



2017 USTA/Eastern BERGEN Region Mixed Doubles Local League Regulations and Reminders

Refer to all regulations: Captains and players are expected to be familiar with the 2016 National/Eastern Regulations found on the Eastern website www.eastern.usta.com (for players/leagues/regulations). **Local League rules shall take precedence over “USTA National/Eastern Regulations”.** If Local League Rules have not addressed an issue the National/Eastern Regulations will apply.

Players must have a valid USTA membership through November 2016.

Before playing a match, players must have a valid USTA Computer Rating or self-rating.

The combined rating of any couple cannot exceed the Team NTRP Level and the two players cannot be more than two levels apart, e.g., on an 8.0 team a 4.0 woman and a 4.0 man could play together; a 4.5 woman could play with a 3.5 man. A 5.0 man **cannot** play with a 3.0 woman.

Minimum/Maximum player levels (refer to National regulations 1.04D(4) - :

- 6.0 Teams – 2.5, 3.0, 3.5
- 7.0 Teams – 3.0, 3.5, 4.0
- 8.0 Teams – 3.5, 4.0, 4.5
- 9.0 Teams – 4.0, 4.5, 5.0

Both captains are responsible for confirming the eligibility of players participating in the match before match is played. Confirm rating combinations and registration status.

The home team supplies balls.

Home court captains should confirm availability of courts with their club at least a week before the match. **Both captains** are responsible for making contact with the other team at least 2 days in advance of the match. Confirm the number of individual matches being played, i.e., first, second & third doubles. Remember, if you must default a position, it must be third doubles. Confirm place, directions and the start time(s) of the match.

It is important to print out a blank scorecard showing the players & ratings so that you may check eligibility of partnerships. Print a blank scorecard on the Internet by going to <http://tennislink.usta.com/leagues>, logging in with your USTA number (team player only) and then clicking on Score Entry on the menu on the right side of the screen. Enter the

Match Number of the match you are about to play and click on Next. On the next screen, click on the Print Score Card button. A blank scorecard should be displayed. Print this page to your printer. Or you can also get a scorecard by clicking on the match date on your home page or your team's home page.

Be sure to arrive at least 15 minutes before your match. Complete your line-up on your scorecard and exchange scorecards with the other captain simultaneously no later than 10 minutes prior to start time. Be sure to start on time and keep to a 15-minute warm-up. Many of the clubs have another event coming out on the courts immediately following your match. Your matches must be completed within the scheduled time.

All matches will be best of three sets, with regular scoring and a 10-point super tiebreak as a third set. Matches are scheduled for 2 hours. Match tiebreak score will be recorded as 1-0. Use the Coman tiebreak format for all set and match tiebreaks. Change sides after the first point and every fourth point thereafter (5, 9, 13, etc.).

1. **Time Limitation Rule:** In our league we have a “two hour” match limit. The “Time Limitation Rule” is put in place to make sure that all matches are completed according to the court's programming requirements. The rule becomes effective at 1 hour and 45 minutes after the scheduled start time of each match and will be in effect. With 15 minutes remaining in a scheduled match, the following guidelines will be used to ensure the match's completion in a timely manner:

If one pair is ahead in the set by at least 2 games (e.g., 5-3, 4-1), the pair with the 2-game lead wins the set.

2. If there is a one game difference in the set (e.g., 1-0, 4-5), another game must be played. If there is now a two game difference in the set, item #1 above comes into effect, the player with a two game lead wins the set.
3. If the set is now tied, a 7-point (regular) tiebreak must be played to determine who wins the set.
4. If the result of the 7 point tiebreak is split sets, a subsequent 10 point tiebreak (first to 10 by 2 points) will be played to determine the winner of the match.
5. If the match results in continued play at the 2 hour limit, a sudden death point(s) will be played to determine the winner of the match.
6. The match winner then will be determined as follows: If the set score is 2:0 or 2:1, the match is complete with the winner having 2 sets.
7. If the set is tied (i.e., 1-1), a regular 7-point tiebreak is played to determine the third set winner, and hence, the match winner. The last set's score should be entered as 1-0.

Note: Before the match begins, both teams are required to synchronize their respective timepieces, i.e., “game clock,” to determine default time as well as commencement of the “time limitation rule.” The “game clock” must show that time has expired upon completion of the last point, not when teams are done with their break between games or right before the server starts to serve the point of the next game. This will deter teams that are ahead from intentionally delaying time between games.

The “Time Limitation Rule” is needed to ensure timely completion of match play. If the final

score of a match is determined with this rule, the score for that match should be entered as "Timed" instead of "Completed". Below are possible scenarios for further clarification:

Scenario 1:

At 1 hour and 45 minutes into a match Team A is up 3 to 1 in the second set. Team A also won the first set. The fifth game in the set has not yet started. Team A wins the match with 15 minutes remaining.

Scenario 2:

At 1 hour and 45 minutes into a match Team A is down 3 serving 5. Team A also lost the first set. Game #9 is currently being played. Team A wins the game resulting in a 4 – 5 second set score. One more game is played which Team A also wins. The set score is now 5 – 5. A tie breaker is played to determine the second set winner. Team A wins the tie breaker and wins the set. The match score is 1 set all. A tie breaker is now played in lieu of a third set. Team A wins the third set tie breaker and wins the match.

Scenario 3:

At 2 hours into the match (i.e. match scheduled end time) during a 3rd set tie-breaker, if the score is tied, the next point becomes the deciding point, SUDDEN DEATH POINT. Before initiating the serve, the server must declare that the next point is match point.

SCORING:

A. The method of awarding points in order to determine the winning team of a Bergen County League match will be as follows: The Points System will be used for all Tri-level matches. The Court 1 winning team will receive 6 points, Court 2 will receive 4 points and Court 3 will receive 3 points. The team with the highest point total at the end the match is the match winner. However, standings will be determined by the total points accumulated by the team.

B. Defaulted matches: Defaults MUST be taken beginning with Court 3. If a player(s) is late arriving, Captains should hold the start of all matches until a determination can be made if there will be a default. In the case of a default on Courts 1 or 2, pairs listed in the lineup exchanged, prior the match, will be moved "UP" by the defaulting team and Court 3 will be defaulted. Also in case of a default, the non-defaulting party shall be credited with such number of points as would have been won if the match was completed and the non-defaulting party won every subsequent game.

D. Forfeited matches. **A minimum of 2 courts must be played in order for a match to be considered a legal match.** At the discretion of the Local League Coordinator, a team that forfeits an entire team match without just cause may be penalized to the extent that all matches

for the season will be considered null and void when determining team standings for that league year; the team members may not be allowed to participate in league play the following season. Playing an ineligible player for the second time by the same team during the course of the league year will constitute forfeiture of a team match without just cause. Captains/teams are expected to play a valid match when forfeiture of said match will affect the outcome of local league standings. The Local League Coordinator has final discretion in rescheduling of matches.