



**2009**

**SUPER SENIOR LEAGUE  
RULES AND REGULATIONS**

OAHU DISTRICT TENNIS ASSOCIATION (ODTA)  
SUPER SENIOR LEAGUE  
RULES AND REGULATIONS

Major Changes for 2009

1. Transferring Players – No transfers from one team to another after minimum roster deadline. *See page 2.*
2. Match Scoring – Best of two tie-break sets, regular scoring, with a match tie-break in lieu of a 3<sup>rd</sup> set. The Coman tie-break procedure shall be followed for the tie-break sets (first to 7, win by 2) and match tie-break (first to 10, win by 2). *See page 2.*
3. Defaulted Team Match - When a team defaults an entire match (two or more individual matches), the captain of the defaulting team shall notify the Local League Coordinator within one day of the defaulted team match. *See page 4.*
4. Score Reporting – Captains or designees of winning teams may record scores in TennisLink. *See page 5.*
5. Progression to advance to Section competition – One team per NTRP level per division. *See page 5.*
6. Move Up/Split Up – Does not apply for this league. *See page 6.*

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**TABLE OF CONTENTS**

1. Age Requirement .....	1
2. USTA Membership.....	1
3. Entry.....	1
4. Levels of Play.....	1
5. Competition Format .....	1
6. Team Captain .....	1
7. Team.....	1
8. Team Matches and Scoring .....	2
9. Team Lineups .....	2
10. Order of Matches .....	2
11. Penalty for Lateness .....	3
12. Continuous Play and Rest Periods .....	3
13. Coaching.....	3
14. Defaults and Disqualifications.....	3
15. Rescheduling of a Team Match .....	4
16. Score Reporting and Standings System .....	5
17. Progression.....	5
18. Eligibility Move-up/Split-up.....	6
19. Violations of Rules and Procedures.....	6
20. Grievance and Grievance Appeal Procedures.....	6

# OAHU DISTRICT TENNIS ASSOCIATION (ODTA) SUPER SENIOR LEAGUE RULES AND REGULATIONS

League play will be guided by the most current USTA League Tennis Hawaii Pacific Section (HPS) Regulations, and ODTA Regulations. All matches played without officials shall observe the USTA official publication *THE CODE*. The following are excerpts from the HPS and ODTA Regulations that are applicable to this league.

**1. Age Requirement:** At least 60 years of age by December 31<sup>ST</sup> of the current league year.

**2. USTA Membership:** All players must be current members of USTA and have a valid NTRP rating.

**3. 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.

**4. Levels of Play:** The levels of play in the Super Senior division shall be combined 6.0, 7.0, 8.0, 9.0, and 10.0 for separate men's and women's divisions. The NTRP difference between partners of each doubles team may not exceed 1.0.

**Player Participation:** A player may play in more than one level of play in the Super Senior division. Players who qualify for sectional level competition in more than one level may represent teams in different levels at the Section Championships. The Hawaii Pacific Section Championships Committee shall not make special scheduling accommodations for players playing in more than one NTRP levels in the same competition.

A player may play on more than one team within the Super Senior division at the same NTRP level in the same season provided the teams are in separate local leagues (i.e., Oahu, Maui, Kauai, East Hawaii, West Hawaii). See *Hawaii Pacific Section Regulation 22 concerning sectional competition for players who play on more than one team at the same NTRP level*.

**5. Competition Format:** Round Robin competition. Any NTRP level may be divided into flights and each team shall play every other team in its flight. Any NTRP level with only two or three teams are required to play a minimum of three matches.

**6. 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.

**7. Team:** Minimum 6 players, maximum 14 players.

**Registration:** TennisLink is the official system for registering teams for the Super Senior League. All teams must register by completing a team roster using the TennisLink system. The deadlines for Minimum Roster and Player Registration will be communicated in the Super Senior League Timeline on the ODTA website: [www.oahu.usta.com](http://www.oahu.usta.com). A player's name must be

added to the roster prior to the player's participation in a team match. Players may not be added to the team roster during local league 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 Local League Coordinator (LLC) and the District League Coordinator (DLC).

**Adding Players:** Players may be added to a team roster after the player registration deadline during local league competition (not play-offs 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 Adult Leagues Committee. The captain of said team shall notify the Local League Coordinator (LLC) immediately; the LLC will inform the SLC.

**8. Team Matches and Scoring:** Best of two tie-break sets, regular scoring, with a match tie-break in lieu of a 3<sup>rd</sup> set. The Coman tie-break procedure shall be followed for the tie-break sets (first to 7, win by 2) and match tie-break (first to 10, win by 2).

***Individual Matches:*** Three doubles.

The winner of each individual match will be awarded the balls used in the match.

**Regular Scoring** When the game score is tied 40-all, it is called "Deuce". When one team scores the point after deuce, the score is called Advantage (or Ad). "Ad In" means the serving team scored, and "Ad Out" indicates that the receiving team scored.

If the advantage team scores the next point, that team wins the game. If the advantage team loses the next point, the score becomes Deuce again. This continues until one of the teams scores two points in a row for game.

**9. Team Lineups:** The team captains shall exchange the team match scorecards simultaneously prior to the beginning of the team 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. If the substitution is made during the warm-up, the substitute player is entitled to a five (5) minute warm-up.

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.

**10. Order of Matches:** No. 1 doubles, No. 2 doubles, No. 3 doubles.

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

**11. Penalty for Lateness:** The USTA Point Penalty System is used for all local league seasons.

**TABLE OF PENALTIES FOR LATENESS**

<u>5:00 Minutes or Less</u>	<u>5:01 – 10:00 Minutes</u>	<u>10:01 – 15:00 Minutes</u>	<u>More than 15 Minutes</u>
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.

**12. 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 that 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 tie-break, and the players shall change ends without a rest period.

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

**13. Coaching:** There shall be no coaching at anytime.

**14. Defaults and Disqualifications:** A team must have a minimum of four eligible players available for play in each team match or the entire team match shall be defaulted. A team may default a maximum of one position in a match without defaulting the entire match: Said position shall be the No. 3 doubles.

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

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

A defaulted match shall count as a match played for the doubles team receiving the default, but not for the 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 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.

A retired match shall count for all 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.

All teams shall play all scheduled team matches in the spirit of good sportsmanship. However, if a team defaults an entire team match during round robin play, then all matches of that team, played or to be played, shall be null and void except if due to extenuating circumstances which are beyond the control of the team. The section will determine the validity of such circumstances.

The captain of the defaulting team shall notify the Local League Coordinator (LLC) within one day of the defaulted team match. The LLC will inform the Section League Coordinator (SLC) of all team defaults. If all teams in contention for the championship have already played the defaulting team in good faith, the matches stand as played. The sectional association may suspend all members of the team that did not show up for the match for the remainder of the current local league season and/or for the succeeding year for just cause.

**15. Rescheduling of a Team Match:** A scheduled team match may be rescheduled 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.

***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.

**16. Score Reporting and Standings System:** TennisLink is the official system for reporting scores and providing standings for all USTA Tennis Leagues. The captain or designee of the winning team shall report scores within 72 hours of the day that 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 day that the last match is played. For example, if a match is played any time on Saturday, match results must be posted by the winning captain by 11:59 p.m. on Tuesday, three days later. Winning captains 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. For example, if match results are posted by the winning captain on Tuesday, the results must be confirmed by 11:59 p.m. on Thursday, two days later. 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, a message shall be left for the LLC within the 72-hour or 48-hour periods.

**17. Progression:** The 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 a team match, 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 the entire competition,
- (b) sets: loser of the fewest number of sets,
- (c) games: loser of the fewest number of games,
- (d) head-to-head: winner of head-to-head match.

**District Flight Championships** The team with the most points within its flight will advance to district flight competition.

**Section Championships** One team per NTRP level per division. The team with the most points within its respective NTRP level of play at District competition will advance to Section competition.

**National Championships** Section champions will advance to the National Super Senior Championships.

**Player Eligibility to Advance.** A player is eligible to progress to section championship level competition if that player has played on that same team in **at least two matches** during its local league season. A forfeit received by the player during local competition shall count for advancing. A retired match shall count toward advancing for all players involved. A maximum of one default received by the player during local league competition shall count for advancing.



A player is eligible to advance to national championship competition if that player has played on that same team in **at least two matches** through Section Championships. A retired match shall count for all players involved. One default received by the player shall count for advancing.

**18. Eligibility Move-up/Split-up.** Super Senior section championship teams advancing to the national championship are not required to move up/split up and may remain together as a team at the same level provide all eligibility requirements are met.

**19. Violations of Rules and Procedures.** All intentional violations of ODTA Regulations or USTA League Tennis Hawaii Pacific Section Regulations shall be subject to such sanctions as may be imposed by the sectional association including, but not limited to, disqualification or suspension.

**20. Grievance and Grievance Appeal Procedures.** All grievances and appeals shall be filed with the Hawaii Pacific Section League Coordinator.