



# **2018 LEAGUE RULES AND REGULATIONS**

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## MAJOR REGULATION CHANGES FOR 2018

1. **Split Up** (*USTA 2.06A(2); ODTA 28*). No more than three (3) players who were on the roster of any team that advanced to, or qualified for, any National Championship the previous year may play together in the same Division, same Age Group and at the same NTRP team level as the National Championship team(s) if their NTRP rating allows.

There are no restrictions on the number of championship players who may play together in a different Age Group within the same Division and NTRP team level as the National Championship team(s) if their age and NTRP rating allows. For example:

- a. An Adult 40&Over 3.5 team advanced to or qualified for the 2017 National Championship. In 2018 only three (3) players can play together on an Adult 40&Over 3.5 team, **but all players on the championship team can play together on a 3.5 team in the Adult 18&Over or on a 7.0 team in the Adult 55&Over Age Groups.**
- b. A Mixed 18&Over 7.0 team advanced to or qualified for the 2017 National Championship. In 2018 only three (3) players can play together on a Mixed 18&Over 7.0 team, **but all players on the championship team can play together on a 7.0 team in the Mixed 40&Over Age Group.**

Players who advanced to or qualified for 2017 National Championships in two or more Age Groups in the same Division and/or NTRP team level within the same Age Group and Division must move up to the higher of the NTRP team levels in 2018 or be counted in the Three-Player limit.

All 2.5 and 5.0 National Championship teams are allowed to retain 3 players who qualified for or advanced to National Championships.

2. **Team Match** (*USTA 2.01C(2); ODTA 22*). For each team match, a majority of the individual matches (positions) must actually be played to constitute a valid team match. If one team does not have the minimum number of players, the opposing team will be credited with a total team default, and will win each individual match 6-0 6-0. If neither team has the required minimum number of players, the match shall be scored as a double team default, and neither team will receive credit for a win. In the case of an entire team default or double team default any individual matches actually played will only count for NTRP ratings and eligibility for advancement and cannot count for determining standings.
3. **Competition Format** (*ODTA 14*) Any NTRP level may be divided into flights and each team shall play every other team in its flight. **Flights shall be established by the LLC according to the Flight Scheduling Table (Addendum V).**
4. **District/Area and Sectional Championship Events** (*HPS 2.02B(2); ODTA 27*) Should a team withdraw from Sectionals within ten (10) days of the start of play, that team will be replaced by a wild card team from the district that is hosting Sectionals.
5. **NTRP Dynamic Disqualification Procedures** (*HPS 2.04E(1)*) Year-end computer (C) and Benchmark (B) players are not subject to dynamic NTRP disqualification. All other players, Self-rated (S), Appeals and Medical Appeals (A), Mixed-Exclusive (M), Tournament (T), and Dynamic rating (D), will be NTRP disqualified if they reach the NTRP disqualification level ("strike") three times; all matches played by the player shall be considered losses, and those matches shall be considered wins for the opposing player(s). Disqualified players will be immediately notified by the SLC or designee and have the right to a review in accordance with NTRP procedures.

**OAHU DISTRICT TENNIS ASSOCIATION**  
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**TABLE OF CONTENTS**

1. Applicability .....	3
2. Local League.....	3
3. USTA Membership .....	3
4. Registration .....	3
5. Adding Players .....	3
6. Entry. ....	4
7. NTRP Disqualification and Disqualification Review Procedures.....	4
8. Player Participation.....	4
9. Team Captain .....	4
10. Court Facilities .....	4
11. Team .....	5
12. Age Requirement.....	5
13. League Fee.....	5
14. Competition Format .....	5
15. Individual Match Scoring .....	6
16. Team Match and Scoring .....	6
17. Team Lineups .....	6
18. Order of Matches.....	7
19. Penalty for Lateness .....	7
20. Continuous Play and Rest Periods .....	7
21. Coaching and Electronic Devices.....	7
22. Defaults and Retirements .....	7
23. Rescheduling and Rained-Out Team Match .....	10
24. Line Assistants .....	11
25. Score Reporting .....	11
26. Progression.....	12
27. Team No-Show for Section Championships .....	12
28. Move Up/Split Up .....	13
29. Violations of Rules and Procedures .....	14
30. Grievance and Grievance Appeal Procedures .....	14
31. Year-end NTRP Computer Ratings and Appeal Procedures.....	14
32. Protocol for Filing a Self-Rate NTRP Grievance.....	14
33. Section Championship NTRP Dynamic Disqualification .....	14
ADDENDUM I NTRP Dynamic Disqualification .....	15
ADDENDUM II Valid NTRP Computer Ratings .....	16
ADDENDUM III Tennis Court Rules .....	17
ADDENDUM IV Medical Timeout .....	18
ADDENDUM V Flight Scheduling Table .....	19

## OAHU DISTRICT TENNIS ASSOCIATION 2018 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*.

**WARNING:** Captains and players can be sanctioned for falsifying USTA League match scores and/or reporting matches in TennisLink that were not actually played. Individuals found in violation can receive sanctions that include being denied the opportunity to advance to championships, suspension from USTA League play and captains being prohibited from captaining teams. This is a recreational league and unethical and unsportsmanlike behavior of any individuals associated with USTA League Tennis will not be tolerated. *HPS Player Guide*

- 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 Women, 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
	65 & Over	3 Doubles	6.0, 7.0, 8.0, 9.0
Mixed	18 & Over	3 Doubles	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 HST 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.
  - 4.1 Transferring Players.** Players may not be transferred from one team to another after the minimum roster deadline.
  - 4.2 Refund.** Partial refund of league fees will be issued provided the request is made no later than one week before the league start date. The amount refunded will be the league fee less the \$3 TennisLink fee and \$3 processing fee.
- 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 Section championships) when 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 without a valid NTRP rating level in TennisLink, a returning player with an expired NTRP rating level, a Tournament Exclusive (T) rated player or a Mixed Exclusive (M) rated player who does not have a valid computer (C) rating from a previous year and chooses to participate in the Adult Division, must self-rate to enter the USTA League Program. A player with a valid NTRP rating level in TennisLink must use that rating to enter the USTA League Program. 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. *NTRP Dynamic Disqualification procedures will apply.*

All players age 65 or older, if promoted, will automatically be granted an appeal (A rating) of their current rating back to their previous valid year-end rating. NTRP Dynamic Disqualification procedures will apply. *USTA Reg 2.05E(2)*

**6.1 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 2.04*

8. **Player Participation.** A player may play only one NTRP level above the player's current NTRP level in the Adult 18 & Over and Adult 40 & Over Age Groups. A player may play in more than one NTRP level in the Adult 55 & Over, Adult 65 & Over, 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, the player may choose to play on the other team at the next championship level should that 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 in TennisLink. Captains of teams designated as the "home team" shall provide the balls for the match.
10. **Court Facilities.** The Tennis Court Rules (Addendum III) 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 (RAC)" 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 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, etc.*
- 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. *Refer to ODTA Rule 28 for move up/split up restrictions applicable to National Championship players and teams.*

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 Women & 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"> <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 three 5.0 players on a team roster. <i>See restrictions below.</i></li> </ul>
	55&Over 65&Over 6.0, 7.0, 8.0 & 9.0 (combined)	6/16	Same Gender	<p>Combined NTRP rating levels of partners shall not exceed team NTRP level. NTRP difference between partners shall not exceed 1.0</p> <p>The minimum NTRP Level for: 6.0 is 2.5; 7.0 is 3.0; 8.0 is 3.5 9.0 is 4.0.</p>
Mixed	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)			The minimum NTRP Level for: 6.0 is 2.5; 7.0 is 3.0; 8.0 is 3.5; 9.0 is 4.0; 10.0 is 4.5.
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+.** Only two 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. Flights shall be established by the LLC according to the Flight Scheduling Table (Addendum V).**

- 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. (ODTA Rule 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 Women, 5.0+	1 Singles, 2 Doubles	2 Individual matches won
Adult 40	2 Singles, 3 Doubles	3 Individual matches won
Adult 55; Adult 65; 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:

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

**ODTA Comment 16a:** When a sub-flight playoff round robin is played, procedures a) through e) shall only apply to the "Team Standings" of the sub-flight round.

- 17. Team Lineups.** The team captains shall exchange the team lineup simultaneously prior to the beginning of the team match.

**17.1 Substitution.** 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.

**17.2 Players.** Players must be present when their matches are called (court is available) or be subject to the lateness penalty. It is not necessary to have all players present when lineups are exchanged. However, regulations regarding lateness will apply when a player whose name is on the lineup is not present when his/her match is called (ODTA Rule 19). Once lineups are exchanged, the rule regarding substitution applies.

**ODTA Comment 17a:** It is recommended team lineups be exchanged at least 10 minutes prior to start of the first individual match.

**ODTA Comment 17b:** In the spirit of good sportsmanship and fair play, the substitute should already be at the match location to avoid delaying the start of the match. If a substitute is not immediately available, the position should be defaulted or if the opposing captain agrees, the position may be played later in the team match when the substitute arrives or rescheduled. Captains should refer to Rule 22 before the position is defaulted.

18. **Order of Matches.** The order of play for each division is shown in the table below. The order of play may be changed provided both captains agree to the changes when lineups are exchanged.

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 singles, #2 singles, #1 doubles, #2 doubles and #3 doubles.
Adult 18&Over: 2.5 Women and 5.0+	Singles, #1 doubles and #2 doubles.
Adult 55&Over; Adult 65&Over; Mixed 18&Over; Mixed 40&Over	#1 doubles, #2 doubles and #3 doubles.
Ekolu	Men's doubles, women's doubles, and mixed doubles.

19. **Penalty for Lateness.** The USTA Point Penalty System is used for all leagues. The lateness penalty clock starts when the match is scheduled and called, a court is available, and a player has not arrived.

#### **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

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 responsible 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. The match starts when the first service attempt is made in the first set. 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 20a:** 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 20b:** 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 and Electronic Devices.** There shall be no coaching at any time, including during bathroom breaks. Cell phones and other electronic communication devices may not be used at any time during a match, including warm-up, change-overs, set breaks, and bathroom breaks.
22. **Defaults and Retirements.** For each team match, a majority of the individual matches (positions) must actually be played to constitute a valid team match. A team must have the minimum number of eligible players available for play in a team match in accordance with the Allowable Defaults table or the entire team match will be defaulted. The maximum number of positions that can be defaulted in a team match and the number of positions that must actually be played without defaulting the entire team match are shown in the table. **In the case of a team default or double team default any individual matches actually played will only count for NTRP ratings and eligibility for advancement and cannot count for determining standings.**



**A default occurs** when a player/doubles team fails to appear or is more than 15 minutes late for an individual match. A defaulted position shall count as a position played for the player/doubles team receiving the default. If both players/doubles teams default the same position that position will not count as a position played by both players/doubles teams. However, any defaulted position does not count as a position actually played.

**An entire team match default occurs** when one team does not have the minimum number of eligible players required to be available for the team match. A double-default of the entire team match will be declared when: a) both teams did not have the minimum number of eligible players required to be available for the team match; or b) both teams had the number of players required but the majority of positions were not actually played; or c) the combined defaulted positions of both teams resulted in the majority of positions to not actually be played.

**A retirement occurs** when an individual match has started and a player is unable to continue due to injury, loss of condition, emergency or refusal to play. A match is considered "started" when the first service attempt of the match is made. A retired match shall count as a position actually played.

### **ALLOWABLE DEFAULTS**

Division/Age Group/Level	Minimum Number of Eligible Players Required to Be Available Per Match	Maximum Number of Positions That Can Be Defaulted in a Team Match	Required Position(s) and Order of Match Defaults	Number of Positions That Must Actually Be Played
Adult 18 - 3.0, 3.5, 4.0, 4.5	4	2	<u>Singles</u> #2 Singles before #1 Singles	3 Positions
Adult 40			<u>Doubles</u> #3 Doubles before #2 Doubles, and #2 Doubles before #1 Doubles	
Adult 18 - 2.5 Women, 5.0+	3	1	Singles or #2 Doubles	2 Positions
Adult 55 & Adult 65	4 Players who are eligible and able to combine and compete.	1	#3 Doubles	2 Positions
Mixed 18 & Mixed 40				
Ekolu	4 Players who are eligible and able to combine and compete.	1	Any Position	2 Positions

The positions that must actually be played based on the number of players available are noted in the following table. Any other combination of positions may result in the majority of positions to not actually be played.

When one or both teams do not have a full lineup for the team match, the positions that must actually be played by the two teams are those that are noted for the lineup with the fewest number of players. For example: the #1 & #2 singles and #1 doubles should be played when one lineup has 4 players and the other lineup has 5 or more players.

## POSITIONS THAT MUST ACTUALLY BE PLAYED

Number of Positions in the Team Match	Number of Eligible Players Available	Positions That Must Actually Be Played
5 (2 singles & 3 doubles)	4	#1 & #2 singles, and #1 doubles
	5	#1 singles, and #1 & #2 doubles
	6	#1 & #2 singles, and #1 & #2 doubles; <b>or</b> the three doubles.
	7	#1 singles, and three doubles.
3 (Singles & 2 doubles)	3	Singles & #1 doubles
3 Doubles	4	#1 & #2 doubles

**22.1 Individual Match Default.** A default occurs when a player/doubles team fails to appear or is more than 15 minutes late for an individual match (*ODTA Rule 19 – Penalty for Lateness*).

If positions are not defaulted in the order shown in the Allowable Defaults table, the position that was originally defaulted will stand as having been defaulted, and the position 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.

A defaulted position shall count as a position played for the player/doubles team receiving the default, but not for the player/doubles team that defaulted. **However, a defaulted position does not count as a position actually played.**

For the purpose of determining standings, individual match defaults will be scored by TennisLink as a 6-0, 6-0 win for the player/doubles team receiving the default and a 0-6, 0-6 loss for the player/doubles team that defaulted the match. If both players/doubles teams default the same position, both sides will be given a 0-6, 0-6 loss and neither receives credit for a win. When a double-default results in a tie in the team match, TennisLink will determine the winner based on tiebreak procedures.

**ODTA Comment 22a:** In the spirit of good sportsmanship and fair play, the opposing captain should be advised of a known default before the match date. It is recommended that all non-defaulting players be present to receive the “win by default” when line-ups are exchanged unless both captains agreed to allow the non-defaulting players to be absent.

**22.2 Entire Team Match Default.** An entire match default occurs when one team does not have the minimum number of eligible players required to be available for the team match. If one team does not have the minimum number of players, the opposing team will be credited with a total team default, and will win each individual match 6-0 6-0.

**Penalty:** When 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. The ALC may suspend some or all members of the defaulting team from playing USTA League play for the remainder of the calendar year in which the total team default occurred and/or for the succeeding calendar year. (*HPS 2.01C(2), HPS 2.03L*)

**ODTA Comment 22b:** *What happens when my team has only 3 players for a 5-position team match and the opposing team has 4 players?* An entire team match default will be declared for your team because your team does not have the minimum number of eligible players required to be available for the team match. The opposing team will be credited with defaults (wins) for #1 and #2 singles, and #1 doubles; and #2 and #3 doubles will be recorded as double defaults for both teams.

**ODTA Comment 22c:** *What happens if some individual matches are played even though one team showed up with less than the minimum number of players?* The LLC should be notified to remove the scores from team standings. **Any individual matches actually played will only count for NTRP ratings and eligibility for advancement and cannot count for determining standings.**

### 22.3 Double-Default of Entire Team Match will be declared when:

- a. both teams did not have the minimum number of eligible players required to be available for the team match; or
- b. both teams had the number of players required but the majority of positions were not actually played; or
- c. the combined defaulted positions of both teams resulted in the majority of positions to not actually be played.

Both teams involved will incur the same penalties that would result for a default of an entire team match (ODTA Rule 22.2).

When an entire team match default/double-default occurs, the captain(s) of the defaulting team(s) shall notify the Local League Coordinator (LLC) within one day of the defaulted team match. The LLC shall inform the Section League Coordinator (SLC) of the team match default who will then inform the ALC.

**ODTA Comment 22d:** *What should captains do when they exchange lineups in a 5-position team match and the scorecards show both teams are defaulting different positions (e.g., one team defaults #2 and #3 doubles, and the other team defaults #1 and #2 singles)?* The captains should adjust their lineups because the combined defaults of both teams would result in the majority of positions to not actually be played. If the captains cannot agree on which two positions to default and which three positions to actually play, the match is scored as a double-default of an entire team match.

**ODTA Comment 22e:** *What happens in a 5-position team match when one team had 4 players and the other team had a full lineup of 8 players, and both captains agreed to actually play only the #1 and #2 doubles?* A double-default of the entire team match will be declared because both teams had enough players to actually play three positions but only two positions were actually played. A double-default would not occur if the teams play the positions as noted in the table for the team with 4 players (lineup with the fewest number of players).

**22.4 Retired Match.** A retirement occurs when an individual match has started and a player is unable to continue due to injury, loss of condition, emergency or refusal to play. A match is considered "started" when the first service attempt of the match is made. A retired match shall count as a position actually played by both teams.

For score entry in TennisLink, mark the position as *retired* and input the actual scores of the match at the point of retirement. The winning (non-retiring) team's scores are to be entered first. For the purpose of determining team standings, TennisLink will credit the non-retiring player/doubles team 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.

**ODTA Comment 22f:** *Can a match be retired when a player is unable to continue due to injury or illness during the warm-up?* No. The 5-minute warm-up period is not considered the start of the match. A substitution can be made for a player who is injured or ill during the warm-up. ODTA Rule (17.01) – Team Lineups (Substitution).

**ODTA Comment 22g:** *How should the actual scores be input when Team A won the first set 6-2 then retired after losing the first three games of the second set to Team B?* The actual scores at the time of retirement should be shown on the scorecard and input to TennisLink as: 2-6, 3-0 in favor of the non-retiring Team B.

## 23. Rescheduling and Rained-Out Team Match.

**23.1 Rescheduling.** 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/Rule Exception match date.

Both team captains must 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 on the match date originally scheduled or scheduled by 23.1(A) Rule Exception, **otherwise the match will be recorded as a double default**.

**23.1(A) Rule Exception:** The LLC shall reschedule the date, time and location of a team match involving a team with 4 or more players who will not be available because of Section or National championship competition. The captain must **email** the LLC to request the reschedule at least two weeks before the originally scheduled match date. The LLC must **email** both captains the date, time and location of the rescheduled match. Once the Rule Exception match is scheduled by the LLC both captains must follow Rule 23.1 to change the date, time or location of the match.

**ODTA Comment 23a:** In the spirit of good sportsmanship and fair play, a captain should contact the opposing captain at least one week before the match date to discuss rescheduling. It is recommended the communication between the two captains be via email to document the agreement or refusal to reschedule.

**ODTA Comment 23b:** A captain should not expect the opposing captain to agree to reschedule a match, and the opposing captain should not feel obligated to agree to the rescheduling.

**23.2 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 should not wait more than 30 minutes past the original scheduled start time when there is a subsequent team match scheduled on the same courts. If a team match is postponed due to unplayable weather, the match shall be deemed a “rained-out” team match.

**23.2(A)** 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. *ODTA Rule 17 – Team Lineups (Substitution).*

**23.2(B)** A rained-out team match or individual match must be rescheduled within two-weeks of the original team/Rule Exception 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.

**23.2(C)** Team players 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. *ODTA Rule 17 – Team Lineups (Players); Rule 19 – Penalty for Lateness.*

**23.2(D)** Both team captains must notify the LLC of the date, time, and location of the rescheduled match.

**23.3 Waiver.** 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/Rule Exception 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. Line Assistants.** 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. When two Line Assistants disagree on a call, a let is played.

**25. Score Reporting.** TennisLink is the official system for reporting scores and providing standings for the USTA League including Ekolu League. The captain of the winning team shall report the scores within 72 hours of the day that the last individual match is played or the captain and/or team could face possible sanctions. The 72-hour period is 72 hours from the end of day that the last match is played. Winning captains are urged to post scores as soon as possible. If the winning team cannot report the scores due to unforeseen problems, a message shall be left for the LLC 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.

**WARNING:** Captains and players can be sanctioned for falsifying USTA League match scores and/or reporting matches in TennisLink that were not actually played. Individuals found in violation can receive sanctions that include being denied the opportunity to advance to championships, suspension from USTA League play and captains being prohibited from captaining teams. This is a recreational league and unethical and unsportsmanlike behavior of any individuals associated with USTA League Tennis will not be tolerated.

**26. Progression.** Flight playoffs to determine the district flight champion will be single elimination when there are two or more flights in a playing level.

- a. **Two or four flights** in a level: first and second place teams will advance to flight playoff.
- b. **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 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.

District flight champions of each division will advance to the next level of championship competition of their respective divisions in accordance with the following Matches Required to Advance table.

#### **MATCHES REQUIRED TO ADVANCE**

Division	<b><u>To Section Championships</u></b>		<b><u>To National Championships</u></b>	
	<b>Local League Matches Required</b>	<b>Defaults That Count to Advance</b>	<b>Total Matches Required Through Section Championships</b>	<b>Defaults That Count to Advance</b>
Adult & Mixed	2 matches on same team	1 default received	3 matches on same team <i>Adult 65&amp;Over Invitational: 2 matches on same team</i>	1 default received
Ekolu	2 matches on same team	1 default received		
A RETIRED match shall count for all players.				

**27. Team No-Show for Section Championships.** The Championships Committee shall penalize any team that has committed to participate and fails to appear and participate with the minimum number of players at any Section Championship.

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 the Section Championship or if another team takes the place of the team that failed to participate in the Section Championship.

Should a team withdraw from Sectionals within ten (10) days of the start of play, that team will be replaced by a wild card team from the district that is hosting Sectionals. (HPS 2.02B(2) Wildcard Policy)

- 28. Move Up/Split Up.** The following applies to any player or team that advanced to, or qualified for, any National Championship in the previous year. *This rule does not apply to the Adult 65&Over league.*

**28.1 Move Up.** Teams and team members that advanced to, or qualified for, any National Championship may play together as a team, in whole or in part, if they move up one NTRP team level.

**28.2 Split Up.** (*Three-Player Limit*): No more than three (3) players who were on the roster of any team that advanced to, or qualified for, any National Championship the previous year may play together in the same Division, same Age Group and at the same NTRP team level as the National Championship team(s) if their NTRP rating allows.

There are no restrictions on the number of championship players who may play together in a different Age Group within the same Division and NTRP team level as the National Championship team(s) if their age and NTRP rating allows. For example:

- a. An Adult 40&Over 3.5 team advanced to or qualified for the 2017 National Championship. In 2018 only three (3) players can play together on an Adult 40&Over 3.5 team, **but all players on the championship team can play together on a 3.5 team in the Adult 18&Over or on a 7.0 team in the Adult 55&Over Age Groups.**
- b. A Mixed 18&Over 7.0 team advanced to or qualified for the 2017 National Championship. In 2018 only three (3) players can play together on a Mixed 18&Over 7.0 team, **but all players on the championship team can play together on a 7.0 team in the Mixed 40&Over Age Group.**

**28.3 Participation in Two or More National Championships.** Players who advanced to or qualified for 2017 National Championships in two or more Age Groups in the same Division and/or NTRP team level within the same Age Group and Division must move up to the higher of the NTRP team levels in 2018 or be counted in the Three-Player limit. For Example:

- a. A player advanced to or qualified for Adult 18&Over 4.5 and Adult 40&Over 4.0 National Championships. In 2018 that player must move up and play on Adult 18&Over 5.0 and Adult 40&Over 4.5 teams or be counted in the Three-Player limit. The player may participate on any Adult 55&Over if age and rating allows.
- b. A player advanced to or qualified for Adult 18&Over 3.5 and 4.0 National Championships. In 2018 that player must move up and play on an Adult 18&Over 4.5 team or be counted in the Three-Player limit. The player may participate on any Adult 40&Over and Adult 55&Over teams if age and rating allows.
- c. A player advanced to or qualified for Mixed 18&Over 7.0 and Mixed 40&Over 8.0 National Championships. In 2018 that player must move up and play on Mixed 18&Over 8.0 and Mixed 40&Over 9.0 teams if rating allows or be counted in the Three-Player limit.
- d. A player advanced to or qualified for Mixed 40&Over 6.0 and 7.0 National Championships. In 2018 that player must move up and play on a Mixed 40&Over 8.0 team or be counted in the Three-Player limit. The player may participate on any Mixed 18&Over team if rating allows.

**28.4 Qualifying Matches.** Move Up/Split Up *requirements* only apply to players who participated in three (3) or more matches (including one default) for that team during the championship year.

**28.5 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. (*HPS Reg. 2.06A*)

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 teams are encouraged to settle all disputes during matches in a friendly manner and in the spirit of good sportsmanship. If it is not possible for a dispute to be settled during a match, the regulations in 3.00 Grievance Procedures shall apply to all USTA League Divisions. All grievances and appeals shall be filed with the Section League Coordinator. *Refer to HPS League Regulations 3.00*
31. **Year-end NTRP Computer Ratings and Appeal Procedures.** *Refer to HPS League Regulations 2.05*
32. **Protocol for Filing a Self-Rate NTRP Grievance.** *Refer to HPS League Regulations 3.03E*
33. **Section Championship NTRP Dynamic Disqualification.** The Section will calculate dynamic ratings and disqualify following the conclusion of the championship. All points earned by dynamically disqualified players at the championship will stand but the disqualified players will not be allowed to continue or advance. *Refer to HPS League Regulations 2.04B(2)b*

## ADDENDUM I

<b>NTRP DYNAMIC DISQUALIFICATION</b>		
<p>Each NTRP Level is followed by a letter indicating the type of rating.</p> <p>The following identifies who can and cannot be NTRP dynamically disqualified.</p>		
<b>Who <u>cannot be</u> NTRP dynamically disqualified?</b>		
NTRP Level followed by the letter below:		
	C	Computer Rated Players
	M	Mixed Exclusive Players *
	T	Tournament Players *
<p>Exception:</p> <p>* Year-end (M) and (T) rated players are required to self-rate to enter the Adult Division, automatically become (S) rated players and therefore become subject to NTRP dynamic disqualification.</p>		
<b>Who <u>can be</u> NTRP dynamically disqualified? Participants in the Adult Division:</b>		
NTRP Level followed by the letter below:		
	<b>A</b>	Appealed – all granted appeals including Medical and Promoted Players <b>60</b> or Over
	<b>S</b>	Self-rated Players
	<b>D</b>	Dynamic or NTRP Grievance Disqualified Players
<p>Players participating in the Adult Division who are promoted as a result of NTRP dynamic disqualification will be immediately required to participate at their new NTRP level in all USTA League Programs.</p>		



## ADDENDUM II

VALID NTRP COMPUTER RATINGS FOR 2018			
2018 League Year	<p>Players who are 59 years or under during the 2018 League Year will have their most current computer rating displayed in TennisLink. They must self-rate if their NTRP rating is older than 3 years.</p> <p>*Exception: A player who receives a published (M) or (T) rating and chooses to participate in the Adult Division will be required to self-rate even if the (M) or (T) rating is less than 3 years old.</p> <p>X indicates the years of valid computer rating in TennisLink for play in 2018.</p>		
	<p>Players who will be 60 years or older during the 2018 League Year will have their most current computer rating displayed in TennisLink. They must self-rate if their NTRP rating is older than 2 years.</p> <p>*Exception: A player who receives a published (M) or (T) rating and chooses to participate in the Adult Division will be required to self-rate even if the (M) or (T) rating is less than 2 years old.</p> <p>X indicates the years of valid computer rating in TennisLink for play in 2018.</p>		
Last Year Computer Rating Received	2015	2016	2017
Age 59 or Under during 2018 League Year	X	X	X
Age 60 or Over during 2018 League Year		X	X
<p><b>TennisLink will automatically remove expired computer and self-ratings thereby allowing individuals to self-rate. 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 of the NTRP rating level assigned.</b></p>			
<p><b>Computer ratings</b> are valid based on the above table.</p>			
<p><b>Self-ratings</b> are valid for 2 years from the date issued or until replaced by a dynamic or computer rating.</p>			

## ADDENDUM III

### 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.*

## ADDENDUM IV

### MEDICAL TIMEOUT

**Medical Timeout.** A medical timeout consists of evaluation time plus a maximum of three minutes treatment time for a treatable medical condition. The maximum time allowed for evaluation and treatment is 15 minutes, at which time play must resume otherwise the player will be subject to the point penalty system (*FAC pg. 123*). This 15-minute time limit begins when the player requests a medical timeout. A player can request a medical timeout during the 5-minute warm-up. No coaching is allowed during the suspension of play.

1. **Bleeding Timeout.** A bleeding timeout consists of up to 15 minutes to stop visible bleeding, clean up the court, and dispose of contaminated items. No coaching is allowed during the suspension of play.
2. **Medical Condition.** A medical condition includes, but is not limited to, an injury, illness, or heat-related condition or cramping, or any condition that the player believes requires diagnosis or treatment. Medical condition also includes aggravation of a pre-existing condition.
3. **Non-treatable Medical Conditions.** Players may not receive a medical timeout or treatment any time during a match or a warm-up for the following medical conditions:
  - a. Any medical condition that cannot be treated appropriately during a match; such as a degenerative condition not helped or eased by on-court treatment;
  - b. General player fatigue, such as fatigue not accompanied by cramps, vomiting, dizziness, blisters, or other similar treatable conditions; and
  - c. Any medical condition requiring injection, intravenous infusion, or supplemental oxygen. A player who receives any injection, intravenous infusion, or supplemental oxygen, except under circumstances specifically authorized by USTA Regulations, shall be immediately defaulted. Diabetics may use devices to check blood sugar, may administer subcutaneous injections of insulin, and may use battery-powered insulin pumps. Asthmatics may use only hand-held, non-battery, or non-electrical inhalers.
4. **Limit on Medical Timeouts.**
  - a. Cramping and heat-related conditions - One in warm-up and one in match. Limit applies even if heat-related condition or cramping is in different parts of body.
  - b. General fatigue - No timeout allowed.
  - c. Visible bleeding - One in warm-up and one in match. Additional bleeding timeout is allowed if visible bleeding occurs in a different area of the body.
  - d. Medical condition that is not treatable - No timeout allowed.
  - e. Treatable medical condition - One per medical condition. No more than two medical timeouts during one stoppage of play regardless of the number of treatable medical conditions. The maximum time that play may be interrupted for evaluation and treatment of the two conditions is 15 minutes. A player who has a condition that was treated in the warm-up may take an additional medical timeout for that condition during the match.

## ADDENDUM V

FLIGHT SCHEDULING TABLE						
No. of Teams in Level	Division of Teams No. of Flights (Teams/Flight)	No. of Rounds	Top Teams Sub-Flight <sup>2</sup> Playoff?	<u>Majority Vote by Flight Captains<sup>1</sup></u> Bottom Teams Consolation Matches	Single Elimination <sup>2</sup> Playoff?	Total Play Days
2	1	8	No		No	8
3	1	4	No		No	12
4	1	3	No		No	9
5	1	2	No		No	10
6	1	2	No		No	10
7	1	1	Yes. <u>Top (2) playoff.</u> Winner to advance to Section Championship.	Bottom (5) <u>two matches</u> based on standings. <i>See Note <sup>3</sup>A</i>	No	10
8	1	1	Yes. <u>Top (2) playoff.</u> Winner to advance to Section Championship.	Bottom (6) <u>one match</u> based on standings. <i>See Note <sup>3</sup>B</i>	No	8
9	1	1	Yes. <u>Top (2) playoff.</u> Winner to advance to Section Championship.		No	10
10	1	1	Yes. <u>Top (2) playoff.</u> Winner to advance to Section Championship.		No	10
11	1	1	Yes. <u>Top (2) playoff.</u> Winner to advance to Section Championship.		No	12
12	2 (6, 6)	2	No		Yes. 1st & 2nd place of each flight	11
13	2 (6, 7)	6-team flight: <u>2 rounds</u>	No		Yes. 1st & 2nd place of each flight.	11
		7-team flight: 1 round	No	7-Team flight bottom (5) <u>two matches within the flight</u> based on standings. <i>See Note <sup>3</sup>A</i>		

## FLIGHT SCHEDULING TABLE

No. of Teams in Level	Division of Teams No. of Flights (Teams/Flight)	No. of Rounds	Top Teams Sub-Flight <sup>2</sup> Playoff?	<u>Majority Vote by Flight Captains<sup>1</sup></u> Bottom Teams Consolation Matches	Single Elimination <sup>2</sup> Playoff?	Total Play Days
14	2 (7, 7)	1	No	Bottom (5) <u>two cross-flight</u> matches based on standings. <i>See Note <sup>4</sup>C</i>	Yes. 1st & 2nd place of each flight.	9
15	2 (7, 8)	7-team flight: 1 round	No	Bottom (5) & (6) <u>two cross flight</u> matches based on standings. <i>See Note <sup>4</sup>D</i>	Yes. 1st & 2nd place of each flight.	10
		8-team flight: 1 round	No			
16	2 (8, 8)	1	No	Bottom (6) <u>one cross-flight</u> match based on standings. <i>See Note <sup>4</sup>E</i>	Yes 1st & 2nd place of each flight	8
17	2 (8,9)	8-team flight: 1 round	No	Bottom (6) & (7) <u>one cross flight</u> match based on standings. <i>See Note <sup>4</sup>F</i>	Yes. 1st & 2nd place of each flight.	11
		9-team flight: 1 round	No			
18	2 (9, 9)	1	No		Yes. 1st & 2nd place of each flight	10
19	2 (9, 10)	1	No		Yes. 1st & 2nd place of each flight	10
20	2 (10, 10)	1	No		Yes. 1st & 2nd place of each flight	10
21	2 (10, 11)	1	No		Yes. 1st & 2nd place of each flight	12
22	2 (11,11)	1	No		Yes. 1st & 2nd place of each flight	12
23	2 (11, 12)	1	No		Yes. 1st & 2nd place of each flight	12

## FLIGHT SCHEDULING TABLE

No. of Teams in Level	Division of Teams No. of Flights (Teams/Flight)	No. of Rounds	Top Teams Sub-Flight <sup>2</sup> Playoff?	<u>Majority Vote by Flight Captains<sup>1</sup></u> Bottom Teams Consolation Matches	Single Elimination <sup>2</sup> Playoff?	Total Play Days
24	2 (12, 12)	1	No		Yes. 1st & 2nd place of each flight	12
25	3 (8, 8, 9)	1	Yes. <u>2nd place round robin<sup>2</sup></u> . Winner to single elimination playoff.	For 8-team flights: Bottom (6) <u>one cross-flight</u> match based on standings. <i>See Note <sup>4</sup> E</i>	Yes. 1st place of each flight & winner of 2nd place round robin.	11
26	3 (8, 9, 9)	1	Yes. <u>2nd place round robin<sup>2</sup></u> . Winner to single elimination playoff	For 8-team flight: Bottom (6) <u>one match within the flight</u> based on standings. <i>See Note <sup>3</sup> B</i>	Yes. 1st place of each flight & winner of 2nd place round robin.	11
27	3 (9, 9, 9)	1	Yes. <u>2nd place round robin<sup>2</sup></u> . Winner to single elimination playoff		Yes. 1st place of each flight & winner of 2nd place round robin.	11
28	3 (9, 9, 10)	1	Yes. <u>2nd place round robin<sup>2</sup></u> . Winner to single elimination playoff		Yes. 1st place of each flight & winner of 2nd place round robin.	11
29	3 (9, 10, 10)	1	Yes. <u>2nd place round robin<sup>2</sup></u> . Winner to single elimination playoff		Yes. 1st place of each flight & winner of 2nd place round robin.	11
30	3 (10, 10, 10)	1	Yes. <u>2nd place round robin<sup>2</sup></u> . Winner to single elimination playoff		Yes. 1st place of each flight & winner of 2nd place round robin.	11
31	3 (10, 10, 11)	1	Yes. <u>2nd place round robin<sup>2</sup></u> . Winner to single elimination playoff		Yes. 1st place of each flight & winner of 2nd place round robin.	13
32	3 (10, 11, 11)	1	Yes. <u>2nd place round robin<sup>2</sup></u> . Winner to single elimination playoff		Yes. 1st place of each flight & winner of 2nd place round robin.	13

## FLIGHT SCHEDULING TABLE

No. of Teams in Level	Division of Teams No. of Flights (Teams/Flight)	No. of Rounds	Top Teams Sub-Flight <sup>2</sup> Playoff?	<u>Majority Vote by Flight Captains<sup>1</sup></u> Bottom Teams Consolation Matches	Single Elimination <sup>2</sup> Playoff?	Total Play Days
33	3 (11, 11, 11)	1	Yes. <u>2nd place round robin<sup>2</sup></u> . Winner to single elimination playoff		Yes. 1st place of each flight & winner of 2nd place round robin.	13
34	3 (11, 11, 12)	1	Yes. <u>2nd place round robin<sup>2</sup></u> . Winner to single elimination playoff		Yes. 1st place of each flight & winner of 2nd place round robin.	13
35	3 (11, 12, 12)	1	Yes. <u>2nd place round robin<sup>2</sup></u> . Winner to single elimination playoff		Yes. 1st place of each flight & winner of 2nd place round robin.	13
36	4 (9, 9, 9, 9)	1	No		Yes. 1st & 2nd place of each flight.	11

### Notes:

<sup>1</sup> Majority Vote by Captains before league start date to decide whether Bottom Team Consolation matches will be played.

<sup>2</sup> 2<sup>nd</sup> Place round robins, and Single Elimination Playoffs are to be completed in one day; Single Elimination Playoff for 4 flights completed over two days.

<sup>3</sup> **Within Flight** Bottom Team Consolation Matches Based on Standings.

	No. of Bottom Teams	Week 1	Week 2	Week 3
<sup>3</sup> A	5 (Two Matches)	3 v. 4 5 v. 6	7 v. 6 5 v. 4	3 v. 7
<sup>3</sup> B	6 (One Match)	3 v. 4 5 v. 6	7 v. 8	

<sup>4</sup> **Cross-Flight** Bottom Team Consolation Matches Based on Standings.

	No. of Bottom Teams/Flight	Week 1	Week 2	Week 3
<sup>4</sup> C	5 (Two Matches)	A3 v. B3 A4 v. B4 A5 v. B5	A6 v. B6 A7 v. B7	A3 v. B4 A4 v. B3 A5 v. B6 A6 v. B7 A7 v. B5
<sup>4</sup> D	5 & 6 (Two Matches)	A3 v. B3 A4 v. B4 A5 v. B5	A6 v. B6 A7 v. B7	A3 v. B4 A4 v. B5 A5 v. B6 A6 v. B7 A7 v. B8 A4 v. B3 A6 v. B8
<sup>4</sup> E	6 (One Match)	A3 v. B3 A4 v. B4 A5 v. B5	A6 v. B6 A7 v. B7 A8 v. B8	
<sup>4</sup> F	6 & 7 (One Match)	A3 v. B3 A4 v. B4 A5 v. B5	A6 v. B6 A7 v. B7 A8 v. B8	A8 v. B9