



TRI-ONE

RULES AND REGULATIONS

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OAHU DISTRICT TENNIS ASSOCIATION TRI-ONE LEAGUE RULES AND REGULATIONS

1. **General.** Tri-One is not a recognized USTA League National program. Match scores are not included in a player's year-end NTRP rating calculation. A Section Qualifier is held to determine the teams that will compete at each level in the BNP Paribas Tri-Level Championships.
2. **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*

3. **Levels of Play.** 3.5, 4.0 and 4.5 levels of play for separate men's and women's divisions.
4. **Age Requirement.** Each player shall have reached 18 years of age prior to or during the calendar year in which such player plays his/her first local league match.
5. **Team and League Format.** A team shall consist of a minimum of 2 players, maximum 6 players eligible to compete at a specific level of competition. The league format is one doubles match.
6. **USTA Membership.** All individuals who compete in the league must be current USTA members in good standing for the league season as defined by the HPS.
7. **Registration.** TennisLink is the official system for registering teams and players for the Program. All teams must register by completing a team roster using the TennisLink system. The deadlines for Team Registration, Minimum Roster and Player Registration will be communicated in the League Timeline on the ODTA website: www.oahu.usta.com. The Player Registration deadline is: 6pm 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.

Only "C" Computer Rated players are allowed to compete in the BNP Paribas Tri-Level Championship. No "S" Self-Rated, "M" Mixed Exclusive, "T" Tournament, and "A" Appeal players will be eligible to compete in the championship.

Transferring Players. Players may not be transferred from one team to another after the minimum roster deadline.

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.

8. **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 Qualifier) 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).
9. **Eligibility.** 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 league, must self-rate. A player with a valid NTRP rating level in TennisLink must use that rating to participate in the league. 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.

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. 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.

In order to advance to the BNP Paribas Tri-Level Championships, a self-rated player's year-end "C" rating must not be higher than the Tri-One playing level.

10. **Player Participation.** A player may play only one NTRP level above the player's current NTRP level.
11. **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.
12. **League Fee.** Current fee for each league will be posted on the ODTA website at www.oahu.usta.com.
13. **Competition Format.** Each NTRP level within a league shall play at least one round robin competition wherein every team plays every other team. 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, ODTA League Rules and Regulations).
14. **Individual Match Scoring.** Best of two sets, regular scoring, set tiebreak (first to 7 by a margin of 2) at 6-all, with a match tiebreak (first to 10 by a margin of 2) in lieu of a third set. The switching of sides for service during any tiebreak shall follow the Coman Tiebreak Procedure. Under the Coman Tiebreak Procedure, players change sides after the first point and after every four points thereafter.

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

Substitution. No substitution may be made 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 (court is available) or be subject to the lateness penalty. Once lineups are exchanged, the rule regarding substitution applies.
16. **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

17. **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.
18. **Coaching and Electronic Devices.** There shall be no coaching at any time, including bathroom breaks. Coaching is considered to be communication, advice, or any instruction of any kind and by any means, which

is either audible or visible to a player. Cell phones, smart watches and other electronic communication devices should be turned off during the entire match, including warm-up, change-overs, set breaks, and bathroom breaks. If a player's device rings on the court during a point, an opponent may claim the point in the game on the basis of a deliberate hindrance. First responders may receive phone calls without penalty; first responders should alert their opponents to the possibility of receiving calls prior to the match start. Any other phone calls are not permitted during the match.

19. **Medical Timeout.** See ODTA League Rules and Regulations Addendum IV.
20. **Defaults and Retirements.** An entire match default occurs when one team does not have two players available for the team match. 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.

For the purpose of determining standings, the match default will be scored by TennisLink as a 6-0, 6-0 win for the doubles team receiving the default and a 0-6, 0-6 loss for the doubles team that defaulted the match. If both doubles teams default, 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 standings, TennisLink will determine the winner based on tiebreak procedures.

A retirement occurs when a 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.

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 doubles team with such number of additional games as would have been won if the match was completed, and the non-retiring doubles team won every subsequent game.

21. **Rescheduling and Rained-Out Team Match.**

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.

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 the rescheduling rule to change the date, time or location of the match.

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.

- 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. Once scorecards are exchanged, no substitutions are permitted except as specified in these regulations.
- A rained-out team 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.

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

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 SLC 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.

20. **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.

21. **Score Reporting.** TennisLink is the official system for reporting scores and providing standings for the USTA League including Ecolu 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.

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22. **Progression.** Playoffs to determine the District flight champion will be single elimination when there are two or more flights in a playing level. Flight Playoff and District Championship matches will be scheduled as described in Addendum V (ODTA League Rules and Regulations). **Qualifying matches for District Championship do not apply for this league.**

District flight champions will advance to the Section Qualifier. Players must play at least one match (no default) to be eligible for the Section Qualifier unless the requirement is waived by SLC.

Only "C" Computer Rated players are allowed to compete in the BNP Paribas Tri-Level Championship. No "S" Self-Rated, "M" Mixed Exclusive, "T" Tournament, and "A" Appeal players will be eligible to compete. **A self-rated player's year-end "C" rating must not be higher than the Tri-One playing level.**

23. **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.

24. **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*

25. **Year-end NTRP Computer Ratings and Appeal Procedures.** *Refer to HPS League Regulations 2.05*

26. **Protocol for Filing a Self-Rate NTRP Grievance.** *Refer to HPS League Regulations 3.03E*

ADDENDUM I

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 II

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.