



**2016 MAINE LOCAL USTA LEAGUE RULES**  
Adult 18 & Over, 40 & Over, 55 & Over, 65 & Over  
Mixed 18 & Over and 40 & Over

**1. GENERAL**

- 1.1. The following rules and regulations shall be known as the Maine Local USTA League Rules.
- 1.2. The Maine USTA League Rules are supplemental and subordinate to the National and Sectional USTA League Regulations. Players are responsible for reviewing all rules.
- 1.3. A Maine USTA League Committee will vote on policy and regulation changes. Any player interested in participating on this committee should contact their league coordinator. The captains may vote on policy and regulation changes specific to local league play for each division at the beginning of the league season.
- 1.4. Proposals for rule changes must be submitted by email on the official USTA Regulation/Change Proposal form to the local coordinator within 30 days of the completion of a specific league season to be eligible for consideration in the local rules for the following season. The League Committee will review and evaluate all proposals. Those proposals accepted are subject to amendment and will be voted on by the appropriate party - refer to regulation 1.3.
- 1.5. In the event of a vote by captains, the procedure will be as follows: Information pertaining to any proposed regulations will be emailed in advance of the league season to the captains of the previous year and any captain from the current year who submits their email address to the coordinator. Discussion of proposed regulations will be addressed during the captains meeting, if applicable, and otherwise by email. Voting ballots will be emailed electronically and must be returned completed by the required team registration deadline in order to be counted. One vote is granted to each team that registers for the current season.
- 1.6. All changes to the current regulations will be underlined.
- 1.7. All league dates including the timeline, deadlines (e.g., Captains Meetings, Team Commitment Form, Player Registration) for all Divisions and Age Groups will be published on the MTA website, [www.mtatennis.com](http://www.mtatennis.com). Click on USTA League on the toolbar.
- 1.8. Sportsmanship is an important part of local league play. If any individual demonstrates behavior that could be interpreted as unsportsmanlike or which appears to reflect unfavorably on Maine USTA League, such player may be subject to sanctions that range up to suspension from participation in league play.

**2. LOCAL LEAGUE**

- 2.1. **Match Format:** will consist of the following positions with no repeats:
  - 2.1.1. Adult 18 & Over 3.0 to 4.5 levels - 2 singles and 3 doubles matches with no repeats
  - 2.1.2. Adult 18 & Over 2.5 and 5.0+ levels – 1 singles and 2 doubles matches with no repeats
  - 2.1.3. Adult 40 & Over 3.0 to 4.5+ levels - 2 singles and 3 doubles matches with no repeats except the 4.5+ men are 1 singles and 3 doubles matches with no repeats
  - 2.1.4. Adult 55 & Over, Adult 65 & Over, Mixed 18 & Over and Mixed 40 & Over– 3 doubles matches with no repeats
- 2.2. **Player Participation:** A player may participate at more than one NTRP level within a division (adult or mixed) and age group (18 & Over, 40 & Over, 55 & Over, 65 & Over) in the same local league during the same season. A player can only play at or .5 above their particular NTRP level of play except:
  - 2.2.1. In Plus (+) NTRP levels utilizing 3 individual matches within a team match, no more than one Plus (+) level player may play in a team match and shall be required to play in the #1 position, either singles or doubles.
  - 2.2.2. In Plus (+) NTRP levels utilizing 4 or more individual matches within a team match, no more than two Plus (+) level player may play in a team match and shall be required to play in the #1 position, either singles or doubles.
  - 2.2.3. 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.

### 2.3. Eligibility:

2.3.1. In order to be eligible to play for a team, each player must be a USTA member and such membership must extend through the end of the local season.

2.3.2. Minimum Age Requirement: Players must turn 18 (Mixed 18 & Over and Adult 18 & Over), 40 (Mixed 40 & Over and Adult 40 & Over), 55 (Adult 55 & Over), and 65 (Adult 65 & Over) within the championship calendar year.

2.3.3. Each player must be registered on his or her team roster on TennisLink before playing a match. The

League Committee reserves the right to decide on exceptions.

2.3.4. Each player must have a valid computer NTRP rating or must self-rate. A player cannot self-rate if he/she has a valid computer rating. A new player will be prompted to complete a questionnaire as part of the team registration and self-rate process. Upon completion of the questions the player will be assigned a self-rate and can choose to self-rate at a higher level. If the assigned self-rate is higher than what the player had intended to self rate at, the player will be given the opportunity to file an electronic appeal before exiting from the registration page.

2.3.5. For combined level leagues players must comply with the combined level of that particular NTRP level of play. A maximum of 1-point difference in NTRP levels is allowed between partners.

2.3.6. A player must complete 3 matches from a prior season's play in order to generate a Year End NTRP computer rating.

2.3.7. A player must play a minimum of 2 matches (1 default may count) during the local league season as a rated player in order to qualify for District or Sectional Championship play. In order to advance to National Championships a player must have played a minimum of 3 matches (no defaults may count toward the total of 3 matches). Retirements count as a match played.

2.4. **Fees & Balls:** Each player will be assessed a one time registration fee of \$23 upon registration on TennisLink. A standard Type 2 USTA approved ball shall be provided by the facility where matches are played. The match fee covers court fees and balls. The match fee for any league that includes singles and doubles is \$21 per player per match. The match fee for any league that includes doubles only is \$17 per player per match.

2.5. **In - Level NTRP Requirements:** Teams who do not meet these requirements will be deemed ineligible. The

Local League Committee reserves the right to approve any exceptions.

2.5.1. Adult 18 & Over and Adult 40 & Over Age Groups:

2.5.1.1. A team consists of 8 players at the 3.0, 3.5, 4.0, 4.5 and 4.5+ NTRP level. Teams must have a minimum of 5 players on their roster at their published NTRP level of play by the declared registration deadline to be eligible as a valid team.

2.5.1.2. A team consists of 5 players at the 2.5 and 5.0+ NTRP levels. NTRP levels 2.5 and 5.0+ do not have an in-level requirement.

2.5.2. Adult 55 & Over and Adult 65 & Over, must have a minimum of six (6) players eligible to compete as 3 pairs at the Team NTRP level of competition on their roster by the player registration deadline. 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 and the combined rating of the doubles team may total less than, but not higher than the NTRP rating of the league. No more than 1.0 may separate the rating of the partners in each individual doubles match.

2.5.3. Mixed 18 & Over and Mixed 40 & Over; a team consists of a minimum of six players (three men and three women). 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 and the combined NTRP rating of the doubles team may total less than, but not higher than the NTRP rating of the league. No more than 1.0 may separate the rating of the partners in each individual doubles team.

2.5.4. Failure to meet the deadline for player registration may render the team ineligible to participate in the current Championship year.

2.5.5. There are no in-level requirements for combined rating leagues.

2.6. **Timelines:** Deadlines for each of the following items will be published on the MTA website. Refer to Regulation 1.7.

2.6.1. Team Commitment Form:

Commitment Form with a \$100 deposit must be mailed or delivered to and received by the league the coordinator by the date published on the MTA website for each specific league. The team deposit is non-refundable if the team drops out from the Maine USTA League after submitting the Team

Commitment Form. Any team that has prior outstanding fees from local or championship events will not be eligible to participate in the Maine USTA League until their account has been reconciled.

2.6.2. **Minimum Player Registration:**

In - level NTRP requirements must be met (refer to Regulation 2.5). Failure to meet the deadline for player registration may render the team ineligible to participate in the current championship year. Exceptions to the deadline may be approved by the league coordinator.

2.6.3. **Players may be removed from a team roster at the captain's request only if the player has not played a match for the team requesting removal. The player removed from a team's roster may be 'dragged' to a different team by the league coordinator to avoid additional registration fees.**

2.6.4. **Final Player Registration:**

This is the final date for players to register for a team on TennisLink. Exceptions to this deadline must be approved by the league coordinator.

2.6.5. **Local League Season:**

Matches cannot be re-scheduled after the end of the season unless approved by the league coordinator.

3. **MATCH REGULATIONS**

3.1. Team captains must submit their line-up for the entire team to the designated desk staff 30 minutes before the scheduled match time. No substitution may be made in an individual match after the line-up exchange except for injury during warm-up. Captains must designate another player on the team to submit the complete line-up in their absence.

3.2. **Warm-up time limit:** 10 minutes, including serves begins at the scheduled time the match is to be played.

3.3. **Tardiness:** The point penalty system will be enforced with the late player(s) losing toss plus 1 game for each 5 minutes late. Penalties begin at the scheduled time of the match. The match is a default at 15:01 minutes late and considered a 6-0, 6-0 win for the player(s) present. If the player arrives after 5 minutes past the scheduled start time but before the default time, he is to receive a 5-minute injury prevention warm-up. Appeals of a defaulted match based on lateness must be in writing to the local grievance committee.

3.4. Players should determine before the start of the match whether to **change ends** on the odd games. USTA regulations state that if 1-person requests to switch on odd games, then all players will do so on that court. If players choose to not change ends on the odd games during the set then they will not change ends during any tiebreak.

3.5. **Curtains** on adjacent courts will be governed by club policy as to whether they are to remain open or closed.

3.6. Each match will be played until completion. The team must be on site at the facility 30 minutes before the scheduled match time. After the first scheduled match of any day subsequent matches may begin up to 30 minutes before the scheduled match time.

3.7. **Coaching** is not allowed.

3.8. **Match Scoring Format:**

3.8.1. Each match will be played until completed. There is no time limit.

3.8.2. Scoring will be the best of two sets using ad scoring with a 12 point set tiebreak (1st to 7 by 2) at 6-6 in each set. In the event of split sets a 10 Point Match Tiebreak (1st to 10 by 2) shall be played in lieu of a third set. The Coman Tiebreak procedure will be applied in all tiebreak; players will change ends of the court after the first point and every 4 points thereafter.

3.8.3. Play will be continuous throughout the match. There is no rest after the 1<sup>st</sup> game of any set but players will change ends if players agreed to change ends prior to the start of the match (refer to regulation 3.4). A 2 minute set break between sets may be taken if requested by any player on the court.

3.8.4. TennisLink requires a declared winner for every individual match played. Players must agree on a match winner prior to leaving the court.

3.9. **How the winner of a flight will be determined:**

Each position of a team will be awarded 1 point per position win. The team that has the most team wins at the end of the season is the flight winner. The TennisLink registration and score reporting system will be used to record match results. In the event of a tie at the end of the season refer to Regulation 7.5.

3.10. **Entering Scores & Scorecards:**

At the conclusion of the match, both captains must verify the correctness of the score sheet, sign the bottom and keep a copy for their records. If a grievance is filed for a match and captains have not complied with this

regulation the League Committee can render the protest null and void. Match results must be entered and confirmed (or disputed) on TennisLink, within 48 hours of the match. Either the home or visiting captain can enter the match results first. After match results have been entered the 2<sup>nd</sup> captain must confirm or dispute the match information. Any team not complying with this requirement will lose their right to dispute their match results. TennisLink will confirm matches 48 hours after the match results have been entered. Do not wait until the last minute in the event of unforeseen situations or other conflicts.

- 3.10.1. If a match is disputed by the 2<sup>nd</sup> captain, that captain must notify the League coordinator and provide the Match #, the disputed position, the names of the players involved and the match score. The league coordinator will resolve the issue accordingly or direct it to the appropriate entity for resolution, such as the Grievance Committee or the League Committee.
- 3.10.2. If some positions of a match are not played or matches are started but not finished (ex: match had to be stopped before completion due to weather or unforeseen circumstances) on the same date, the finished matches should be entered on TennisLink. The positions that are unfinished or have not been played should be entered as a double default. The captain must notify the league coordinator, on the date of the originally scheduled match, of any rescheduled or incomplete matches. After the remaining positions have been completed both captains must email the match number, player names, position played, date played and match results to the league coordinator. The league coordinator will update the TennisLink score sheet.
- 3.10.3. A scorecard cannot be entered if the minimum number of individual positions played are not equal to the required number of individual positions needed to constitute a team match. Examples include individual positions scheduled on different days or matches which are not completed as described in 3.10.2. Both captains should retain precise records of the positions that were played (match #, player names, position, scores who won/lost), send a copy to the league coordinator and notify the league coordinator with dates that the other positions will be played.
- 3.11. **For stoppage of play due to weather or other circumstances beyond the control of the players:**
  - 3.11.1. Completed individual matches will stand as played and entered into TennisLink.
  - 3.11.2. An incomplete match shall be continued by the same players and resumed at the exact point where it was suspended – set, game, point, server, receiver, time in match remaining to play – as existed when play was interrupted. (Any point played was played in good faith. The point is counted and is never replayed.) If players are unavailable to continue the match on the rescheduled date then the individual match will be scored as either a retirement in favor of the team whose players are available, or a double default if both teams are missing a player. The positions that have not been completed or not played should be entered as a double default.
  - 3.11.3. The home captain must notify the league coordinator, on the date of the originally scheduled match, of any rescheduled or incomplete matches. After the remaining positions have been completed both captains must email the league coordinator and provide the match number, player names, position played, date played and match results. The league coordinator will make all updates to the TennisLink score sheet.
- 3.12. **Match Cancellations, Rescheduling Matches and Weather:**
  - 3.12.1. Each USTA League participating Club is responsible for reserving court time according to the published schedule.
  - 3.12.2. In the event a team has to default a position(s), it is the responsibility of the captain, or their designated person to notify the opposing team captain 24 hours before the scheduled time of their match. The team captain/designated representative of the defaulting team(s) must notify the facility at which the match is scheduled to be played, 24 hours before the scheduled time of the match. Failure of the defaulting team to comply with this procedure will render the team responsible for the total cost of the court time. All court fees due must be paid to the club at the time of the match. The non-defaulting team does not have to be present to receive credit for the win.
  - 3.12.3. If there is a change in time, date or location of the regularly scheduled match, it is the home captain's responsibility to notify the visiting team captain at least 48 hours in advance of the start of the scheduled match. Matches may be re-scheduled prior to the make up week when agreed upon by both captains. A message left on voice mail or by email does not constitute contact until it is confirmed by the visiting team captain. It is the responsibility of both captains to ensure that two-way communication is completed. Failure to notify or confirm the change may result in a default.
  - 3.12.4. Make up matches are allowed only for scheduled matches that are affected by specific holidays, weather extenuating circumstances and approved contract time conflicts. A message left on a voice mail or email does not constitute contact until it has been confirmed. It is the responsibility of both captains to ensure that two-way communication is completed. Failure to comply or confirm may result in a default.
  - 3.12.5. Be aware of weather conditions in advance and communicate with visiting captains in order to arrive at a mutual agreement regarding any match start times or match location changes etc. If the visiting team

has available indoor courts, and both captains agree, the match could be played at the visiting team's courts. If the home captain does not feel it is in the best interest for their team to play at the visiting team's courts, the match has to be re-scheduled at a mutually accepted time.

- 3.12.6. When a match is cancelled and must be re-scheduled, notify the league coordinator within one week of the scheduled match date with the date, time and location of the re-scheduled match. All matches must be completed by the designated make-up week. Any team that is not in contention by way of themselves or other teams they have yet to play can request a waiver from the League Committee to extend their make-up week to one week later than the designated make-up week.
- 3.12.7. All positions of a team match do not have to be played at the same time. The home captain should provide the visiting team with 3 non-conflicting (i.e., the dates cannot be on the same date as matches already scheduled for either team) alternate dates from which to choose. The league coordinator should be contacted if the captains are unable to agree upon a mutual date.
- 3.12.8. For any individual position that is a known default, the captain must inform the club and the opposing captain more than 24 hours prior to the scheduled match time. Failure to comply with this timeframe will result in the defaulting team paying for the entire court fee.

### 3.13. **Electronic Devices:**

- 3.13.1. The use of cell phones or any electronic device during warm-up or match play is considered coaching.
- 3.13.2. A point is lost each time a cell phone rings during warm-up or match play.
  - 3.13.2.1 If a cell phone rings during play, the point is awarded to the opponent.
  - 3.13.2.2 If a cell phone rings before or between points, the next point is awarded to the opponent.

## 4. **GRIEVANCES**

- 4.1 Grievances must be completed by the team captain on the official USTA Grievance Form and submitted by email to the league coordinator prior to the commencement of whichever occurs first: (a) the involved team's next match in that flight, whether or not the involved player participates or (b) within 24 hours after the end of the local league season. The grievance facilitator will inform all teams involved of the grievance. Within a timeframe provided by the grievance facilitator, the captain of the team that was grieved against may submit a letter to the facilitator in defense of his/her team's position.
- 4.2 The grievance will be resolved within a reasonable time as determined by the Grievance Committee, and the facilitator will notify all teams of the decision.
- 4.3 Either captain can file a grievance appeal on the official USTA Grievance Appeal Form within a time period set by the Grievance Committee's decision.
- 4.4 If the above procedure is not adhered to, the grievance could be rendered null and void.
- 4.5 The Grievance Committee is made up of 3 members and does not include a league coordinator as a member of any Grievance Committee.

## 5. **DEFAULTS, RETIRED MATCHES and DISPUTED SCORECARDS**

### 1. **Defaults:**

- 5.1.1. Any team (a team consists of enough positions to win the match) who defaults an entire team match during the local league season (regardless if the default is during the match or prior to the commencement of the match) may jeopardize the team's participation in the Maine Local USTA League for the next championship year. National Regulations will apply to full team defaults. The League committee reserves the right to decide on any exceptions.
- 5.1.2. Any team who defaults more than 5 positions in one season may jeopardize their participation in the Maine USTA League for the next championship year. The League committee reserves the right to decide on any exceptions.
- 5.1.3. A team which cannot field enough positions to win a team match on the scheduled match date must reschedule its match and may only play the number of positions required to win the match. Adult 18 & Over and Adult 40 & Over Age Groups require 3 positions. All other Divisions and Age Groups require 2 positions. The positions that are not played as a result of the reschedule will be awarded as 6-0, 6-0 default(s) to the opponent.
- 5.1.4. Positions must be defaulted from the bottom up.  
Singles: The #2 singles must be defaulted before the #1 singles may be defaulted

Doubles: The #3 doubles must be defaulted before the #2 doubles and the #2 doubles must be defaulted before the #1 doubles.

NTRP levels 2.5 and 5.0+: The same principle applies where the default order begins with the singles position or the lowest doubles position.

- 5.1.5. Any player arriving on the court after 15:01 minutes past the match start time is automatically defaulted.

The league committee will review teams with repeated defaults out of order. Action may be taken against the team captain, which may result in losing his/her position as team captain. The league committee reserves the right to decide on the exceptions, restrictions or penalties.

- 5.1.6. If the #2 and #3 doubles teams (3.0 – 4.5, 4.5+ levels) start their matches before the #1 doubles team start their matches, and the #1 doubles defaults at any time during the 10 minute warm up or after the start of match play and before the official default time of 15:01, the order of play should remain as is on the line up sheet.

The same theory applies if the #2 doubles team is late and the #3 doubles team has warmed up and started play. The same principles apply for leagues with a different number of courts. The League committee will review teams defaulting out of order.

## 5.2. Injuries:

- 5.9.1. A one time, 3 minute medical time out is allowed for injury, illness, heat related condition or cramping. If the match does not resume play after 3 minutes the player (singles) or the pair (doubles) may be defaulted and the match will be recorded as retired.

- 5.9.2. If a player is injured within the 10 minute warm-up period, a legal substitute team member (a rated player on the roster who has not already played in that particular match) can play in place of the injured player. If the balance of the warm-up period is under 5 minutes the substitute player will be allowed a 5 minute injury prevention warm-up. The order of play would remain as scheduled.

- 5.3. If match results or the individual player name is disputed, the scorecard showing the signature of both captains must be available from both captains. Failure to produce a signed scorecard may render the protest null and void and the match may be recorded as a double default.

## 6. PLAYER DISQUALIFICATION

- 6.1 Refer to USTA League Regulation 2.04 and USTA New England Sectional Regulations. The USTA New England Sectional office will notify the disqualified player and his/her captain when the player has received three strikes. Refer to USTA Regulations back cover for NTRP Dynamic Disqualifications and who can be disqualified.

## 7. DISTRICT CHAMPIONSHIP PLAY

- 7.1. District sites & host areas can be found on [www.ustanewengland.usta.com](http://www.ustanewengland.usta.com) Adult/USTA Leagues/Championships.

- 7.2. Each Adult 18 & Over and Adult 40 & Over team and Mixed 18 & Over 7.0 and 8.0 team that has been invited to play in the District Championships must accept the invitation by email within 5 days from the end of the local league season. Any team qualifying during a make-up period must accept their invitation immediately following and no later than 12 hours of their last match or by a date requested by the Tournament Director.

- 7.3. A player must have played a minimum of 2 matches (1 default may count) during the league season as a rated player in order to qualify for championship play.

- 7.4. Each player must be a member of USTA and such membership must extend through the end of the championship season.

- 7.5. The winning team in each 4 team flight and the winner and runner-up (or wildcard) of each flight of 5 or more teams qualify to play in the District Championships, based on the points accumulated throughout the season. Most Team Wins determines the flight winner of the local season. In the event of a tie at the end of the local season, the winner will be determined as follows:

1. Most Individual Wins
2. Fewest sets lost
3. Fewest games lost
4. Head to Head
5. Coin Toss

Should the 1st or 2nd place team (from a flight of 5 or more teams) or the 1st place team (from a flight of 4 or fewer teams) decline to compete at the District Championships; a wild card will be decided by the Tournament Committee. The Tournament Committee reserves the right to add wildcards at any NTRP level based on district championship schedules. The Sectional League Coordinator and the Tournament Committees have final approval of all wildcards.

- 7.6. The first place team from each level at the Adult 18 & Over and Adult 40 & Over District Championships will be

invited to play in the Sectional Championships. The team advancement process for the Mixed 18 & Over 7.0 and 8.0 levels at the District Championships is described in the USTA League Championship Rules. Each team will compete in a flight at the District Championships. The winner of each flight will advance to the Mixed 18 & Over Sectional Championships. Wild cards will be added as deemed necessary and with the intent to field a full compliment of 16 teams for each of the 7.0 and 8.0 levels at Sectional Championships.

## **8. SECTIONAL and NATIONAL CHAMPIONSHIP PLAY**

- 8.1. Sectional sites and dates can be found on [www.newengland.usta.com](http://www.newengland.usta.com) select Adult/League/Championships.
- 8.2. Each Adult 55 & Over, Adult 65 & Over, Mixed 40 & Over and Mixed 18 & Over 6.0 and 9.0 team that has been Invited to play in the Sectional Championships must accept the invitation by email within 5 days from the end of the local league season. Any team qualifying during a make-up period must accept their invitation immediately following and no later than 12 hours of their last match or by a date requested by the Tournament Director.
- 8.3. A player must have played a minimum of 2 matches (1 default may count) during the league season as a rated player in order to qualify for championship play.
- 8.4. Each player must be a member of USTA and such membership must extend through the end of the championship season.
- 8.5. The winning team in each 4 team flight and the winner and runner-up (or wildcard) of each flight of 5 or more teams qualify to play in the Sectional Championships, based on the points accumulated throughout the season. Most Team Wins determines the flight winner of the local season. In the event of a tie at the end of the local season, the winner will be determined as follows:
  1. Most Individual Wins
  2. Fewest sets lost
  3. Fewest games lost
  4. Head to Head
  5. Coin TossShould the 1st or 2nd place team (from a flight of 5 or more teams) or the 1st place team (from a flight of 4 or fewer teams) decline to compete at the Sectional Championships; a wild card will be decided by the Tournament Committee. The Tournament Committee reserves the right to add wildcards at any NTRP level based on district championship schedules. The Sectional League Coordinator and the Tournament Committees have final approval of all wildcards.
- 8.6. The first place team from each level at Sectional Championships will qualify to play at the National Championships.
- 8.7. In order to advance to National Championships a player must have played a minimum of 3 matches (no defaults may count toward the total). Retirements count as a match played.
- 8.8. A first place Sectional Championship team (or a team that qualifies to go to the National Championships through local competition when there are not enough teams to participate in a Sectional Championship) that chooses not to compete at the National Championship level must move up one level as a team or disperse to form new teams with no more than 3 players in all Divisions and Age Groups except for 2 players in the Adult 18 & Over 2.5 and 5.0+ who were on the final roster at the conclusion of local league play on any single team for the following league championship season. Move Up Split Up requirements only apply to players who participated in three (3) or more matches (excluding all defaults) for that team during the championship year.