



2014 NEW HAMPSHIRE WOMEN'S WEEKEND LEAGUE

Local USTA League Rules

Adult Women 18 & Over

1. GENERAL

- 1.1 The following rules and regulations shall be known as the New Hampshire Women's Weekend League (NHWWL) Local USTA League Rules.
- 1.2 The NHWWL Local USTA League Rules are supplemental and subordinate to the National and Sectional USTA League Regulations and Friend at Court. Players are responsible for reviewing all rules.
- 1.3 The NHWWL Committee consists of a League Coordinator, or Co-Coordinators, a Treasurer, and several at-large committee members.
- 1.4 The team captains may vote on policy and regulation changes specific to local league play, at the annual Captains' Meeting. These changes may not go into effect until the following league season, depending on their nature.
- 1.5 All changes to the current regulations will be underlined.
- 1.6 Sportsmanship is an important part of local league play. If any individual demonstrates behavior that could be interpreted as unsportsmanlike, or which appears to reflect unfavorably on NHWWL, such player may be subject to sanctions that range up to suspension from participation in league play.

2. LOCAL LEAGUE

- 2.1 **Match Format:** will consist of the following positions, with no repeats:
 - 3 doubles positions at the 3.0 and 3.5 levels, with no repeats
 - 2 doubles positions at the 2.5 and 4.0 levels, with no repeats
- 2.2 **Player Participation:** A player may participate at more than one NTRP level within a division, during the same season.
- 2.3 **Eligibility:**
 - 2.3.1 In order to be eligible to play for a team, each player must be a USTA member, and such membership must extend through the end of the local season.
 - 2.3.2 **Minimum Age Requirement:** Players must turn 18 within the current calendar year.
 - 2.3.3 Each player must be registered on her team roster on TennisLink before playing a match. The Committee reserves the right to decide on exceptions.
 - 2.3.4 Each player may only play at, or .5 above, their particular NTRP level of play.
 - 2.3.5 Each player must have a valid computer NTRP rating. A player cannot self-rate if she has a valid computer rating.
 - 2.3.6 A new player will be prompted to complete a questionnaire as part of the team registration and self-rate process. Upon completion of the questionnaire, the player will be assigned a self-rate NTRP level, but may choose to self-rate at a higher level. If the assigned NTRP level is higher than what the player had intended to self-rate at, the player will be given the opportunity to file an electronic appeal before exiting from the registration page.
 - 2.3.7 A player must complete 3 matches from a prior season's play, in order to generate a Year-End NTRP computer rating.
 - 2.3.8 An individual who rosters on a team to fulfill the team at-level requirement, and does not play during the season, will be penalized: the player may be sanctioned from NHWWL play for the following year. The Committee reserves the right to decide on exceptions.
 - 2.3.9 **Timeline:** The league season operates on weekends from September through December of the same year. The annual tournament is held in January of the following year.

- 2.4 **Fees & Balls:** Each player will be assessed a one-time registration fee of \$20 upon registration on TennisLink. Each club determines the match fee for their facility. The home team will furnish new USTA approved yellow tennis balls and pay the match fee for both teams.
- 2.5 **In-Level NTRP Requirements:** Teams who do not meet these requirements will be deemed ineligible. The Committee reserves the right to approve any exceptions.
- 3.0 and 3.5 levels must have 6 in-level players registered by the determined date.
 - 2.5 and 4.0 levels must have 4 in-level players registered by the determined date.
- 2.6 **In-Level Waivers:** Requests for a waiver concerning a team that is unable to meet the in-level requirement must be submitted by email to the League Coordinator on or before the Team Commitment deadline. The Committee will approve or deny all waiver requests.

3. MATCH REGULATIONS

- 3.1 **Line-Up:** Team captains shall exchange line-ups for their entire team before the start of the first match. The captain must designate another player on her team to submit the complete line-up in her absence. Changes to a line-up are not permitted once a line-up has been exchanged. The Committee reserves the right to decide on any exceptions.
- 3.2 **Warm-up** time limit: 10 minutes, including serves, begins at the scheduled time the match is to be played.
- 3.3 **Tardiness:** The point penalty system can be enforced, with the late player(s) losing toss plus 1 game for each 5 minutes late. Penalties begin at the scheduled time of the match. The match is a default at 15:01 minutes late, and considered a 6-0, 6-0 win for the player(s) present. If the player arrives before the default time, she is to receive a 5 minute injury prevention warm-up. Appeals of a defaulted match based on lateness must be in writing to the Local Grievance Committee.
- 3.4 Players should determine before the start of the match whether to switch ends on the odd games. USTA regulations state that if 1 person requests to switch on odd games, then all players will do so on that court.
- 3.5 Curtains on adjacent courts will be governed by club policy as to whether they are to remain open or closed.
- 3.6 Each match has a time limit of 2 hours. Home teams shall furnish 6 hours of court time for 3.0 and 3.5 level teams. Home teams shall furnish 4 hours of court time for 2.5 and 4.0 level teams.
- 3.7 **Timers:** Timers will be used to set the warm-up time and the match-ending time. Clubs may decide on the type of timers they will be using, but they must be able to set the warm-up time and match-ending time (minimum requirement of 2 settings: warm-up and match play). As a minimum, there must be a set of timers per every 2 courts. The home captain must make explanation of the use of the timers to the visiting captain, prior to the match beginning time. Buzzers and bells cannot be used.
- 3.8 Coaching is not allowed.
- 3.9 **Match Scoring Format:**
- 3.9.1 Scoring will be the best of two sets, using ad scoring, with a 7 point set tiebreak (1st to 7 by 2 points) at 6-6 in each set. In the event of split sets, a 10 point match tiebreak (1st to 10 by 2 points) shall be played in lieu of a third set. The Coman Tiebreak Procedure will be applied to all tiebreaks.
- 3.9.2 Play will be continuous throughout the match. There is no rest after the 1st game of any set, but players will change ends if players agreed to change ends prior to the start of the match (refer to regulation 3.4). A 2 minute set break between any set may be taken if requested by any player on the court.
- 3.10 **Determining the winner of the match when time runs out:** If the final timer goes off at 2 hours into the match, the 2-2-2+ procedure will take effect as follows:
- 3.10.1 **2-2-2+ Procedure:** 2 points ahead wins game, 2 games ahead wins set, 2 sets wins match, OR a deciding point will be used if the match is considered tied at the timer. Follow the format listed below to establish a winner at the sound of the timer.
1. Point in progress counts. Play it out. A point is in progress when the server steps to the base line and is ready to serve.

2. Game/tiebreak in progress: Team/player ahead by 2 or more points in the game/tiebreak in progress wins the game/tiebreak. Awarded game/tiebreak is considered finished. Otherwise, the game/tiebreak is considered tied and unfinished, and does not count in scoring.
3. Set in progress: Team/player ahead by 2 or more games wins the set.
4. Match winner: Team/player ahead by 2 sets wins the match.
5. Unfinished set (neither team/player is ahead by 2 or more games):
 - a. If the number of games won is tied, then a deciding point determines the winner. The serve will stay in rotation.
 - b. If the last point played was part of a game that did not count, the server is technically still on, and serves the deciding point.
 - c. If the game that did not count was a tiebreak, the server is the player who would have served the next point.
 - d. If the game or tiebreak in progress was counted in the score, the server in rotation for the next game serves. The receiving team decides which player will receive. The server moves to the appropriate side to serve to the chosen receiver.
6. Split sets with no points played in the match tiebreak: the match is considered tied. The teams must play a deciding point to establish a winner of the match.

3.11 Entering Scores & Scorecards: At the conclusion of the match, both captains must verify the correctness of the score sheet, sign the bottom and keep a copy for their records. If a match is protested and captains have not complied with this regulation, the Grievance Committee can render the protest null and void. Refer to regulation 5.3. Match results must be entered and confirmed (or disputed) on TennisLink, within 48 hours of the match. Either the home or visiting captain can enter the match results first. After match results have been entered, the second captain must confirm or dispute the match information. Any team not complying with this requirement will lose their right to dispute their match results. TennisLink will confirm matches 48 hours after the match results have been entered. Do not wait until the last minute in the event of unforeseen situations or other conflicts.

3.12 If all positions of a match are not played, or matches are started but not finished on the same date (ex: match had to be stopped before the 2 hour time limit due to unforeseen circumstances), the finished matches should be entered on TennisLink. The positions that have not been played should be entered as a double default. The captain must notify the League Coordinator, on the date of the originally scheduled match, of any rescheduled or incomplete matches. After the remaining positions have been completed, both captains must email the League Coordinator and provide her with the match number, player names, position played, date played and match results. The League Coordinator will make corrections to the TennisLink score sheet.

3.13 Match Cancellations & Rescheduling Matches:

- 3.13.1 Scheduled matches may be rescheduled by the home or visiting team due to bad weather or unforeseen problems due to court availability. The League Coordinator reserves the right to approve any exceptions.
- 3.13.2 In the event of a change in time, date or location of a regularly scheduled match, it is the home captain's responsibility to notify the opposing team captain as soon as the problem is discovered, and no less than 48 hours before the start of a regularly scheduled match. A voice message or email does not constitute contact. The home captain must have confirmed contact with the visiting captain or co-captain. Failure to comply may result in default.
- 3.13.3 If a match, or individual positions within a match, are rescheduled, notify the League Coordinator immediately, and inform her of the date, time and location of the rescheduled match.
- 3.13.4 If the captains cannot agree on a mutually acceptable date for a rescheduled match, the home captain should provide the visiting team with 3 alternate dates from which to choose. All positions of a team match do not have to be played at the same rescheduled time. The League Coordinator should be contacted if the captains are unable to agree

upon a mutual date. In the event of no agreement, the League Coordinator may make the final decision regarding the date, time and location.

- 3.13.5 All make-up matches must be completed within 7 days of the end of the league season.
- 3.13.6 In the event that a team is unable to field all positions for a make-up match, the team must field a minimum of 2 positions for 3.0 and 3.5 levels, and 1 position for 2.5 and 4.0 levels.

4. GRIEVANCES

- 4.1 Grievances must be in writing, on the official USTA Grievance Form, completed by the team captain, and emailed to the League Coordinator within 3 days of the dispute. The Grievance Facilitator will inform all teams involved of the grievance. Within a timeframe provided by the Grievance Facilitator, the captain of the team that was grieved against may submit a letter to the Facilitator in defense of her team's position.
- 4.2 The grievance will be resolved within 15 days, or within a timeframe deemed reasonable by the NHWWL Grievance Committee. The Facilitator will notify all teams of the decision.
- 4.3 Either captain may file a grievance appeal on the official USTA Grievance Appeal Form within 3 days of the Grievance Committee's decision.
- 4.4 If the above procedure is not adhered to, the grievance could be rendered null and void.
- 4.5 The Grievance Committee is made up of 3 members and does not include a League Coordinator as a member, or any other individuals who may have a conflict of interest in the grievance situation.

5. FORFEITURES, DEFAULTS & RETIRED MATCHES

5.1 Forfeitures & Defaults:

- 5.1.1 Any team (a team consists of enough players to win the match) who defaults an entire team match during the league season (regardless if the default is during the match or prior to the commencement of the match) may jeopardize the team's participation in the NHWWL USTA League for the next year. The League Committee reserves the right to decide on any exceptions.
- 5.1.2 Any team who defaults more than 5 positions in one season may jeopardize their participation in NHWWL USTA League for the next year. The League Committee reserves the right to decide on any exceptions.
- 5.1.3 Positions must be defaulted from the bottom up. The #3 doubles position must be defaulted before the #2 doubles and the #2 doubles must be defaulted before the #1 doubles. For the 2.5 and 4.0 levels, the same principle applies where the default order begins with the lowest doubles position.
- 5.1.4 Any player arriving on the court after 15:01 minutes past the match start time is automatically defaulted. The League Committee will review teams with repeated defaults. Action may be taken against the team captain, which may result in losing her position as team captain. The League Committee reserves the right to decide on any exceptions.
- 5.1.5 If the #2 and #3 doubles teams (3.0 and 3.5 levels) start their matches before the #1 doubles team starts its match, and the #1 doubles team defaults at any time during the 10 minute warm-up or after the start of match play, and before the official default time of 15:01, the order of play should remain the same as is on the line-up sheet. The same theory applies if the #2 doubles team is late and the #1 doubles team has warmed up and started play. For 2.5 and 4.0 levels, the same principle applies.
- 5.1.6 The League Committee will review teams defaulting out of order.

5.2 Injuries:

- 5.2.1 A one-time, 3 minute medical time-out is allowed for injury, illness, heat-related condition or cramping. If the match does not resume play after 3 minutes, the pair may be defaulted and the match will be recorded as retired.
- 5.2.2 If a player is injured within the 10 minute warm-up period, a legal substitute team member (a rated player on the roster, who has not already played in that particular match) can play in place of the injured player. If the balance of the warm-up period is under 5 minutes, the

substitute player will be allowed a 5 minute injury prevention warm-up. The order of play would remain as scheduled.

- 5.3 If the match result, or the individual player name, is disputed, the scorecard showing the signature of both captains must be available from both captains. Failure to produce a signed scorecard may render the protest null and void and the match may be recorded as a double default.

6. **PLAYER DISQUALIFICATION**

- 6.1 Refer to USTA League Regulation 3.04 and USTA New England Section Regulations. The USTA New England Section office will notify the disqualified player and his/her captain when the player has received three strikes. Disqualifications are not applied to mixed, super senior, combo Exclusive or computer rated players.

7. **DIVA DOUBLES TOURNAMENT**

- 7.1 The tournament is open only to current season players in the NHWWL. Players will play at level, unless open spots remain in a level and the Tournament Organizer allows players of a lower rating. If a player plays up on a team whose level is higher than the player's NTRP rating, they will be allowed to play at that higher level in the Diva Doubles Tournament.
- 7.2 The Tournament Organizer holds a position on the NHWWL League Committee.
- 7.3 The Tournament preliminary rounds are played over several weekends in January, culminating with the final rounds being played in the end of January.
- 7.4 Players sign up with the partner of their choice.
- 7.5 This is a USTA Tournament, and scores affect a player's rating as would any USTA play.