



2014 NEW HAMPSHIRE MEN LOCAL USTA LEAGUE RULES

Adult 18 & Over, 40 & Over, 55 & Over Men

1. GENERAL

- 1.1. The following rules and regulations shall be known as the New Hampshire Men (NHMTL) local USTA League Rules.
- 1.2. The New Hampshire local USTA League Rules are supplemental and subordinate to the National and Sectional USTA League Regulations. Players are responsible for reviewing all rules.
- 1.3. Proposals for local rule changes must be submitted in writing on the official proposed rule change form to the local coordinator within 30 days after the completion of the league season to be eligible for voting consideration for the following season. The Rules Committee will review and evaluate all proposals. Those proposals accepted are subject to amendment and will be voted on by the captains.
- 1.4. The voting procedure will be as follows: In the event a quorum of teams is not represented at the captains meeting, captains are required to RSVP by email to the local coordinator upon receipt of the captain's meeting notice. Information pertaining to any proposed regulations will be emailed in advance of the captains meeting. Discussion of proposed regulations will be addressed during the captains meeting. Voting ballots must be submitted by the required team registration deadline in order to be counted. One vote is granted to each team that registers for the current season. The voting practice may vary slightly between each local area.
- 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, 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:
Adult 18 & Over, 40 & Over Men – 2 singles and 3 doubles with no repeats
Adult 55 & Over – 3 doubles matches with no repeats
- 2.2. **Player Participation:** A player may participate at more than one NTRP level within an Age Group (18 &, 40&) in the same local league during the same season. Prior to registering for the second team the player must submit a Player Intent Form. The form and instructions can be printed from www.newengland.usta.com, select Adult/League/Forms.
- 2.3. **Eligibility:**
 - 2.3.1. In order to be eligible to play for a USTA League 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: For the Adult 18 & Over league players must turn 18 within the current calendar year. For the Adult 40 & Over players must turn 40 within the current calendar year. For the Adult 55 & Over players must turn 55 within the calendar year.
 - 2.3.3. Each player must be registered on his or her team roster on TennisLink before playing a match. Player registration closes two weeks prior to the last scheduled match date. The Local League Committee reserves the right to decide on exceptions.
 - 2.3.4. Each player must have a valid computer NTRP rating or must self-rate and can only play at or above their NTRP level of play. A player cannot self-rate if he/she has a valid computer rating.
 - 2.3.5. 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.
 - 2.3.6. A player must complete 3 matches from a prior season's play in order to generate a Year End NTRP computer rating.

- 2.3.7. 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 Sectional championship play. In order to advance to National Championships a player must have played a minimum of 3 matches with no defaults.
- 2.4. **Fees & Balls:** Each player will be assessed a one time registration fee of \$20 upon registration on TennisLink. USTA approved yellow tennis balls are provided by the home team and court fees are paid directly to the home club.
- 2.4.1. **In - Level NTRP Requirements:** no in-level requirement currently in effect.
- 2.5. **Timelines:** matches will be played on Saturday
- 2.5.1. **Local League Season:** The dates for each Championship year will be published by email at the start of the season.
- Mid September - Captains meeting, Algonquin TC
 End September - March – Adult men league season
 April - June – Senior Men league season

3. MATCH REGULATIONS

- 3.1. Team captains must exchange line-ups for their entire team before the start of the first match. The captain must designate another player on his/her team to submit the complete line-up in his/her 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 switch ends on the odd games. USTA regulations state that if 1-person requests to switch on odd games, then all players will switch ends 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. 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 regular 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 for all tiebreaks.
- 3.8.2. 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.
- 3.8.3. **Determining the Winner of a Match by Counting the Sets using the 2-2 format:**
 Under no circumstances can match points be split. Play until time limit; **finish any game or set tiebreak in progress** at the end of time (refer to regulation 3.6). A game is considered in progress once the server has begun their normal service motion for the 1st point of the game.
- If playing 1st or 2nd Set when time expires:**
- If either team is ahead by 2 games, that team wins the set
 - If the games are tied or separated by one game, a 9 point tiebreak is played to determine the winner of the set – *if the club does not allow for extra playing time, then a single point (deciding point) is played.*
 - If sets are tied, a 9 point tiebreak is played to decide the match - *if the club does not allow for extra playing time then a single point (deciding point) is played.*
- If playing a 10 point match tiebreak in lieu of a 3rd set when time expires:**
- The player/teams will finish the 10 point match tiebreak to determine the winner of the match.
 - **If the home team club does not allow for extra court time**, the home team must inform their opponents *prior* to the start of the match and the following will apply:
 - i. If either team is ahead by 2 points that team wins the match tiebreak and the match.
 - ii. If the score is tied or separated by 1 point, a single point (deciding point) is played to decide the match tiebreak and thus the match.

Chart: How to determine the winner of a match when time runs out. (refer to above description if club does not allow any additional time to play a deciding tie break according to the procedure below).

Score at time limit for "A" vs. "B" (examples)	Result <i>(applied after the 2 hour allotted time limit)</i>
5-3	"A" wins the match
6-4, 0-2	"B" wins 2 nd set – play a 9 point tiebreak to decide the match
6-1, 4-4 or 6-1, 4-3 or 6-1, 3-4	Play a 9 point tiebreak to decide the 2 nd set – if "A" wins 2 nd set, then "A" wins match – if "B" wins 2 nd set, a single point (the deciding point) is played to decide the match. No back-to-back 9 point tiebreaks are played.
6-4, 3-0	"A" wins the match
7-6, 1-6	Play a 9 point tiebreak to decide the match. A 10 point match tiebreak is <u>not</u> played unless it is already in progress before end of match.
6-3, 6-7, (5-3)	If playing the match tiebreak when time expires, the player/teams will finish the match tiebreak to determine the winner of the match.

For a single point (deciding point), serving rotation continues – for doubles, receiving team chooses which player will receive the deciding point. For singles, receiving player chooses which side to receive the deciding point.

How to play a 9 Point Set Tiebreak

- The team first to win 5 points (no 2-point margin) shall win the game & set.
- The player whose turn it is to serve in the set serves the first two points, starting from the right side (deuce) of the court.
- Thereafter, each player serves in rotation for 2 points, (delivered from the right side (deuce) of the court, then left side (Ad) of the court).
- The 4th server shall serve 3 points if the set has not already been decided.
- If tied at 4-4, the doubles receiving team can choose which partner will receive. The singles receiver can choose which side to receive from.
- Teams do not change ends of the court during the 9 point tiebreak.

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

Each position of a team will be awarded one (1) point per position win. The TennisLink registration and score reporting system will be used to record team standings. NHMTL 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 Championship Play – 7.5.

3.10. Entering Scores & Scorecards:

At the conclusion of the match, both captains must confirm the accuracy 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 League Tennis 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 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.

- 3.11. If all 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 completed match results should be entered on TennisLink. The positions that have not been played should be entered as 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 him with the match number, player names, position played, date played and match results. The coordinator will make corrections to the TennisLink score sheet.

3.12. Match Cancellations & Rescheduling Matches:

- 3.12.1. 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. A message left on a machine or by email does not constitute contact. Failure to

comply may result in default. 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.

- 3.12.2. If a match is scheduled to be played outdoors and must be cancelled due to weather, the make up match must be re-scheduled indoors. Be aware of weather conditions in advance and communicate with visiting captains in order to arrive at a mutual agreement regarding any match start times or match location changes etc. If the visiting team has available indoor 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 team to play at the visiting team's courts, the match has to be re-scheduled at a mutually accepted time and scheduled on indoor courts.
- 3.12.3. 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.
- 3.12.4. 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.

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 Local Area 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 Local Area Grievance Committee is made up of 3 members and does not include a local league coordinator as a member of any Grievance Committee.
- 4.6. Email Protocol amongst Captains and Players should be respected. If a problem arises contact the coordinator directly to resolve.

5. FORFEITURES, DEFAULTS and RETIRED MATCHES

5.1. Forfeitures & Defaults:

- 5.1.1. Any team (a team consists of enough positions to win the match) who forfeits 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 NHMTL for the next championship year. The Local 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 NHMTL for the next championship year. The Local League Committee reserves the right to decide on any exceptions.
- 5.1.3. Positions must be forfeited from the bottom up.
Singles: The #2 singles must be forfeited before the #1 doubles.
Doubles: The #3 doubles must be forfeited before the #2 doubles.
- 5.1.4. Any player arriving on the court after 15:01 minutes past the match start time is automatically defaulted. The local league committee will review teams with repeated defaults. Action may be taken against the team captain, which may result in losing his position as team captain. The local league committee reserves the right to decide on the exceptions.
- 5.1.5. If the #2 and #3 doubles teams start their matches before the #1 doubles team and the #1 doubles defaults after the 10 minute warm up period, the order of play should remain as is on the score sheet. The same theory applies if the #2 doubles team is late and the #1 doubles team has warmed up and started play. The same applies if the #2 singles position begins their match before the #1 singles arrives.
- 5.1.6. The Local 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, and 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 during and as a result of 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 less than 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 dispute 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. If a player is disqualified, he/she will be prohibited from further league play at the NTRP level for the remainder of the league season and all matches played will be scored as a 6-0, 6-0 win for his/her opponents. The USTA New England Section 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 CHAMPIONSHIP PLAY

7.1. District sites & host areas can be found on www.ustanewengland.usta.com Adult/USTA Leagues/Championships.

7.2. Each team that has received an invitation to play in the District Championships from the NHWITL Local League Coordinator must respond & confirm their attendance by email within 5 days following the end of the local league season. Any team qualifying during a make-up period must accept their invitation immediately following their last match or by a time requested by the Tournament Director.

7.3. A player must have played a minimum of 2 matches (1 default may count) on the same team during the league season as a rated player in order to qualify for championship play.

7.4. Each player must be a member of USTA and such membership must extend through the end of the Championship season.

7.5. The winning team in each 4 team flight and the winner and runner-up (or wildcard) of each flight of 5 or more teams qualify to play in the District Championships, 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 NHWITL season, the winner will be determined as follows:

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

7.6. 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 District Tournament Committee. The District Tournament Committee reserves the right to add wildcards at any NTRP level based on District Championship schedules. The Sectional League Coordinator and the District Tournament Committees have final approval of all wildcards.

7.7. The first place team from each level at the District Championships will be invited to play in the Sectional Championships.

8. SECTIONAL and NATIONAL CHAMPIONSHIP PLAY

8.1. Sectional Championships will be held in Western Massachusetts

8.2. 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 Sectional championship play. In order to advance to National Championships a player must have played a minimum of 3 matches with no defaults

8.3. Each player must be a member of USTA and such membership must extend through the end of the Championship season.

8.4. The first place team from each level at the Sectional Championships will be invited to play at the National Championships. Dates and locations can be viewed by going to www.usta.com

8.5. 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 except for 2 players in the Adult 18 & Over 2.5 and 5.0+ 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.

9. NEW HAMPSHIRE ADULT and SENIOR MEN USTA LEAGUE ADMINISTRATORS

3.0 Adult 18 & Over Men

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3.5 and 4.0 Adult 18 & Over Men

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All NTRP Levels – Adult 40 & Over and 55 & Over

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