



# 2019 Highlights of USTA/National & USTA/Intermountain Section Rules & Regulations

## **USTA/INTERMOUNTAIN/IDAHO LEAGUES TEAM**

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## **GENERAL**

All Idaho Tennis Association District Leagues will adhere to the USTA League National and Intermountain Section Regulations. Local rules are developed to supplement the National and Section Regulations. The National and Intermountain Section rules are available at:

### **USTA/Intermountain Section Regulations:**

[https://s3.amazonaws.com/ustaassets/assets/645/15/league\\_section\\_of\\_2016\\_tennis\\_regulation.pdf](https://s3.amazonaws.com/ustaassets/assets/645/15/league_section_of_2016_tennis_regulation.pdf)

### **USTA National League Regulations:**

[https://s3.amazonaws.com/ustaassets/assets/1/15/2017\\_national\\_regulations\\_07\\_21\\_2016.pdf](https://s3.amazonaws.com/ustaassets/assets/1/15/2017_national_regulations_07_21_2016.pdf)

## **PLAYER REQUIREMENTS**

Each player must:

- have reached 18 years of age prior to, or during the calendar year in which the player plays his/her first local league match. [N.R. 1.04E(3)] Refer to chart on page 6 for additional age requirements.
- possess a current USTA membership through the entire league season. [N.R. 1.04E(2)]
- have a NTRP rating which is appropriate to the team's level [N.R. 1.04F (1)]
- A player's name must be listed on the team roster, as shown in TennisLink, prior to participation in any match. [1.04C(1)]

## **GRIEVANCES, APPEALS, COMPLAINTS & PROCEDURES**

Each Sectional Association shall appoint a Sectional Association League Grievance Committee and each District/Area shall appoint a District/Area League Grievance Committee. [3.01A(2)] All grievances must be directed to the District League Coordinator. Area league scoring disputes are handled by the appropriate ALC.

## **TEAM DEFAULTS**

*Team Defaults:* For each team match, a majority of the individual matches must be played or the entire team match must be defaulted (N.R. 2.03K).

*Scoring of Team Defaults:* Any team that does not play a majority of its matches within a local league team match may be subject to having all of its matches within that league season removed from standings. This decision is made by the adult recreation and competition committee (ARCC).

## **REFUNDS**

Any payer on a team's roster that did not play in a match may request a refund. Refunds **must** be requested no more than one week after the area league ends. See your area league calendar for your league's end date.

## **RAINOUT/RESCHEDULE POLICIES**

**Official rainout affirmation:** Matches may not be declared rained out more than 1 hour prior to the scheduled match time. Unless both captains agree to wait longer, any match that has not started will be considered rained out 1 hour after the scheduled start time.



# Idaho District League Rules and Regulations

**Reschedule date/timeline/deadline:** If a match is rained out before the first point is played the match DOES NOT EXIST. **If a match has to be rescheduled, both captains must e-mail the respective league coordinator within one week the agreed upon make-up date and time.** The match may be made up in its totality on multiple dates but all courts must be completed within 14 days of the original match date. If the two captains cannot agree to a date, the respective league coordinator will assign a date. If either or both teams do not comply, the match will be declared default. No makeup match shall extend beyond the local league season unless approved by the respective league coordinator. Any and all matches not completed by that time will result in a double default.

**Process for finalizing a disagreement among captains:** Matches will be played on the scheduled day and time unless otherwise agreed upon by both captains and approved by their respective league coordinator. Once a reschedule date has been set and the respective league coordinator has been notified, that becomes the match date and cannot be changed.

**Communication protocol:** BOTH captains shall notify their league coordinator within 24 hours that a match has been rained out. Communication regarding any rescheduling must be emailed to the respective league coordinator.

## SCORING FORMAT

- Unless an alternate match format is announced, each court will play the best of two sets with a 12-point tie break (first to seven, win by two) at 6-6. In the event of split sets, a ten-point match tie-break will be played in lieu of a third set. (SR 18.F.4) All tie breaks will use the Coman tie break procedure. A third set shall be scored one (1) set and be recorded as 1-0 for the winning team.
- The home team will supply new, USTA approved tennis balls for each court.
- Calls and disputes are to be handled by the players on the court in each match.
- Spectators and teammates may not be involved in on court disputes.
- A two-minute break may be taken at the conclusion of any set. There is no break after the first game of any set.
- If a cell phone goes off, the player whose phone is ringing cannot call a let. A player cannot hinder herself/himself. **If the opponent stops immediately** and calls a hindrance, the point should be replayed. If the opponent asks the player to turn off the phone and then the phone goes off again during a point, it could be deemed intentional hindrance, loss of point. Matches cannot be delayed for cell phone calls. <sup>1</sup>
- Coaching is not permitted at any time during an individual match. Coaching is not permitted during changeovers, between first and second set, second set and third set ten-point tie breaker, or during a bathroom break.
- The winning team should report scores on TennisLink. The losing team may confirm or dispute scores within 48 hours.

## SCORE REPORTING

Match results should be reported in TennisLink within 48 hours following the completion of the final individual match in a team match. After match scores have been reported in TennisLink, the opposing team must either confirm or dispute the match within 48 hours of the initial entry or the initial score will be considered valid automatically.

## AREA LEAGUE DATES, DEADLINES, and DISTRICT CHAMPIONSHIPS

Due to the possibility of a change in an area or district date, see your respective area league calendar for league dates. When necessary to complete an area league, a season may be extended with the approval of the district league coordinator. Seasons that request an extension past the sectional imposed deadline require sectional approval.

### Scheduling and Host Sites

- Each local league season will consist of a specific number of matches. See diagram on page four.
- In the spirit of good sportsmanship and fair play, the opposing team(s) should be advised of a known default. (Q & A, Page 5, [NR 2.01C(5), 2.03F] The default notification should be done before line-ups are exchanged. Once given, defaults are final and may not be rescinded. **However**, if rain interrupts a match in which one court was previously defaulted (causing the match to be finished on another day), that defaulted court can be played. [NR 2.01C(5) Q & A, p. 5]
- The team captain for each team shall exchange their team line-up cards simultaneously prior to the beginning of the team match. [NR 2.01C (5)].
- Matches will begin at the time designated on the published TennisLink schedule. A ten-minute warm-up is allowed.
- An individual default occurs when a player fails to appear on time, or is disqualified by a tournament official for misconduct. [NR 2.03(I)]
- Unless agreed to by both captains **prior** to the scheduled start time, teams with insufficient players will default courts 15 minutes after the scheduled start time. (Table 14/Penalties for Lateness: Friend at Court)
- As a courtesy, the host captain should contact the visiting captain prior to the match but it is a visiting team's responsibility to be at the designated club at the designated time.
- It is the responsibility of the players and spectators to observe posted notices and dispose of all refuse at public and private tennis facilities.
- To avoid conflicting schedules, it is possible that a team may have more AWAY matches than HOME matches.
- No byes will be given for club or charity events scheduled **after** the league schedule is announced. Scheduling conflicts due to participation in USTA Championships may be rescheduled at the discretion of the respective league coordinator. When approved by the respective league coordinator, those individual matches may be considered rain outs and rescheduled accordingly.
- If a home team, for whatever reason, is unable to host the match at their host facility, the visiting team has the option to host the match. If a neutral site is available, it should be used as a match site. If the match cannot be played and no site is available, it will be treated as a rain out.

### Teams, Players and Playoffs

- Players may participate at more than one NTRP level within a division in area leagues during the same season. Provided they play in different areas, players may play for multiple teams at any NTRP level within the same division. Players may participate in more than one level at a district championship. The section may impose restrictions on players playing on more than one team at any one section championship. No special consideration for match scheduling will be given. It is recommended that any player playing on two teams as any one championship choose a "primary" team. Players rostered on more than one team advancing to national championships will be subject to national regulations. [SR 18.H.1.(c)]
- To advance to **national championships**, players must play in three matches through sectionals; one match may be a default win. [NR2.03(A)4].
- USTA Regulations do not require teams to line up in order of strength.
- If a team defaults an entire match for any reason, **all team members** may be suspended for the remainder of the season, declared ineligible to advance to the next level of playoffs or championships and/or participate in future league play.
- No National **Championship** competition is available for Tri-Levels and 65 & Over. Tri-Levels and 65 & over have the potential to compete at a National **Invitational**; rules for advancement for these events are developed by the section and the host of the event.

#### **District Championship Advancement Guidelines**

<b>Adult 18 &amp; Over, Adult 40 &amp; Over, Mixed 18 &amp; Over. Mixed 40 &amp; Over and ITA Mixed</b>	Between 2-5 teams: 1 berth Between 6-10 teams: 2 berths Between 11-15 teams: 3 berths 16 or more teams: 4 teams
<b>USTA Adult 55 &amp; Over 65 and over</b>	Between 2-4 teams: 1 berth Between 5-8 teams: 2 berths Between 9-12 teams: 3 berths 13 or more teams: 4 teams

### Rationale for selecting district qualifiers

- Any team that wins an area flight advances to districts.
- In the event that an area league flight winner cannot advance to districts, the second-place team in that area's flight receives the bid. If that team cannot attend, then the third, then the fourth, and so on, until a team from that area accepts the bid. If no team in an area's flight wishes to advance to districts, that then becomes a wild card spot (detailed below under Wildcard Selection Process).
- If **one single** flight between six and ten teams (in USTA Adult 55+ and 65+, between five and eight teams), the top two teams advance to districts.
- If a single flight has between 11 and 15 teams (in USTA Adult 55+ and 65+, between nine and 12 teams), the top three teams advance. If this scenario has two sub flights, the third team to advance would use these criteria:
  - If the flights in this scenario have the same number of teams, the second-place team with the better won-loss record will advance. If the two records of those teams are the same and second-place teams played in a crossover match, the head-to-head winner advances. Sets lost and games lost will break a remaining tie.
  - If the numbers of teams in each flight are NOT equal, and they played in a crossover match, the head-to-head winner advances. If the two second place teams in each sub flight did not play in a cross over match, but they played the same number of matches, the team's match record will be used to decide which team advances. If the teams within each sub flight did not play the same number of matches, each team's games won divided by games played will be used. Rationale: Games won divided by games played offers a definitive distinction of all teams being considered, regardless of flight size and number of head-to-head matches played. A coin toss breaks a remaining tie.
- If flights have a total of 16 or more teams (in USTA Adult 55+ and 65+, 13 or more teams), four teams advance.
  - If two sub flights exist, the sub flight winners advance as well as the two teams with the best records, even if they fall within the same flight. If both flights have the same number of teams, the win/loss records will determine the qualifying teams. If the sub flights are uneven and they play an unequal number of matches, the second-place team in each flight will advance. If both sub flights play the same number of matches (even if the sub flights have a different number of teams), then the team matches won versus team matches lost will be the tiebreaker. If those team records are the same, then the standard tie-breaking procedures used to determine sub flight standings will be used (individual matches won, head-to-head, sets lost, games lost.)

### Wildcards Selection Procedures

- A wildcard team will be chosen in the event that an area hosts a league flight, but is unable to advance a team within that flight to districts.
  - **Not including teams that have already qualified**, the district teams with the best record in their area's flight, regardless of the number of teams in that flight, are considered for a wildcard.
  - If all area flights have the same number of teams, matches won versus matches lost will be used to select a wildcard.
  - If the area flights do not have the same number of teams, each team's games won divided by games played will be used. Rationale: Games won divided by games played offers a definitive distinction of all teams being considered, regardless of flight size and number of head-to-head matches played.
  - If a tie remains, the overall won/loss winning percentage of a team will be used.
  - If a tie remains, the larger flight advances. Still a tie, coin toss.
- When deemed appropriate, the ARCC reserves the right to offer a wildcard(s).

<b># of teams in a flight</b>	<b>Projected # of matches</b>
2-9 teams	Not to exceed 12 matches
10 teams	Nine matches
11 teams	Ten matches
12 teams	11 matches
13 teams	12 matches
14 or more teams	Two flights with crossover matches, totaling 10-12 matches