

# 2017 USTA MS Adult Winter League

## Delaware District

### General Information

1. Rules for this league are noted below
2. Any grievance will be handled by the Grievance Committee.
3. Appeals will be handled by the Appeals Committee. The decision of the Appeal Committee will be final and binding.
4. In general, rules for this league follow the guidelines of the USTA League Program Rules and Regulations (District, Sectional & National).

### Registration

1. All team members must be adult members of the USTA before they register for a team or play a match.
2. All players will have a computer rating when signing up for a team or will be prompted to declare a self-rating prior to registration for a team. Players without a computer rating must self-rate in accordance with the NTRP Guidelines.
3. Players may register and play on only one team within each age group and NTRP level.
4. **Registration for the 2017 Adult Winter League will be open from September 7<sup>th</sup> to February 2, 2017.** Teams should have a minimum of six (6) *at level* players registered on Tennislink by October 1, 2016.  
\*\* A waiver may be granted for teams under the required minimum.
5. **This league will use 2015 Year-End Ratings.** If a player's 2016 year-end rating is lowered, that player may play with the lower rating for the remainder of the season. Players whose 2016 year-end ratings are above the level at which they are playing may continue to play at their lower Rostered rating for the remainder of the local league season, as long as their rating does not reach the "clearly above level mark". Players who are promoted will not be eligible to advance to Nationals with their lower NTRP rating. Any player that registers for a team after 2016 Final Ratings are published, will use their 2016 Year-End Final Rating.
6. A Delaware District team can have no more than 4 players in common from another district within Middle States.
7. **All teams can roster a maximum of 20 players.**

### League Play

1. **Points per position scoring will be used in Mixed Leagues as noted below:**

- a. Singles 1 – 2 Points
- b. Doubles 1 – 3 Points
- c. Doubles 2 – 1 Points

2. **Format:** Timed 90 minute matches will be best of 3 sets with a mandatory 10 Point tie-break played in lieu of a 3<sup>rd</sup> set.

**Timed 90 minute match:** In a timed match, time will be called 10 minutes prior to the match end time. The Home team Captain or Acting Captain will set their cell phone alarm, with the phone muted, to go off at this time (e.g. if a match ends at 12:30pm time will be called at 12:20pm). If your match is not complete, follow the steps below:

a) If you are in a 3<sup>rd</sup> set tie break, when time is called, finish the 3<sup>rd</sup> set tie break.

b) If the second set has not been completed:

- The Server must finish any games in progress (first serve has been served) with no ad scoring. If the game goes to deuce the receiving team can pick which side they want to receive the ball on for game point.
- After finishing games in progress, if a team leads by at least 1 game, they win the set. (e.g. if the score is 5-4, in the second set, the team ahead at 5 games, would win the set)
- After finishing games in progress, If the teams are tied in games in the set, a 9 point tiebreaker will be played for the set (See explanation below for 9 point tiebreaker)
- If teams split sets, play a 9 point tiebreaker in lieu of the 3<sup>rd</sup> set tiebreak.

**9 Point Tie-breaker:** The first player (or team) to win five points, by one, wins the tiebreaker. The person who is next to serve begins the tie-breaker. Each player serves two points in succession starting from the deuce court. If the tie breaker reaches 4-4, the server who served the eighth point serves the (final) point. The receiving team can pick which side they want to receive the ball on.

Since timed matches are played indoors in the Delaware District under a time limit, play must be continuous. Players are not allowed to leave the court except for a bathroom break, or to assist an injured player on their court. Players should only switch sides in between sets.

- **Bathroom Breaks:** Bathroom breaks are not allowed during the last 10 minutes of a match. Taking a bathroom break, when permissible, must be limited to 5 minutes and must be communicated to the opposing players before leaving the court.
  - **Injuries:** Only one injury time-out per player is permitted, and the time-out shall be limited to 5 minutes. If an injury occurs during the last 5 minutes of a match and play does not resume before the match time limit expires, the match will be reported with the injured player "retired" and the score of the match at the time of the injury will be entered.
3. Team captains shall exchange lineups simultaneously PRIOR to the scheduled start time of a team match. No substitutions may be made in an individual match after the lineup has been presented and before the first serve attempt except for injury to or illness of a player.
  4. In case of inclement weather – the ALC will communicate any cancellations to the Captains as early as possible.
  5. Cost -
    - a. USTA Membership
    - b. \$22.00 Tennis Link Registration Fee
    - c. Court Fee per Match (\$16 cash per player)
    - d. Captains are required to pay all court/team fees before players go on court
    - e. Home team provides balls.

### **Lateness and Defaults**

1. Lateness: Any player who is more than FIFTEEN (15) minutes late for a match may be defaulted by the opposing team. The Point Penalty system will be in effect, as noted below.

5:00 Minutes or Less	5:01 – 10:00 Minutes	10:01 – 15 Minutes	More then 15 minutes
Loss of Toss and 1 Game	Loss of Toss and 2 Games	Loss of Toss and 3 Games	May be Defaulted

All late arriving players are entitled to a warm-up.

2. Defaults: For each team match, a majority of the individual matches must actually be played by the 2 teams to constitute a valid team match. In accordance with National Regulation 2.01C(2). Any results appearing in TennisLink will be removed if the majority of individual matches are not played. These matches will not count for advancing to championships.
3. A team defaulting court(s) is responsible for the entire court cost.

### **Championships/ Eligibility**

1. Players must have played 2 matches (1 can be by default) to be eligible to play in Districts and Sectionals. Players must have played 3 matches to be eligible to play in Nationals (1 can be by default).
2. Players playing in multiple Districts, within Middle States, may compete at Delaware District Championships if (1) they have not yet participated in a District Championship, (2) they participated in another District Championship, but their team did **not** advance, or (3) their team that is advancing is at another level or age group or has an automatic through to Sectionals. Players must play for the team at Sectionals that they participated on at Districts (an exception to this rule - a player may select which team they want to play for if one of their teams has an automatic through to Sectionals).
3. Flight Play-offs will be held the weeks of February 27 and March 6. The winning team will advance to District Championships.
4. District Championships TBD.
5. Sectional Championships TBD.
6. National Championships TBD.

### **League Coordinator**

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