



2014 NEW HAMPSHIRE WOMEN'S INDOOR TENNIS LEAGUE
Local USTA League Rules
Adult Women 18 & Over and 40 & Over

1. GENERAL

- 1.1 The following rules and regulations shall be known as the New Hampshire Women's Indoor Tennis League (NHWITL) Local USTA League Rules.
- 1.2 The NHWITL 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 NHWITL has one representative from each club participating in the league. The Club Representative is appointed by their club and must maintain an email address. Each participating club represents one vote in the NHWITL. The Club Rep is the representative for all teams at their club and is responsible for distributing league communications and collecting votes and feedback from their teams. Should the Club Rep not fulfill their duty, the Local League Coordinator (LLC) may request a replacement.
- 1.4 League Tennis Committee (LTC): The NHWITL League Tennis Committee consists of the Local League Coordinator (LLC), Past Local League Coordinator (past LLC, for one year), Secretary, Treasurer, (1) Club Representative and (1) Captain/Player Representative. All LTC positions, except for the LLC and the Past LLC, are voted in by the NHWITL membership.
- 1.5 Election of and Voting Procedure for members of the League Tennis Committee: Applications for LTC members whose terms are expiring must be submitted in writing on the official Application Form to the LLC at nhwomenday@gmail.com by February 15. The LTC will email the slate for the following championship season to the Club Reps for a NHWITL membership vote. The Club Rep must email their club vote on the NHWITL Tally Form to the LTC by April 15. The incoming LLC candidates should also be identified by February for USTA New England Sectional approval.
- 1.6 A regulation proposal must be emailed to the NHWITL League Tennis Committee (LTC) via email at nhwomenday@gmail.com by February 15 of the championship year on the official 'USTA League Regulation and Procedure Request for a Change or Discussion' form. The LTC will review all proposals and accepted proposals will be emailed to the Club Reps at least 10 days prior to the NHWITL mid-season meeting. Discussion is encouraged between the NHWITL constituents with the final discussion taking place at the mid-season meeting. Each Club Rep must email their final vote tally on the NHWITL Tally Form to the LTC within the established timeframe as determined by the LTC. Any votes not received by the deadline will not be included in the tally.
- 1.7 A quorum consists of ½ of the participating clubs in the NHWITL. If there is an odd number of clubs within the league, a quorum consists of ½ of the clubs plus one. For a proposal to be voted on, the quorum must be met. In the event of a tie, the deciding vote will be determined by the LTC.
- 1.8 All changes to the current regulations will be underlined.
- 1.9 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 NHWITL, 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 Women 18 & Over: 3.0 to 4.5 levels – 1 singles and 3 doubles matches with no repeats
 - Adult Women 18 & Over: 2.5 level – 1 singles and 2 doubles matches with no repeats
 - Adult Women 40 & Over: 3.0 to 4.5+ levels – 1 singles and 3 doubles matches with no repeats
- 2.2. **Player Participation:** A player may participate at more than one NTRP level within a Division and Age Group in the same local league during the same season. Refer to USTA New England League Regulations III.E. Prior to registering for the second team the player must submit a Player Intent Form (PIF). A PIF is required for a player who plays on more than one team in the same local league season

or in multiple seasons and/or local area. The form and instructions can be found on www.ustanewengland.com.

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: 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.
- 2.3.3. Each player must be registered on her team roster on TennisLink before playing a match. The League Tennis Committee reserves the right to decide on exceptions.
- 2.3.4. A player can only play at or .5 above their particular NTRP level of play except:
 - 2.1.4.1. In Plus (+) NTRP levels utilizing 3 individual matches within a team match, no more than one Plus (+) level player may play in a team match and shall be required to play in the #1 position, either singles or doubles.
 - 2.1.4.2. In Plus (+) NTRP levels utilizing 4 or more individual matches within a team match, no more than two Plus (+) level player may play in a team match and shall be required to play in the #1 position, either singles or doubles.
- 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 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.
- 2.3.7. 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. 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 with no defaults
- 2.3.9. 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 NHWITL play for the following year. The League Tennis Committee reserves the right to decide on exceptions.

2.4. Timeline: The Adult 18 & Over league season operates from September through April of the next year. The Adult 40 & Over league season operates from late April through July. All matches scheduled and played between September 1st and April 30th must be played indoors.

2.5. Times and Days of Play: The Adult 18 & Over league matches are scheduled one match every other week on Tuesdays for all levels (3.0-4.0) except 2.5 which have matches each week on Tuesdays or Wednesdays and 4.5 which have matches on weekends. The Adult 40 & Over league matches are scheduled one match each week on Tuesdays for 3.0-4.0 levels and weekends for the 4.5 level. Match start times should be no earlier than 9:00 am and no later than 1:00 pm, except for the 4.5 level, and for rescheduled matches with both captains in agreement with non-typical match times.

2.6. Fees: 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.

2.7. Home Team Responsibilities: The home team will furnish new USTA approved yellow tennis balls and pay the match fee for both teams. The home team is responsible, and as a common courtesy to the visiting team, for providing adequate refreshments or lunch.

2.8. In - Level NTRP Requirements: Teams who do not meet these requirements will be deemed ineligible. The League Tennis Committee reserves the right to approve any exceptions.

2.8.1. An Adult 18 & Over team (3.0 - 4.5) must have 7 players registered on the team roster by midnight on the Friday following the NHWITL Fall Captains Meeting. Each team must have a minimum of 7 players registered on their roster at their published NTRP level of play.

2.8.2. An Adult 18 & Over team (2.5) must have 5 players registered by the date determined after the start of the NHWITL.

2.8.3. An Adult 40 & Over team (3.0 – 4.5+) must have 7 players registered on the team roster by the date determined for the league timeline.

2.8.4. **In - Level Waivers:** Requests for a waiver concerning a team unable to meet the in-level requirement must be submitted by email to the Local League Coordinator (LLC) on or before the

Team Commitment deadline. The League Tennis Committee will approve or deny all waiver requests.

3. MATCH REGULATIONS

- 3.1. **Schedule Confirmation:** Captains should confirm match location and position times with each other within 48 hours of the scheduled match. Home teams with matches scheduled on indoor and outdoor courts should inform the visiting team which positions will play inside or outside.
- 3.2. **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 League Tennis Committee reserves the right to decide on any exceptions.
- 3.3. **Warm-up time limit:** 10 minutes, including serves begins at the scheduled time the match is to be played.
- 3.4. **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, 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.
- 3.5. Players should determine before the start of the match whether to switch ends on the odd games. USTA regulations state that if one person requests to switch on odd games, then all players will do so on that court.
- 3.6. Curtains on adjacent courts will be governed by club policy as to whether they are to remain open or closed.
- 3.7. Each match has a time limit of 2 hours. Home teams shall furnish 8 hours of court time for 3.0-4.5 level matches and 6 hours of court time for 2.5 level matches.
- 3.8. **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 two 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) 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 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 in progress: Team/player ahead by 2 or more points in the game or tiebreak in progress wins it. Awarded game is considered finished. Otherwise, game is considered tied and unfinished, and does not count.
 3. Set in progress: Team/player ahead by 2 or more games, wins set.
 4. Match Winner: Team/player ahead by 2 sets, wins match.
 5. Unfinished set: Ending without a 2 game margin:
 - a. If the number of games won is tied 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.
 - c. If the game that did not count was a tiebreak, server is the player who would have served the next point.

- d. If the game or tiebreak in progress was counted, server in rotation for next game serves. For singles, the receiver chooses which side to return from, deuce or ad. For doubles, 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 tie breaker, then match is considered tied. The players or teams must play a deciding point to establish a winner of the tie and thus the match.
- 3.11. **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. NHWITL will use the 'Indiv. Wins' column, **not** the 'Team Wins' column, to determine team standings. In the event of a tie at the end of the season, refer to regulation 7.5.
- 3.12. **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 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.
- 3.13. 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 unforeseen circumstances) on the same date, the finished matches should be entered on TennisLink. The positions that have not been played should be entered as double default. The captain must notify the local league coordinator (LLC), 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 LLC and provide her with the match number, player names, position played, date played and match results. The LLC will make corrections to the TennisLink score sheet.
- 3.14. **Match Cancellations & Rescheduling Matches:**
 - 3.14.1. Scheduled matches may be rescheduled by the home or visiting team in the event of public school vacation which occurs the last two weeks of February and the last two weeks of April, bad weather or unforeseen problems due to court availability. The local league coordinators reserve the right to approve any exceptions.
 - 3.14.2. Rescheduling of matches due to public school vacation weeks (per section 3.14.1) may be played in advance of the regularly scheduled date.
 - 3.14.3. If a match is scheduled to be played outdoors and must be rescheduled due to weather, the makeup match must be rescheduled indoors but not necessarily at the time of the original match. If the home team used a combination of indoor and outdoor courts, the matches scheduled indoors should be played on the original date. The home team captain should be aware of weather conditions in advance and communicate with the visiting team captain before they begin traveling. If the visiting team has available indoor courts, and both captains agree, the match could be played at the visiting team's courts.
 - 3.14.4. In the event of a change in time, date or location of a regularly scheduled match, it is a captain's responsibility to notify the opposing team captain as soon as the problem is discovered. A voice message or email does not constitute contact. Failure to comply may result in default.
 - 3.14.5. If a match or individual positions within a match are rescheduled, notify the LLC immediately and inform her of the date, time and location of the rescheduled match.
 - 3.14.6. If the captains cannot agree on a mutually accepted date for a rescheduled match, the home captain should provide the visiting team with 3 non-conflicting (i.e. the dates cannot be on the same date as matches already scheduled for either team) alternate dates from which to choose. All positions of a team match do not have to be played at the same rescheduled time. The LLC should be contacted if the captains are unable to agree upon a mutual date. In the event of no agreement, the LLC may make the final decision regarding the date, time and location.
 - 3.14.7. All make up matches must be completed within 7 days of the end of the league season.
 - 3.14.8. In the event a team is unable to field all positions for a make up match the team must field a minimum of 3 positions (3.0-4.5) and 2 positions (2.5). Refer to 5.1.1

- 3.14.9. Any visiting team that has a “no-show default” will be charged a \$50 penalty fee per individual position upon request by the home team captain. The fee will be collected by the NHWITL Treasurer and used to reimburse the home team for court fees at the applicable home court rate. The home team will manage any incurred expense in the event the home team defaults. The local league coordinators reserve the right to approve any exceptions. A “no-show default” is when a visiting team does not have the player(s) in attendance for a particular scheduled or rescheduled match and there has been no prior agreement with the home captain to reschedule the match. Agreements to reschedule matches must be reached at least 48 hours in advance of the start of the scheduled match. All teams are encouraged to avoid defaults by having extra players on standby to replace injured or sick players.

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.

5. DEFAULTS and RETIRED MATCHES

5.1. Defaults:

- 5.1.1. Any team (a team consists of enough players 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 NHWITL Local USTA League for the next championship year. National Regulations will apply to full team defaults. The League Tennis 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 NHWITL Local USTA League for the next championship year. The League Tennis Committee reserves the right to decide on any exceptions.
- 5.1.3. Positions must be defaulted from the bottom up.
Singles: the #1 singles may be defaulted before or after the doubles positions are defaulted.
Doubles: The #3 doubles must be defaulted before the #2 doubles and the #2 doubles must be defaulted before the #1 doubles.
For 2.5 level - the same principle applies where the default order begins with the lowest doubles position or the singles position.
- 5.1.4. Any player arriving on the court after 15:01 minutes past the match start time is automatically defaulted. Action may be taken against the team captain, which may result in losing her position as team captain. The League Tennis Committee reserves the right to decide on the exceptions.
- 5.1.5. If the #2 and #3 doubles teams (3.0 – 4.5 levels) start their matches before the #1 doubles team start 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 #1 doubles team has warmed up and started play. For 2.5 adult - the same principle applies.
- 5.1.6. The League Tennis 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 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. Refer to USTA Regulations (National booklet) 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 League Types 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.