



2013 LEAGUE RULES AND REGULATIONS

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OAHU DISTRICT TENNIS ASSOCIATION LEAGUE RULES AND REGULATIONS

MAJOR CHANGES FOR 2013

The USTA League Program has been restructured and will be implemented in 2013. It is composed of two Divisions: Adult and Mixed. The age groups for play at the National Level are now called "League Types", and include 18 & Over, 40 & Over, and 55 & Over for the Adult Division and 18 & Over and 40 & Over for the Mixed Division.

1. ODTA Leagues Only. The non-winning teams in the Flight Playoff semi finals will playoff for 3rd and 4th place. *Refer to ODTA Reg. 26d.*
2. The captain or designee of the winning team shall report scores within **48 hours** of the day the last individual match of the team match is played. If a team match is completed on Saturday, scores must be reported in TennisLink by Monday.
3. Changes 5.0 NTRP level to 5.0 Plus (+) NTRP level in Adult Division, 18 & Over League Type and changes 4.5 NTRP level to 4.5 Plus (+) NTRP level in Adult Division, 40 & Over League Type. *Refer to ODTA Reg. 2 & USTA Reg. 2.01A*
4. Allows all Plus (+) NTRP level team rosters to include up to two players from the next higher NTRP level. *Refer to ODTA Reg 10 & USTA Reg. 2.01A*
5. Requires Plus (+) players to always play in the #1 position, either #1S or #1D. Only one 5.5 rated player may play in an 18 & Over 5.0+ team match; both 5.0 rated players may play in a 40 & Over 4.5+ team match. *Refer to ODTA Reg 10 & USTA Reg. 2.01A*
6. Requires players in the Adult 55 & Over League Type to meet the same match requirements to advance to all championship levels below Nationals as players in the Adult 18 & Over and Adult 40 & Over League Types. *Refer to USTA Reg. 2.03A(3)*
7. Move-Up/Split Up. Requires Adult 55 & Over League Type to comply with this Regulation. Also, adds "or lower NTRP level" to prevent more than three (two for 2.5 and 5.0+) National Championship players from any team or combination of teams to combine and form a new team at the same or lower NTRP level. **Note: This will apply to 2012 National Championship teams in the Adult and Mixed Doubles Divisions whose players combine to form new teams in the 2013 Adult 18 & Over and Mixed 18 & Over League Types.**
For 2013 ONLY, this will not apply to new teams that form in the Adult 40 & Over and Adult 55 & Over League Types. *Refer to USTA Reg. 2.06A*
8. Adds a one year time limit to filing an Administrative or National League Grievance. Requires that any grievance against a Sectional League Coordinator be filed in writing with the Section League Committee, that the decision of the Section League Committee is final and binding, and sets a one year time limit for filing such a grievance. *Refer to USTA Reg. 3.03A (2-4)*
9. An NTRP Grievance Committee may: 1) Adjust ratings and reverse matches for an "inaccurate" and "inappropriate" self-rating. (Terms "inaccurate" and "inappropriate" defined in Glossary); 2) Impose penalties only for an "inappropriate" self-rating; 3) Impose penalties against the player, captain and others who condoned or acted on behalf of the player who has an "inappropriate" self-rating. *Refer to USTA Reg. 3.03 E(1)a*
10. If any Adult League Type consists of only two teams in a level of play, each team must maintain its roster with at least 60 percent of its players at the designated NTRP level of play. **The Adult 55 & Over League Type will not be required to comply with this Regulation.** *Refer to ODTA Reg.10*

LEAGUE RULES AND REGULATIONS

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OAHU DISTRICT TENNIS ASSOCIATION LEAGUE RULES AND REGULATIONS

1. **Applicability.** The USTA League Regulations, as supplemented by the Hawaii Pacific Section (HPS) League Tennis Regulations, and The Rules of Tennis and Tournament Regulations shall apply to all matches played in the Oahu District Tennis Association (ODTA) League Tennis Program (Program) except as modified herein.

All matches played without officials shall observe the USTA official publication *THE CODE*.

2. **Local League.** The Program consists of the following divisions: Adult, Mixed, and Ekolu.

Division	League Type	League Format	NTRP Levels
Adult	18 & Over	1 – Singles; 2 – Doubles	2.5, 5.0+
	18 & Over	2 – Singles; 3 – Doubles	3.0, 3.5, 4.0, 4.5
	40 & Over	2 – Singles; 3 – Doubles	3.0, 3.5, 4.0, 4.5+
	55 & Over	3 Doubles	6.0, 7.0, 8.0, 9.0
Mixed	18 & Over	3 Doubles	2.5, 6.0, 7.0, 8.0, 9.0 10.0
	40 & Over	3 Doubles	6.0, 7.0, 8.0, 9.0
Ekolu	18 & Over	1 – Men's Doubles; 1 – Women's Doubles; 1 – Mixed Doubles	6.0, 7.0, 8.0, 9.0

3. **USTA Membership.** All individuals who compete in the Program must be current USTA members in good standing for the league season as defined by the HPS. Any individual who progresses to championship level must be a current member through each championship progression.
4. **Registration.** TennisLink is the official system for registering teams and players for the Program. All teams must register by completing a team roster using the TennisLink system. The deadlines for Team Registration, Minimum Roster and Player Registration will be communicated in the League Timeline on the ODTA website: www.oahu.usta.com. The Player Registration deadline is: 6pm on the day before the league start date. A player's name must be added to the roster (using TennisLink) prior to the player's participation in a team match. Players may not be added to the team roster during District flight play-offs or at any championship.

Transferring Players. Players may not be transferred from one team to another after the minimum roster deadline, unless approved by the District League Coordinator (DLC).

Refund. Partial refunds of league fees will be issued provided the request is made on or before the Player Registration deadline.

5. **Adding Players.** Players may be added to a team roster after the player registration deadline during league competition (not District flight play-offs or Ekolu or Section championships) if the number of players on the team permanently falls below the minimum number due to injury or other unforeseen and extenuating circumstance provided approval to do so is given by the Section League Coordinator (SLC) and the chair of the Section Adult Leagues Committee. The captain of said team shall notify the Local League Coordinator (LLC) immediately; the LLC will inform the SLC.
6. **Entry.** A player with a current NTRP computer rating must use that rating to enter the Program. A player without a computer rating must self-rate to enter the Program. A player with a (M)ixed rating is

required to self-rate or use a valid (C)omputer or (B)enchmark rating from a previous year to participate in the Adult Division. A player with a (T)ournament rating is required to self-rate or use a valid (C)omputer or (B)enchmark rating from a previous year to participate in the Adult or Mixed Divisions. Players with expired ratings will not be allowed to self-rate at a lower level than their last valid NTRP rating. However, they will have the opportunity to file a self-rate appeal.

Any player who is 70 years of age or older prior to, or during, the calendar year in which such player plays his or her first local league match and has achieved the same rating level or lower for his or her three most recent year-end ratings, without benefit of appeal of the player's year-end rating, will be granted an appeal if promoted. (This includes a championship (B)enchmark rating. See *USTA Reg 2.07*). The appeal must be submitted to the Sectional League Coordinator or designee.

Self-Rate. Players who do not have an NTRP published level on file in TennisLink shall self-rate in accordance with the National Tennis Rating Program (NTRP) Computer Rating System Procedures and declare their self-rating on TennisLink when registering for a team. Players who self-rate shall do so only after reading the National Tennis Rating Program and General Characteristics of Various NTRP Playing Levels and completing the self-rating portion of TennisLink.

Ekolu League - For Players Ages 18 - 30 with High School Varsity or College Experience. Notwithstanding the self-rate system on TennisLink, a player who is between the ages of 18 and 30 (a player who makes 31 during the calendar year in which Ekolu is played is not subject to this regulation) who is self-rating for Ekolu and has not played in Adult or Mixed Divisions during the same year as Ekolu shall self-rate no lower than the following:

- a) College or Junior College level. If a player was on the roster of their college or junior college tennis team, that player may not self-rate below 4.0.
- b) High School Varsity level. If a player was on the roster of their high school tennis team, that player may not self-rate below 3.5.

If a player subject to this regulation self-rates himself or herself incorrectly, the Local League Coordinator (LLC) shall inform the player and captain of the minimum rating required by this rule. The player may not play in Ekolu League until a new rating is requested and confirmed by the LLC. However, the match results from any matches prior to such notice shall stand.

7. **NTRP Disqualification and Disqualification Review Procedures.** *Refer to HPS League Regulations.*

8. **Player Participation.** A player may play only one NTRP level above the player's current NTRP level in the Adult 18 and Over and Adult 40 and Over league types. A player may play in more than one NTRP level within the Adult 55 and Over league type, and the Mixed and Ekolu divisions in the same local league during the same season.

A player may play on only one team in an NTRP level within a league type in the same local league during the same season. Further, a player may play on more than one team within a league type at the same NTRP level in the same season provided they are in separate local leagues.

Players who qualify for Section level competition within a league type in more than one NTRP level may represent teams in different NTRP levels at the Section championships. However, the Championships Committee will not make special scheduling accommodations for players playing in more than one NTRP level in the same competition.

Players who qualify for Section level competition within a league type at the same NTRP level in separate local leagues must choose which team they will represent at the Section championships. If the player does not communicate his or her choice, the first team the player plays for at Section championship at the same NTRP level becomes the player's team and any play on another team at that same level results in a disqualification. However, said player may choose to play on the other team at the next championship level should this team advance beyond the Section championship.

9. **Team Captain.** Each team shall appoint a team captain to handle administrative affairs and to represent the team in ODTA League Tennis matters. The captain or acting captain (designee) shall be present at every match. Captains or designees of winning teams shall be responsible for entering scores on TennisLink. Captains of teams designated as the “home team” shall provide the balls for the match.
10. **Team.** A team shall consist of players eligible to compete at a specific level of competition in accordance with the table below.

Division	League Type/ Levels of Play	Min./Max No. Players	Gender	Player NTRP Rating Level
Adult	18 & Over 3.0, 3.5, 4.0, 4.5	8/16	Same Gender	Current NTRP level and/or up to one level above the player's current NTRP level.
	18 & Over 2.5 & 5.0+	5/16		Player's NTRP rating level shall not exceed the team NTRP level except 18 & Over 5.0+ and 40 & Over 4.5+.
	40 & Over 3.0, 3.5, 4.0 & 4.5+	8/16		<ul style="list-style-type: none"> The 18 & Over 5.0+ level may have up to two 5.5 rated players on a team roster. The 40 & Over 4.5+ level may have up to two 5.0 players on a team roster. <i>See restrictions below.</i>
	55 & Over 6.0, 7.0, 8.0 & 9.0 (combined)	6/14	Same Gender	Combined NTRP rating levels of partners shall not exceed team NTRP level. NTRP difference between partners shall not exceed 1.0
Mixed	18 & Over 2.5 (straight)	6/14	Men and Women	Player's NTRP rating level shall not exceed the team NTRP level.
	18 & Over 6.0, 7.0, 8.0, 9.0 & 10.0 (combined)	6/14	Men and Women	Combined NTRP rating levels of partners shall not exceed team NTRP level. NTRP difference between partners shall not exceed 1.0
	40 & Over 6.0, 7.0, 8.0, 9.0 (combined)			
Ekolu	18 & Over 6.0, 7.0, 8.0 & 9.0 (combined)	6/14	Men and Women	

18 & Over 5.0+. Only one 5.5 level player shall be allowed to play in a team match and shall be required to play in the #1 position, either singles or doubles.

40 & Over 4.5+. Both 5.0 level players may participate in a team match and may only play in the #1 position, either singles or doubles.

Two Team Leagues. If an Adult Division league consists of only two teams in a level of play, each team must maintain its roster with at least 60 percent of its players at the designated NTRP level of play. The **Adult 55 & Over League Type will not be required to comply with this regulation.**

11. **Age Requirement.** Each player shall have reached the required minimum age prior to or during the calendar year in which such player plays his/her first local league match.
12. **League Fee.** Current fee for each league will be posted on the ODTA website at www.oahu.usta.com.
13. **Competition Format.** Each NTRP level within a league shall 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 shall play every other team in its flight. A flight may be divided into top and bottom sub-flights if the league is looking for more match play but does not have sufficient time for a second full round robin segment. When sub-flights are used, the top teams will enter into a sub-flight round robin playoff to determine the team(s) that will advance to the next level of competition and the bottom teams will play an accommodation sub-flight round robin (refer to Addendum I). Any NTRP level with only two or three teams are required to play a minimum of three matches.
14. **Individual Match Scoring.** Best of two sets, regular scoring, set tiebreak (first to 7 by a margin of 2) at 6-all, with a match tiebreak (first to 10 by a margin of 2) in lieu of a third set. The switching of sides for service during any tiebreak shall follow the Coman TieBreak Procedure.

Under the Coman TieBreak Procedure, players change sides after the first point and after every four points thereafter.

15. **Team Match and Scoring.** A team match will consist of the matches as shown in the table below.

Division & League Type	Team Match	Team Point Awarded For
Adult 18 & Over 3.0, 3.5, 4.0, 4.5, 5.0	2 Singles, 3 Doubles	3 Individual matches won
Adult 18 & Over: 2.5, 5.0+	1 Singles, 2 Doubles	2 Individual matches won
Adult 40 & Over	2 Singles, 3 Doubles	3 Individual matches won
Adult 55 & Over	3 Doubles	2 Individual matches won
Mixed 18 & Over		
Mixed 40 & Over		
Ekolu	One men's doubles, one women's doubles, one mixed doubles.	2 Individual matches won

A team winning the majority of individual matches shall be awarded one team point. The team with the most team points shall be entitled to advance to the next level of competition. In the event of a tie, the tie will be broken by the first of the following procedures that does so:

- a) Head-to-head. Winner of head-to-head match.
- b) Individual matches. Winner of the most individual matches.
- c) Sets. Loser of the fewest number of sets.
- d) Games. Loser of the fewest number of games.
- e) Coin toss.

When there are more than two tied teams, procedures b) through d) shall apply to only the head-to-head matches played by the tied teams. If the tie still exists, then procedures b) through d) shall apply for all matches (including the head-to-head matches) played by the tied teams. If a tie still exists, procedure e) shall apply.

When two or more full-flight round robins are played, procedures b) through d) shall apply to the combined match results of the head-to-head matches played by the tied teams. If the tie still exists, then procedures b) through d) shall apply for all matches (including the head-to-head matches) played by the tied teams. If a tie still exists, procedure e) shall apply.

When a sub-flight playoff round robin is played, the combined match results of the head-to-head matches of the tied teams from the sub-flight playoff will be used to declare the winner. Procedures a) through d) will be applied to only the sub-flight playoff standings. If the tie still exists, then procedures b) through d) shall apply for all sub-flight playoff matches (including the head-to-head matches) played by the tied teams. If a tie still exists, procedure e) shall apply.

16. **Team Lineups.** The team captains shall exchange the team match scorecards simultaneously prior to the beginning of the team match. *(It is recommended team lineups be exchanged at least 10 minutes prior to start of the first match.)*

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 or during the 5-minute warm-up period. If the substitution is made during the warm-up, the substitute player is entitled to a five-minute warm-up.

Players. Players must be present when their matches are called or be subject to the lateness penalty. It is not necessary to have all players present at the start of the team match. However, regulations regarding lateness will apply when a player whose name is on the lineup is not present when his/her match is called. Once lineups are exchanged, the regulation regarding substitution applies.

17. **Order of Matches.** The order of play for each division shall be:

Division & League Type	Order of Play
Adult 18 & Over: 3.0, 3.5, 4.0, 4.5, 5.0 Adult 40 & Over: 3.0, 3.5, 4.0, 4.5+	1 st singles, 2 nd singles, 1 st doubles, 2 nd doubles and 3 rd doubles.
Adult 2.5 and 5.0+	Singles, 1 st doubles and 2 nd doubles.
Mixed 18 & Over; Mixed 40 & Over; Adult 55 & Over	1 st doubles, 2 nd doubles and 3 rd doubles.
Ekolu	Men's doubles, women's doubles, and mixed doubles.

Order of play may be changed provided both captains agree to the changes prior to the start of the team match.

18. **Penalty for Lateness.** The USTA Point Penalty System is used for all league seasons.

TABLE OF PENALTIES FOR LATENESS

5:00 Minutes or Less	5:01 – 10:00 Minutes	10:01 – 15:00 Minutes	More than 15 Minutes
Loss of Toss Plus 1 Game	Loss of Toss Plus 2 Games	Loss of Toss Plus 3 Games	Default

The lateness penalty clock starts when the match is scheduled and called, a court is available, and a player has not arrived.

19. **Continuous Play and Rest Periods.** The warm-up time at the beginning of each match shall consist of five minutes, including serves. Captains are asked to ensure this rule is enforced. Players should begin the warm-up soon after reaching the assigned court. The warm-up time starts when the first ball is hit. Play shall be continuous after the first game of each set and during a tiebreak, and the players shall change ends without a rest period.

A Set Break of a maximum of 120 seconds shall be taken at the end of each set, including the second set of a split set.

20. **Coaching.** There shall be no coaching at anytime.

21. **Defaults and Disqualifications.** A team must have a minimum number of eligible players available for play in each team match in accordance with the table below or the entire match must be defaulted. The maximum number of positions that may be defaulted without defaulting the entire match is also noted. When defaults are necessary, the defaults shall be determined by the team captain in accordance with the table.

Division & League Type	Minimum Number of Eligible Players Available Per Match	Maximum Number of Positions That Can Be Defaulted	Position(s) and Order of Match Defaults
Adult 18 & Over 3.0, 3.5, 4.0, 4.5	4	2	<u>Singles</u> No. 2 Singles before No. 1 Singles
Adult 40 & Over			<u>Doubles</u> No. 3 Doubles before No. 2 Doubles, and No. 2 Doubles before No. 1 Doubles
Adult 18 & Over 2.5, 5.0+	3	1	Singles or No. 2 Doubles
Adult 55 & Over	4 Players who are eligible and able to combine.	1	No. 3 Doubles
Mixed 18 & Over			
Mixed 40 & Over			
Ekolu	4 Players who are eligible and able to combine.	1	Any Position

If matches are not defaulted in this order, the match that was originally defaulted will stand as having been defaulted, and the match that should have been defaulted shall also be defaulted.

However, if due to unforeseen circumstances, the captains agree to allow a lower position to start out of sequence, and later on the higher match ends up a default – all matches stand as played. Rationale: captains accepted the conditions under which the match was played when he/she permitted the lower position to start – ALL matches played in good faith stand.

A defaulted match shall count as a match played for the player/doubles team receiving the default, but not for the player/doubles team who defaulted. The score shall be reported as 6-0, 6-0 for the non-defaulting team. In the event of a default by both opposing player/doubles teams, both sides will be given a 0-6, 0-6 loss, and neither receives credit for a win. If a double default or double disqualification results in a tie, the local league tiebreak procedure shall be used to break the tie.

Retired Match. A retired match shall count for all players/doubles teams involved. In case of a retirement, 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. For NTRP computer data entry in TennisLink, mark as *retired* and submit actual scores of match at the point of retirement. The winning (non-retiring) team's scores are to be entered first.

Entire Team Default. All scheduled team matches shall be played. If a team defaults an entire team match for any reason during a local league season, then all matches of that team played, or to be played, shall be null and void when determining standings. If the Adult Leagues Committee (ALC) determines that all teams in contention for the championships have already played the defaulting team in good faith, the matches stand as played.

If a team match default occurs, the captain of the defaulting team shall notify the Local League Coordinator (LLC) within one day of the defaulted team match. The Local League Coordinator (LLC) shall inform the Section League Coordinator (SLC) of the team match default who will then inform the ALC. The ALC may suspend some or all members of the defaulting team from playing USTA league tennis for the remainder of the calendar year in which the team match default occurred and/or for the succeeding calendar year.

22. **Rescheduling of a Team Match.** A scheduled team match may be rescheduled by the captains if, and only if, **all** of the following criteria are met:

- a) both team captains are in mutual agreement to the date, time, and location of the rescheduled team match, and
- b) the rescheduled match is played within two weeks of the original match date.

Both team captains shall notify the LLC of the date, time, and location of the rescheduled match.

If both team captains cannot agree to the date, time, and location of the rescheduled team match, the team match must be played as originally scheduled.

Note: A team match may be rescheduled by the LLC if the LLC deems the change necessary.

Rained-Out Team Match. A team match may be deferred from its scheduled time and location due to inclement weather. The home team captain shall decide, in consultation with the captain of the visiting team, what constitutes “unplayable” weather. In the event the teams have assembled to play, and the beginning of the team match has been delayed by rain or wet courts, the teams do not have to wait for more than one hour past the original scheduled start time; however, both teams may agree to wait longer. If a team match is postponed due to unplayable weather, the match shall be deemed a “rained-out” team match.

In the event of a rained-out team match, the teams do not have to exchange scorecards. However, both captains may agree to exchange scorecards at a predetermined time before the match to facilitate rescheduling either the team or individual match. Once scorecards are exchanged, no

substitutions are permitted except as specified in these regulations. The team or individual match for a rained-out match must be re-scheduled within two-weeks of the original team match date.

However, if the rained-out team match is the last team match of the season, it must be made up within one week. Team members need not be present at the time a team match is deemed unplayable, and a decision is made to postpone a match. However, if a match is delayed and not postponed, players shall be subject to the requirements specified in these regulations.

Both team captains shall notify the LLC of the date, time, and location of the rescheduled match.

If teams which are not in contention to advance must play makeup matches due to inclement weather or unforeseen extenuating circumstances at the end of the local league season, these teams may request a waiver from making up these matches without penalty provided the makeup matches were to occur within two weeks of the original match. The Section will determine whether or not to grant the waiver. These teams involved must mutually agree to do this, and their not playing should have no impact on the team standings for teams in contention.

23. **Sportsmanship.** In the absence of an unbiased person (see HPS Reg. Addendum II), two line assistants may be used; one for each team. The Line Assistants are to stand silently and unobtrusively at each net post to assist in line calls and foot faults. The duties of the Line Assistants are restricted to confirming or over-ruling line calls made by the players and may do so ONLY when asked by a player in the match. Line Assistants cannot unilaterally make line calls, over-rule line calls or call foot faults. If two Line Assistants disagree on a call, a let is played.

24. **Score Reporting and Standings System.** TennisLink is the official system for reporting scores and providing standings for all USTA Tennis Leagues, including Ekolu. The captain or designee of the winning team shall report scores within 48 hours of the day the last individual match of the team match is played or default the win, i.e., the winning team shall lose one (1) team match point. In other words, the team win will be defaulted. This may affect the overall standing in the particular flight/gender. However, the individual match scores will stand. Therefore, if a tie occurs in team wins, the actual results will apply in breaking the tie.

The 48 hours is 48 hours (2 days) from the day the last match is played. If a team match is completed on Saturday, scores must be reported in TennisLink by Monday. Winning teams are urged to post scores as soon as possible within the 48-hour period.

After match scores have been entered on TennisLink, they must be confirmed by the opposing team within 48 hours of the initial entry or the initial score will automatically be considered valid. Opposing captains are urged to confirm scores as soon as possible within the 48-hour period.

If the winning team cannot report the score due to unforeseen problems, or there is a discrepancy in match results, an email or phone message shall sent to the LLC within the 48-hour periods.

25. **Progression.** Flight playoffs will be single elimination when there are two or more flights in a playing level. Teams will advance to flight playoffs according to the following:
- a. **When there are two or four flights** in a level, first and second place teams will advance to the flight playoff.
 - b. **When there are three flights** in a level, second place teams will first play a round-robin and the winner of the round-robin will advance to flight playoff with the first place teams.
 - c. **Single Elimination Flight Playoff Semi Final Matches** will be scheduled as follows:
 - **Two Flights** (4 teams): First place team of Flight A will play second place team of Flight B; first place team of Flight B will play second place team of Flight A.

- **Three Flights** (4 teams): The three first place teams and the winner of the round-robin (see b. above) will be randomly matched up, however, the second place team will not be matched up against the first place team of its flight.
 - **Four Flights** (8 teams): The four first place teams will be randomly matched up against the four second place teams, however, a second place team will not be matched up against the first place team of its flight.
- d. **Final & Consolation Rounds.** The winners of the semi final matches will advance to the final round to determine the District Flight Champion. The non-winning teams in the semi finals will playoff for 3rd and 4th place.
- e. **The individual match scoring** for flight playoffs will be the same as used for local league competition.

District flight champions of each division will advance to the next level of championship competition of their respective divisions. Following an NTRP Dynamic Disqualification, the player may not play at the disqualified NTRP level of play or any lower NTRP level of play in either singles or doubles for the remainder of the championship year and for the succeeding championship year. In any Division using combined levels, the combined NTRP rating of the disqualified player and partner may not surpass the level of competition. A player who has been moved up as a result of an NTRP Dynamic Disqualification in the Adult Division must immediately adjust his/her NTRP level of play in the Mixed Division.

<u>MATCHES REQUIRED TO ADVANCE</u>				
Section Championships			National Championships	
Division/League Type	League Matches Required	Defaults Received Counting to Advance	All Matches Through Section Championships	Defaults Received Counting to Advance
Adult/Mixed 18 & Over	2 matches	1 default	3 matches	No defaults
Mixed 40 & Over	2 matches	1 default	2 matches	1 default
Ekolu	2 matches	1 default		
A RETIRED match shall count for all players.				

26. **Team No-Show for Section or Ekolu Playoffs.** The Championships Committee shall penalize any team that fails to appear and participate with the minimum number of players (as stated in HPS Rule 12) at Section Championships or Ekolu Playoffs. This penalty shall be imposed on all the players and the captain and may include declaring the players and/or captain ineligible to participate in any USTA league play for the immediate ensuing year.

At the sole discretion of the Championships Committee, this penalty may be waived if the team that is not participating gives written notice to the appropriate parties of its non-participation prior to the completion of the match schedule for Section Championship or if another team takes the place of the team that could not participate in the Section Championship.

27. **Move-Up/Split Up.** National Championship rostered team members, and members of teams that qualify to advance to National Championships, but do not participate, may move up one level as a team or must disperse to form new teams in accordance with the table below.

MOVE-UP/SPLIT UP REQUIREMENTS			
Division	League Type And NTRP Levels	Maximum Number of Players for New Team at Same Level or Lower NTRP Level	Move-Up/Split Up Rules Apply
Adult	18 & Over 2.5, 5.0+	2	National Championship and National Championship eligible teams.
	18 & Over 3.0, 3.5, 4.0, 4.5	3	
	40 & Over; 55 & Over		
Mixed	18 & Over		
Mixed	40 & Over	N/A	N/A
Ekolu		3	Section Championship teams.

These move-up/split up requirements only apply to a player who participated in any match for that team during the championship year, including defaults received.

28. **Violations of Rules and Procedures:** All intentional violations of ODTA, HPS or USTA league Tennis Regulations shall be subject to such sanctions as may be imposed by HPS including, but not limited to disqualification or suspension.
29. **Grievance and Grievance Appeal Procedures.** All grievances and appeals shall be filed with the Section League Coordinator. *Refer to HPS League Regulations.*
30. **Year-end NTRP Computer Ratings and Appeal Procedures.** *Refer to HPS League Regulations.*
31. **Protocol for Filing a Self-Rate NTRP Grievance.** *Refer to HPS League Regulations.*
32. **Year-End Computer Ratings to be Used for League Entry.** *Refer to HPS League Regulations.*

ADDENDUM I



Sub-Flight Playoff Important Information

In order to provide players and teams with additional matches within the league calendar Districts may choose from a variety of options when there is not sufficient time to complete a 2nd full round robin.

The option ODTA has selected for your Local League is to complete an initial full round robin and then have the top 4 teams (example) play an additional round robin within a sub-flight playoff and the bottom 4 teams (example) play an additional accommodation round robin within an accommodation sub-flight playoff.

With this option only the teams in the top round robin will have the opportunity to continue on for further advancement.

Those top teams that advance out of the initial round robin will go into a sub-flight playoff. Once teams go into the sub-flight playoff they will play a round robin amongst the top teams only. The results from the sub-flight playoff will determine the team(s) that will advance to the next level of competition.

The bottom teams will compete in an accommodation round robin sub-flight playoff for additional match opportunities.

ADDENDUM II

OAHU DISTRICT TENNIS ASSOCIATION

HEAD-TO-HEAD TIE-BREAK PROCEDURE

FREQUENTLY ASKED QUESTIONS

A team winning the majority of individual matches shall be awarded one team point. The team with the most team points shall be entitled to advance to the next level of competition. In the event of a tie, the tie will be broken by the first of the following procedures that does so.

- a) Head-to-head. Winner of head-to-head match.
- b) Individual matches. Winner of the most individual matches.
- c) Sets. Loser of the fewest number of sets.
- d) Games. Loser of the fewest number of games.
- e) Coin toss

1. What is a head-to-head match?

A head-to-head match is the match played by two teams against each other.

2. How is the winner determined using the head-to-head as the first procedure to break the tie?

When two teams are tied in Team Wins and Team Losses, the winner will be the team that won the match when the two teams played each other.

For example: Team A and Team B are tied with 7 Team Wins and 1 Team Loss. Team B is ranked 1st and Team A is ranked 2nd in the TennisLink Team Standings. However, when Team A played Team B, Team A won the match. Based on this head-to-head result, Team A will be declared the flight winner even though TennisLink ranks Team A as 2nd in the flight.

Because TennisLink ranks the teams based on overall flight match results, the Coordinator will declare the winner using the result of the head-to-head match. In some cases, the team ranked 1st in the TennisLink standings might not end up being the flight or playoff winner.

3. What happens if there are two or more full-flight round robins played and two teams are tied? For example, Team A and Team B are tied in Team Wins and Team Losses. Team A wins against Team B in the first round, and Team B wins against Team A in the second round.

The combined match results of the head-to-head matches will be used to declare the winner. Procedure b), winner of the most individual matches, would be used to break the tie.

For example if three individual matches are played in a team match: Team A wins 3-0 in the first round, and Team B wins 2-1 in the second round. Team A would be declared the flight winner because Team A's combined individual wins is 4, compared to Team B's individual wins of 2.

However, if Team B won 3-0 against Team A in the second round, both teams would be tied in the number of individual wins. Therefore, procedure c) will be used to break the tie -- the team that lost the fewest number of sets in the head-to-head matches will be declared the winner. If the tie still exists, procedure d) will be used to break the tie -- the team that lost the fewest number of games in the head-to-head matches will be declared the winner.

If the tie still exists, then the tie-break procedures b) through d) will apply for all matches (including the head-to-head matches) played by the tied teams. If a tie still exists, procedure e) shall apply.

4. What happens if there is a three-way tie and each team won and lost in their head-to-head matches against each other? For example, Teams A, B, and C are tied with 1 win and 1 loss in their head-to-head matches against each other. Team A wins against Team B, Team C wins against Team A, and Team B wins against Team C.

The combined match results of the head-to-head matches of the tied teams will be used to declare the winner. The team with the most individual wins in the head-to-head matches will be declared the winner. If the tie still exists, the team that lost the fewest number of sets in the head-to-head matches will be declared the winner. If the tie still exists, the team that lost the fewest number of games in the head-to-head matches will be declared the winner.

If the tie still exists, then tie-break procedures b) through d) will apply for all matches (including the head-to-head matches) played by the tied teams. If a tie still exists, procedure e) shall apply.

5. How is the winner determined when there is a tie in a sub-flight playoff?

Procedures a) through e) will be applied to only the sub-flight playoff standings.

6. How is the third set match tiebreak counted in TennisLink Team standings?

According to USTA League Regulation 201C(3): The tiebreak shall be scored as 1-set and 1-game for tiebreak purposes.

This means the match tiebreak will count as 1-set lost and 1-game lost for the losing team.

7. How does TennisLink count other set and game scores for the Team Standings?

The score for a set other than the match tiebreak set is counted in TennisLink as:

- 1-set lost and 6-games lost (7-games lost for a set tiebreak) for the team losing the set.
- 0-set lost and the number of games lost in the set for the team winning the set.

Example 1: Team A is the winner of an individual match against Team B. Team A's match score is: 6-3, 7-6. This match score will be counted in TennisLink Team Standings "Sets Lost" and "Games Lost" as:

- Team A: 0-sets lost and 9-games lost (3 games in 1st set + 6 games in 2nd set)
- Team B: 2-sets lost and 13-games lost (6 games in 1st set + 7 games in 2nd set)

Example 2: Team A is the winner of an individual match against Team B. Team A's match score is: 6-3, 4-6, 1-0. This match score will be counted in TennisLink Team Standings "Sets Lost" and "Games Lost" as:

- Team A: 1-set lost and 9-games lost (3 games in 1st set + 6 games in 2nd set)
- Team B: 2-sets lost and 11-games lost (6 games in 1st set + 4 games in 2nd set + 1 game in match tiebreak set)