



NH Womens Evening League

REGULATION SUMMARY SHEET

For more information, please visit:
newengland.usta.com
gonhtennis.com
national.usta.com (TennisLink)

Match Format

- 2.5 & 5.0: plays 1 Singles & 2 Doubles
- 3.0, 3.5, 4.0 & 4.5: plays 2 Singles & 3 Doubles
- Best of 3 sets with a match tiebreak in lieu of 3rd set
- Match time is 1½ hours & includes 10m warm up
- Ad Scoring (play out the deuce games)
- At 6-6, a regular tiebreak will be played (first to 7 by 2)
- Match tiebreak in lieu of 3rd set is first to 10 by 2
- All tie breaks use the Coman Tie Break procedure
- All players should be aware of how the end of the match will be determined (timer, club buzzer, etc)
- All players should know how to determine a winner when time expires
- End of match: Players agree on score, report scores on score card, captains confirm scores with team, sign scorecard & enter scores on TennisLink
- Winner of the flight will be determined by most *individual* positions won

How to play a Coman Tiebreak

- Set Tiebreak: 1st to win 7pts by 2 wins "Game" & "Set"
- Match Tiebreak: 1st to win 10pts by 2, wins match
- The player whose turn it is to serve, serves 1st point from deuce court
- After 1st point, players change ends & next 2pts are served by opponent(s) (in doubles, player of opposing team due to serve next), starting from ad court.
- After this, each player/team serves alternately for 2 consecutive pts (starting from ad court), changing ends after every 4 pts, until end of tiebreak game.
- Switch sides after pts 1, 5, 9, 13, 17.... & at the conclusion of the tiebreak (if play continues).

How to determine match score when time runs out:

- When time ends, figure out if game or tiebreak in progress counts. If it does, add it to score, otherwise score stands as is.
- Winner of a deciding pt has 1 game added to their score for that set. Additional deciding pts are added to the next set, if needed.
- 3rd set match winner is recorded as 1-0 in TennisLink.

How to play a deciding point(s)

- Serve stays in rotation after 2-2-2+ rule is applied
- Singles receiver chooses which side to receive serve from (Deuce or Ad)
- In doubles, receiving team will decide which player will receive serve
- If last point played was part of a game that did not count, Server is still on & serves. If game that did not count was a tiebreak, Server is player who would have served the next point.
- If game/TB in progress counted, Server in rotation for next game serves
- If deciding pt is to determine winner of a set in progress, serve stays in rotation & receiving team chooses which player will return serve
- If deciding pt is to determine the winner of a "new set", serve stays in rotation but either player on serving team can serve. Receiving team chooses which side to return from & players may swap returning sides (deuce player to ad). Serving team decides first who will serve the deciding pt & receiving team decides who will return after Server is established
- If receiver doesn't choose side/person & the point is played, neither player has grounds for appeal or a "let"

How to determine winner when time expires

2-2-2+ Procedure: 2 pts ahead wins game, 2 games ahead wins set, 2 sets wins match or a deciding pt is used if match is tied

1. Play until time limit.
2. Pt in progress counts. Play it out. A pt is in progress when server steps to baseline & is ready to serve.
3. Game in progress: Player ahead by 2 or more pts in game or tiebreak in progress wins game. Awarded game is considered finished & added to score. Otherwise, game is considered tied & unfinished, & does not count.
4. Set in progress: Player ahead by 2 or more games, wins set.
5. Split Sets or 1st Set in progress by 2-2-2+ Rule: Play a deciding pt to determine match winner.
 - 1st Set in progress (without a 2 game difference in set or 2pt difference in TB): Play a deciding pt to determine match winner.
 - 2nd Set in progress (without a 2 game difference in set or 2pt difference in TB): Play a deciding pt to determine 2nd set winner. Player/Team ahead by 2 sets wins the match. If sets are tied after deciding pt, play a 2nd deciding pt to determine winner of 3rd set. Player/team who wins 2nd deciding pt is match winner.
 - 3rd Set 10-Point Match Tiebreak in progress (without a 2 pt difference): Play a deciding pt to determine winner of 3rd set. Player/Team who wins deciding pt is match winner.
 - Match Winner: Player/Team ahead by 2 sets wins match.

Before leaving court, all players must agree on how to apply the rules & declare a winner. All pts played in good faith stand.

In the event of a disagreement

- Players are encouraged to resolve disagreements on court.
- If a disagreement cannot be resolved within 2-3m between players involved in the match, continue play & a grievance can be filed.
- If disagreement is about score, go back to the most recent point all players can agree on.
- Under no circumstances should any other person intervene in a match in progress.

What to do if it rains – match in progress

(Outdoor matches or club hindrance)

Both teams record the following info on score sheet

- Name of players
- Score when play stopped (include game score)
- Serving order
- Time match was stopped

Remaining time for match can continue when rain stops or at a later rescheduled date. Match resuming within 10m: players receive 5m warm up. More than 10m delay: 10m warm up is allowed.

Warm up time is added to remaining time for match once it resumes.

What to do if a player is late

- The point penalty system can be enforced with the late player losing toss plus 1 game for each 5m late.
- Penalties begin at scheduled time of match.
- Match is a default at 15:01m late & considered a 6-0, 6-0 win for the player/team present.
- If player arrives before the defaulted time, she is to receive a 5m injury prevention warm-up.
- Late penalties will be imposed only when a player's arrival is at fault for holding up the start of play. (Exception- if courts are not available at scheduled time of match).
- Leniency with late rule is encouraged for 6pm or earlier start times. Captains should communicate problems with match times ahead of time.

Point Penalty System for Lateness: Match start time is 8:00. 8:01-8:05 = loss of toss, plus 1 game. 8:06-8:10 = loss of toss, plus 2 games. 8:11-8:15 = loss of toss, plus 3 games. 8:15:01 = def.

Ways to use 1-1/2 hour match time effectively:

- Arrive on time & be ready to start (tennis attire, water, restroom) match at scheduled time
- Line-ups are exchanged before the match so players are prepared to go to correct court
- When using indoor courts a set played without changing ends on the odd game saves time
- Adhere to the 10m warm up which includes serves
- Use warm-up to 'warm-up', not to practice 'winning' shots where the ball cannot be kept in play
- Catch opponents practice serve & serve the ball back. Do not practice your return of serve until after you have completed your serve practice & only if there is still time left in the warm-up
- Play is continuous from the time match starts until the time match ends
- Maximum of 20s is allowed between pts
- Maximum of 90s is allowed on odd games
- No 90s break after the 1st game of any set
- Drinks should be taken on odd games only
- Maximum of 2m allowed at the end of each set

Sportsmanship

- Pts played in good faith stand
- Give your opponent benefit of the doubt on all calls
- A ball that is 99% out is 100% in
- Accept defeat graciously
- Shake hands at the end of the match. A hand shake is an agreement that the match was played in good faith & the match is binding
- Courtesy. Tennis is a game that requires cooperation & courtesy from all participants
- Make Tennis a fun game by praising your opponent's good shots
- Treat all pts the same regardless of their importance
- Any issue pertaining to a match can only be resolved by the players involved in that match
- Outside interaction could be considered "interruption of play"



MATCH CONCLUSION & SCORING

Play until end of match time limit. Play point in progress. (Refer to 2-2-2+ Procedure). One of the following scenarios will then apply:

Score at Time "A" vs "B"	Match Description at Time	Results	TennisLink Score Entry "Timed Match"
5-3	"A" ahead by 2 games in 1 st set. "A" wins 1 st set & match	Team ahead by 2 games wins match, if time runs out during 1 st set	5-3
6-5	Neither team is ahead by 2 games in 1 st set.	Play 1 deciding pt to determine match winner if time runs out during 1 st set.	7-5 if "A" wins deciding pt 6-6, if "B" wins deciding pt
6-4, 3-0	"A" wins 1 st set & ahead by 2 in 2 nd set.	"A" wins the match	6-4, 3-0
6-1, 4-4 or 6-1, 4-3 or 6-1, 3-4	"A" wins 1 st set. 2 nd set without 2 game margin	<ul style="list-style-type: none"> ▪ Play 1 deciding pt to decide 2nd set. ▪ If "A" wins 2nd set deciding pt, "A" wins match. ▪ If "B" wins 2nd set deciding pt, then sets are split -play 2nd deciding pt to decide match. 	6-1, 5-4 or 6-1, 5-3 or 6-1, 4-4 if "A" wins 1 st deciding pt. 6-1, 4-5, 1-0 or 6-1, 4-4, 1-0 or 6-1, 3-5, 1-0 if "B" wins 1 st deciding pt & "A" wins 2 nd deciding pt(match) 1-6, 5-4, 1-0 or 1-6, 4-4, 1-0 or 1-6, 5-3, 1-0 if "B" wins 1 st & 2 nd deciding pt
6-2, 5-7	Sets are split. 3 rd set tiebreak has not started.	Play 1 deciding pt to decide match.	6-2, 5-7, 1-0 if "A" wins deciding pt. 2-6, 7-5, 1-0 if "B" wins deciding pt.
6-3, 0-2	"A" wins 1 st set. "B" ahead by 2 games in 2 nd set. "B" wins 2 nd set.	Sets are split – play 1 deciding pt to decide match	6-3, 0-2, 1-0 if "A" wins deciding pt 3-6, 2-0, 1-0 if "B" wins deciding pt
6-3, 6-6(4-2)	"A" wins 1 st set & "A" is ahead by 2 pts in 2 nd set tiebreak.	"A" wins match.	6-3, 7-6
6-3, 6-6(1-4)	"A" wins 1 st set & "B" is ahead by 2 pts in 2 nd set tiebreak. "B" wins 2 nd set.	Sets are split - play 1 deciding pt to decide match	6-3, 6-7, 1-0 if "A" wins deciding pt 3-6, 7-6, 1-0 if "B" wins deciding pt
6-3, 6-6(3-3) or 6-3, 6-6(4-3)	"A" wins 1 st set. 2 nd set tiebreak without a 2 pt margin	<ul style="list-style-type: none"> ▪ Play 1 deciding pt to decide 2nd set. ▪ If "A" wins 2nd set deciding pt, "A" wins match. ▪ If "B" wins 2nd set deciding pt, then sets are split -play 2nd deciding pt to decide match. 	6-3, 7-6 if "A" wins 3-6, 7-6, 1-0 if "B" wins
6-3, 6-7, (5-3)	3 rd set match tiebreak with 2 pt margin.	"A" wins match –ahead by 2 pts 3 rd set tiebreak.	6-3, 6-7, 1-0
6-3, 4-6, (5-5) or 6-3, 4-6, (4-5) or 6-3, 4-6, (5-4)	3 rd set match tiebreak without 2 pt margin	Play 1 deciding pt to decide match.	6-3, 4-6, 1-0 if "A" wins deciding pt 3-6, 6-4, 1-0 if "B" wins deciding pt

MATCH SCORING SUMMARY

Play 1 Deciding Point:

- When match ends & sets are split after 2-2-2+ rule applied
- When match ends during the 3rd set tiebreak without a 2 point margin
- When match ends during 1st set without a 2 point margin

Play 2 Deciding Points:

- When 1 deciding point is needed to determine 2nd set winner & results in split sets.



WHO SERVES DECIDING POINT(S)?

Time Expired, After 2-2-2+ Rule Applied	Game/Tiebreak in progress didn't count	Game in progress counted
In 2nd set, no 2 game (2 pt in TB) margin winner	<ol style="list-style-type: none"> 1. Server who was serving last game serves 2nd set deciding pt. 2. If in a tiebreaker, Server is player who would have served the next point. 3. Receiving team chooses which player will return serve. 4. If 3rd set deciding point is needed, serve goes back to the other team. This is considered a "new set" & either player on serving team can serve. Receiving team chooses which side to return from & players may swap returning sides (Deuce player to Ad). Serving team decides first who will serve the deciding pt & receiving team decides who will return after server is established. 	<ol style="list-style-type: none"> 1. Server who was serving is done. Serve stays in rotation to the other team for 2nd set deciding pt. 2. Receiving team chooses which player will return serve. 3. If 3rd set deciding point is needed, serve goes back to the other team. This is considered a "new set" & either player on serving team can serve. Receiving team chooses which side to return from & players may swap returning sides (Deuce player to Ad). Serving team decides first who will serve the deciding pt & receiving team decides who will return after server is established.
In 3rd set match TB, no 2pt margin winner	<ol style="list-style-type: none"> 1. Server is player who would have served the next point. 2. Receiving team chooses which player will return serve. 3. This is not considered a "new set"; it is the "conclusion" of the set in progress. 	N/A
In 1st set, no 2 game (or 2pt in TB) margin winner	<ol style="list-style-type: none"> 1. Server who was serving last game serves deciding pt. 2. If in a tiebreaker, Server is player who would have served the next point. 3. Receiving team chooses which player will return serve. 	<ol style="list-style-type: none"> 1. Server who was serving is done. Serve stays in rotation to the other team for deciding pt. 2. Receiving team chooses which player will return serve.



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