



NEW HAMPSHIRE WOMEN'S EVENING USTA LEAGUE 2017 LOCAL REGULATIONS AND HANDBOOK

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LOCAL USTA LEAGUE REGULATIONS

1. GENERAL

- 1.1 The following Regulations shall be known as the New Hampshire Women's Evening Tennis League (NHWEL) Local USTA League Regulations.
- 1.2 The NHWEL Local USTA League Regulations are supplemental and subordinate to the National and Sectional USTA League Regulations and Friend at Court. Players are responsible for reviewing all Regulations.
- 1.3 A USTA League Committee votes on NHWEL policy and regulation changes. Any player interested in participating in this committee should contact the League Coordinator. The captains may vote upon policy and regulation changes specific to local league play at the beginning of the league season.
- 1.4 Proposals for regulation changes must be submitted in writing to the Local Coordinator within 30 days following the end of the local league to be eligible for incorporation in the local regulations 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 1.5
- 1.5 In the event of a vote by captains, the procedure will be as follows: 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 will be emailed and must be submitted electronically by the required 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 NHWEL, 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: Adult 18 & Over Women 3.0, 3.5, 4.0 & 4.5 levels - 2 singles and 3 doubles matches with no repeats. Adult 18 & Over Women 2.5 level – 1 singles and 2 doubles matches with no repeats.
- 2.2 **Player Participation:** A player may participate at more than 1 NTRP level within an Age Group in the same local league during the same season. Refer to USTA New England League Regulations III.E.
- 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: Adult players must turn 18 within the current calendar year.
 - 2.3.3 Each player must be registered on the team roster on TennisLink before playing a match. The 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 .5 above their particular NTRP level of play. A player cannot self-rate if they have 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 Championship Year 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 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.
- 2.4 **TimeLine:** The league season operates from May through July. Annual dates are attached as an addendum to the local regulations
- 2.5 **Times and Nights of Play:** Match start times will not begin earlier than 6:00pm or later than 9:00pm unless both captains agree to a different start time. Nights of Play: 2.5 – Tuesday, 3.0 – Wednesday, 3.5 & 4.0 – Thursday, 4.5 – TBD.
- 2.6 **Fees & Balls:** Each player will be assessed a onetime registration fee of \$20 upon registration on TennisLink. Each club determines the match fee for their facility. The home team will provide new

standard type 2 USTA approved yellow tennis balls, court time for each match; 7½ hours of court time (3.0, 3.5, 4.0 & 4.5) and 4½ hours (2.5) and pay the match fee for both teams.

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

2.7.1 A team (3.0, 3.5, 4.0 & 4.5) must have 8 players registered on the team roster by the date indicated on the local league timeline. Each team must have a minimum of 8 players registered on their roster at their published NTRP level of play.

2.7.2 A team (2.5) must have 5 players registered on the team roster by the date indicated on the local league timeline. NTRP Level 2.5 does not have an in-level requirement.

3. MATCH REGULATIONS

3.1 Schedule confirmation: Captains should confirm match location & position times with each other within 48 hours of the 1st scheduled match via email or phone. Home teams with matches scheduled on indoor and outdoor courts should inform the visitors which positions will play where. It is the home team's decision which positions are indoors and outdoors.

3.2 Line-Up: Team captains shall exchange line-ups for their entire team before the start of the 1st match. The captain must designate another player on the team to submit the complete line-up in their absence. Changes to a line up are not permitted once a lineup has been exchanged. The League 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, player is to receive a 5-minute injury prevention warm-up. Appeals of a defaulted match based on lateness must be in writing to the League Coordinator.

3.5 Players should determine before the start of the match whether to switch ends on the odd games.

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 1-1/2 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 1-1/2 hours in length. Under no circumstances can an unfinished match be stopped before the time limit of 1-1/2 hours.

3.8 Coaching is not allowed.

3.9 Match Scoring Format:

3.9.1 Scoring will be the best of 2 sets using ad scoring with a 7-Point Set Tiebreak (1st to 7 by 2) at 6-6 in a set. If sets are split a 10-Point Match Tiebreak (1st to 10 by 2) shall be played in lieu of a 3rd 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 3.5). 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. Play until the end of the allotted match time (1 ½ hr) and if the match is not completed, 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 below to establish a winner at the end of the allotted time:

- 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:** Player/Team ahead by 2 or more points in the game or tiebreak in progress wins the game. Awarded game is considered finished. Otherwise, game is considered tied and unfinished, and does not count.
- 3) **Set in progress:** Player/Team ahead by 2 or more games, wins set.
- 4) **Match Winner:** Player/Team ahead by 2 sets unless, wins match.
- 5) **Split Sets or 1st Set in progress by 2-2-2+ Rule:** Play a deciding point to determine the 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 point difference in games or 2 point difference in tiebreak*): Play a deciding point to determine the set winner. Player/Team ahead by 2 sets wins the match. If sets are tied after the deciding point, play a 2nd deciding point to determine the winner of the 3rd set. Player/team who wins the 2nd deciding point is the match winner.
- **3rd Set 10-Point Match Tiebreak in progress** (*without a 2 point difference*): Play a deciding point to determine the winner of the 3rd set. Player/Team who wins the deciding point is the match winner.

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. NHWEL will use the 'Indiv. Wins' column, not the Win/Loss columns, to determine team standings. In the event of a tie at the end of the season refer to regulation 8.5.

3.12 Entering Scores & Scorecards: At the conclusion of the match, both captains must verify the correctness of the scorecard, sign the bottom and keep a copy for their records. If a grievance is filed against a match and captains have not complied with this regulation the Grievance Committee can render the grievance 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 1st. 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 the match 48 hours after the match results have been entered.

3.12.1 If all match positions are not played or matches are started but not finished (ex: match had to be stopped before the allotted 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 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 corrections to the scorecard on TennisLink.

3.12.2 A scorecard cannot be entered if the minimum number of individual positions played is not equal to the required number of individual positions needed to constitute a valid team match. Required individual positions needed for valid 2.5 match is 2 positions. Required individual positions needed for valid team match for 3.0, 3.5, 4.0 and 4.5 is 3 positions. If individual positions are scheduled on different days or matches are not completed as described in 3.12.1: Both captains should retain a record of the positions that were played (match #, player names, position, scores, who won/lost), send a copy to the League Coordinator and notify the League Coordinator of the dates the other positions will be played. Once the match is complete the captains will enter and confirm the scores on TennisLink.

3.13 Electronic Devices: The use of any electronic device (includes cell phones, wearable technology) during warm-up or match play is considered coaching. Wearable Tech must be set on airplane mode or silent equivalent. A point is lost each time a device rings during match play.

3.13.1 If a device rings during play, the point is awarded to the opponent

3.13.2 If a device rings before or between points, the next point is awarded to the opponent

4. MATCH CANCELLATIONS & RESCHEDULING MATCHES

4.1 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 and confirm the communication. Failure to comply may result in default. Rescheduled matches are allowed only for scheduled matches that are affected by specific holidays, weather, extenuating circumstances and approved contract time conflicts.

4.2 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 by 3:00 pm of the match date to determine if the match will be cancelled and 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 can be played at the visiting team's courts. If the home captain does not feel it is in the best interest for their 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.

- 4.3 If the home team used a combination of indoor and outdoor courts, the matches scheduled for the indoor courts should be played on the original scheduled date.
- 4.4 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.
- 4.5 When a match is cancelled and re-scheduled, notify the League Coordinator immediately and follow up within 1 week to inform them of the date, time and location of the re-scheduled match.
- 4.6 All teams that play on outdoor courts are required to have indoor back-up courts available.

5. GRIEVANCES

- 5.1 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 1st: (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 their team's position.
- 5.2 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.
- 5.3 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.
- 5.4 If the above procedure is not adhered to, the grievance could be rendered null and void.
- 5.5 The Grievance Committee is made up of 3 members and does not include a League Coordinator as a member of any Grievance Committee.

6. DEFAULTS & RETIRED MATCHES

6.1 Defaults:

- 6.1.1 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 NHWEL USTA League for the next championship year. The League Committee reserves the right to decide on any exceptions.
- 6.1.2 Any team who defaults more than 5 positions in 1 season may jeopardize their participation in NHWEL USTA League for the next championship year. The League Committee reserves the right to decide on any exceptions.
- 6.1.3 Positions must be defaulted from the bottom up.
 - a) Singles: #2 singles must be defaulted before #1 singles may be forfeited.
Doubles: #3 doubles must be defaulted before #2 doubles and #2 doubles must be defaulted before #1 doubles.
 - b) For 2.5 divisions- the same principle applies where the default order begins with the lowest doubles position or the singles position.
- 6.1.4 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 their position as team captain. The League Committee reserves the right to decide on the exceptions.
- 6.1.5 If the #2 and #3 doubles teams or the #2 singles player (3.0, 3.5, 4.0 & 4.5) start their matches before the #1 doubles team or the #1 singles player start their matches, and the #1 doubles or the #1 singles player 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 the 2.5 level - the same principle applies.
- 6.1.6 The League Committee will review teams defaulting out of order.
- 6.1.7 If a home club enforces court fees for unused courts resulting from a default, the defaulting team will be responsible for those fees if the captain of the defaulting team did not inform the opposing team captain 72 hours (3 days prior to the schedule match date) of the default.

6.2 Injuries & Retired Matches:

- 6.2.1 A onetime, 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.

- 6.2.2** 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.
- 6.3** If match results or the individual player name is disputed, the scorecard showing the signature of both captains must be made available from both captains. Failure to produce a signed scorecard may render the protest null and void and the match.

7. PLAYER DISQUALIFICATION

- 7.1** 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 their captain when the player has received 3 strikes. Refer to USTA Regulations (National booklet) back cover for NTRP Dynamic Disqualifications and who can be disqualified.

8. DISTRICT CHAMPIONSHIP PLAY

- 8.1** District sites & host areas can be found on www.ustanewengland.usta.com. Select Adult/USTA League/Championships.
- 8.2** Each team that has received an invitation to play in the District Championships from the NHWEL League Coordinator must respond & confirm their attendance by email within 5 days following the end of the local league season. If a local league has a late ending season the League Coordinator may require teams to commit their availability in advance and to confirm their participation immediately following the end of the local league season.
- 8.3** 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.
- 8.4** Each player must be a member of USTA and such membership must extend through the end of the Championship season.
- 8.5** The winning team in each 4 team flight and the winner and runner-up (or wildcard) in each 5 or more team flight qualify to play in the District Championships. Most individual position matches won determines the team winner of the local season. In the event of a tie at the end of the NHWITL season, the winner will be determined as follows:
- | | |
|-----------------------------|------------------------|
| 1. Fewest sets lost | 3. Head to Head |
| 2. Fewest games lost | 4. Coin Toss |
- 8.6** 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.
- 8.7** The 1st place team from each level at the District Championships will be invited to play in the Sectional Championships.

9. SECTIONAL AND NATIONAL CHAMPIONSHIP PLAY

- 9.1** The Adult 18 & Over Sectional Championships will be held in Western Massachusetts.
- 9.2** 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.
- 9.3** Each player must be a member of USTA and such membership must extend through the end of the Championship season.
- 9.4** The 1st place team from each level at the Sectional Championships will be invited to play at the National Championships. Dates and locations can be viewed on www.usta.com.
- 9.5** A 1st 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 1 level as a team or disperse to form new teams for the following league championship season. New teams will have no more than 3 players (3.0, 3.5, 4.0 & 4.5) and 2 players (2.5), in all Age Groups of the advancing Division who were on the final roster at the conclusion of local league play. Any player, who did not participate in a match during the Championship Year, including defaults received, is excluded from this National Regulation.

HANDBOOK

10. LEAGUE TIMELINE

- 10.1 **Captain's Meeting:** Thursday, April 6, 2017, 6:05pm at the Bedford Library for NEW captains only
- 10.2 **Team Commitments by March 24, 2017** – Email confirmation by captains and/or club reps must be received by League Coordinators to commit a team for the season
- 10.3 **Team Registration by April 28, 2017:** Each team must meet In-Level requirements
- 10.4 **Districts Intent filed by June 16, 2017:** Email confirmation by captains must be received by LCs.
- 10.5 **Local League Season:** May 2, 2017 – July 20, 2017
- 10.6 **Match Make ups:** by July 20, 2017 (if not completed during regular season)

11. FLIGHT SCHEDULES

- 11.1 Every team will play at least twice against every other team in the Flight. Depending on court availability these matches will consist of 1 home and 1 away match. When teams play an uneven number of times against each other, home courts are determined by availability or luck of the draw.
- 11.2 In an effort to provide players with the most tennis and an even number of round robins, some schedules may require teams to play 2 matches in 1 week.
- 11.3 Clubs with more than 2 teams that play on the same night of the week may require home matches on alternate nights and require teams to play 2 matches in 1 week to accommodate the schedule.
- 11.4 Matches are played every week, unless teams are given a BYE by an odd number of teams in the flight or special scheduling needs.
- 11.5 Number of teams in the flight determines the number of matches played. Minimum number of matches played is 4.

# Of Teams	Matches per team	Bye
2	8 or 10	None
3	8*	Yes
4	9 or 12*	None
5	8*	Yes
6	10	None
7	12*	Yes

**May require 2 matches in 1 week to accommodate full schedule.*

12. LEAGUE COORDINATOR DUTIES

- 12.1 Implementation and administration of USTA League for NHWEL
- 12.2 Maintain database of captain contact information for each year
- 12.3 Contact all former captains by the end of February, to inquire about their return
- 12.4 Advertise and promote league (ads in local papers, posters at clubs, mailings) by mid-March
- 12.5 Schedule and plan Captains Meeting
- 12.6 Review changes to National and Sectional USTA League Regulations to inform all captains
- 12.7 Collect all Captain and club information, court availability and position times
- 12.8 Create teams and generate schedule on TennisLink
- 12.9 Send Team Numbers to captains to start player registration process
- 12.10 Make sure all teams are qualified
- 12.11 Send number of NHWEL teams participating in Districts with Captain information to Sectional Office

13. CAPTAIN/CO-CAPTAIN DUTIES

- 13.1 Attend the annual NHWEL USTA League Captains Meeting.
- 13.2 Be familiar with USTA League Regulations
- 13.3 Be familiar with TennisLink.
- 13.4 Communicate with the League Coordinator to provide:
 - 13.4.1 Team commitments by the deadline
 - 13.4.2 Contact information (captain and co-Captain) including email and phone numbers for League Handbook
 - 13.4.3 Court availability for scheduling
 - 13.4.4 Position times for League Handbook
 - 13.4.5 Team's District Championship participation intent
 - 13.4.6 Any rescheduled match information during the season

- 13.5 Ensure team meets all USTA League Requirements for match play before play begins:
 - 13.5.1 8 in level players
 - 13.5.2 All players properly registered and rated on TennisLink before playing
- 13.6 Organize teams for each match and manage home matches
 - 13.6.1 Notify all players of match time and place and confirm all positions are filled
 - 13.6.2 For teams who use outdoor courts, if the weather report within a week of the match will interfere with outdoor play, it is recommended that indoor back up courts be booked in advance
 - 13.6.3 Ensure players are aware of all USTA League Regulations
 - 13.6.4 Confirm court times
 - 13.6.5 Provide new balls for each home match
 - 13.6.6 Designate the end of match signal for both teams (timers, buzzers, etc)
 - 13.6.7 Manage snacks (if available)
- 13.7 Contact the visiting team captain to confirm matches and match times. Captains should plan for match times listed in the Handbook and avoid changes unless necessary. If any changes need to be made or positions moved around, captains should work together to try and accommodate so the match can be played in its entirety. Changes should be communicated as soon as possible, but within 48 hours of the match - by Sunday for Tuesday night matches, by Monday for Wednesday night matches and by Tuesday for Thursday night matches.
- 13.8 Assist players with regulations *when asked before* matches begin. A match in progress cannot be interrupted.
- 13.9 Bring scorecards to the match. Scorecards can be easily printed from TennisLink. By printing out 2 copies of this sheet, it can be used for both teams to fill out their line-up and exchange. Captains are responsible for exchanging line-ups before either team goes on the court. In the event of a match being played in 2 different times, a player from the 1st scheduled time should bring the line-up.
- 13.10 Assign an "Acting Captain" if not present at the match.
- 13.11 Confirm match results and sign the scorecard with the opposing captain.
- 13.12 Input match scores in the TennisLink system or confirm within 48 hours of the completed match.
- 13.13 Home team Captain must notify the League Coordinator if a match is postponed and provide a reschedule date within a week of the original match date.
- 13.14 Ensure each player on the roster plays a minimum of 2 matches (1 default may count) to qualify for District Championship play.
- 13.15 Receive information regarding local and championship play and communicate intention to participate in Districts to the League Coordinator by deadline. Captains are also responsible for accepting the invite to Districts and submitting their team information to the Districts Tournament Director within the deadline.

14. WHAT TO DO IN THE EVENT OF AN ON COURT DISAGREEMENT

- 14.1 The players are encouraged to resolve their disagreements on the court without external interference.
- 14.2 If a disagreement cannot be resolved within 2-3 minutes between players involved in the match, continue play and a grievance can be filed.
- 14.3 If disagreement is about the score, go back to the most recent point all players can agree on.
- 14.4 Under no circumstances should any other person intervene in a match in progress.

15. WHAT TO DO WHEN A MATCH IS IN PROGRESS AND IT STARTS TO RAIN

- 15.1 Both teams record the following information on the scorecard:
 - 1) Names of players
 - 2) Score when play stopped (including the game score)
 - 3) Serving order
 - 4) Time match was stopped
- 15.2 The remaining time for this match can continue when rain stops or at a later rescheduled date.
- 15.3 If play resumes within 10mins, players receive a 5 minute warm up.
- 15.4 For any match resuming after stopping for 10 minutes or rescheduled to a different day, a 10-minute warm up is allowed. Players commence the match where it left off and play it out for the remaining time left from the original match.
- 15.5 Example: Play stops with 25 minutes left on Tuesday night, due to rain. Players agree to complete the match the following day, 6pm Wednesday. Players warm up for 10 minutes and start the match where they left off (score & serving order). Play resumes for 25 minutes. In this example, the match would end at 6:35pm (6pm + 10min warm up + 25 minutes left of play). At that point, you determine a winner by the 2-2-2+ rule, if needed.

16. HOW TO PLAY TIE BREAKS AND DECIDING POINTS

16.1 Coman Tie Break:

- 16.1.1 The player whose turn it is to serve shall serve the 1st point from the deuce court.
- 16.1.2 After the 1st point, the players shall change ends and the next 2 points shall be served by the opponent(s) (in doubles, the player of the opposing team due to serve next), starting from the ad court.
- 16.1.3 After this, each player/team shall serve alternately for 2 consecutive points (starting from the ad court), changing ends after every 4 points, until the end of the tiebreak game.
- 16.1.4 Switch sides after points 1, 5, 9, 13, 17.... and at the conclusion of the tiebreak (if play continues).

16.2 7-Point Set Tiebreak (played when a set score reaches 6-6):

- 16.2.1 A team who wins 7 points by a margin of 2 points wins the tie breaker game and set.
- 16.2.2 Coman Tiebreak procedure is used. (Please reference 19.1)
- 16.2.3 The team who served the 1st point of the tie break shall receive service in the 1st game of the following set.

16.3 10-Point Match Tiebreak (played in lieu of a 3rd set)

- 16.3.1 A team who wins 10 points by a margin of 2 points wins the 10-Point Match Tiebreak game and match.
- 16.3.2 Coman Tiebreak procedure is used. (Please reference 19.1)

16.4 Deciding Point

- 16.4.1 Serve stays in rotation.
- 16.4.2 Singles receiver chooses which side to receive serve from (Deuce or Ad).
- 16.4.3 In doubles, the receiving team will decide which player will receive the serve.
- 16.4.4 If last point played was part of a game that did not count, the Server is technically still on and serves. If the game that did not count was a tiebreak, Server is player who would have served the next point.
- 16.4.5 If the game or tiebreak in progress was counted, Server in rotation for next game serves.
- 16.4.6 If the receiver doesn't choose side/person & the point is played, neither player has grounds for appeal or a "let".
- 16.4.7 When multiple deciding points are needed: Each deciding point represents the conclusion of a set. A 2nd deciding point should be treated as a "new set" where either person on a doubles team can serve and receivers can switch sides.
- 16.4.8 If the receiver doesn't choose side/person & the point is played, neither player has grounds for appeal or a "let".

17. MATCH CONCLUSION & SCORING

- 17.1 Play until end of match time limit. Play point in progress. (Refer to section 3.10 for determining match winner when time expires).
- 17.2 **Deciding Points Summary:**
 - 17.2.1 **Play 1 Deciding Point:**
 - When match ends and sets are split after 2-2-2+ rule is 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
 - 17.2.2 **Play 2 Deciding points:**
 - When 1 deciding point is needed to determine 2nd set winner and results in split sets.
- 17.3 **At the conclusion of the match:**
 - 17.3.1 Before leaving the court, all players must agree on the score and winner of the match. If agreement is not reached, a grievance can be filed for the match.

17.4 Match Conclusion Scenarios:

Score @Time "A" vs "B"	Match Description @Time	Results	TennisLink Score Entry "Timed Match"
5-3	"A" ahead by 2 games in 1 st set. "A" wins 1 st set.	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	Play 1 deciding pt to decide 2 nd set. If "A" wins 2 nd set deciding pt, "A" wins match. If "B" wins 2 nd set deciding pt, then sets are split -play 2 nd 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 7-Pt 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 7-Pt 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 7-Pt Set Tiebreak without a 2 pt margin	Play 1 deciding pt to decide 2 nd set. If "A" wins 2 nd set deciding pt, "A" wins match. If "B" wins 2 nd set deciding pt, then sets are split -play 2 nd 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 10-Pt 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 10-Pt 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

18. ENTERING SCORES IN TENNISLINK

- 1) Log into TennisLink
- 2) Click on Enter Scores button
- 3) Type in the match number
- 4) Type the date the match was played at the top
- 5) For each score entry you will need to:
 - a. Choose the players from the pull down menu for each individual match.
 - b. Enter the scores of each individual match.
 - c. Note: A 3rd set 10-Point Match Tiebreak is recorded as 1-0 for the winner.
 - d. Choose the winning team (button labeled *winner*) for each individual match.

- e. Choose the type of match (Completed, Retired, Default, Double Default, Timed Match) for each match.
- f. Click on NEXT and check over your entries.
- g. Confirm or Dispute at the bottom and you're done!

Always enter the scores from the winner's perspective, not left to right. Scorecards from TennisLink list the home team on the left and visitor on the right. Enter winner's score and select the winning team.

6) Choosing the type of match:

COMPLETED –match was completed in the time allotted

RETIRED –player was unable to complete the match once it had started

DEFAULT –1 of the teams defaults a match: doesn't have players, players are late, etc.

DOUBLE DEFAULT –partial match was played and remaining matches will be played at a later date

TIMED MATCH –match didn't complete in allotted time and winner was determined by the 2-2-2+ rule

19. USTA LEAGUE COORDINATOR

Melissa Salmon

nhevetennis@gmail.com

20. USTA LEAGUE COMMITTEE -2017

2.5 [Deb LaPress](#)

3.5 [Lori Radke](#)

4.5 n/a

3.0 [Jaci Grote](#)

4.0 [Lynn Corson](#)

[Melissa Salmon](#)