



2014 NEW HAMPSHIRE MIXED LOCAL USTA LEAGUE REGULATIONS

Mixed 18 & Over and 40 & Over

1. GENERAL

- 1.1. The following rules and regulations shall be known as the New Hampshire Mixed (NHMDL) Local USTA League Regulations.
- 1.2. The NHMDL Local USTA League Regulations are supplemental and subordinate to the National and Sectional USTA League Regulations. Players are responsible for reviewing all rules.
- 1.3. A USTA League Committee will vote on NHMDL policy and regulation changes. Any player interested in participating on this committee should contact their league coordinator. The captains may vote upon policy and regulation changes specific to local league play for each division at the beginning of the league season.
- 1.4. Proposals for rule changes must be submitted by email on the official USTA Regulation/Change Proposal form to the local coordinator within 30 days after the end of the local league season to be eligible for incorporation in the local rules for the following season. The League Committee will review and evaluate all proposals. Those proposals accepted are subject to amendment and will be voted on by the appropriate party - refer to regulation 1.3.
- 1.5. In the event of a vote by captains, the procedure will be as follows: Information pertaining to any proposed regulations will be emailed in advance of the league season to the captains of the previous year and all others who submit their email address to the coordinator. Discussion of proposed regulations will be addressed during the captains meeting, if applicable, and otherwise by email. Voting ballots will be emailed electronically and must be returned by the required team registration deadline in order to be counted. One vote is granted to each team that registers for the current season.
- 1.6. All changes to the current regulations will be underlined.
- 1.7. 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 NHMDL, such player may be subject to sanctions that range up to suspension from participation in league play.

2. LOCAL LEAGUE

- 2.1. **Match Format:** Mixed 18 & Over and Mixed 40 & Over – a match consists of 3 doubles positions with no repeats.
- 2.2. **Player Participation:** A player may participate at more than one NTRP level within a division (adult or mixed) and age group (18 & Over, 40 & Over, 55 & Over, 65 & Over) in the same local league during the same season.
 - 2.2.1. 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.
- 2.3. All matches must be played according to the schedule. The local coordinator reserves the right to approve any changes after the two week timeframe (2.7.4.)
- 2.4. **NH Mixed Local Coordinator:** Rich Reynolds (603) 888-9912 reynolds10s@comcast.net
- 2.5. **Eligibility:**
 - 2.5.1. 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.
 - 2.5.2. Minimum Age Requirement: players must turn 18 (Mixed 18 & Over) and 40 (Mixed 40 & Over) within the Championship calendar year.
 - 2.5.3. Each player must be registered on his or her team roster on TennisLink before playing a match. The League Committee reserves the right to decide on exceptions.
 - 2.5.4. Players can be added to the team roster prior to two scheduled matches before the end of the season.

- 2.5.5. Each player must have a valid computer NTRP rating or must self-rate. A player cannot self-rate if he/she has a valid computer rating. A new player will be prompted to complete a questionnaire as part of the team registration and self-rate process. Upon completion of the questions the player will be assigned a self-rate and can choose to self-rate at a higher level. If the assigned self-rate 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.
- 2.5.6. A player must complete 3 matches from a prior season's play in order to generate a Year End NTRP computer rating.
- 2.5.7. A player must play a minimum of 2 matches (1 default may count) during the local league season as a rated player in order to qualify for District or Sectional championship play. In order to advance to National Championships a player must have played a minimum of 3 matches (no defaults may count toward the total).
- 2.6. **Fees & Balls:** Each player will be assessed a one time registration fee of \$20 upon registration on TennisLink. Court fees and standard Type 2 USTA approved balls are paid for and provided by the home team. Exception to this rule is a visiting defaulting team who will then be responsible for covering the court fee.
- 2.7. **Timeline – 2014 Championship Year**
 - 2.7.1. **Team Commitment due** – December 15
 - 2.7.2. **Player Registration:** Mixed 18 & Over and Mixed 40 & Over; a team consists of a minimum of six players (three men and three women). 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 and the combined NTRP rating of the man and woman playing together may total less than, but not higher than the NTRP rating of the league. A maximum of 1-point difference in NTRP levels is allowed between partners.
 - 2.7.3. 3 men and 3 women who meet the combined rating eligibility requirement must be registered on the team roster by the deadline specified in the current league season timeline.
 - 2.7.4. **Schedule Change Requests** – must be submitted to the league coordinator no later than two weeks following publication of the local schedule or by a deadline specified in the current league season timeline.
 - 2.7.5. **Local League Season** – January 12 through May 18. Matches are scheduled on Sundays between 10:00am and 5:00pm. Exceptions to this timeframe will be voted on by the captains of a specific level or approved by the league coordinator. The home team must provide 6 court hours for each home match.

3. MATCH REGULATIONS

- 3.1. Team captains must exchange **line-ups** for their entire team simultaneously before the start of the first match. No substitution may be made in an individual match after the line-up exchange except for injury during warm-up. Captains must designate another player on the team to submit the complete line-up in their absence.
- 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 will 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 after 5 minutes past the scheduled start time but before the default time, he 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 **change ends** on the odd games. USTA regulations state that if 1-person requests to change on odd games, then all players will do so on that court. If players choose to not change ends on the odd games during the set then they will not change ends during any tiebreak.
- 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. Captains are to determine before the start of the match, how the end of time is signaled (bell, clock on court, timer, etc.). In the event that a match has to start later than the scheduled time it will still be 2 hours in length. Under no circumstances can an unfinished match be stopped before the time limit of 2 hours.
- 3.7. **Coaching** is not allowed.
- 3.8. **Match Scoring Format:**
 - 3.8.1. Scoring will be the best of two sets using ad scoring with a 7 point set tiebreak (1st to 7 by 2) at 6-6 in each set. In the event of split sets a 10 point match tiebreak (1st to 10 by 2) shall be played in lieu of a third set. The Coman Tiebreak procedure will be applied in all tiebreaks; ends are changed after the first point and then after every four points, and at the conclusion of the tiebreak. The player starting the

tiebreak will serve once followed by two serves by each player in rotation until completion of the set or match tiebreak.

3.8.2. There is no 10-minute break between the 2nd and 3rd sets. 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.

3.8.3. Determining the Winner of the Match by Applying the 2-2-2 Procedure

Under no circumstances can match points be split. If the match is not completed within the allotted time, the winner will be determined by the 2-2-2 Procedure.

3.8.4. **2-2-2 Procedure:** 2 points ahead wins game, 2 games ahead wins set, 2 sets wins match. If neither team has won two sets, play a deciding point.

3.8.4.1. Point in progress counts. Play it out. A point is in progress when the server steps to the line and is ready to serve.

3.8.4.2. Game or Tiebreak in progress: team ahead by 2 or more points in the game or tiebreak wins the game. Awarded game is considered finished. Otherwise, game is considered tied and unfinished, and does not count.

3.8.4.3. Set in progress: team ahead by two or more games, wins set.

3.8.4.4. Match Winner: team ahead by two sets, wins match.

3.8.4.5. Unfinished 2nd set ending without a two game margin: Set winner is determined by a set deciding point. Serve stays in rotation. If last point played was part of a game that did not count, the server is technically still on, and he or she serves. If point that did not count was a tiebreak, server is player who would have served the next point. If the game or tiebreak in progress was counted, server in rotation for next game, serves. The player of the same gender as the server shall receive the deciding point. The players of the receiving team cannot change positions to receive the set deciding point. (Friend At Court - Appendix IV.1) If the set deciding point results in split sets, play a match deciding point, which is considered a new set.

3.8.4.6. Unfinished 3rd set match tiebreak ending without a two game margin: Match winner is determined by a match deciding point. Serve stays in rotation. If last point played was part of a game that did not count, the server is technically still on, and he or she serves. If point that did not count was a tiebreak, server is player who would have served the next point. If the game in progress was counted, server in rotation for next game, serves. The player of the same gender as the server shall receive the deciding point.

3.9. How the winner of a flight will be determined:

Each position of a team will be awarded 1 point per position win. The team that has the most position wins at the end of the season is the flight winner. The TennisLink registration and score reporting system will be used to record team standings. NHMDL will use the 'Indiv. Score' column, **not** the 'Team Score' column, to determine team standings. In the event of a tie at the end of the season refer to Rule 7.6.

3.10. 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 grievance is filed for a match and captains have not complied with this regulation the League Committee can render the protest null and void. 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 2nd 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.

3.10.1. If a match is disputed by the 2nd captain, that captain must notify the league coordinator and provide the Match #, the disputed position, the names of the players involved and the match score. The league coordinator will resolve the issue accordingly or direct it to the appropriate entity for resolution, such as the Grievance Committee or the League Committee.

3.10.2. If some positions of a match are not played or matches are started but not finished (ex: match had to be stopped before the 2 hour time limit due to weather or unforeseen circumstances) on the same date, the finished matches should be entered on TennisLink. The positions that are unfinished or 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 match number, player names, position played, date played and match results to the league coordinator. The league coordinator will update the TennisLink score sheet.

3.11. For stoppage of play due to weather or other circumstances beyond the control of the players:

- 3.11.1. Completed individual matches will stand as played and entered into TennisLink.
- 3.11.2. An incomplete match shall be continued by the same players and resumed at the exact point where it was discontinued – set, game, point, server, receiver, time in match remaining to play – as existed when play was interrupted. (Any point played was played in good faith. The point is counted and is never replayed.) If players are unavailable to continue the match on the rescheduled date then the individual match will be scored as either a retirement in favor of the team, whose players are available, or a double default if both teams are missing a player. The positions that have not been completed or not played should be entered as a double default.
- 3.11.3. The home 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 the match number, player names, position played, date played and match results. The league coordinator will make all updates to the TennisLink score sheet.

3.12. Match Cancellations & Rescheduling Matches:

- 3.12.1. Each captain is responsible for confirming their court schedule times with their respective clubs within the allowed time.
- 3.12.2. If there is a change in time, date or location of the regularly scheduled match, it is the home captain's responsibility to notify the visiting team captain at least 48 hours in advance of the start of the scheduled match. Matches may be re-scheduled prior to the make up week when agreed upon by both captains. A message left on voice mail or by email does not constitute contact until it is confirmed by the visiting team captain. It is the responsibility of both captains to ensure that two-way communication is completed. Failure to notify or confirm the change may result in a default.
- 3.12.3. Make up matches are allowed *only* for scheduled matches that are affected by specific holidays, weather, extenuating circumstances (committee rule) and approved contract time conflicts.
- 3.12.4. If a scheduled match is cancelled due to reasons listed in 3.12.3, be aware of weather conditions in advance and communicate with visiting captains in order to arrive at a mutual agreement regarding any make up match start times or match location changes etc. If the visiting team has available courts, and both captains agree, the match could be played at the visiting team's courts. If the home captain does not feel it is in the best interest for his/her team to play at the visiting team's courts, the match has to be re-scheduled at a mutually accepted times.
- 3.12.5. If the captains cannot agree on a mutually accepted date for a re-scheduled 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 re-scheduled time. The league coordinator should be contacted if the captains are unable to agree upon a mutual date.
- 3.12.6. When a match is cancelled and re-scheduled, notify the league coordinator immediately and inform him/her of the date, time and location of the re-scheduled match.

3.13. Electronic Devices:

- 3.13.1. The use of cell phones or any electronic device during warm-up or match play is considered coaching.
- 3.13.2. A point is lost each time a cell phone rings during warm-up or match play.
 - 3.13.2.1 If a cell phone rings during play, the point is awarded to the opponent.
 - 3.13.2.2 If a cell phone rings before or between points, the next point is awarded to the opponent.

4. GRIEVANCES

- 4.1 Grievances must be completed by the team captain on the official USTA Grievance Form and submitted by email to the league coordinator 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. 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 his/her team's position.
- 4.2 The grievance will be resolved within a reasonable time as determined by the Grievance Committee, and the facilitator will notify all teams of the decision.
- 4.3 Either captain can file a grievance appeal on the official USTA Grievance Appeal Form within a time period set by 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 of any Grievance Committee.

5. DEFAULTS, RETIRED MATCHES and DISPUTED SCORECARDS

5.1. Defaults:

- 5.1.1. Any team (a team consists of enough positions to win the match) who defaults an entire team match during the local 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 NHMDL USTA League for the next championship year. National Regulations will apply to full team defaults. 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 the NHMDL USTA League for the next Championship 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 must be defaulted before the #2 doubles and the #2 doubles must be defaulted before the #1 doubles.
- 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 out of order. Action may be taken against the team captain, which may result in losing his/her position as team captain. The League Committee reserves the right to decide on the exceptions, restrictions or penalties.
- 5.1.6. If the #2 and #3 doubles teams start their matches before the #1 doubles team starts their matches, and the #1 doubles 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 as is on the line up sheet.
The same theory applies if the #2 doubles team is late and the #3 doubles team has warmed up and started play. 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 player (singles) or the pair (doubles) 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 match results 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 2.04 and USTA New England Sectional Regulations. The USTA New England Sectional office will notify the disqualified player and his/her captain when the player has received three strikes. Refer to USTA Regulations back cover for NTRP Dynamic Disqualifications and who can be disqualified.

7. DISTRICT, SECTIONAL and NATIONAL CHAMPIONSHIP PLAY

- 7.1. District Championships for the 7.0 and 8.0 levels will be held in Eastern MA on June 21-22, 2014.
- 7.2. Sectional Championships for all levels will be held in Western MA on July 11-13, 2014.
- 7.3. Each team that has been invited to play in the District (7.0 & 8.0) and Sectional Championships (all levels) must accept the invitation by email within 5 days from the end of the local league season. Any team qualifying during a make-up period must accept their invitation immediately following their last match.
- 7.4. A player must have played a minimum of 2 matches (1 default may count) during the league season as a rated player in order to qualify for championship play. In order to advance to National Championships a player must have played a minimum of 3 matches with no defaults. Retirements will count as a match played.
- 7.5. Each player must be a member of USTA and such membership must extend through the end of the championship season.
- 7.6. The winning team in each four team flight and the winner and runner-up (or wildcard) of each flight of five or more teams qualify to play in the District (7.0 & 8.0) or Sectional Championships (6.0 & 9.0), based on the points accumulated throughout the season. Most individual position matches won – determines the team winner of the local season. In the event of a tie at the end of the local NHMDL season, the winner will be determined as follows:
 1. Fewest sets lost

2. Fewest games lost
3. Head to Head
4. Coin Toss

Should the 1st or 2nd place team (from a flight of 5 or more teams) or the 1st place team (from a flight of 4 or fewer teams) decline to compete at the District Championships; a wild card will be decided by the Tournament Committee. The Tournament Committee reserves the right to add wildcards at any NTRP level based on district championship schedules. The Sectional League Coordinator and the Tournament Committees have final approval of all wildcards.

- 7.7. The team advancement process for the Mixed 18 & Over 7.0 and 8.0 levels at the District Championships is described in the USTA League Championship Rules. Each team will compete in a flight at the District Championships. The winner of each flight will advance to the Mixed 18 & Over Sectional Championships. Wild cards will be added as deemed necessary and with the intent to field a full compliment of 16 teams for each of the 7.0 and 8.0 levels at Sectional Championships.
- 7.8. The Sectional Championship winner of each NTRP level will be invited to compete at the National Championships.
- 7.9. A first place Sectional Championship team, or a team that qualifies to go to the National Championships through local competition when there are not enough teams to participate in a Sectional Championship, that chooses not to compete at the National Championship level must move up one level as a team or disperse to form new teams with no more than 3 players in all Divisions and Age Groups who were on the final roster at the conclusion of local league play on any single team for the following league championship season. Any player, who did not participate in a match during the championship year, including defaults received, is excluded from this regulation.