



Go to www.ustaconnecticut.com
select USTA League for forms
and local league information

2017-2018 NORTHERN CONNECTICUT COUNTY LEAGUE LOCAL USTA LEAGUE RULES
Adult Women 18 & Over, 40 & Over, and 55 & Over
Mixed 18 & Over and 40 & Over

1. GENERAL

- 1.1. The following rules and regulations shall be known as the County League operating in Northern Connecticut (NCT County League) USTA League Local Rules.
- 1.2. The NCT County League 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 USTA League Rules Committee will vote on NCT County League policy and regulation changes. Any player interested in participating on this committee should contact their league coordinator. The captains may vote on 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 in writing on the official USTA Regulation/Change Proposal form to the local coordinators within 30 days of the completion of a specific league season to be eligible for consideration in the local rules 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 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.
- 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 NCT County League, such player may be subject to sanctions which may result suspension from participation in league play.
- 1.8. Teams must use home courts located within Hartford County. In addition, the towns of Torrington and Middlebury, are included for the divisions/levels that have historically played in Northern CT. Exceptions for team admission for clubs outside of Hartford County or for teams that have not been historically included in the County League may apply on the Request for Exception Team Entry to the County League Coordinators. Acceptance for team admission will be based on needs of the league for growth or stability, with regard to other local leagues, and must be submitted on a yearly basis.

2. LOCAL LEAGUE

- 2.1. **Match Format:** will consist of the following positions with no repeats:
 - Adult 18 & Over 3.0 – 4.5 levels – 2 singles and 3 doubles matches with no repeats
 - Adult 18 & Over 2.5 and 5.0+ levels – 1 singles and 3 doubles matches with no repeats
 - Adult 40 & Over 3.0 – 4.5+ levels – 2 singles and 3 doubles matches with no repeats
 - Adult 55 & Over 6.0 – 9.0 levels – 3 doubles matches with no repeats
 - Mixed 18 & Over and Mixed 40 & Over 6.0 – 9.0 levels – 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.
- 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: The Adult 18 & Over and Mixed 18 & Over league players must turn 18 within the current calendar year. The Adult 40 & Over and the Mixed 40 & Over players must turn 40 within the current calendar year. The Adult 55 & Over players must turn 55 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:
 - 2.3.4.1 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.
- 2.3.4.2 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
- 2.4. **Team Participation:** A captain must be assigned to each team. A team may assign a co-captain.
- 2.5. **Rosters:** Players will be eligible to be added to the roster up until the second to last match to be played. This may include rescheduled matches.
- 2.6. **Fees & Balls:** Each player will be assessed a one-time registration fee of \$20 upon registration on TennisLink. Match fee is \$25 per person for Adult 18&, Adult 40&, Tri and covers court fees and balls. Match fee is \$20 per person for Mixed18&, Mixed 40&, Adult 55& and covers court fees and balls. Captains must give a copy of the line-up or a list of their players to the desk person and all players will pay the court fee directly to the club prior to going on the court.
- 2.7. **In - Level NTRP Requirements:** Teams who do not meet these requirements will be deemed ineligible. The Local League Committee reserves the right to approve any exceptions.
- 2.7.1. An Adult 18 & Over and 40 & Over team must have a minimum of 10 players (3.0 - 4.5) registered on their roster at their published NTRP level before league play begins. Adult 18 & Over 2.5 and 5.0+ teams must have a minimum of 6 players on their roster at their published NTRP level before league play begins.
- 2.7.2. The combination NTRP of an Adult 55 & Over team must not be more than .5 below the level of the team. Example: 8.0 combination team may be comprised of two 4.0 players or a 4.0 and a 3.5.
- 2.7.3. The combination NTRP of a mixed team must not be more than .5 below the level of the team. Example: 8.0 combination team may be comprised of two 4.0 players or a 4.0 and a 3.5.
- 2.8. **Out of Level NTRP Requirements:** Teams who do not meet these requirements will be deemed ineligible. The Local League Committee reserves the right to approve any exceptions.
- 2.8.1. An Adult 18 & Over or Adult 40 & Over team may have a maximum of 5 players (3.0 - 4.5) registered on their roster at their published NTRP below level. Other levels do not have a maximum out of level requirement.
- 2.9. **Timelines:**
- 2.9.1. Dates are set annually by the NCT Local League Coordinators and can be found on the Team Entry Form.

3. MATCH REGULATIONS

- 3.1. At least one week before the scheduled match, the home team captain must confirm her home club's court bookings. Home and visiting captains must confirm the match date and times one week prior to match.
- 3.2. Team captains shall exchange line-ups for their entire team before the start of the first match (includes split court matches). The captain must designate another player on his/her team to submit the complete line-up in his/her absence. Refer to 2.6.
- 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 after 15 minutes late and considered a 6-0, 6-0 win for the player(s) present. If the late player arrives after 5 minutes past the scheduled start time but before the default time, the player is to receive a 5-minute injury prevention warm-up.
- 3.5. Each match has a time limit of 2 hours. Captains are to determine and announce before the start of the match, how the end of time is signaled (watch, 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. There will be no 10-minute rest periods between second and third sets. If court time is available beyond two hours, captains may agree prior to the start of the match to play all matches past the two hours at their own expense.

3.6. Maximum time between points is 20 seconds. Maximum time for end changeover is 90 seconds.

3.7. Coaching is not allowed. Any outside communication is deemed to be coaching.

3.8. Match Scoring Format –

3.8.1. Scoring will be the best of two sets using regular 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 tie breaks – for procedure refer to page 6.

3.8.2. Play will be continuous throughout the match. There is no rest after the 1st game of any set. A 2 minute set break between any set may be taken if requested by any player on the court.

3.8.3. Ten-Minute Rule for an unfinished match if a winner has not been determined after 1 hour 50 minutes

If a match is not finished, stop play exactly 10 minutes before the two hour mark. If in the middle of a game, finish that game. A tiebreak is one game. Do not stop if in a tiebreak. Continue to play tiebreaks to the two hour time.

2 sets are completed and split sets between A & B - Play a 10 point match tiebreak. At two hours and the tiebreak is in progress, whichever team is ahead in the tiebreak wins the 10 point match tiebreak and match. If A & B are tied, a single point is played to decide the match winner.*

One set is completed and second set is in progress (A won first set)

- a) If A leads by 2 or more games, A wins set 2 and match
- b) If B leads by 2 or more games, B wins set 2. Play a 10 point match tiebreak for 3rd set and the match
- c) If games are tied in the 2nd set, play a 7 pt set tiebreak to determine the winner of the set. If A wins, A wins the match. If B wins, play a 10 pt match tiebreak for the 3rd set/match.
- d) If either A or B is ahead by 1 game in the second set, play 1 more game. If A wins the game (is ahead by 2 games), A wins the 2nd set and the match. If B wins the game (is ahead by 2 games), B wins the 2nd set. Play a 10 pt match tiebreak for 3rd set and the match.

At two hours, if match is not complete and one the following is in progress:

- a) game to determine 2nd set in progress : the team that is ahead wins the game. If game score tied, a single point is played to determine the winner of the game*. If 2nd set games are tied, a single point is played to determine winner of 2nd set.* If sets are split, a single point is played to determine winner of 3rd set and match.*
- b) 7 pt tiebreak to determine 2nd set in progress: the team that is ahead wins the 7 pt tiebreak and set. If score is tied, a single point is played to determine the winner of the tiebreak and 2nd set. If sets are split, a single point is played to determine winner of 3rd set and match.*
- c) 10 pt tiebreak to determine 3rd set in progress: the team that is ahead, wins the 3rd set tiebreak and match. If score is tied, a single point is played to determine the winner of the 3rd set and match.*

NOTE: A 7 point set tiebreak is the first to 7 points, with a margin of at least 2. A 10 point match tiebreak is the first to 10 points, with a margin of at least 2

* Receiving team chooses the side to receive serve on deciding points.

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 TennisLink registration and score reporting system will be used to record team standings. The team that has the most position wins at the end of the season is the flight winner. NCT County League 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 regulation 7.5.

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 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.

- 3.11. 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 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.

3.12. Match Cancellations & Rescheduling Matches:

- 3.12.1. Cancellation of individual matches within 24 hours may be the financial responsibility of the defaulting team and is not governed by the USTA or the Northern CT County League.
- 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 1 week 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.
- 3.12.3. Rescheduled matches are allowed *only* for scheduled matches that are affected by weather, bona fide scheduling conflict (committee rule), or with full consent of both captains. Player unavailability is not accepted for a reason to reschedule.
- 3.12.4. A team which cannot field enough positions(player unavailability) to win a team match on the scheduled match date must send as many lines as possible on the original match date. The rescheduled portion of the match may *only play* the number of lines required to win the match.
Adult 18 & Over and Adult 40 & Over teams require 3 lines total to win a match. All other Divisions and Age Groups require 2 lines.
The lines defaulted a result of the reschedule will be awarded as 6-0, 6-0 default(s) to the opponent.
- 3.12.5. If a match is re-scheduled, both captains must make contact with each other 48 hours in advance of the start of the original match.
- 3.12.6. Re-scheduled match dates must be stated within two weeks of the originally schedule match date. A message left on an answering machine or email does not constitute contact. Failure to comply may result in default.
- 3.12.7. For a re-scheduled match the home captain will 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 if doing so facilitates match completion. The league coordinators will choose a date if the captains are unable to agree.
- 3.12.8. When a match is cancelled and re-scheduled, notify the league coordinators immediately of the date, time and location of the re-scheduled match.
- 3.12.9. If a team is deemed to have scheduling issues, the Local League Coordinators reserve the right to move that team's matches to a neutral site.

3.13. Electronic Devices:

- 3.13.1. All cell phones and electronic devices(including smart watches) must be turned off or in airplane mode before going on the court.
- 3.13.2. The use of cell phones or any electronic devices are not allowed per USTA regulations.
- 3.13.3. A point is lost each time a cell phone/electronic device sounds during warm-up or match play.
 - 3.13.3.1 If a cell phone/text message sounds during play, the point is awarded to the opponent.
 - 3.13.3.2 If a cell phone/text message sounds 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 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, 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) jeopardizes the team's participation in the NCT 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 NCT 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.
- 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 onetime, 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 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 NCT County League 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 NCT County League season, the winner will be determined as follows:
1. Head to Head
 2. Fewest Sets Lost
 3. Fewest games lost
 4. Coin Toss
- Head to head will use team win not individual wins in determining the winner of a tie
- 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. Locations and dates for Sectional Championships are found on www.ustanewengland.usta.com Adult/USTA Leagues/Championships.
- 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. For team advancing directly to Sectionals refer to procedures listed in 7. *District Championship Play*.
- 8.5. 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
- 8.6. 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.