

2011 HCTL
USTA LEAGUE TENNIS
PLAYERS PACKET

Local League Rules and Regulations

Approved by Mid-Atlantic Section
& VA District

March 2011

Your Name

Players take to court with you for each match.

Accidental Injury or Loss of Physical Condition

Any match won due to accidental injury, should be recorded on TennisLink as "Retired," with any games that were played included in the score. Medical time-outs are limited to 3 minutes. If a player cannot resume after 3 minutes, the player must retire. A total of 2 medical time-outs are permitted during a match except for heat related conditions and cramping. In this case, only one medical time-out is permitted. The "match clock" does not stop under either circumstance discussed above. All matches are to end at the scheduled time, except for the one point tiebreaker as provided in the "Individual Match Scoring" section.

Line-Up Sheets

Exchange of Line-ups: Line-up should be simultaneous and should occur as close as possible to 10 minutes before match time. When exchanging lineup sheets, both captains are strongly encouraged to ensure that court assignments are understood and that the correct doubles'/singles' teams and players are directed to the appropriate courts so as to eliminate players taking the wrong position on the courts. The home team captain is responsible for making the court assignments. Players should be encouraged to arrive 15 minutes prior to match time.

Where a split match occurs captains or their designees are required to exchange all court line-ups ten minutes prior to the start of the match. (See National Rule 2.01C(5) below)

- **2.01C(5) Team Lineups.** The team captains for each team shall exchange their team line-up cards 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 and except under such further circumstances as the section authorizes. If the substitution is made during the warm-up, the substitute player is entitled to a five (5) minute warm-up. The default principles in 2.03K – *Team Defaults* shall be applicable, with such modifications as a Section Association may authorize.

NOTE: Blank scorecards to be used as line-up sheets may be generated by TennisLink. (Handwritten line-up sheets may be used.) It is HIGHLY recommended that you verify that all players are recorded on official TennisLink team roster prior to each match. If an unregistered player plays in a match, the match will become a 6-0, 6-0 default loss for the team with the unregistered player. No default monies will be applied to either team in the case where a match was played.

Line-up Changes Prior to Match Time:

Before line-up sheets are exchanged and when a team has an extra player onsite, insert him/her into the line-up in place of any absent player before the formal exchange so as to minimize or avoid defaults. No substitution is permitted after the formal exchange of line-ups,

except for injury to, illness of, or disqualification of a player, prior to the start of such match. (See National Regulations 2.01C(5) above).

After Match is Played: The Captain or his/her designee must sign each line-up sheet (with the score recorded) after the match. Doing so attests to the accuracy of the player names, positions and scores recorded thereon and will establish the facts of the match. Each captain should keep this signed copy for their records.

Warm-up Period

At private facilities do not take to the courts until your scheduled match time. Players may purchase court time prior to their scheduled match time for team warm-ups. In these cases, a receipt must be shown if asked for by the opposing captain.

All players are entitled to a warm-up period, not to exceed five (5) minutes. If a player is late by X minutes, the lateness penalty for X minutes shall apply. (Refer to point penalty system) The full five-minute warm-up period shall still be granted if desired by any player. A player may have a partner or team member, or any other person provide the warm-up if the opponent refuses to do so

It will be the home team's player responsibility to limit the warm-up period on each court to five (5) minutes. If a player designated for the match goes to the court for warm-up and is injured or becomes ill during warm-up, a

substitution is allowed and should be so noted on the line-up sheet and scorecard. Once the first serve of the match is delivered, no changes of line-up may be made for any reason.

Time/Clocks

Calling Time

- **Lateness** – A home team player on each court is responsible for marking the lateness time when a player shows up late and should refer to the Player Packet for rules on lateness. The penalty time continues until the player is on the court in position ready to play. Just being in the club is not sufficient readiness.
- **Warm-up** – A designated home team player on each court is responsible for calling time on the warm-up period.
- **End of Match** – After exchanging line-ups and before players take to the courts, the team captain or their designated team member substitute is required to confirm with all match players how the conclusion of the timed match will be determined. Options available at various clubs include: club buzzers, club clocks, individual watches on the court or cell phone alarms on the court.

Clocks/Buzzers, etc.

- Buzzers – at clubs are to be used first and foremost.
- Clubs where buzzers don't ring on the half-hour, follow procedures below.

Club Clocks

- When using multiple club clocks, PRIOR TO starting a match, make sure each court knows the time adjustment if a discrepancy exists in the two clocks.
- If clocks are not available, the home team captain together with a representative from the opposing team is permitted to call time for the match on any and all courts where appropriate.
- Use of a cell phone alarm is permitted as long as the phones are set on mute or vibrate not to ring during the match.

Playing Beyond Time of Match Conclusion

- If players unknowingly play beyond their scheduled match time, all points that were played “in good faith” will stand.

Court Shifts/Continuous Play

Exchange of sides should take place AFTER EACH SET is complete for all USTA/NOVA indoor league matches. Brief water breaks etc. are limited to 90 seconds after odd games except after the first game and during a tie-break game in all mixed, and indoor adult leagues. Between points, a maximum of 20 seconds is allowed. This timeframe starts from the moment the ball goes out of play at the end of the point until the serve is struck to start the next point. This limit does not apply if a player has to chase a stray ball. Play is continuous; players are not to leave the court except in an

emergency or other approved absence, e.g., bathroom.

Bathroom Breaks

In an attempt to minimize stalling towards the end of match, no bathroom breaks will be permitted in an ongoing match during the last 15 minutes of play. If a player chooses to use the bathroom during the last 15 minutes of play, the match will be considered to be RETIRED, resulting in a win to the opposing team. Scores are to be reported in TennisLink as they exist at time of the infraction checking the radio button to identify the winner.

Bathroom breaks are limited to a reasonable amount of time, not to exceed five minutes for all indoor matches.

Interruption of Play Due to Power Failure

In the case where a match is interrupted due to a power failure, the following rules shall apply:

- If the match is interrupted for 15 minutes or less, play will resume and continue for the full 1.5 hours – i.e., play will continue for the exact amount of time of the interruption past the time when the match would have ended.
- The starting time of any match scheduled to use the courts following an interrupted match shall be delayed by the amount of time of the interruption, not to exceed 15 minutes.

- If the interruption is longer than 15 minutes and both captains agree to an abbreviated match, then match may continue for no longer than 15 minutes past the time the match was originally scheduled to end.
- If both captains do not agree to the abbreviated match then the match will be cancelled and rescheduled by League Coordinator Ingrid Clark (Captains must notify Ingrid of cancellation).
- If a match is cancelled, then the following match should start on time.
- Note: There may be times, due to other court time obligations, that a match cannot go beyond the scheduled end time. This decision will be up to the discretion of the Management.

Lateness

Lateness is calculated from the time the match is scheduled to begin as posted in the printed league schedule. **Example:** A match is scheduled to be played from 7:00pm - 9:00pm - "lateness" is calculated from 7:00pm; the warm-up period is part of the overall match time. All players are to be present and ready to play by the time posted in the schedule.

Penalty System For Lateness:

In case of lateness, the following penalties shall apply:

5 minutes or less:	Loss of toss plus 1 game
5:01 - 10:00	Loss of toss plus 2 games
10:01 - 15:00	loss of toss plus 3 games
More than 15 minutes	DEFAULT

Regarding each individual match in both singles and doubles, if neither team has the appropriate number of players to start the match, default time for that individual match starts when the team has obtained the correct number of players to start the match.

Alcohol

Alcoholic beverages are strictly prohibited at public parks and at private country clubs. If you consume alcoholic beverages **during** a league match you are in violation of a league rule. Players consuming alcoholic beverages at public parks or private country clubs before, during, or after a league match will be subject to having a grievance filed against them. If you choose to celebrate with your team - find somewhere else other than the public park or private country club. Please don't drink and drive!

Specifically at the private clubs, it should be remembered that as guests, USTA players and their guests/spectators attending every match are required to follow the rules of each of these

facilities. Whether you are playing or cheering on your team, remember to follow these rules.

Spectators/Fans/Supporters

There is no communication allowed between spectators and players and absolutely no coaching of any kind!! There will be no glass hitting/pounding/ or tapping or any type of interference between spectators and players.

The following applies only if a match is scheduled in a location that does not have spectator viewing areas.

- Only one spectator from each team will be allowed on the court to watch the match in progress unless a prior agreement between the opposing captains allow for more spectators.
- These spectators must enter the court at the beginning of the match and will not be able to leave the court until the match has been completed (unless there is an emergency).
- If the spectators choose to sit on the benches, remind these spectators that these benches are for the players use.
- Please allow the players to use these benches on the 90 seconds allowed on odd games.
- Remember - there is no communication allowed between spectators and players and absolutely no coaching of any kind!!

Weather Related Cancellations

Any cancellation in matches due to severe weather will be recorded on the HCTL phone message at 540-882-4688. Any USTA matches cancelled due to severe weather, will be rescheduled by HCTL.

Default

A default can occur in any position if the player designated on the line-up sheet is expected to play but fails to show. The line-up sheet should be marked accordingly and "Default" entered in TennisLink. Changes in the line-up may be made only in accordance with these rules. If a player(s) fails to show or is later than 15 minutes after the scheduled start of the match, the match is considered a default. Both sets are awarded to the team receiving the default 6-0, 6-0. The "forfeit and default penalty" will be applied to a player who is later than 15 minutes even if both teams agree to play at this point.

National Regulation 3.03L:

2.03L. Scoring of Team Defaults. If a team defaults an entire team match for any reason during round robin play, then all matches of that team played or to be played, shall be null and void. If all teams in contention for the Championships have already played the defaulting team in good faith, the matches stand as played. The Section may impose further sanctions or penalties on said team.

MAS Rule #8:

Local League Play.

If a player in the exchanged line-up doesn't show and the time allowed for being late has expired, then that court becomes a default if the other matches have already started. In such cases, no changes will be made to the position of matches. National Regulation 2.03L does not apply with respect to determining a defaulting team's eligibility to advance to championship play, but does apply insofar as a team match default affects any other team's eligibility to advance. It is the Local League Coordinator's responsibility to check for full team defaults, and to make any necessary adjustments to the standings before certifying the winning team for advancement to the next championship level.

Note: (However, at the League Coordinator's discretion due to unusual circumstances, the match may be rescheduled.)

Local League Grievance & Appeal Procedure

The local league grievance form can be found at the end of these rules. **Reminder, only a team captain is permitted to file grievances.**

Individual Match Scoring

[Flow Chart for Matches with Third Set Match Tiebreaker](#) [PDF]

For all advancing 2011 Leagues to Districts, Sectionals and Nationals, it should be noted that the Coman Tiebreaker will be used (both set and match). Our local league voted not to

enforce this rule during our regular local league seasons.

COMAN TIE-BREAK PROCEDURES:
(enforced at Districts, Sectionals and Nationals)

- exchange ends after first point
- & every four points thereafter
- This will allow doubles teams to serve from the same side of the court as they had been throughout the set or match.

For Mixed Doubles, each match will be the best two out of three sets using regular USTA scoring (not No-Ad). For the USTA NOVA Indoor Adult League, each match will be the best two out of three sets, with a MATCH tiebreaker to be played in lieu of the 3rd set. (First team to 10 points, win by two).

All NOVA/USTA matches will play two full sets with a MATCH tiebreaker to be played in lieu of the 3rd set (first team to 10 points, win by two).

At 6 games each in any set, a 12-point tiebreaker will be used (first team to 7 points, win by 2.) At the end of the timed playing period, IF THE BALL IS IN PLAY, finish the point you are playing but do not start a new point. If a player is serving and a fault is caused during buzzer sounding, the player is entitled to finish the point and take the second serve. If all players in a match fail to note that match time has expired and they continue to play until they realize it, all points that have

been played will count. The match is over once all players on the court shake hands.

In any situation described below, incomplete games are to be totally disregarded in scoring irrespective of what the score may be in that incomplete game. The exception to this is tiebreaker games: see "Tiebreaker Incomplete."

If at the end of the timed playing period the match is incomplete, the match status shall be reported on TennisLink as "**Timed Match**" and the following rules shall apply:

3rd Set Tiebreaker Incomplete: If a side is ahead by one or more points, it shall be considered to have won the 'match tie-break' and the match. If there is a tie in the number of points won, one point will be played to determine the winner of the match tiebreaker. A spin of the racquet shall be used to determine which player will serve the point (the non-serving team has the option of which side to receive serve, deuce or ad court), but in no event will players change courtsides.

All unfinished match tiebreakers will be recorded as 1-0 in TennisLink with a drop-down of "Completed" used.

2nd Set Split: (Where match tie-break has not begun) - The match shall go to the side that has won the most games during the match. If there is a tie in the number of games won, one point will be played to determine the winner of the match. A spin of the racquet shall be used

to determine which player will serve the point (the non-serving team has the option of which side to receive serve, deuce or ad court), but in no event will players change courtsides. The match winner (by game count or point-break) is to be reported on TennisLink as the winner of the match with the actual game score (point break excluded).

2nd Set Incomplete: If a minimum of 6 games has been completed or one side is ahead by a minimum of 4 games, the set shall be "valid." If there is no "valid" second set, the match goes to the winner of the first set. If a side is either a) ahead by two games or more where a minimum of 6 games has been completed of a "valid" set, or b) ahead by a minimum of 4 games, it shall be considered to have won the set. (3-3, 3-4, 4-3, 4-4, 5-4, 4-5, 5-5, 6-5, 5-6, 6-6 are all 'invalid' sets and the match win would go to the winner of the first set.)

If the sets are now split at one set each, procedure follows 2nd Set Split (Where match tie-break has not begun) and the match shall go to the side that has won the most games during the match. If there is a tie in the number of games won, a single tiebreak point will be played to determine the winner of the match. Again, a spin of the racquet shall be used to determine which player will serve the point (the non-serving team has the option of which side to receive serve, deuce or ad court), but in no event will players change courtsides. The match winner (by game count or point-break) is to be reported on TennisLink as the winner of

the match with the actual game score (point break excluded).

2nd Set Tiebreaker Incomplete: If a side is ahead by one point or more, it shall be considered to have won the set tiebreaker. If there is a tie in the number of points won, one point will be played to determine the winner of the set tiebreaker. A spin of the racquet shall be used to determine which player will serve the point (the non-serving team has the option of which side to receive serve, deuce or ad court), but in no event will players change courtsides.

If the sets are now split at one set each, procedure follows for 2nd Set Split (Where match tiebreaker has not begun).

1st Set Incomplete: If a side is ahead by one game or more, it shall be considered to have won the match. If there is a tie in the number of games won, one point will be played to determine the winner of the match. A spin of the racquet shall be used to determine which player will serve the point (the non-serving team has the option of which side to receive serve, deuce or ad court), but in no event will players change court sides.

1st Set Tie-break Incomplete: If a side is ahead by one point or more, it shall be considered to have won the match. If there is a tie in the number of points won, one point will be played to determine the winner of the match. A spin of the racquet shall be used to determine which player will serve the point (the

non-serving team has the option of which side to receive serve, deuce or ad court), but in no event will players change court sides.

SCORECARDS:

An official scorecard in TennisLink must be completed for each match played. Instructions for viewing, reporting and confirming/disputing match results follow.

TennisLink allows team captains (or their designee) to enter match results, and to confirm or dispute the results recorded by their opponents after scheduled matches. It also allows District Administrators to resolve “disputed” results and to modify the scorecard in question in order to finalize the results.

RECORDING SCORES: (72 hours)

Within 72 hours of the match date/time, either a captain or their designee must record the scores. Typically the home team records the scores (72 hours) and the opposing (losing) team confirms or disputes the results within 48 hours.

CONFIRMING OR DISPUTING SCORES: (48 hours)

Matches not disputed within 48 hours are automatically confirmed. No corrections to the scores or players can be made after this time!!

DISPUTING MATCH RESULTS:

If you dispute the match results, the dispute must be in writing via e-mail to your local league coordinator. When asking for a change to a particular match, please include:

- Your Contact Information
- Match Code
- Date Match was played
- Playing Level
- Position to be corrected (i.e. #2 doubles, #1 singles)
- Clearly indicate what changes should take place.

Contact HCTL League Coordinator, Ingrid Clark at www.ingrid@homecourttennis.com for instructions.

Honor Code of Ethics

Players shall follow The Code in all unofficiated matches. Many of the principles also apply when officials are present. Players can use the link under RULES section on HCTL website.

