



# **2014 LEAGUE RULES AND REGULATIONS**

Oahu District Tennis Association  
P.O. Box 3143  
Honolulu, HI 96802-3143  
[odtaboard@gmail.com](mailto:odtaboard@gmail.com)

# OAHU DISTRICT TENNIS ASSOCIATION LEAGUE RULES AND REGULATIONS

## MAJOR CHANGES FOR 2014

The "League Types" for play at the National Level are now called "Age Groups", and include 18 & Over, 40 & Over, and 55 & Over for the Adult Division and 18 & Over and 40 & Over for the Mixed Division.

1. USTA League Program: Added 40 & Over Age Group to the Mixed Division as a National Program for 6.0, 7.0, 8.0, and 9.0 Combined Levels. Scoring and other Regulations for the 40 & Over Age Group were added throughout the Regulations to be in alignment with the Mixed Division 18 & Over Age Group. *USTA Reg. 1.04A*
  2. The maximum number of players for ODTA leagues is 16 (Tri-One excluded). *ODTA Reg. 11*
  3. The USTA General and Experienced Player Guidelines will also apply for Ekolu self-rating. *ODTA Reg. 6*
  4. The captain or designee of the winning team shall report scores within 72 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 Tuesday. *ODTA Reg. 25*
  5. Two Team Leagues: Reduced the required percentage of team members at the designated team NTRP level from 60% to 40%. *USTA Reg. 1.04D(5)*. The Adult 55 & Over Age Group (combined NTRP rating level) will not be required to comply with this regulation.
  6. Team Match: For each team match, a majority of the individual matches **must actually be played to constitute a valid team match, otherwise a double-default will be declared**. Both teams involved will incur the same penalties that would result for a default of an entire team match and will be ineligible for championship play. Captains and players may be subject to suspension from playing in USTA League for a period determined by the Section. *USTA Reg. 2.01C(2) & 2.03E*
  7. Procedures in the Event of a Tie: Moved "Head-to-Head" below "Winner of the most individual matches in the entire competition" and above "Loser of the fewest number of sets" in the order required to break a tie. *USTA Reg. 2.03H* **ODTA tiebreak procedures have been changed to be consistent with the USTA regulation.**
  8. Promotion of Players 60 & Over and 65 & Over *USTA Reg. 2.05E*
    - Decreased the age from 70 to 60 for players who are promoted and granted an appeal if they have a history of being at the same or lower NTRP level, without benefit of appeal, for their three most recent year-end ratings;
    - Added new language to state that no player 65 or over will be given a published year-end NTRP rating level higher than his/her most recent valid year-end NTRP rating level although the player may appeal to move up.
- NOTE: These changes will be applicable for play in the 2014 Championship Year.**
9. Move-Up/Split-Up *USTA Reg. 2.06A*: **No team** may have on its roster more than three players (two for 2.5 and 5.0+) who were on the roster of any team, or combination of teams, that advanced to, or qualified for any 2013 National Championship.

**The only exception** to the requirements stated above is if more than three players from the same NTRP level team wish to stay together as a team, in whole or in part, they may do so:

- if they move up one NTRP team level (if their individual NTRP levels allow)
- if they do not combine with players who were rostered on any other team that advanced to, or qualified for, any National Championship the previous year.

*This rule does not apply to Mixed 40 & Over teams/players that only advanced to, or only qualified for the 2013 Mixed Invitational championships. The rule will apply in 2015 to Mixed 40 & Over teams/players that advanced or qualified for the 2014 National Championships. However, a 2014 Mixed 40 & Over team may not have more than three players who were on the roster of any team, or combination of teams, that advanced to, or qualified for any 2013 National Championship.*

# LEAGUE RULES AND REGULATIONS

## TABLE OF CONTENTS

1. Applicability.....	1
2. Local League .....	1
3. USTA Membership.....	1
4. Registration.....	1
5. Adding Players.....	1
6. Entry .....	2
7. NTRP Disqualification and Disqualification Review Procedures .....	2
8. Player Participation .....	2
9. Team Captain .....	2
10. Court Facilities.....	2
11. Team.....	3
12. Age Requirement. ....	3
13. League Fee. ....	3
14. Competition Format.....	3
15. Individual Match Scoring .....	4
16. Team Match and Scoring.....	4
17. Team Lineups .....	4
18. Order of Matches .....	5
19. Penalty for Lateness .....	5
20. Continuous Play and Rest Periods.....	5
21. Coaching.....	5
22. Defaults and Disqualifications .....	6
23. Rescheduling of a Team Match.....	7
24. Sportsmanship. ....	8
25. Score Reporting and Standings System.....	8
26. Progression .....	8
27. Team No-Show for Section Championships or Ekolu Playoffs. ....	9
28. Move-Up/Split-Up .....	9
29. Violations of Rules and Procedures .....	11
30. Grievance and Grievance Appeal Procedures.....	11
31. Year-end NTRP Computer Ratings and Appeal Procedures .....	11
32. Protocol for Filing a Self-Rate NTRP Grievance .....	11
33. Year-End Computer Ratings.....	11
34. Addendum I Sub-Flight Matches.....	12
35. Addendum II Court Rules .....	13
36. Addendum III USTA Interpretations.....	14

## 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	Age Group	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		1 – Men's Doubles; 1 – Women's Doubles; 1 – Mixed Doubles	6.0, 7.0, 8.0, 9.0, 10.0

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](http://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 60 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 2.05E(1)). The appeal must be submitted to the Sectional League Coordinator or designee.

**Self-Rate.** Players who do not have a valid NTRP rating level on file in TennisLink shall self-rate in accordance with the *General & Experienced Player Guidelines – Supplement to the NTRP Guidelines* and complete the self-rating process on TennisLink when registering for a team, **including the Ekolu league**. Players who allow someone else to complete the self-rating process for them will be ultimately responsible and held accountable for information submitted or omitted. Failure to self-rate in accordance with the *Guidelines*, or omission of information regarding a player's tennis history, will subject the player as well as the captain and/or others who completed, assisted, condoned and/or approved an inappropriate self-rating to penalties and suspension. Players whose self-ratings are determined to be inaccurate or inappropriate shall be disqualified.

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 Age Groups. A player may play in more than one NTRP level within the Adult 55 and Over Age Group, 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 an Age Group in the same local league during the same season. Further, a player may play on more than one team within an Age Group at the same NTRP level in the same season provided they are in separate local leagues.

Players who qualify for Section level competition within an Age Group 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 an Age Group 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. **Court Facilities.** The Tennis Court Rules (Appendix II) apply for Oahu District Tennis Association league matches to be played at public school, community college, and City and County of Honolulu Parks and Recreation tennis facilities.

The following shall apply to scheduling of matches for Private Court and "Reserve A Court" teams:

- a) Private Court Teams - All matches (visitor and home) are to be scheduled at the private facility. When both teams in a match have a private court, the match shall be scheduled at the facility of the "home team", unless the opposing team is a Reserve A Court (RAC) team. *Private courts are those facilities where court usage has been granted exclusively to a specific team, e.g., Beretania Club, Kailua Racquet Club, The Oahu Club, Waialae Iki 5, Hickam, and certain non-RAC school facilities.*
- b) Reserve A Court Program Teams - All matches (visitor and home) shall be scheduled at the RAC facility regardless of whether the opposing team has a private court facility.

11. **Team.** A team shall consist of players eligible to compete at a specific level of competition in accordance with the table below. No team may have on its roster more than three players (two for 2.5 and 5.0+) who were on the roster of any team, or combination of teams, that advanced to, or qualified for, any 2013 National Championship. (See Reg. 28)

Division	Age Group/ 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+. <ul style="list-style-type: none"> <li>The 18 &amp; Over 5.0+ level may have up to two 5.5 rated players on a team roster.</li> <li>The 40 &amp; Over 4.5+ level may have up to two 5.0 players on a team roster. See restrictions below.</li> </ul>
	40 & Over 3.0, 3.5, 4.0 & 4.5+	8/16		
	55 & Over 6.0, 7.0, 8.0 & 9.0 (combined)	6/16	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)	3 men & 3 women/16	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)	3 men & 3 women/16	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	6.0, 7.0, 8.0 & 9.0 (combined)	3 men & 3 women/16	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 40% of its players at the designated NTRP level of play. The Adult 55 & Over Age Group (combined NTRP rating level) will not be required to comply with this regulation.

12. **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.
13. **League Fee.** Current fee for each league will be posted on the ODTA website at [www.oahu.usta.com](http://www.oahu.usta.com).
14. **Competition Format.** Each NTRP level within a league shall play at least one round robin competition wherein every team plays every other team. When any NTRP level consists of only two teams, each team is required to play a minimum of three team matches which is a triple round robin. When any NTRP level

consists of only three teams, each team is required to play a minimum of four team matches which is a double round robin.

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).

15. **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.
16. **Team Match and Scoring.** A team match will consist of the matches as shown in the table below. For each team match, a majority of the individual matches must actually be played to constitute a valid team match. (See Reg. 22)

Division/Age Group/Level	Team Match	Team Point Awarded For
Adult 18 - 3.0, 3.5, 4.0, 4.5, 5.0	2 Singles, 3 Doubles	3 Individual matches won
Adult 18 - 2.5, 5.0+	1 Singles, 2 Doubles	2 Individual matches won
Adult 40	2 Singles, 3 Doubles	3 Individual matches won
Adult 55; Mixed 18 & Mixed 40	3 Doubles	2 Individual matches won
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 in "Team Wins", the tie will be broken by the first of the following procedures that does so:

- a) Individual matches. Winner of the most individual matches in flight/sub-flight.
- b) **Head-to-head. Winner of head-to-head match between the tied teams.**
- c) Sets. Loser of the fewest number of sets in flight/sub-flight.
- d) Games. Loser of the fewest number of games in flight/sub-flight.
- e) Coin toss.

**ODTA Comment 16.1:** ODTA tiebreak procedures have been changed to be consistent with USTA National League Regulations.

**ODTA Comment 16.2:** If there is a tie in procedure b), statistics of all matches played as shown in TennisLink "Team Standings" shall be used for tiebreak procedures c) and d).

**ODTA Comment 16.3:** When a sub-flight playoff round robin is played, procedures a) through d) shall only apply to the "Team Standings" for the sub-flight round.

17. **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.

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

Division & Age Group	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 <sup>st</sup> singles, 2 <sup>nd</sup> singles, 1 <sup>st</sup> doubles, 2 <sup>nd</sup> doubles and 3 <sup>rd</sup> doubles.
Adult 2.5 and 5.0+	Singles, 1 <sup>st</sup> doubles and 2 <sup>nd</sup> doubles.
Mixed 18 & Over; Mixed 40 & Over; Adult 55 & Over	1 <sup>st</sup> doubles, 2 <sup>nd</sup> doubles and 3 <sup>rd</sup> 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.

19. **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.

20. **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 maximum of 120 seconds shall be taken at the end of each set, including the second set of a split set.

**ODTA Comment 20.1:** *Captains are responsible for ensuring warm-ups do not exceed five minutes. The warm-up is not "practice". Players should make a special effort to return shots directly and kindly to opponents. Warm-up is not the time to practice return of serve, drop shots, or "put-away" volleys and overheads. (The Code 3)*

**ODTA Comment 20.2:** *Play should be continuous from the time the match starts until the match finishes. Except for retrieving stray balls, a maximum of 20 seconds is allowed between points. Players change ends at the end of the 1<sup>st</sup>, 3<sup>rd</sup> and every subsequent odd game of each set. A maximum of 90 seconds (rest) is allowed for changeovers after the 3<sup>rd</sup> and subsequent odd games. The 90 seconds is timed from the end of the last point before the changeover to the beginning of service after the changeover. You are not allowed 90 seconds (rest) on the changeover after the 1<sup>st</sup> game - play is continuous for the first three games of a set. A two-minute break (rest) can be taken at the end of any set. There is no rest during changeovers in a set tiebreak or match tiebreak. (Rules of Tennis 10 & 29)*

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



22. **Defaults and Disqualifications.** For each team match, a majority of the individual matches must actually be played to constitute a valid team match, otherwise a double-default will be declared. Both teams involved will incur the same penalties that would result for a default of an entire team match and will be ineligible for championship play. Captains and players may be subject to suspension from playing in USTA League for a period determined by the Section.

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

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.

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. However, the majority of positions must actually be played to constitute a valid team match.

**ODTA Comment 22.1:** *Is a retired match considered "a match actually played". Yes.*

**ODTA Comment 22.2:** *Is a match considered valid if an Adult 18 (3.0 - 4.5) team defaults #3 and #2 doubles, and the opposing team defaults #2 singles? The match would not be valid because only the #1 singles & #1 doubles would actually be played. Three positions must actually be played.*

**ODTA Comment 22.3:** *Is a match considered valid if an Adult 18 (3.0 - 4.5) team defaults #2 and #1 singles, and the opposing team defaults #3 doubles? The match would not be valid because only the #1 & #2 doubles would actually be played. Three positions must actually be played.*

**ODTA Comment 22.4:** *Is a match considered valid if an Adult 18 (2.5 & 5.0) team defaults singles, and the opposing team defaults #2 doubles? The match would not be valid because only the #1 doubles would actually be played. Two positions must actually be played.*

**ODTA Comment 22.5:** *Is an Ekolu match considered valid if a team defaults men's doubles, and the opposing team defaults mixed doubles? The match would not be valid because only the women's doubles would actually be played. Two positions must actually be played.*

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 Match.** All scheduled team matches shall be played. If a team defaults an entire team match for any reason during a local league season, that team will be ineligible for championship play. All matches of that team played, or to be played, shall be null and void when determining standings, except if due to extenuating circumstances which are beyond the control of the team. The Section will determine the validity of such circumstances. 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.

23. **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.

24. **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.

25. **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 72 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 72 hours is 72 hours from the end of the day the last match is played. If a team match is completed on Saturday, scores must be reported in TennisLink by Tuesday. Winning teams are urged to post scores as soon as possible within the 72-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 72-hour period.

26. **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 3<sup>rd</sup> and 4<sup>th</sup> 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.

### **MATCHES REQUIRED TO ADVANCE**

Section Championships			National Championships	
Division	Local League Matches Required	Defaults That Count to Advance	Total Matches Required Through Section Championships	Defaults That Count to Advance
Adult & Mixed	2 matches on same team	1 default received	3 matches on same team	No defaults shall count
Ekolu	2 matches on same team	1 default received		
A RETIRED match shall count for all players.				

27. **Team No-Show for Section Championships or Ekolu Playoffs.** The Championships Committee shall penalize any team that fails to appear and participate with the minimum number of players at Section Championships or Ekolu Playoffs (HPS Reg. 2.03A(5)). 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.

28. **Move-Up/Split-Up.** No team may have on its roster more than three players (two for 2.5 and 5.0+) who were on the roster of any team, or combination of teams, that advanced to, or qualified for any 2013 National Championship.

The only EXCEPTION is that if more than three players (two for 2.5 and 5.0+) from the same 2013 NTRP level team wish to play together again as a team, in whole or in part, they must move up one NTRP team level (in the same Division and Age Group as the previous year) and may not combine with players who were rostered on any other team that advanced to, or qualified for any 2013 National Championship.

These requirements apply to league participation in any and all Divisions, Age Groups and/or NTRP team levels. Move-Up/Split-Up requirements only apply to players who participated in any match for that team during the championship year, including defaults received.

**Note:** *This rule does not apply for Mixed 40 & Over teams/players that only advanced to, or only qualified for the 2013 Mixed 40 & Over Invitational. The rule will apply in 2015 to Mixed 40 & Over teams/players that advanced to or qualified for the 2014 Mixed 40 & Over National Championships. However, a 2014 Mixed 40 & Over team may not have more than three players who were on the roster of any team, or combination of teams, that advanced to, or qualified for any 2013 National Championship.*

**Ekolu Playoffs.** Ekolu League section champions must move up one level as a team or disperse to form new teams with no more than three players who were on the final roster at the conclusion of local league play on any single team for the following league year.

Division	Age Group & NTRP Level	<b><u>Split-Up Rule for 2014 Teams</u></b>
		<b>Maximum Number of Players Who Advanced To or Qualified For 2013 National Championships</b>
Adult	18 & Over 2.5, 5.0+	2 players from any Mixed 18 & Over or Adult National Championship team
	18 & Over 3.0, 3.5, 4.0, 4.5+	3 players from any Mixed 18 & Over or Adult National Championship team
	40 & Over; 55 & Over	
Mixed	18 & Over; 40 & Over	
Ekolu		3 players from the same Ekolu Section Championship team

**ODTA Comment 28.1:** *The three-player rule (two for 2.5 and 5.0+) includes players from other USTA sections and from the other Hawaii Pacific Section districts who participate in ODTA leagues.*

**ODTA Comment 28.2:** *Split-Up Example - An Adult 18 team is formed at the 3.5 playing level with three players from the previous year's Adult 18 3.5 National Championship team. This team may not have any other players who were on the roster of any Mixed 18 or Adult division team that advanced to or qualified for any National Championships the previous year.*

**ODTA Comment 28.3:** *Split-Up Example - An Adult 55 team is formed at the 7.0 playing level with two players who were on the roster of Mixed National Championship teams. This team may have only one other player who was on the roster of either a Mixed 18 or Adult division team that advanced to or qualified for any National Championships the previous year.*

**ODTA Comment 28.4:** *Split-Up Example - A Mixed 18 team is formed at the 8.0 playing level with one player from a Mixed 18 7.0 National Championship team, one player from an Adult 18 National Championship team, and one player from an Adult 55 National Championship team. This team may not have any other players who were on the roster of any Mixed 18 or Adult division team that advanced to or qualified for any National Championships the previous year.*

**ODTA Comment 28.5:** *Move-Up - This applies when more than three players (two for 2.5 and 5.0+) who were on the roster of a team that advanced to or qualified for National Championships stay together to form or join a team at the next higher NTRP playing level within the same Division and Age Group as the previous year. However, this team may not have other players who were on the roster of any other team(s) that advanced to or qualified for any National Championships the previous year.*

**ODTA Comment 28.6:** *Move-Up Example - Ten players from the same 4.0 Adult 18 National Championship team move-up and form a 4.5 Adult 18 team the following year. This team may not have other players who were on the roster of any other Mixed 18 or Adult division team(s) that advanced to or qualified for any National Championships the previous year.*

**ODTA Comment 28.7:** *Move-Up Example - Only three players from the same 7.0 Mixed 18 National Championship team move-up and join an 8.0 Mixed 18 team the following year. This team may not have other players who were on the roster of any other Mixed 18 or Adult division team(s) that advanced to or qualified for any National Championships the previous year.*

**ODTA Comment 28.8:** *Move-Up Example - Only two players from the same 6.0 Adult 55 National Championship team move-up and join a 7.0 Adult 55 team the following year. This team may have only one other player who was on the roster of either an Mixed 18 or Adult division team that advanced to or qualified for any National Championships the previous year.*

*Refer to Addendum III USTA Interpretations page 26 of 29 for more examples.*

29. **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.
30. **Grievance and Grievance Appeal Procedures.** All grievances and appeals shall be filed with the Section League Coordinator. *Refer to HPS League Regulations.*
31. **Year-end NTRP Computer Ratings and Appeal Procedures.** *Refer to HPS League Regulations.*
32. **Protocol for Filing a Self-Rate NTRP Grievance.** *Refer to HPS League Regulations.*
33. **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 2<sup>nd</sup> 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

### TENNIS COURT RULES OAHU DISTRICT TENNIS ASSOCIATION

The following rules apply for all Oahu District Tennis Association league matches to be played at public school, community college, and City and County of Honolulu Parks and Recreation tennis facilities. *Private Club rules shall apply for all matches played at club courts.*

1. NO LITTERING – Remove and dispose all litter after your match.
2. NO SPECTATORS allowed inside court area while a match is being played unless agreed upon by both teams.
3. NO DOGS or Animals allowed. *The Honolulu Police Department (911) will respond when a violation is reported.*
4. NO USE of Tobacco Products on school/college premises and City & County park facilities.
5. NO DRINKING of Alcoholic Beverages. *The Honolulu Police Department (911) will respond when a violation is reported.*
6. NO Glass Bottles or other glass products allowed on courts.
7. NO Skateboarding, Rollerblading, Biking, Baby Carriages, Shoes with Hard Soles/Cleats/Raised Heels allowed on courts.
8. NO LOITERING on school/college premises after the last match of the day. *The Honolulu Police Department (911) will respond when a violation is reported.*
9. Additional Special Rule for Leeward Community College: Do not open the umbrellas on the picnic tables. Call Security at 455-0611 to report No Dogs/Animals and Alcohol violations.
10. Additional Special Rule for Kaiser High School: NO GUM Chewing and NO EATING allowed inside court area.





## QUESTIONS AND ANSWERS (Interpretations)

*(change/additions are underlined and in red)*

The questions and answers in this document are interpretations or clarifications of the USTA League Regulations. The Sections are required to abide by these interpretations.

If a Section, District/Area or Local League does not have a regulation in place to handle an issue and there is a National Championship regulation on that issue, the Section, District/Area or Local League must follow the Championship regulation.

### Table of Contents

1.00 General.....	2
2.00 USTA League Regulations.....	5
2.02 Progression.....	6
2.03 Area, Section & National Championships.....	7
2.04 League NTRP Disqualification & Review.....	11
2.05 Year-end NTRP Computer Ratings & Appeal.....	12
2.06 Move-up/Split-up.....	13
3.00 Grievance Procedures.....	15

**1.00 General**

1/13/00	Can a Section or District/Area require play in order of strength? An individual team in the 8.0 Division which has a combined NTRP of 7.5 would play below other individual teams with an 8.0 NTRP.	No. A local rule requiring playing in order of strength is in violation of the National Regulations. Any rule dealing with this issue needs to be removed from the Sectional, District/Area, or local rules.
8/9/2007 Updated 2/10/09	Under what date and time should a match be entered into TennisLink that was interrupted (some positions completed while others were not) by rain or other situations?	Use the date of the last outstanding individual match to be completed.  See Regulation: <i>1.04C(2)</i>
1/1/98 Updated 2/5/11	What is the difference between a Local League Play-off and a District/ Area Championship?	Local League Play-Off: Part of Local League competition.  Any decision regarding whether the play-off is part of the Local League or part of the Championships is not based on where the matches are put into TennisLink since all Play-offs must be set up in the Championship module.  Flight Play-off in Local League is part of the Local League. Local League Play-offs should be set up in the Championship module. Sections can determine the number of matches required in order to enter the Local League Playoff structure.  District/Area Championship: any event that occurs between the completion of the Local League Play-offs and the Sectional Championship.  See Regulations: <i>1.04D(1), 2.01C(1) and 2.03A(1)</i>
1/1/98 Updated 10/28/08	Can a Sectional Association increase the minimum number of players necessary to form a team?	No. A Section may not increase the minimum number of players on a team. They may state "minimum of 8, preferred minimum of 10."  See Regulation: <i>1.04D(5) and table that follows</i>
3/27/12 1/14/13 8/22/13	What happens if one of the teams in a two-team league falls out of compliance with the <u>40%</u> rule?	Coordinators must close registration before the first day of match play. If a team falls out of compliance... <ul style="list-style-type: none"> <li>• The coordinator should re-open registration for both teams for a specified period of time, to be determined by the coordinator, to register players in order to bring teams into compliance.</li> <li>• If a player hasn't participated, he/she can be removed.</li> <li>• If the player has played, he/she can be disqualified, his/her matches reversed and then the player can be removed from the team.</li> <li>• Last rostered below level player can be removed if they have not played unless another below level player agrees to come off the roster.</li> <li>• The League can continue as a non-advancing league.</li> </ul> See Regulation <i>1.04D(6) Two Team Leagues</i>
1/27/11 8/22/13	What happens when a team that has qualified for a National Championship chooses to move up and play at the next higher level. However,	The team will be exempt from the <u>40%</u> rule for the next year ONLY if the entire and exact team moves up to the next higher level.

# ADDENDUM III

L:\RPG\2013 National Regulations\Q A – Interpretations 10.31.13.doc

Page 3 of 16

	at the next higher level there are only two teams participating. Does the <b>40%</b> rule apply?	See Regulations: <i>1.04D(6) and 2.06A</i>
1/1/98 Updated 1/24/09	If USTA Membership expiration occurs during Championships competition, and if no renewal application is filed prior to such expiration, will such player become an ineligible player?	Yes. Note: If it is determined prior to the commencement of any competition that a player does not have a current USTA membership, the player can and must immediately apply for a membership renewal or be disqualified.  See Regulations: <i>1.04E(2) and 2.03A</i>
5/25/00 Updated 02/04/09 1/14/13	Can a player register and play in an Early Start League if he/she has not reached the required age (18, 40 or 55) but will become eligible during the league year?	TennisLink will prevent the registration of an age-restricted player (18 & Over, 40 & Over or 55 & Over) until January 1st. The Section will have to leave registration open past January 1st if they wish to allow these individuals to participate. No waiver will be given to allow participation before reaching the required age.  See Regulation: <i>1.04E(3)</i>
4/24/03 Updated 2/10/09 12/16/11	What rating can I use when registering for a league?	TennisLink only recognizes one NTRP or self-rate at a time. Players must use their most current rating on file when registering for any league. Ratings established earlier than the usual year-end date, within a given Section, must be used by that player in that Section when registering for a league.
1/1/2008	A player self-rates to enter a combined NTRP league, e.g. Mixed and plays at that level. He/She later decides to appeal UP and play at a higher NTRP level. Can he/she continue on the first team at the lower level?	No, they must immediately adjust their playing partner on the combined team. Once the player has made the choice to correct/adjust his/her NTRP self-rate that will be their adjusted self-rating for the balance of the Championship year.  See Regulation: <i>1.04F(1)a</i>
1/27/11 Updated 01/4/2012	If a Mixed exclusive rated player registers for a Mixed team and then self-rates to join an Adult team and receives a higher self-rating, can the player continue on the Mixed team with the lower rating?	Yes, if they already have registered (for a Mixed team) prior to the higher self-rating being achieved, they should be able to play at the lower rating in Mixed . If they have not registered for a league, they must use a valid computer (C) or benchmark (B) rating from a previous year or they must play at the higher (Mixed or self-rating). If identified, the Section has the authority to adjust the rating on the Mixed team.  See Regulation: <i>1.04F(1)b</i>
1/23/13	A player gets a 5.0 Early Start Rating and registers for a Mixed Team. Then the year-end rating comes out and the player is moved down to 4.5. Can the player start playing on the Mixed team as a 4.5 or do they have to stay as a 5.0?	Yes. The player can start playing on the Mixed team as a 4.5. The coordinator must change the rating on the roster.
3/14/13	A player played one match on a 7.0 Mixed 18 & Over team. It was then determined he was the 4 <sup>th</sup> player from last year's National team to register for this current team. Can he be removed from the team and allowed to register for another team in the same league, at the same level, in the same division?	Yes, the match should be treated as a default and the player removed from the team. It is not the intent of 1.04G(2) to prevent a player from moving to another team in this circumstance.

[illegible]

**2.00 USTA League Regulations**

2/1/02	Can you do cross flight matches that will affect standings? Some teams from Flight A playing some teams from Flight B.'	<p>Reg. 2.01C(1) Round Robin states "Each NTRP level within a Local League shall play at least one round robin competition wherein every team plays every other team." Flights may not randomly select other teams to play. The principle of teams all having equal opportunity would come into dispute. A Local League that is looking for more match play but does not have sufficient time to complete a second full round robin segment may:</p> <ul style="list-style-type: none"> <li>• Expand the time for the Local League and do a double round robin.</li> <li>• Do smaller flights that would allow a double round robin</li> <li>• Complete an initial full round robin and then have the top 4 teams (example) play an additional round robin and the bottom 4 teams play an additional accommodation round robin.</li> <li>• Have a Local League play-off where the top 4 teams in two different flights play a full round robin and the last 4 teams do the same.</li> </ul> <p>See Regulation: <i>2.01C(1)</i></p>
1/1/98 Updated 2/10/09 2/14/12	What occurs if a player(s) is on the wrong court in an individual team match?	If the discovery occurs before the first game of all matches affected has been completed, players are to go to the correct courts and begin the matches over. If the discovery occurs after the first game is completed, the matches will be completed as started and count as matches played in good faith.
1/1/98 Updated 9/23/03	How should "known defaults" be handled both at the local level and at championships?	In the spirit of good sportsmanship and fair play, the opposing team(s) should be advised of a known default. The defaulting captain will still be able to designate at what position (2nd singles or 3rd doubles) a known default will occur.
2/1/07 Updated 12/16/11	When a match is postponed following the exchange of line-ups, do the original line-ups stand for the make-up match?	<p>If the Section speaks to this issue the Section/District rule would be followed.</p> <p>Otherwise, the line-up would stand only for those positions that had already started (first service attempt) their match. All other positions, even those that were in warm-up may be changed including defaulted courts.</p> <p>See Regulation: <i>2.01C(5)</i></p>
1/1/98 Updated 2/16/09 12/16/11	What happens when two players on a team don't show up that are members of two different doubles teams?	<p>The Sectional Association or Championship Committee has latitude based on the language found in 2.01C(5) and 2.03F which states except under such further circumstances as the Sectional Association or Championship Committee authorizes. The objective is to avoid additional defaults to the degree possible.</p> <p>For example, if the two players came from the number one doubles team and the number three doubles team, these players could play at number one doubles, the number two doubles team could remain the same and the default would occur at the number three doubles position.</p> <p>See Regulation: <i>2.01C(5) and 2.03K</i></p>

1/23/13 10/31/13	If there is just one plus player registered on a 4.5+ or 5.0+ team and a 4.5 (or 5.0) player is DQ'd what happens to his/her matches?  Can the player remain on the team?	The player played at the lower level, therefore local matches are reversed based on Section option (See 2.04E(1)). For Championship play, Regulation 2.04E(2) applies.  Yes. The player can remain on the team.
10/31/13	If there are already two plus players registered on a 4.5+ or 5.0+ team, and a 4.5 (or 5.0) player is DQ'd can the team choose which player comes off the roster or does the DQ'd player have to be removed?	The DQ'd player must be removed unless one of the other plus players is unable to continue play and agrees to be removed. Local matches are reversed based on Section option; see 2.04E(1). For Championship play, Regulation 2.04E(2) applies.
1/23/13	Two 5.5 players play in a three line 5.0+ match. (Only one is allowed to play) If one player plays #1 Singles and the other plays #1 Doubles, does that captain get to choose which match becomes the ineligible match? How is it scored in TL?	No, the #1 Singles position must be defaulted.  Coordinators must use the DQ function in TennisLink so the match counts as a match played for the opponent and the match counts for NTRP calculations. The match of the disqualified 5.5 players should NOT count towards advancement to Championships.
3/28/13	Are "timed matches" permitted at the Sectional, District, Area or Local Level?	"Timed Matches" are compatible with the USTA NTRP Computer Rating System, and thus Sections may authorize such match formats within their section, or may delegate that authority to the Districts, Area, or Local Leagues.

## 2.02 PROGRESSION

1/13/99 Updated 9/1/02	If a Local League or District/Area has only one team in a Division (e.g. Adult, Mixed) can they go directly to the District/Area or Sectional Championships?	NO.  They must play a Local League first. <ul style="list-style-type: none"> <li>If there is only one team in each of the Local Leagues, they could play their Local League at the District/Area Championships and the winner advance. Those advancing must meet the minimum requirements.</li> <li>If there is only one team in each of the Districts they could play their Local League at the Sectional Championships and the winner advance. Those advancing must meet the minimum requirements.</li> </ul> See Regulation: 2.02A(1)
1/23/13	A player plays a local league match and after the match is completed, it is determined that the player is ineligible (e.g. not registered on TennisLink). If the player subsequently becomes eligible, does the match count for advancement purposes for the ineligible player, his/her partner, and the opposing player(s)?	The DQ function should be applied by the coordinator so the match will count towards advancement for the opponents. The match should NOT count towards advancement for the ineligible player and his/her partner.

**2.03 AREA, SECTION AND NATIONAL LEAGUE CHAMPIONSHIPS**

4/10/99 Updated 12/11/06 12/16/11	What happens if more than the allowed number of players who were on the roster at a National Championship appear on a given roster the next year?	<p>If a team violates USTA League Regulations by submitting a roster with more than the allowable number of players that were on any roster in that Division at a National Championships the previous year, any player, registered beyond the three (2 for 2.5, 5.0) allowed, who has not participated in a match, including defaults received, for the team will first be removed from the roster (last person to register on the team will be first off unless another player agrees to come off.) If the team still does not meet the requirement then the last National Championship individual rostered will be disqualified and all matches played by the player will be considered losses and so on until the three player requirement is reached.</p> <p>If the team roster includes the minimum number of players still eligible to play, the team will be permitted to finish the local season with the adjusted roster.</p> <p>Resulting defaults will count towards eligibility requirements for advancement to Championships below the National level. Actual scores of defaulted matches will be input for the purpose of generating NTRP ratings.</p> <p>See Regulation: 2.06A</p>
1/1/98 Updated 2/5/11	What is the difference between a Local League Play-off and a District/Area Championship?	<p>Local League Play-Off: Part of Local League competition.</p> <p>Any decision regarding whether the Play-off is part of the Local League or part of the Championships is not based on where the matches are put into TennisLink since all Play-offs must be set up in the Championship module.</p> <p>Flight Play-offs in Local League is part of the Local League. Local League Play-offs should be set up in the Championship module. Sections can determine the number of matches required in order to enter the Local League Play-off structure.</p> <p>District/Area Championship: any event that occurs between the completion of the Local League Play-offs and the Section Championship.</p> <p>See Regulations: <i>1.04D(1)</i>, <i>2.01C(1)</i> and <i>2.03A(1)</i></p>
1/1/98	Does the use of a wild card team in District/Area or Sectional Championships conflict with any USTA League Regulation?	<p>No. In accordance with the guidelines set forth in the League Championships Wild Card Procedures, a Sectional Association may adopt wild card procedures for its District/Area and Sectional Championships.</p> <p>See Regulation: <i>2.03A(1)</i></p>



# ADDENDUM III

L:\RPG\2013 National Regulations\Q A – Interpretations 10.31.13.doc

Page 8 of 16

7/12/99 Updated 12/8/99 12/16/11	If a player is winning 4-2 in the first set and then retires, does this count for the person's eligibility to advance and their computer rating?"	<p>ADVANCEMENT: The match will count for advancement for all players involved regardless of how many points/ games were played.</p> <p>NTRP YEAR-END RATING: No. Defaults or retirements in which neither player(s) wins six or more games are not part of the rating calculation. In the case stated the match would not count as a match played in order to receive a year-end rating.</p>
1/1/98 Updated 1/24/09	If USTA Membership expiration occurs during Championships competition, and if no renewal application is filed prior to such expiration, will such player become an ineligible player?	<p>Yes.</p> <p>Note: If it is determined prior to the commencement of any competition that a player does not have a current USTA membership, the player can and must immediately apply for a membership renewal or be disqualified.</p> <p>See Regulations: <i>1.04E(2) and 2.03A</i></p>
1/1/02 Updated 11/15/05	How many matches may a team play per day during Championship?	<p>Championships using best of three tie-break sets with a match tie-break in lieu of a third set may schedule no more than three matches per day per team. A minimum of 30 minutes rest will be provided between matches. If weather or unforeseen circumstances impact the completion of the event, the Tournament Committee may use shortened formats and require more matches. If a team/player enters more than one Division or event then these limitations shall apply separately to each. No consideration shall be given by the tournament staff in scheduling matches.</p> <p>See: <i>FAC Table 9</i></p>
1/1/98 Updated 1/1/04	In the event that a tournament uses two different scoring methods and a tie develops, how does the Championships Committee break the tie?	<p>TennisLink will only accept one scoring method during a Championship event. In the event the Championship Committee alters the format from regular scoring to a pro-set or other acceptable format so there is a combination of the two scoring methods and a tie develops, all matches will be converted to best of 2 or 3 tie-break sets using the Conversion Chart Procedures provided by the National office. The converted scores as published in TennisLink will be the official score and tie-break process.</p> <p>See Regulation: <i>2.03C</i></p>
1/1/98 Updated 9/23/03	How should "known defaults" be handled both at the local level and at Championships?	<p>In the spirit of good sportsmanship and fair play, the opposing team(s) should be advised of a known default. The defaulting captain will still be able to designate at what position (2nd singles or 3rd doubles) a known default will occur.</p> <p>See Regulations: <i>2.01C(5) and 2.03F</i></p>



7/14/03 Updated 12/16/11	What happens locally when a captain expects/states that the #1 position (singles or doubles) will be there shortly, so the opposing captain permits the other positions (#2 and/or #3) to go on the court and start/complete matches, and then the team(or person) doesn't show up and a default is recorded at the #1 position?	Regulation 2.03K Championship Procedures covers this issue as to how defaults are to be taken. The #2 singles before the #1 singles; the #3 Doubles before the #2 and the #2 doubles before the #1 doubles. Championship regulations/procedures apply unless a Section has developed its own regulation/procedure. If both captains agree to begin the match with positions missing, all courts stand as played.  See Regulation: <i>2.03K</i>
8/19/09 Updated 03/01/10 12/5/12 1/23/13 <u>10/31/13</u>	What happens if some individual matches are played in a team match in which one or both teams don't have enough rostered players available to meet the minimum requirements as outlined in the table in 2.03K?	<u>If the local league doesn't have a regulation in place, then regulation 2.03K would apply.</u>  <u>If both teams did not have enough players available to meet the minimum requirements as listed in table 2.03K, the entire team match will be considered a double default. Any individual matches (and scores) entered into TennisLink must be removed.</u>  <u>If only one of the teams had enough players to meet the minimum player requirements as listed in table 2.03K, that team will be credited with a team win. Only those players who were there and ready to participate will be credited with a "win by default", which will also count toward advancement to all levels of Championship, except for National Championships.</u>  See Regulation: <i>2.03K</i>
1/1/98	What is the definition of "in contention" in Reg. 2.03L Scoring of Team Defaults?	Interpretation: "In contention" has been defined as "Any team that has a mathematical chance to win or place second in the event at the time the default occurs."  See Regulation: <i>2.03L</i>
8/5/02	We have a two-team league; both teams have the required amount of players registered. The one team defaults all their matches to the other team. May the team receiving the defaults progress to Championship?	No. No league has actually taken place. This is all paper with no attempt to play.  See Regulation: <i>1.04D(1), 2.01C(1)</i>
12/3/99 Updated 02/22/11 1/16/13	Regulation 2.03L Championship Scoring of a Team Default states: "If a team defaults an entire team match for any reason during round robin play, then all matches of that team, played or to be played shall be null and void when determining standings."  Is the Local League required to follow this regulation if no alternative rule is in place at the Section, District/Area or Local level?	Yes. If the Section, District/Area or Local League does not have a specific rule in place to cover a full team default it must follow the National Championship regulation.  The objective is to play the match. The Section is encouraged to put a procedure in place.  If the Local League elects to use the Championship rule, they should be aware that if all teams in contention have played the defaulting team – those scores will stand.  For example, if the first place team defaults an entire team match (unable to contest the match for the team point), and the Sectional, District/Area or Local League have elected to use the Championship rule, that team is subject to the regulation in place for Championships (The other teams that have a chance to win the competition

# ADDENDUM III

L:\RPG\2013 National Regulations\Q A – Interpretations 10.31.13.doc

Page 10 of 16

		<p>should be credited with the matches played against this team.)</p> <p>See Regulation: <i>2.03L</i></p>
9/15/06	<p>A flight has a triple round robin scheduled. If there is a full team default, would all matches in the triple round robin be considered null and void?</p> <p>A District/Area has decided to follow the Championship Regulation 2.03L for scoring of full team defaults for their Local League.</p>	<p>No.</p> <p>The key word here is CHAMPIONSHIP rules. There is usually only one round robin played during a given Championship while a flight may play 2 or even 4 round robins in their Local League. Each of those RR's makes up a tier/segment of the Local League season. Each individual tier/segment will be considered separately for purposes of a full team default.</p> <p>If there is a full team default in a triple round robin only the RR tier/segments that have the full team default will be impacted. Each of the 3 Round Robin segments will be treated as whole and separate within the Local League flight. If the first RR was finished and the full team default occurred during the 2nd RR then all matches for the first RR would stand.</p> <p>Also remember that if all teams in contention had played the defaulting team (2.03L), those matches would stay in the system.</p> <p>See Regulation: <i>2.03L</i></p>
1/16/13	<p>Is it the intent of Regulation 2.03L that teams be allowed to continue to play in the championship if they have defaulted an entire team match?</p>	<p>No, once a team defaults an entire team match they are no longer part of the championship The Tournament Committee may allow the defaulting team to continue to play if other teams wish to play the matches, however, the opposing teams cannot be required to play. The results of such matches will not be entered in TennisLink.</p> <p>See Regulation: <i>2.03L</i></p>

**2.04 LEAGUE NTRP DISQUALIFICATION AND REVIEW PROCEDURES**

8/25/03 Updated 12/1/04	What can you do when an individual self-rates low (3.5) and then starts play at a higher level (4.0) that produces 3 strikes at the lower level? Do you have to wait until he/she rosters and plays a match to DQ?	<p>Regulation 2.04B states an individual will be disqualified if they reach the disqualification level 3 times based on all matches reported in the national database for the Adult Division.</p> <p>TennisLink will identify on the “At DQ” report an individual that has acquired 3 strikes at his/her Self-rated level regardless of being rostered at that level on any team. The Sectional Association will notify the individual that a promotion has occurred at the self-rate level and that the Sectional Association has adjusted the player’s self-rating. The individual must now participate at that adjusted self-rate level or higher. This is not an NTRP disqualification as the individual never participated at that level. It will be handled as an “appeal to move up” requested by the Section.</p> <p>See Regulation: <i>2.04B</i></p>
8/18/99 Updated 2/10/09 12/16/11	The rules state that NTRP Dynamic Disqualification is not part of the Mixed Division. If a player is disqualified in the Adult Division, are they allowed to participate at the DQ’ed level in the Mixed Division for the remainder of the Championship year?	<p>No. Even though the Mixed Division does not allow Dynamic Disqualification, it must follow the rules (Reg. 2.04B(3)) in relation to playing at the correct level. A player who has been moved up as a result of a disqualification in the Adult Division must immediately adjust his/her NTRP level of play in the Mixed Division. The player will have two options:</p> <p>Option #1: If on a combined NTRP level team, he/she may continue on that team by adjusting the levels. (9.0 combined team—DQ’ed 4.5 player now at 5.0 must play with no greater than a 4.0 player)</p> <p>Option #2: If on a straight NTRP level team, he/she must move up to the appropriate NTRP level or sit out the balance of that season depending on the Section’s regulations. (A player on a combined NTRP level team may also choose to move up if the Section allows.) If the player can combine with another player and meet the 1.0 differential, they may participate.</p> <p>See Regulation: <i>2.04B(3) and NTRP Dynamic Disqualification Table</i></p>
5/1/08 Updated 1/24/09 12/16/11 1/16/13	We play our Sectional Championships for our Adult Division back to back (or at the same time). How does this situation impact my ability to advance to Nationals if I am dynamically disqualified in any of these League Types?	<p>An individual dynamically disqualified from any League Type will not be permitted to advance to National Championships for any Adult Division except in the <b>Combined</b> Adult 55 &amp; Over League Type if they are able to combine and remain within level.</p> <p>See Regulation: <i>2.04B(3)</i></p>
1/25/02 Updated 2/10/09	Just how far back does an NTRP Disqualification go during a Local League play-off? What matches need to be reversed?	<p>Any disqualification occurring during separate tiers of a Local League Play-off flight(s) will affect only matches in that particular tier Play-off flight. No matches will be reversed in previous tier Play-off flights.</p> <p>See Regulation: <i>2.04E</i></p>

1/1/98 Updated 02/09/09 12/16/11	During local round robin competition a player is disqualified. Is that player's last match considered a loss, or are all previous matches considered losses?	<p>It depends on the basis for the disqualification during the Local League play. (See Championship Procedures Section for how the same issues are handled during Championship.)</p> <p><b>Eligibility DQ:</b> See Regulations 3.03B(4) a,b. Review this Section as penalty varies based on stage of Local League.</p> <p><b>Dynamic DQ:</b> See Regulation 2.04E(1) which states that each Section will establish what, if any, matches shall be considered losses.</p> <p>See Scoring of Eligibility Disqualification and NTRP Dynamic Disqualification for Championships in Regulations 2.04E(2) and 3.03C(4)a.b.c</p>
3/21/01 Updated 2/10/09 12/16/11 12/5/12	If a player is NTRP Dynamically Disqualified during play in any Adult Division League Type, does that disqualification apply across all League Types?	<p>If a local NTRP disqualification occurs during concurrent Adult Division seasons, the disqualification shall affect the matches played by the disqualified player in all League Types.</p> <p>If the seasons are not concurrent or over-lapping, the NTRP disqualification shall affect the matches played by the disqualified player in the season in which the NTRP Dynamic Disqualification occurred.</p> <p>If a player is disqualified in 18 &amp; Over, 40 &amp; Over or 55 &amp; Over League Types while playing in a Mixed League below the Section Championship level, the player shall immediately play at the higher level.</p> <p>See Regulation: 2.04E(1)</p>

## 2.05 YEAR-END NTRP COMPUTER RATINGS AND APPEAL PROCEDURES

2/1/07 Updated 1/19/10	55 & Over League Type National Championships have been moved to a Spring timeline. Since year-end ratings are published in November, what rating will the players be using for this National Championship?	<p>Individuals advancing to any Championship held after the publishing of the NTRP year-end ratings will participate at the level appearing on their Local League roster prior to year-end publishing, be it higher or lower than their year-end rating. If advancing from an Early Start League for the Championship year, the players will follow the option selected by the Sectional Association.</p> <p>See Regulation 2.05B(3)</p>
6/6/03 Updated 4/01/08	What year regulations and procedures are used to determine basis for appeal – year under which the rating was generated or year under which the rating will be used?	Sections will use the regulations and procedures in effect for the year in which the rating will be used. This would also apply to Early Start Dynamic Rating appeals. A published Early Start Dynamic Rating will replace the previous computer rating, including National benchmarks.
12/19/03 Updated 2/10/09	Can a Dynamically Disqualified player appeal a Year-End Rating and be granted the appeal if the final Year-end NTRP number is within appeal range?	No. A Dynamically Disqualified player automatically becomes a benchmark and is therefore, ineligible for appeal.

7/16/2013	If a player 65 or over receives an Early Start Rating higher than his/her most recent valid year-end rating, will they be granted an approved appeal?	Yes. It is the intent of Reg 2.05E(2) that no player 65 or over be given a rating higher than his/her most recent valid year-end rating.
-----------	---	--

## 2.06 Move-up/Split-up

4/10/99 Updated 12/11/06 12/16/11	What happens if more than the allowed number of players who were on the roster at a National Championship appear on a given roster the next year?	<p>If a team violates USTA League Regulations by submitting a roster with more than the allowable number of players that were on any roster in that Division at a National Championships the previous year, any player, registered beyond the three (2 for 2.5, 5.0) allowed, who has not participated in a match, including defaults received, for the team will first be removed from the roster (last person to register on the team will be first off unless another player agrees to come off.) If the team still does not meet the requirement then the last National Championship individual rostered will be disqualified and all matches played by the player will be considered losses and so on until the three player requirement is reached.</p> <p>If the team roster includes the minimum number of players still eligible to play, the team will be permitted to finish the local season with the adjusted roster.</p> <p>Resulting defaults will count towards eligibility requirements for advancement to Championships below the National level. Actual scores of defaulted matches will be input for the purpose of generating NTRP ratings.</p> <p>See Regulation: 2.06A</p>
8/5/02 Updated 02/04/09	What happens when a team has finished an Early Start League for the following season before they compete in the current year Sectional Championships and then win the Sectional Championships and the opportunity to advance to Nationals? Regulation 2.06A requires that the team split-up for the next year – in this case the next year is almost finished.	<p>The team won their next year's Early Start Local League before their current year Sectional Championships. They win Sectional Championships and advance to current year National Championships. The team may select the three players (two for some NTRP Levels) to remain and must cease to play all other players with a National Benchmark above the minimum number permitted in the Move-up/Split-up Regulation. No penalty will be imposed on any match played before completion of the Sectional Championship and those removed will be eligible to join the team next year as if they had sat out for the year.</p> <p>See Regulation: 2.06A</p>
1/1/98 Updated 02/23/11 03/14/13 8/22/13 <u>10/15/2013</u>	<p>Can players who competed at the National Championships in the Adult Division play the next year on a Mixed team, which already has three players who competed on a Mixed team at the National Championships?</p> <p>Can a team play at a National Championship in the Adult 18 &amp; Over League Type and not have to split-up if the same team qualifies to play in the Adult 40 &amp; Over League Type the next year?</p>	<p><u>No. Only three players from any combination of teams that qualified for National Championships are allowed to play together the following year.</u></p> <p><u>No. Only three players from any combination of teams that qualified for National Championships are allowed to play together the following year.</u></p>

# ADDENDUM III

L:\RPG\2013 National Regulations\Q A – Interpretations 10.31.13.doc

Page 14 of 16

	<p>Can players who played on an Adult 4.0 team at the National Championships move down (if their NTRP level allows) and play the next year with players that played on an Adult 3.5 team at the National Championship?</p> <p>Can players who played on a 9.0 Mixed team at the National Championships combine and play the next year with players from another 9.0 Mixed team that also played at the National Championships?</p> <p>Can players who played on a 9.0 Mixed team at the National Championships move down (if their NTRP level allows) and play the next year with players that played on an 8.0 Mixed team at the National Championship?</p> <p>Three players from a Mixed 8.0 team that competed at the National Championships want to remain together the following year. Can players from a Mixed 7.0 Team that also competed at the National Championships move up and join the three players on that 8.0 team</p>	<p>Yes, players may move down to a lower NTRP team level and play in the same Division as long as the total number from the combined two teams does not exceed three players.</p> <p>Yes, players may play in same Division and same NTRP team level as long as the total number from the combined two teams does not exceed three players.</p> <p>Yes, players may move down to a lower NTRP team level and play in the same Division as long as the total number from the combined two teams does not exceed three players.</p> <p><u>No. As many players as wish to may move up from the Mixed 7.0 team and form a Mixed 8.0 team but they may not combine with other players who were rostered on National Championships teams.</u></p>
<p>6/6/12 10/15/2013</p>	<p>What happens when a team that has qualified for a National Championship chooses to move up and play at the next higher level? However, at the next higher level there are only two teams participating. Does the 40% rule apply?</p>	<p>The team will be exempt from the 40% rule for the next year ONLY if the entire and exact team moves up to the next higher level.</p> <p>See Regulations: 2.06A and Table that follows.</p>

**3.00 GRIEVANCE PROCEDURES**

1/1/98 Updated 1/27/11	If a player's name or domicile is misrepresented, or the player misrepresents, falsifies or fails to disclose relevant facts relating to participation in the USTA League, does the player become ineligible and subject to disqualification?	Yes. It is essential that a player truthfully disclose all facts relevant to USTA League participation. Failure to do so may result in disqualification at any time.  See Regulation: <i>3.02D and 3.03B(3)a</i> .
5/18/04	Eligibility disqualifications are unique in that we handle an established penalty in two different ways – if within 24-hours of Local League season – remove all matches; if after conclusion of Local League by more than 24 hours, matches stand but individual may not advance. What controls the penalty phase of an eligibility disqualification?	Certain eligibility issues such as membership are cut and dry – you were a member or you were not, at the time the match was played. NTRP Grievances require time to research. The date the decision is sent by the League Grievance Committee will control the penalty phase.  See Regulation: <i>3.03B(3)a, 3.03B(4) a.b and 3.03E(6)</i> .
1/1/98 Updated 02/09/09 12/16/11	During Local round robin competition a player is disqualified. Is only such player's last match considered a loss, or are all previous matches considered as losses?	It depends on the basis for the disqualification during the Local League play.  <b>Eligibility DQ:</b> Regulations 3.03B(4) a,b. Review this Section as penalty varies based on stage of Local League.  <b>Dynamic DQ:</b> Reg. 2.04E(1) states that each Section will establish what, if any matches shall be considered losses.  See Scoring of Eligibility Disqualification and NTRP Dynamic Disqualification for Championships in Regulations <i>2.04E(2) and 3.03C(4)a.b.c</i>
1/1/98	How soon after the Grievance Committee has rendered a decision must an appeal be filed?	The appeal must be filed within the time fixed by the League Grievance Committee in its decision.  Generally speaking the time should not exceed such period of time as reasonably required by the appealing party to file a written notice of appeal containing facts and arguments in support thereof. Even more important is whether any delay will adversely affect the progress of a league or Championship event.  See Regulations: <i>3.03D(3)</i>
2/9/11	What grievance and grievance appeal documents and procedures are the parties entitled to see?	Decisions and documents of a public nature. Appropriate confidentiality should be observed when including but, not limited to, discussions, deliberations, votes and documents not of a public nature.  See Regulation: <i>3.03C(2) and 3.03D(3)</i>
2/9/11	Given that self-rating appeal decisions are final and binding, presumably meaning they are not subject to appeal, may an individual who is authorized, file an NTRP grievance?	Yes, an NTRP Grievance may be filed against a self-rated player whose appeal was granted. The final and binding only applies to the player appealing his/her self-rating.  See Regulation: <i>1.04 F(1)g and 3.03E(2)</i>

# ADDENDUM III

L:\RPG\2013 National Regulations\Q A – Interpretations 10.31.13.doc

Page 16 of 16

2/14/12	If a Grievance Committee holds a hearing (which has been duly announced) and none of the parties to the grievance show up for the hearing, is the Grievance Appeal Committee required to hold a hearing, if requested in writing?	No, the hearing is considered to have been held and the Grievance Appeal Committee is no longer bound to hold a hearing, even if requested in writing.  See Regulation: <i>3.04B(2)</i>
---------	---	---