

USTA LEAGUE COMMITTEE
NORTHERN INDIANA DISTRICT/USTA/MIDWEST SECTION
FORT WAYNE AREA LOCAL USTA LEAGUE RULES
2018

Player Agreement: All players participating in the USTA League Program, as a condition of their participation, agree to abide and be bound by the USTA Code and Constitution, By-Laws and Regulations: the 2018 USTA League Regulations, USTA/Midwest Section Standing Orders, NINTA Fort Wayne Local League Rules, and the standards of ethical conduct, fair play, and good sportsmanship.

Player Eligibility: All team members must be members of the USTA and have reached the age of 18 years by December 31, 2018, for Adult 18 & Over, Mixed 18 & Over, Combo and Tri-Level Leagues. All team members must be members of the USTA and have reached the age of 40 years by December 31, 2018, for Adult 40 & Over and Mixed 40 & Over Leagues. All team members must be members of the USTA and have reached the age of 55 years by December 31, 2018, for Adult 55 & Over Leagues.

1. All players must have a current NTRP rating or self-rate according to the guidelines as determined by prescribed methodology. If a player is DQ'd midseason, he/she may elect to join another team at the higher NTRP level, up to 14 days before the last scheduled match of the league season.
2. Each player must have a TennisLink player number for each team on which the player is playing on before match play. Players may register on only one roster per level of each division, including Adult 18 & Over, Adult 40 & Over, Adult 55 & Over, Mixed 18 & Over, Mixed 40 & Over, Combo and Tri-Level.
3. All players must play a minimum of two (2) matches with only one default counting on the same team during the local league season to qualify for Playoffs, District, State and/or Section Championship level. A maximum of one default received by a player during the local league season shall count for advancing.

Teams, Competition, and Scoring:

1. Team Composition: A team will consist of a minimum of eight (8) eligible players for the Adult 18 & Over 3.0, 3.5, 4.0, 4.5, and for the Adult 40 & Over 3.0, 3.5, 4.0 and 4.5+. A minimum of five (5) eligible players for the Adult 18 & Over 2.5 and 5.0+. A minimum of six (6) eligible players for the Adult 55 & Over and a minimum of six (6) players with 3 being Men and 3 being Women in Mixed 18 & Over and Mixed 40 & Over. A minimum of six (6) for Combo and Tri-Level, Players may be added to a team no later than two weeks before the end of the local league season.
2. Round Robin Format: Each NTRP level within a local league will play at least one round-robin competition wherein every team plays every other team. Any NTRP level may be divided into flights and each team will play every other team in its flight. The flight winners may enter a playoff structure to establish a local league playoff for that NTRP level. Any NTRP level with only two or three teams is required to play a minimum of three matches. Only one local team will advance to the District Championship.

3. Team Strategy: Teams are not required to field players in the order of strength.

4. Team Match: Each team match in the Adult 18 & Over and the Adult 40 & Over League Type will consist of two singles matches and three doubles matches. The exceptions are Adult 18 & Over - 2.5 and 5.0+ levels, which will consist of one single and two doubles matches. Adult 55 & Over, Mixed 18 & Over, Mixed 40 & Over, Combo & Tri-Level will have matches consisting of three doubles.

5. Courts: All teams will play at the courts reserved and scheduled by the District or Local League Coordinator. In the event of a match that is rescheduled, through Rule 15 the home team is responsible for notifying the club. Every effort should be made to play the re-scheduled match at the facility that it was originally scheduled for. Weather-related rescheduled matches will be scheduled by the district.

6. Team Lineups: The team captains, or designated captains, must exchange their team match cards simultaneously prior to the beginning of the team match. Therefore, both team captains should bring a printed scorecard obtained from TennisLink and the line-ups must be completed before arrival at the scheduled courts. No substitution may be made in an individual match after the lineup has been presented, except for injury to, illness of, or disqualification of a player, prior to the start of such match and except under such further circumstances as the section authorizes. Substitution will be at the same position as the injured/ill/disqualified player only. The initial line-up will stay as is except for that position. If the substitution is made during the warm-up, the substitute player is entitled to a five (5) minute warm-up. Home Team Captains will be responsible for getting teams onto the appropriate courts.

7. Lateness: The lateness penalty clock (facility clock if available or clock agreed to by both Captains) starts at the time the match has been scheduled, the court is available, and a player has not arrived. Five (5:00) minutes or less equals loss of toss plus 1 game. Five (5:01) to ten (10:00) minutes equals loss of toss plus two games. Ten (10:01) to fifteen (15:00) minutes equals loss of toss plus three games. Over fifteen (15:01) minutes equals court default. A player is deemed to have arrived when the player checks in at the designated area, (court or balcony based on court availability) and is properly clothed, equipped, and ready to play.

a. Exception for Mixed and Combo Doubles: A player that is on court playing in a league match can be in the line-up in the next round of matches at the same facility, without penalty. The other courts for the later match will be called first and the opposing team will wait for their opponent to complete the previous match to begin play on that court. No lateness penalty will be assessed to the player that was on court playing a match at a different level when their next match was called to the court. However, the player delayed by previous match must report to the court to start the next match as soon as possible. There is no accommodation for rest between matches in this instance.

8. Defaults:

a. If a player fails to appear, this is a default. Scoring will be a 6-0, 6-0 win for the player (doubles team) receiving the forfeit and a 0-6, 0-6 loss for the player (doubles team) that forfeited the match. In the event of a forfeit by both opposing players (teams), both sides will be given a 0-6, 0-6 loss and neither receives credit for a win.

b. Adult 18 & Over 3.0-4.5 and Adult 40 & Over 3.0, 3.5, 4.0 & 4.5+ NTPR Levels must have a minimum of four eligible players available to play or the entire match must be defaulted. A team may default a maximum of two positions in a match without defaulting the entire match. # 2 Singles must be defaulted before #1 Singles. No. 3 Doubles must be defaulted before No. 2 Doubles. Adult 18 & Over 2.5 and 5.0+ NTRP levels must have a minimum of 3 eligible players available to play or the entire match must be defaulted. A team may default a maximum of one position in a match without defaulting the entire match. Either the No. 2 Singles or the No. 2 Doubles may be defaulted. Adult 55 & Over, and Combo NTRP Levels must have a minimum of 4 players who are eligible to combine and are available to play without defaulting the entire match. Mixed 40 & Over must have a minimum of 4 players (2 women and 2 men) who are eligible to combine and are available to play without defaulting the entire match. A team may default a maximum of one position in a match without defaulting the entire match. The No. 3 doubles must be defaulted.

c. Whole Team Default: A whole team default will result in a warning being issued, avoiding a sanction, provided the defaulting captain contacts the League Coordinator AND the opposing team captain, prior to the scheduled match. Each team will only be allowed one warning per season. A sanction will automatically be issued to any team that neglects to notify both the League Coordinator

and the opposing team captain, or on the second occurrence of a total team default. The Defaulting Team will be charged \$50.00, which if unpaid by the end of the regular season, will result in the Defaulting Team Members being suspended from any further Local League play, or advancement to District, State, Section, or National play from the current season, until the fee is paid.

9. Scoring of Retirement: In case of a retirement after commencement of a match, the non-retiring player (doubles team) shall be credited with such number of additional games as would have been won if the match was completed and the non-retiring player (doubles team) won every subsequent game.

10. Match Format: All matches shall be the best of three sets, with regular scoring and a Set Tie-Break at six-all in each set. In the event of split sets, a Match Tie-Break (first to 10 win by two) shall be played in lieu of a third set with no rest period or coaching allowed.

11. Continuous Play: The continuous play rule will be in effect regardless of the format, no break after the first game of the set. Teams will change ends and complete the second and third game of the first set before a break is permitted. Amount of time allowed at game changeover is 90 seconds.

12. Coaching and Rest Period: No coaching will be allowed during the entirety of the match. There is a two-minute break between the second set and either the third set or the match tiebreaker.

13. Warm-up: Ten-minute warm-up only.

14. Inclement Weather:

Weather reschedules must be completed or played before the end of the local league season. The home captain must contact the District & Local League Coordinator within 48 hours of the postponed match and notify the coordinator to prevent the potential of a forfeit being recorded. Matches shall be rescheduled at the original site whenever possible and as soon as possible.

Rain/Lightning interruptions:

A. If play has begun:

1. Matches (*all courts*) in progress shall be stopped, the current score recorded by captains.
 - a. The written score should include what player is serving and from which side of the court.
2. Matches may resume if the rain is short and the courts can dry quickly.
3. If play can resume, players are allowed a 5-minute warm-up before restarting the match.
4. The match will continue from the scores written down by captains.
5. If the match cannot resume, both captains should keep the written details of the incomplete match.
6. Line-ups cannot be altered (*same players must come back*) for the rescheduled match.
7. Captains should work together to find an acceptable date to resume the match. This should occur within two weeks or sooner if near the end of the season.

B. If play has not begun (*rain occurs sometime before the scheduled match*):

1. The home team captain shall contact the visiting captain to advise him/her of weather conditions.
2. If the visiting captain is not notified by the home team Captain, the former shall arrive at the designated site with his/her team and be prepared to play the match.
3. Both captains must agree on the new match time and place. Rescheduled matches shall be played at the original site whenever possible. However, if an alternate location is available on the scheduled date, teams are encouraged to play at the alternate location as a first option.

15. Rescheduled Matches (Non-Weather related): Every effort should be made to play each match on the scheduled date, time and location. If a team cannot field a correct amount of players for a match, the Captain may ask the opposing Captain to reschedule the match. The opposing Captain has the option to agree or decline

a rescheduling of the match. If the Captain refuses to reschedule, then the match must be played as scheduled. If the opposing Captain agrees to reschedule, then both Captains need to notify the District League Coordinator and Local League Coordinator as soon as possible. It is the responsibility of the captains to contact the facility where the match was scheduled and to find an alternate time and date for the match to be played. The match needs to be rescheduled before the end of the league season, and the Home Team should also notify the League Coordinator and Local League Coordinator of the reschedule date, time and location of the match. Rescheduling matches should not be requested on a regular basis.

16. Team Scoring: The team winning the majority of individual matches will be awarded ONE team point for winning the match. Team match points will be accumulative. Ties at the conclusion of the league season will be broken by the 2018 USTA League Tennis Regulation 2.03H(1)-2.03H(5)

17. Score Cards: At the completion of the match, the official scorecards must be signed by both captains and/or designees, to verify the scores are correct. The winning captain, or designated captain, will be responsible for recording the match scores on the TennisLink website within 48 hours of the match completion. The losing captain, or appointed captain, will be responsible for confirming the correct scores have been entered on TennisLink website within 48 hours. If a captain believes incorrect scores have been entered they should contact their District League Coordinator for any further review and or action. All captains should keep a copy of the match scorecards until the end of the league season.

18. Failure to Report Scores: All match scores must be reported within 48 hours of the completion of the match. Failure to report the match scores could result in the following consequences:

- a. A written warning issued to both teams for the first offense,
- b. Loss of all matches for all subsequent violations,
- c. Match results will still be used to generate player-dynamic-ratings.

19. League Fee Refunds: There will be NO League Fee Refunds.

20. Team Advancement Fee's: As NIN pays all of the advancement fees for teams advancing to the District, State, and Section level playoffs, and as the Midwest Section issues a fine of \$100.00 to a team that does not field a full team at the playoff level. The team that does not field an entire line-up at a playoff match will be responsible for the \$100.00 fine. If the fine is not paid to NIN, the offending team members will be suspended from further NIN USTA League play until the fine is paid in full.

Grievance Procedure/NTRP Complaints:

1. A grievance is an allegation that a violation of a local, section, or national 2018 USTA League Regulation has occurred. The complaint is filed under the guidelines of Regulation 3.00 Grievance Procedures.
2. All captains and players should read and be familiar with USTA League Regulations, the Code, the USTA/Midwest Section Standing Orders and the Ft. Wayne Local League Rules.

To view the latest Midwest and National Rules and Regulations, visit:

http://www.northernindiana.usta.com/adult/usta_league/

They can be found on the right side of the page.

Contacts:

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