the return of serve. Server will have no more than two attempts to correct the serve motion. The third service attempt must be a drop-serve. If the third serve is still illegal, it will be a fault.
- J. Should a regular season dual meet end in a tie (6-6), NO tie break will be played. When teams are tied within a division after all regular season dual meets are completed, end-of-season standings will be determined as outlined in Playoff Procedures and General Information.
- K. COACHING IS allowed between games and during timeouts. Spectators (including teammates, coaches, and fans) may not volunteer advice regarding line calls, scoring, or the conduct of a match while the match is in play. They may not offer advice or instruction that is audible, visible or by electronic device to the players on the court. It is each captain's responsibility to control his or her spectators during match play.

Once a match has begun, any communication, including cheering from teammates, coaches, or fans should be understood by all, or it could be considered coaching. A pair on the court may speak to each other in any language; however, they need to be able to communicate with their opponent in language that everyone understands.

- L. Good sportsmanship and conduct are expected by the players and spectators.
- M. If for any unforeseen circumstance the home team is unable to provide its home courts for any scheduled dual meet, the visiting team has the first option of providing its home courts. The host team is considered the home team. If the visiting team does not elect to provide its home courts, the responsibility reverts to the home team which must provide courts within the approved ALTA area at the scheduled time. If alternate courts cannot be found, the captains must contact their coordinator.
- N. In the event of a broken or damaged paddle during a match, a player shall have a maximum of three minutes to leave the court to obtain a replacement paddle. This will not count as a team timeout. Violation of this time limit will result in forfeiture of the match.

V. PENALTIES AND FORFEITURES

- A. When an ineligible player is found to have participated in a match, the offending team will be penalized by forfeiting the team points associated with that match.
- B. Any official protest must be submitted in the form of a letter by the captain or co-captain to the flight coordinator and league vice president with a copy to the ALTA office (altasupport@altatennis.org) within five days of the scheduled match being protested. Protest letters can be submitted via email attachment or via mail.
- C. In those situations where no penalty for violations is provided in the general rules, THE RESPECTIVE LEAGUE VICE PRESIDENT SHALL HAVE AUTHORITY AND DISCRETION TO IMPOSE APPROPRIATE PENALTIES.
- D. A team having excessive defaults, as defined in the glossary, shall have all of its matches to date nullified and shall be treated as a bye for the remainder of the season.
- E. If a team has excessive defaults, as defined in the glossary, the team and/or its members may be suspended for the next season. The penalty will also apply to any team withdrawing after roster deadline.
- F. Any person playing under an assumed name, or any person having knowledge of such act and failing to report said act to ALTA in a timely manner, will be suspended for up to one year.

VI. INCLEMENT WEATHER

- A. In the event of inclement weather, completed matches will stand as played. Incomplete matches must be resumed by the same players at the exact game and point as they stood when halted. Lineups for matches not started may be changed.
- B. If the match is delayed or interrupted by inclement weather, including lightning, teams should be prepared to wait one hour to determine if the courts are playable. Any one of the four players scheduled to play the match may determine that courts are not ready for safe play, but his/her partner must be at the court for the determination to be made. If courts are still not playable after one hour has elapsed, teams are free to leave and reschedule unless both teams agree to wait longer. Exception: During City Finals, league vice presidents or their designees will determine the wait time.
- C. Rained out matches must be made up within the period specified by the respective league vice president. (Refer to Individual League Rules.) Once teams agree on a rescheduled date, they are committed to play on that date unless rain occurs again. Failure to play on that rescheduled date will result in default of only the match or matches not played. When rained out matches are scheduled as a dual meet, normal default rules apply.
- D. If the temperature is below 32 degrees or above 95 degrees (Fahrenheit) at the court and players agree, the match may be played. If players do not agree to play, teams must wait one hour to determine if the temperature at the court falls within the playable range. **Temperature to be verified using a weather app for the zip code of the matches (wind chill and heat index are not a factor in determining temperature).** All players scheduled to play in an individual match must be present at the courts to delay that match because of temperature.
- E. Once an individual match has begun, it must be completed except in the case of inclement weather. There is no provision for wind.

VII. SCORING and PLAYOFFS

- A. For each match, teams will be awarded 1 team point for each game won. Players in each match will compete for a total of 3 team points. Total number of points earned at the end of the season will determine division winners and runner-up teams, if applicable, that are eligible for the playoffs.
- B. In cases within a flight where divisions have unequal numbers of teams, each team's final standing will be determined by percentage of matches won to total matches scheduled to be played.

INDIVIDUAL LEAGUE RULES

LEAGUE	SEASON	SCHEDULED DAY/START TIME	FOLLOWING POSITIONS	REGULAR SEASON (WEEKS 1-5) INCLEMENT WEATHER MAKEUP MATCHES MUST START NO LATER THAN
PICKLEBALL	WINTER	SATURDAY 4:00 PM	5:00 PM	12 DAYS, SECOND THURSDAY 6:30 PM
PICKLEBALL	SUMMER	MONDAY 6:30 PM	7:30 PM	12 DAYS, SECOND SATURDAY 6:30 PM

Pickleball Leagues are divided into AA, A, B and C levels. Each level is divided into multiple flights reflecting the number of teams submitting rosters and the overall ability of each team. Levels/flights will be added or deleted, as required, at the discretion of the Pickleball League Vice President.

PICKLEBALL

Dual meets consist of four doubles matches: a men's doubles (MD), a women's doubles (WD), and two mixed doubles (1MXD & 2MXD) in that order. Either the men's or women's doubles match may be defaulted without affecting the remaining matches. Any single default of a mixed doubles match must be taken at the lowest (#2) position.

A player listed on a scorecard/lineup as a men's or women's doubles player may not be moved on a scorecard/lineup to a mixed doubles match after the match has been defaulted.

Participating facilities must guarantee the use of at least two lighted courts until 11:00 PM. Matches not completed by 11:00 PM may be suspended, normal inclement weather rules will apply.

All dual meets must be played starting no later than the SCHEDULED DAY/START TIME as indicated above, excluding matches postponed because of inclement weather. Warm-ups, including service warm-ups, must be completed before the matches begin. All following positions begin as listed above or when the court becomes available after these scheduled times.

Matches postponed due to inclement weather (precipitation or extreme weather) will be completed accordingly:

- weeks 1-5, teams will have 12 days after the scheduled dual meet to complete postponed matches.
Winter matches must start no later than the second Thursday at 6:30 pm.
Summer matches must start no later than the second Saturday at 6:30 pm.
- week 6, teams will have 6 days after the scheduled dual meet to complete postponed matches.
Winter matches must start no later than the following Friday at 6:30 pm.
Summer matches must start no later than the following Sunday at 6:30 pm.
- week 7, Winter matches must start no later than the following Tuesday at 6:30 pm.
Summer matches must start no later than the following Wednesday at 6:30 pm.

During playoffs and City Finals, if a dual meet ends in a tie (6 games to 6 games), the winner will be decided accordingly: each team will select a pair who will play a final game to 11 points by a margin of at least 2 points.

League vice president will have the responsibility for the administration of their respective leagues. Situations not covered in these rules will be settled at the discretion of the league vice president.

PICKLEBALL PLAYOFF PROCEDURES and GENERAL INFORMATION 12/19/23

Who Goes to Playoff Rounds and Playoff Format:

Flights with one (1) Division: The top four teams compete. The first place team plays the fourth place team and the second and third place teams play. The winners of these two matches play for the Championship.

Flights with two (2) Divisions: The top two teams in each division compete (4 teams). The Division 1 winner plays the Division 2 runner-up; the Division 2 winner plays the Division 1 runner-up. The winners of these two matches play for the Championship.

Flights with three (3) Divisions: The top two teams in each division automatically make the playoffs (6 teams); the two third place teams with the best win/loss percentage also go to the playoffs to give a total of 8 teams. Pairings are as follows:

- 1st Round: Pair 1 - Division 1 winner vs. Division 3 runner-up
 Pair 2 - Division 2 winner vs. Third place team with best record
 Pair 3 - Division 3 winner vs. Third place team with second best record
 Pair 4 - Division 2 runner-up vs. Division 1 runner-up
- 2nd Round: Pair 1 and Pair 2 winners play each other
 Pair 3 and Pair 4 winners play each other
- 3rd Round: Winners compete in finals

Flights with four (4) Divisions: The top two teams in each division compete (8 teams)

- 1st Round: Pair 1 - Division 1 winner vs. Division 3 runner-up
 Pair 2 - Division 2 winner vs. Division 4 runner-up
 Pair 3 - Division 3 winner vs. Division 1 runner-up
 Pair 4 - Division 4 winner vs. Division 2 runner-up
- 2nd & 3rd Rounds: Same as flight with 3 Divisions above

Flights with five (5) Divisions: The top two teams in each division compete (10 teams)

- 1st Round: Pair 1 - Division 4 runner-up vs. Division 3 runner-up 3rd Round: Pair 3 winner vs. Pair 5 winner
 Pair 2 - Division 2 runner-up vs. Division 1 runner-up Pair 4 winner vs. Pair 6 winner
- 2nd Round: Pair 3 - Pair 1 winner vs. Division 2 winner
 Pair 4 - Pair 2 winner vs. Division 3 winner
 Pair 5 - Division 1 winner vs. Division 5 winner
 Pair 6 - Division 4 winner vs. Division 5 runner-up
- 4th Round: Winners compete in finals

Flights with six (6) Divisions:

Section A

- 1st Round: Pair 1 - Div. 1 winner vs. Div. 3 runner-up
 Pair 2 - Div. 2 winner vs. A 3rd place team
 Pair 3 - Div. 3 winner vs. A 3rd place team
 Pair 4 - Div. 2 runner-up vs. Div. 1 runner-up

- 2nd Round: Pair 1 winner vs. Pair 2 winner
 Pair 3 winner vs. Pair 4 winner

3rd Round: Second round winners play

4th Round: Section A winner vs. Section B winner

Section B

- 1st Round: Pair 1 - Div. 4 winner vs. Div. 6 runner-up
 Pair 2 - Div. 5 winner vs. A 3rd place team
 Pair 3 - Div. 6 winner vs. A 3rd place team
 Pair 4 - Div. 5 runner-up vs. Div. 4 runner-up

- 2nd Round: Pair 1 winner vs. Pair 2 winner
 Pair 3 winner vs. Pair 4 winner

3rd Round: Second round winners play

4th Round: Section A winner vs. Section B winner

Flights with seven (7) Divisions:

Section A

1st Round: Pair 1 - Div. 1 winner vs. Div. 3 runner-up
Pair 2 - Div. 2 winner vs. Div. 4 runner-up
Pair 3 - Div. 3 winner vs. Div. 1 runner-up
Pair 4 - Div. 4 winner vs. Div. 2 runner-up

2nd Round: Pair 1 winner vs. Pair 2 winner
Pair 3 winner vs. Pair 4 winner

3rd Round: Second round winners play

4th Round: Section A winner vs. Section B winner

Flights with eight (8) Divisions:

Divisions 1,2,3 & 4

1st Round: Pair 1 - Div. 1 winner vs. Div. 3 runner-up
Pair 2 - Div. 2 winner vs. Div. 4 runner-up
Pair 3 - Div. 3 winner vs. Div. 1 runner-up
Pair 4 - Div. 4 winner vs. Div. 2 runner-up

2nd Round: Pair 1 winner vs. Pair 2 winner
Pair 3 winner vs. Pair 4 winner

3rd Round: Second round winners play

4th Round: Div. 1-4 winner vs. Div. 5-8 winner

Section B

1st Round: Pair 1 - Div. 5 winner vs. Div. 7 runner-up
Pair 2 - Div. 6 winner vs. A 3rd place team
Pair 3 - Div. 7 winner vs. A 3rd place team
Pair 4 - Div. 6 runner-up vs. Div. 5 runner-up

2nd Round: Pair 1 winner vs. Pair 2 winners play each other
Pair 3 winner vs. Pair 4 winners play each other

3rd Round: Second round winners play

4th Round: Section A winner vs. Section B winner

Divisions 5,6,7 & 8

1st Round: Pair 1 - Div. 5 winner vs. Div. 7 runner-up
Pair 2 - Div. 6 winner vs. Div. 8 runner-up
Pair 3 - Div. 7 winner vs. Div. 5 runner-up
Pair 4 - Div. 8 winner vs. Div. 6 runner-up

2nd Round: Pair 1 winner vs. Pair 2 winner
Pair 3 winner vs. Pair 4 winner

3rd Round: Second round winners play

4th Round: Div. 1-4 winner vs. Div. 5-8 winner

For all Playoff Rounds:

The Division Winner will have home court advantage over a second place team; a second place team will have home court advantage over a third place team. In the event two division winners are playing, the team with the best regular season record is the home team. The same procedure holds for two second place teams, or two third place teams playing - the team with the best regular season record will have home court advantage.

Ties:

Ties will be broken in the following manner in determining which team(s) make the playoffs:

- A. In the event of a two-way tie, the team winning the regular season dual meet is the winner and goes to the playoffs.
- B. In the event of a multiple tie, ALTA will determine playoff teams as follows:
 1. Head to head competition will be considered first. If one team has beaten the others during the regular season it will be declared the winner and go to the playoffs.
 2. If the tied teams have split regular season meets, ALTA will determine, for each team, the percentage of points won to points played for the regular season. These percentages taken to three decimal places will be used to determine position. The higher percentage will determine 1st, 2nd, and 3rd place, etc. to break the tie.
 3. In the unlikely event that there is still a tie, the system will randomly decide positions. Each successive tiebreak will be used only if the preceding one(s) fail to break the tie.

Note: The preceding tiebreak procedure will also be used to break any ties encountered during the playoffs.

Other Playoff Information:

For all playoff rounds, the flight level coordinator must approve line-ups before the match is played. City Finals must be played in normal rotation, positions 1-4. For Flights of 3, 6 or 7 Divisions, Third place teams should NOT play teams from their own division in the first round. If this situation occurs, positioning of the third place teams will be exchanged. For Flights of 6 or 7 Divisions, A third place team from one half of the draw may qualify to be included in the other half of the draw.