



## **Appendix to USTA Middle States Section Rules**

This appendix has full force and applicability at all levels of play in USTA League Tennis in the USTA Middle States Section (USTA MS) and there is no authorization to modify, amplify or make changes by local or area league coordinators, or Grievance or Grievance Appeals Committees. These rules apply to all age groups.

Roster Limit: 25 players for all leagues.

Match Format: The maximum number of matches that may be scheduled in a local league is 15. This rule applies to the spring and summer leagues only.

### **Timed Matches**

In any league match where there is a time limit, we will use one of the following timed match rules to determine a winner. All winter leagues are timed matches – adult and mixed doubles. Some facilities in the spring league have multiple teams playing on the same day.

Clubs may mandate a tiebreak instead of a full third set if teams are waiting to play. In isolated cases, there may be a need to set a time limit. In that case, please use the timed match rules outlined below. District rules may publish a variation of this rule.

### **Timed Match Rules for Winter Leagues**

#### **90 Minute Matches**

Format is the best 2 out of 3 sets with a match tiebreak in lieu of a third set. **All tiebreakers during the 90 minute matches are 9 point tiebreaks (first to 5, win by 1 point.** See below on procedure).

- Time will be determined by a clock that is agreed upon by all players prior to the start of the match. **We recommend players use their cell phone to set the alarm and put the phone on mute.** Set the clock for 1 hour 20 minutes. **If indoors, players may remain on the same side throughout the entire set and switch sides in the second set. Drink breaks are allowed on odd games except after the first game.**

**If either set has not been completed with 10 minutes to go, **finish the point in progress:****

- a. If the server is in the middle of her game, she must complete her service game with no ad scoring. If you get to deuce, the next point wins the game. Then either b or c or d below applies.
- b. The team leading by one game wins the set.
- c. If the teams are tied in games in the second set, play a 9 point tiebreaker for the second set (9 point - see below). ***If the second set has not started, play a 9-point tiebreaker for the second set.***
- d. If the first and second sets are split, play a 9 point tiebreaker.

#### **9 Point Tiebreaker**

The person or team who is to serve next begins the tiebreaker. Each player serves two points in succession starting from the deuce court. The first team to score five points wins the tiebreaker. If the tiebreaker reaches 4-4, the person who served the eighth point serves the ninth (final) point. The receiving team has the choice of sides. The winner of the ninth point is the winner of the set.

## **Two-Hour Matches**

Format is the best 2 out of 3 sets with a match tiebreak, first to 10 by 2, in lieu of a third set. However, once there is only 15 minutes remaining on the clock, the match tiebreak is shortened to the first to 7 by 2 (see below on procedure).

If two hours have been reserved for team match play, the following rules will be in effect:

Time will be determined by a clock that is agreed upon by all players prior to the start of the match. **We recommend players use their cell phone to set the alarm and put the phone on mute.**

**TWO alarms times must be set: for 15 minutes before the end of the match AND THE END TIME OF MATCH. When first alarm goes off FINISH THE POINT IN PROGRESS:**

- a. If the server is in the middle of a game, they must complete their service game with regular scoring
- b. If one team is ahead by two games or more, they win the set.
- c. If the teams are tied in a set, they play a Set Tiebreak (first to 7 win by 2). Players may switch every 6 points or use the Coman format.
- d. If one team is ahead by only one game, play one more game, and then either b or c will apply

### **WINNER DETERMINATION**

If the winner of the first and second sets are the same, the match is over, regardless of any time remaining.

**If sets are split, play a SEVEN POINT Tiebreak ( first to 7 by 2) for the third set, because you are running out of time.** Players may switch every 6 points or choose the Coman format.

### **SUDDEN DEATH: WHEN TIME EXPIRES AT THE 2 HOUR MARK:**

If you are in the middle of a Tiebreak, the TEAM AHEAD when time expires wins the tiebreak. When time is expired and there is a tie in a tiebreak, play ONE SUDDEN DEATH POINT to determine the winner of the tiebreak. Announce that the final point is the SUDDEN DEATH point.

### **IF ONLY ONE SET IS COMPLETED WITH 15 MINUTES TO GO**

If only the first set is completed, play a 7 point tiebreaker to determine the second set. If sets are split play another 7 point tiebreaker to determine the third set. If time has run out and score is tied, play sudden death points until the winner is determined. Example: if score is 3-3 in the second set tiebreaker and time is up – play one sudden death point to determine that set. If sets are split – play one sudden death point to determine the third set.

## **Section Crossover Rule**

Players may play in various districts at the same NTRP level and age level in accordance with district regulations. No more than 4 players in a 4 or 5-court USTA National League Program, or 3 players in a 3 court USTA National League Program may play together on the same teams in more than one district. This rule only applies to teams playing in Middle States. Penalties may include player disqualification for those teams in violation of this crossover rule.

## **Scoring in Local League**

All 2021 leagues will use Points Per Position.

Points Per Position (PPP) is a USTA League scoring format whereby individual courts of a team match played are awarded points based on position played. (No team point would be awarded in this format, and points accumulate throughout the competition. The point assignments are as follows:

1. For 5 court leagues the points will be: 5-4-5-4-3 for 2 singles and 3 doubles; for 1 singles and 4 doubles it will be 5- 6-5-4-3.
2. For 3 court leagues – all doubles - the points will be: 4-3-2. For 2.5 and 5.0, the points will be 3-4-2. Flight winners will be determined by the total number of individual match points won.
3. For 4 court leagues – 1 singles and 3 doubles, the points will be 4, 4, 3, 2.

## **Electronic Devices**

During the playing of a match (including during changeovers), the use of cell phones or other electronic devices is prohibited. This includes cell phone ringing, texting, or answering. Any violation will be penalized as follows:

1<sup>st</sup> Offense.....Point

2<sup>nd</sup> Offense.....Game

3<sup>rd</sup> Offense.....Default