



NEW ENGLAND

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## 2018 EASTERN MASSACHUSETTS LOCAL USTA LEAGUE REGULATIONS

Adult 18 & Over, 40 & Over, 55 & Over, 65 & Over

Mixed 18 & Over and 40 & Over

### 1. GENERAL

- 1.1. The following regulations shall be known as the Eastern Massachusetts (EMA) Local USTA League Regulations.
- 1.2. The EMA Local USTA League Regulations are supplemental and subordinate to the National and Sectional USTA League Regulations. Captains and Players are responsible for reviewing all regulations.
- 1.3. An EMA State USTA League Committee will vote on policy and regulation changes. Any player interested in participating on this committee should contact their League Coordinator. Captains may vote on policy and regulation changes specific to local league play for each division at the beginning of the league season in September for the Mixed Divisions and in March for the Adult Divisions.
- 1.4. Proposals for rule changes must be submitted by email on the official USTA League Regulation/Change Proposal form to the League Coordinator within 30 days of the completion of a specific league season to be eligible for consideration 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 1.3.
- 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 (2 weeks before the scheduled captains meeting date) to the captains of the previous year and any captains from the current year who submits their email address to the coordinator. Discussion of proposed regulations will be addressed during the captains meeting, if applicable, and otherwise by email. Voting ballots will be emailed electronically and must be returned completed by the required team registration 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. All league dates including the timeline, deadlines (e.g., Captains Meetings, Team Commitment Form, Player Registration) for all Divisions and Age Groups will be published on the EMA website, [www.easternmass.usta.com](http://www.easternmass.usta.com). Click on USTA League Tennis in the index on the left, then select USTA League Home.
- 1.8. Sportsmanship is a primary component of local league play. If any individual demonstrates behavior that could be interpreted as unsportsmanlike or which appears to reflect unfavorably on EMA Local USTA Leagues, 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:
  - 2.1.1. Adult 18 & Over 3.0, 3.5, 4.0 and 4.5 levels - 2 singles and 3 doubles matches with no repeats
  - 2.1.2. Adult 18 & Over 2.5 and 5.0+ levels – 1 singles and 2 doubles matches with no repeats
  - 2.1.3. Adult 40 & Over 3.0, 3.5, 4.0 – 1 singles and 3 doubles matches with no repeats (note: Championship play will be 2 singles and 3 doubles matches with no repeats).
  - 2.1.4. Adult 40 & Over 4.5+ levels – 2 singles and 3 doubles matches with no repeats.
  - 2.1.5. Adult 55 & Over, Adult 65 & Over, Mixed 18 & Over and Mixed 40 & Over 6.0, 7.0, 8.0 and 9.0 levels (Mixed 18 & Over includes 10.0) - 3 doubles matches with no repeats
- 2.2. **Player Participation:** A player may participate at more than one NTRP level within a division (adult or mixed) and age group (18 & Over, 40 & Over, 55 & Over, 65 & Over) in the same local league during the same season. A player can only play at or .5 above their particular NTRP level of play except:
  - 2.2.1. 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. The Adult 18 & Over 5.0+ level may include up to two players from the next higher NTRP level on a team roster

2.2.2. 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. The Adult 40 & Over 4.5+ level may include up to three players from the next higher NTRP level on a team roster.

2.2.3. The minimum NTRP Level for 6.0 is 2.5; 7.0 is 3.0; 8.0 is 3.5; 9.0 is 4.0.

### **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: Players must turn 18 (Mixed 18 & Over and Adult 18 & Over), 40 (Mixed 40 & Over and Adult 40 & Over), 55 (Adult 55 & Over), and 65 (Adult 65 & Over) within the championship calendar year.

2.3.3. Each player must be registered on his or her 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. A player cannot self-rate if he/she has a valid computer rating. 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.

2.3.5. For combined level leagues players must comply with the combined level of that particular NTRP level of play. A maximum of 1-point difference in NTRP levels is allowed between partners.

2.3.6. A player must complete 3 matches from a prior season's play in order to generate a Year End NTRP computer rating.

#### **2.3.7. Championship Eligibility:**

2.3.7.1. A player is eligible to progress to championship level competition if that player has played on that same team in at least two (2) matches during its local league season. A maximum of one default received during local league competition may be counted. A retired match shall count for all players involved.

2.3.7.2. Each player should inform their captains of their intentions if they are eligible to advance on multiple teams in the same division and age group. In the event of a conflict, and if the player did not inform all parties then the player will advance with the team they registered for first.

2.3.7.3. When a player plays for a team at a championship event, the player cannot play for more than one team in the same Division, Age Group and NTRP level.

2.3.7.4. A player is eligible to advance to National Championship competition if that player has played on that same team in at least three (3) matches through Sectional Championships. A maximum of one default received during local league competition or New England USTA League championships may be counted. A retired match shall count for all players involved.

### **2.4. Fees & Balls:**

2.4.1. Each player will be assessed a fee of \$20 upon registration on TennisLink.

2.4.2. The match fee per player per match is \$18.00

2.4.3. A standard Type 2 USTA approved ball shall be provided by the home facility or home team and is covered in the match fee.

2.4.4. Players must be prepared to pay the match fee by credit card, check or cash prior to playing the team match. The League Coordinator will provide a list of clubs and their accepted methods of payment.

### **2.5. 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.

#### **2.5.1. Adult 18 & Over and Adult 40 & Over Age Groups:**

2.5.1.1. A team consists of 8 players at the 3.0, 3.5, 4.0 & 4.5 and 4.5+ NTRP level. Teams must have a minimum of 8 players on their roster at their published NTRP level of play by the player registration deadline to be eligible as a valid team.

2.5.1.2. A team consists of 5 players at the 2.5 and 5.0+ NTRP levels. NTRP levels 2.5 and 5.0+ do not have an in-level requirement.

2.5.2. Adult 55 & Over and Adult 65 & Over, must have a minimum of 6 players on their roster eligible to compete as 3 pairs at their published NTRP level of play by the player registration deadline. The minimum NTRP Level for 6.0 is 2.5; 7.0 is 3.0; 8.0 is 3.5, 9.0 is 4.0 and the combined rating of the players may total less than, but not higher than the NTRP rating of the league. No more than 1.0 may separate the rating of the partners in each individual doubles match.

2.5.3. Mixed 18 & Over and Mixed 40 & Over; must have a minimum of 6 players (three men and three women) on their roster by the player registration deadline. The minimum NTRP Level for 6.0 is 2.5; 7.0 is 3.0; 8.0 is 3.5, 9.0 is 4.0 and the combined NTRP rating of the man and woman playing together may total less

- than, but not higher than the NTRP rating of the league. No more than 1.0 may separate the rating of the partners in each individual doubles team.
- 2.5.4. Failure to meet the deadline for player registration may render the team ineligible to participate in the current Championship year.
- 2.5.5. There are no in-level requirements for combined rating leagues.
- 2.6. **Timelines:** Deadlines for each of the following items will be published on the Eastern MA website. Refer to Regulation 1.7.
- 2.6.1. Team Commitment Form:
- 2.6.1.1. Commitment Form with a team deposit must be mailed to the League Coordinator by the date published on the Eastern MA website for each specific league.
- 2.6.1.2. The team deposit is non-refundable if the team drops out from EMA Local USTA League after submitting the Team Commitment Form.
- 2.6.1.3. The team deposit will be used to cover court fees for defaulted matches when the defaulting team does not pay at the time of the match.
- 2.6.1.4. Any team that has prior outstanding fees from local or championship events will not be eligible to participate in EMA Local USTA Leagues until their account has been reconciled.
- 2.6.2. Minimum Player Registration:
- In - level NTRP requirements must be met (refer to Regulation 2.5). Failure to meet the deadline for player registration may render the team ineligible to participate in the current championship year. Exceptions to the deadline may be approved by the League Coordinator.
- 2.6.3. Final Player Registration:
- This is the final date for players to register for a team on TennisLink. Exceptions to this deadline must be approved by the League Coordinator.
- 2.6.4. Local League Season:
- Matches cannot be re-scheduled after the end of the season unless approved by the League Coordinator. Any team that is not in contention by way of themselves or other teams they have yet to play can request a waiver from the League Committee to extend their make-up week to one week later than the designated make-up week.
- 2.7. **Attire:**
- 2.7.1. If a host club has dress code requirements those requirements must be adhered to by all players; home team and visitors.
- 2.7.2. If a host club does have dress code requirements it is the responsibility of the captain using the facility as a home court to notify all of their scheduled opponents of those requirements prior to the beginning of season play.

### 3. MATCH REGULATIONS

- 3.1. It is the responsibility of both captains to make sure the match time and location information is accurate.
- 3.2. The Home Team Captain must specify the court surface if the club has multiple surfaces and whether the match is to be played indoors or outdoors for each match position.
- 3.3. Team captains must exchange **line-ups** for their entire team simultaneously before the start of the first match. No substitution may be made in an individual match after the line-up exchange except for injury during warm-up. Captains must designate another player on the team to submit the complete line-up in their absence.
- 3.4. **Warm-up time limit:** 10 minutes, including serves begins at the scheduled time the match is to be played.
- 3.5. **Tardiness:** The point penalty system will be enforced with the late player(s) losing toss plus 1 game for each 5 minutes late. Penalties begin at the scheduled time of the match. The match is a default at 15:01 minutes late and considered a 6-0, 6-0 win for the player(s) present. If the player arrives after 5 minutes past the scheduled start time but before the default time, he is to receive a 5-minute injury prevention warm-up. Appeals of a defaulted match based on lateness must be in writing to the local grievance committee.
- 3.6. Players should determine before the start of the match whether to **change ends** on the odd games. USTA regulations state that if 1-person requests to switch on odd games, then all players will do so on that court. If players choose to not change ends on the odd games during the set then they will not change ends during any tiebreak.
- 3.7. **Curtains** on adjacent courts will be governed by club policy as to whether they are to remain open or closed.
- 3.8. Each match has a **time limit** of 1-1/2 hours. Match start time is no earlier than 6:30 pm and end time no later than 10:00 pm. 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.
- 3.9. **Coaching** is not allowed.
- 3.10. **Match Scoring Format:**

- 3.10.1. Scoring will be the best of two sets using no ad scoring with a 5 Point No-Ad Tiebreak (1st to 5 by 1) 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 in the 3rd set tiebreak; players will change ends of the court after the first point and every 4 points thereafter. In Mixed, when serving at deuce the serve is to the same gender.
- 3.10.2. Play will be continuous throughout the match. There is no rest after the 1<sup>st</sup> 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 sets may be taken if requested by any player on the court. A 10 point match tiebreak is considered to be a third set.
- 3.10.3. TennisLink requires a declared winner for every individual match played. Players must agree on a match winner prior to leaving the court. If the players cannot agree on the winner and neither team has a copy of the local regulations with them on the court, the match will be declared a double default.
- 3.10.4. If a facility has no extra time available after the 1-1/2 hour match time (3.6), a single point (deciding point) must be played to determine the winner of the match. The serving rotation will continue in order and the opponents can pick which side receives. In Mixed, the serving rotation will continue in order and the serve will always be to the same gender.
- 3.10.5. The home team and the visiting team are mutually responsible for confirming whether the club has 'extra time' or 'no extra time' before the start of the match. If neither captain exercises this responsibility and does not inform his/her team then the club match ending policy will stand.
- 3.10.6. If a match is interrupted before the club match ending procedure is applied then the home team will lose the match. The interruption of play must be caused by a person assigned to the court by the home club. The match will be scored as a retirement win for the visiting team.
- 3.10.7. **Determining the Winner of a Match by Counting the Sets.**  
Under no circumstances can match points be split. Play until time limit; finish any game and 5 Point No-Ad Tiebreak in progress at the bell (refer to Regulation 3.6)  
A game is considered in progress once the server has begun their normal service motion for the 1st point of the game.
- 3.10.7.1. **If playing 1st or 2nd Set when time expires:**
- If either team is ahead by 2 games, that team wins the set
  - If the games are tied or separated by one game, a 5 Point No-Ad Tiebreak is played to determine the winner of the set – if the club does not allow for extra playing time, then a single point (deciding point) is played (refer to Regulation 3.8.4)
  - If sets are tied, a 5 Point No-Ad Tiebreak is played to decide the match - if the club does not allow for extra playing time then a single point (deciding point) is played (refer to Regulation 3.8.4)
- 3.10.7.2. **If playing a 10 Point Match Tiebreak in lieu of a 3rd Set when time expires:**
- The player/teams will finish the match tiebreak to determine the winner of the match.
    - I. If either team is ahead by 2 points that team wins the match tiebreak and the match.
    - II. If the score is tied or separated by 1 point, a single point (deciding point) is played to decide the match tiebreak and thus the match.

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### **How to determine the winner of a match when the allotted match time (1 1/2hr.) runs out**

#### **EMA USTA League Match Ending Regulations for CLUBS WITH NO EXTRA TIME**

(Clubs which require all players to be off the court the minute the allotted match time is complete).

**Format:** 2 sets, if sets are split; 10 Point Match Tiebreak in lieu of 3<sup>rd</sup> set.

- 10 minute warm up/90 minutes total for match.
- No game counting to determine winner of incomplete match.
- No-Ad scoring.
- At 6-6 in set, play a 5 Point No-Ad Tiebreak.

**Play until end of match time limit. Finish any game or 5 Point No-Ad Tiebreak in progress.**

**One of the following scenarios will then apply:**

Score at time limit for "A" vs. "B"	Result
5-3	"A" wins the match
6-4, 0-2	"B" wins 2 <sup>nd</sup> set – play a single point (deciding point) to decide the match
6-1, 4-4 or 6-1, 4-3 or 6-1, 3-4	Play a single point (deciding point) to decide the 2 <sup>nd</sup> set – if "A" wins 2 <sup>nd</sup> set, then "A" wins match – if "B" wins 2 <sup>nd</sup> set, play a second single point (deciding point) to decide the match.
6-4, 3-0	"A" wins the match

7-6, 1-6	Play a single point (deciding point) to decide the match
6-3, 6-7, (5-3)	If playing the match tiebreak when time expires, player/team ahead by 2-points, wins. If tied in points or only one point difference, a single point (deciding point) is played to decide the match.

**For a single point (deciding point), serving rotation continues – for doubles, receiving team chooses which player will receive the deciding point. For singles, receiving player chooses which side to receive the deciding point. For Mixed, the receiver will always be the same gender as the server.**

### **EMA USTA League Match Ending Regulations for CLUBS WITH EXTRA TIME**

(For clubs who allow players to resolve the winner of an incomplete match after 90 minutes to use the following procedure).

**Format:** 2 sets, if sets are split; 10 Point Match Tiebreak in lieu of 3<sup>rd</sup> set.

- 10 minute warm up/90 minutes total for match. If early matches go long, time is added to 2nd match to equal 90 minutes total. All players on court must agree on end time.
- No game counting to determine winner of incomplete match.
- No-Ad scoring.
- At 6-6 in set, play a 5 Point No-Ad Tiebreak.

**Play until end of match time limit. Finish any game or 5 Point No-Ad Tiebreak in progress. One of the following scenarios will then apply:**

<b>Score at time limit for "A" vs. "B" (examples)</b>	<b>Result</b>
5-3	"A" wins the match
6-4, 0-2	"B" wins 2 <sup>nd</sup> set – play a 5 Point No-Ad Tiebreak to decide the match
6-1, 4-4 or 6-1, 4-3 or 6-1, 3-4	Play a 5 Point No-Ad Tiebreak to decide the 2 <sup>nd</sup> set – if "A" wins 2 <sup>nd</sup> set, then "A" wins match – if "B" wins 2 <sup>nd</sup> set, play a second 5 Point No-Ad Tiebreak to decide the match.
6-4, 3-0	"A" wins the match
7-6, 1-6	Play a 5 Point No-Ad Tiebreak to decide the match. A match tiebreak is not played unless it is already in progress before end of match.
6-3, 6-7, (5-3)	If playing the match tiebreak when time expires, the player/teams will finish the match tiebreak to determine the winner of the match.

#### **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 match results. EMA Local USTA 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.

#### **3.12. 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 grievance is filed for a match and captains have not complied with this regulation the League Committee can render the grievance null and void. 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 2<sup>nd</sup> 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.

3.12.1. If a match is disputed by the 2<sup>nd</sup> captain, that captain must notify the League Coordinator and provide the Match #, the disputed position, the names of the players involved and the match score. The League Coordinator will resolve the issue accordingly or direct it to the appropriate entity for resolution, such as the Grievance Committee or the League Committee.

3.12.2. If some positions of a match are not played or matches are started but not finished (ex: match had

to be stopped before the 1 1/2 hour time limit due to weather or unforeseen circumstances) on the same date, the finished matches should be entered on TennisLink. The positions that are unfinished or have not been played should be entered as a 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 match number, player names, position played, date played and match results to the League Coordinator. The League Coordinator will update the TennisLink score sheet.

- 3.12.3. A scorecard cannot be entered if the minimum number of individual positions played is not equal to the required number of individual positions required to constitute a valid team match. Examples include individual positions scheduled on different days or matches which are not completed as described in 3.12.2. 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 with dates that the other positions will be played. Once the match is complete the captains will enter and confirm the scores on TennisLink.

**3.13. For stoppage of play due to weather or other circumstances beyond the control of the players:**

3.13.1. Completed individual matches will stand as played and entered into TennisLink.

3.13.2. An incomplete match shall be continued by the same players and resumed at the exact point where it was discontinued – set, game, point, server, receiver, time in match remaining to play – as existed when play was interrupted. (Any point played was played in good faith. The point is counted and is never replayed.) If players are unavailable to continue the match on the rescheduled date then the individual match will be scored as either a retirement in favor of the team whose players are available, or a double default if both teams are missing a player. The positions that have not been completed or not played should be entered as a double default.

3.13.3. The home 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 all updates to the TennisLink score sheet.

**3.14. Match Cancellations, Defaults & Rescheduling Matches:**

3.14.1. Each captain is responsible for confirming any changes to their match schedule times, as soon as it is known, with their respective clubs.

3.14.2. For all communications a message left by voice mail or by email does not constitute contact until it is confirmed by the visiting team captain. It is the responsibility of both captains to ensure that two-way communication is completed. Failure to notify or confirm any change may result in a default.

3.14.3. In the event a team has to default a position(s), it is the responsibility of the captain, or their designated person to notify the opposing team captain 48 hours before the scheduled time of their match. The team captain/designated representative of the defaulting team(s) must notify the facility at which the match is scheduled to be played, 48 hours before the scheduled time of the match.

- Failure of the defaulting team to comply with this procedure will render the team responsible for the total cost of the court time.
- The non-defaulting team does not have to be present to receive credit for the win.
- 100% of the defaulted court fees due must be paid to the club at the time of the match.
- If the non-defaulting team decides to use the court they will pay 50% of the court fee and the defaulting team will be responsible for the 50% balance.

3.14.4. If the defaulting Team does not pay the club at the time of the scheduled match:

- The club will notify the League Coordinator and the League Coordinator will pay the club directly for the court fee from the defaulting Team Commitment deposit.
- The defaulting team will be responsible for replacing the court fee amount by mailing a check to the League Coordinator before their next scheduled match.
- If the defaulting team does not comply, they may be rendered ineligible to compete in USTA League.

3.14.5. 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. Matches may be re-scheduled prior to the makeup week when agreed upon by both captains.

3.14.6. Make up matches are allowed only for scheduled matches that are affected by specific holidays, weather extenuating circumstances and approved contract time conflicts. Holidays include: Yom Kippur (if falls on Sat or Sun), Rosh Hashanah, weekend prior to Columbus Day, Halloween (if falls on Sat or Sun), weekend following Thanksgiving Day, Christmas, New Years, Martin Luther King weekend, February and April School Vacation, Easter weekend, Passover, Memorial Day and July 4<sup>th</sup> week.

3.14.7. If a match is scheduled to be played outdoors and must be cancelled due to weather or for any other

reason, including holidays the match may be rescheduled outdoors and indoor courts must be secured for the same date. Both captains must agree on the date in advance of the make up match. The home team captain must notify the League Coordinator and provide the match number and the make-up date within one week after the original scheduled match date.

- 3.14.8. Be aware of weather conditions in advance and communicate with visiting captains in order to arrive at a mutual agreement regarding any match start times or match location changes etc. A decision to cancel a match due to severe weather should be made 2 hours before the scheduled match time. If the visiting team has available indoor courts, and both captains agree, the match could be played at the visiting team's courts. If the home captain does not feel it is in the best interest for their team to play at the visiting team's courts, the match has to be re-scheduled at a mutually accepted time.
- 3.14.9. When a match is cancelled and must be re-scheduled, notify the League Coordinator within one week of the scheduled match date with the date, time and location of the re-scheduled match. All matches must be completed by the designated make-up week. Any team that is not in contention by way of themselves or other teams they have yet to play can request a waiver from the League Committee to extend their make-up week to one week later than the designated make-up week.
- 3.14.10. All positions of a team match do not have to be played at the same time. 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. The League Coordinator should be contacted if the captains are unable to agree upon a mutual date.

#### 3.15. **Electronic Devices:**

- 3.15.1. 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.
- 3.15.2. A point is lost each time a device rings during match play.
  - 3.15.2.1 If a device rings during play, the point is awarded to the opponent.
  - 3.15.2.2 If a device rings 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 League 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 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 Grievance Committee is made up of 3 members and does not include a 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) may jeopardize the team's participation in the EMA Local USTA League for the next championship year. National Regulations will apply to full team defaults. The League Committee reserves the right to decide on any exceptions.
- 5.1.2. Any team that defaults more than 5 positions in one season may jeopardize their participation in the EMA Local USTA League for the next championship year. The League Committee reserves the right to decide on any exceptions.
- 5.1.3. A team that cannot field enough positions to win a team match on the scheduled match date must reschedule its match and may only play the number of positions required to win the match. Adult 18 & Over and Adult 40 & Over teams require 3 positions. All other Divisions and Age Groups require 2 positions. The positions that are not played as a result of the reschedule will be awarded as 6-0, 6-0 default(s) to the opponent.
- 5.1.4. Positions must be defaulted from the bottom up.
  - Singles: The #2 singles must be defaulted before the #1 singles may be defaulted
  - Doubles: The #3 doubles must be defaulted before the #2 doubles and the #2 doubles must be defaulted before the #1 doubles.

NTRP levels 2.5 and 5.0: The same principle applies where the default order begins with the singles position or the lowest doubles position.

5.1.5. 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 out of order. Action may be taken against the team captain, which may result in losing his/her position as team captain. The League Committee reserves the right to decide on the exceptions, exceptions, restrictions or penalties.

5.1.6. If the #2 and #3 doubles teams (3.0, 3.5, 4.0, 4.5 and 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 #3 doubles team has warmed up and started play. The same principles apply for leagues with a different number of courts. The League 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, and heat related condition or cramping. If the match does not resume play after 3 minutes the player (singles) or the pair (doubles) may be defaulted and the match will be recorded as retired.

5.2.2. If a player is injured 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 2.04 and USTA New England Sectional Regulations. The USTA New England Sectional office will notify the disqualified player and his/her captain when the player has received three strikes. Refer to USTA League 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](http://www.ustanewengland.usta.com) USTA Leagues/Championships.

7.2. Each Adult 18 & Over and Adult 40 & Over team and Mixed 18 & Over 7.0 and 8.0 team that has been invited to play in the (District) Championships must accept the invitation by email within 5 days from 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 date requested by the Tournament Director.

7.3. A player must have played a minimum of 2 matches (1 default may count) 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 positions won determines the flight winner of the local season. In the event of a tie at the end of the local season, the winner will be determined as follows:

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

The following procedure will be applied should the 1st or 2nd place team (from a flight of 5 or more teams), the 1st place team (from a flight of 4 or fewer teams) decline to compete at the (District) Championships; The decision to select a wildcard is applied when the addition of a wild card team enhances a championship schedule. The Championship Committee reserves the right to add wildcards at any NTRP level. All wildcards must be approved by the Section League Coordinator.

7.6. The first place team from each level at the Adult 18 & Over and Adult 40 & Over District Championship will be invited to play in the Sectional Championships. The first place team from each NTRP Level and gender in the Adult 40 & Over will advance to Nationals, except the Adult 40 & Over 3.0, 3.5 and 4.0 women. Four teams will advance from the Adult 40 & Over Championships to compete at a Play Off. The winner of the Play Off at each NTRP level will advance to National Championships. The team advancement process for the Mixed 18 & Over 7.0 and 8.0 levels at the District Championships is described in the USTA League Championship Regulations. Each team will compete in a flight at the District Championships. The winner of each flight will



advance to the Mixed 18 & Over Sectional Championships. Wild cards will be added as deemed necessary and with the intent to field a full complement of 16 teams for each of the 7.0 and 8.0 levels at Sectional Championships.

## **8. SECTIONAL and NATIONAL CHAMPIONSHIP PLAY**

- 8.1. Sectional sites and dates can be found on [www.newengland.usta.com](http://www.newengland.usta.com) select USTALeague/Championships.
- 8.2. Each Adult 55 & Over, Adult 65 & Over, Mixed 40 & Over and Mixed 18 & Over 6.0 and 9.0 team that has been Invited to play in the Sectional Championships must accept the invitation by email within 5 days from the end of the local league season. Any team qualifying during a make-up period must accept their invitation immediately following and no later than 12 hours of their last match or by a date requested by the Tournament Director.
- 8.3. A player must have played a minimum of 2 matches (1 default may count) 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) of each flight of 5 or more teams qualify to play in the Sectional Championships, based on the points accumulated throughout the season. Most individual positions won determines the flight winner of the local season. In the event of a tie at the end of the local season, the winner will be determined as follows:
  1. Fewest sets lost
  2. Fewest games lost
  3. Head to Head
  4. Coin TossThe following procedure will be applied should the 1st or 2nd place team (from a flight of 5 or more teams), the 1st place team (from a flight of 4 or fewer teams), or any of the four qualifiers from a Local League playoff decline to compete at the District Championships; The decision to select a wildcard is applied when the addition of a wild card team enhances a championship schedule. The Championship Committee reserves the right to add wildcards at any NTRP level. All wildcards must be approved by the Section League Coordinator.
- 8.6. The first place team from each level at Sectional Championships will qualify to play at the National Championships.
- 8.7. In order to advance to National Championships a player must have played a minimum of 3 matches (one default counts toward the total). Retirements count as a match played.
- 8.8. A first-place Sectional Championship team 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; 2 players in the Adult 18 & Over 2.5 and 5.0+ in all Age Groups of the advancing Division, who were on the final roster after local league play on any single team for the following league championship season. Any player, who did not participate in a minimum of 3 matches match during the Championship Year, including defaults received, is excluded from the 2.06A Move Up Split Up USTA League (National) Regulation.

## **9. CAPTAIN RESPONSIBILITIES**

- 9.1. Captains must always display good sportsmanship before, during and after matches, and encourage good sportsmanship of players.
- 9.2. Captains or designated representatives of the team, will attend all local league meetings. The captain listed on the TennisLink roster is the primary contact for the team. This should be the person who can make decisions confirming the team has a full lineup for the match and can make decisions regarding rescheduling of matches.
- 9.3. Review match schedules when notified of TennisLink publication. Each captain must confirm the date and time of all scheduled home court matches with the club or hosting facility within 72 hours of receiving e-mail notification of the schedules from the League coordinator. Notify the league coordinator immediately if an error has been made.
- 9.4. At least 48 hours before each match, home captains and visiting captains are both responsible for confirming the date, time, location and the contact information of a team member in the event the designated captain is not available. Each captain will retrieve contact information for other captains in their flight by logging in to TennisLink, navigating to their team page, and then clicking on the Captain's Report tab.
- 9.5. Captains should inform their players to agree on a clock with the opponents to determine the end of a match.
- 9.6. Provide all team members with a copy of the EMA Local USTA League Rules (Regulation 1.2) and direct them to the New England Sectional web-site, <http://www.ustanewengland.com>, for the Sectional and National Regulations.