



2022 CHICAGO DISTRICT LEAGUE RULES AND PROCEDURES – TIMED MATCH PROCEDURE

Current USTA League regulations, Friend at Court, The Code, USTA Midwest Standing Orders, and the following Local League rules and procedures apply. Complete rules and procedures for USTA Adult League Play in the Chicago District consist of 4 parts: League Overview, Captain's Information, Team Match Information, and Timed Match Procedure.

Note: Comments in red reflect changes/clarifications to 2021 rules.

IV. TIMED MATCH PROCEDURE

These rules will apply to any match that requires a time limitation. All matches must be scheduled for a minimum of 2 hours in length. **The Timed Match Procedure should begin 20 minutes prior to the end of match time.** Please refer to Pre-Match Responsibilities (NITA) or Captain-to-Captain Communication (CDTA), for additional information. All time-restricted matches will consist of best of three sets with a 10-point tiebreak played in lieu of a third set.

- a. The Home team clock, timer, watch or cell phone will be used to track the official time. Devices with alarms are highly recommended. It is the responsibility of both Captains to let their players know the official timeclock.
- b. First set game in progress, at the designated time:
 - complete using no-ad scoring (see Note 1 below).
 - Team with 2 game lead, wins the first set.
 - if games are tied, play a set tiebreak (first to 7 by a margin of 2); winner of tiebreak wins the first set.
 - if neither Team is ahead by 2 games, play 1 additional game using no-ad scoring.
 - if, after the additional game is played, both Teams are tied, play a set tiebreak (first to 7 by a margin of 2) to determine the first set winner.
 - play a set tiebreak (first to 7 by a margin of 2) to determine the second set winner.
 - upon completion of the second set, if each Team has won a set, play a match tiebreak (first to 10 by a margin of 2) to determine the Match winner.
- c. Second set game in progress, at the designated time:
 - complete using no-ad scoring (see Note 1 below).
 - Team with 2 game lead, wins the second set.
 - if games are tied, play a set tiebreak (first to 7 by a margin of 2); winner of tiebreak wins the second set.
 - if neither Team is ahead by 2 games, play 1 additional game using no-ad scoring.
 - if, after the additional game is played, both Teams are tied, play a set tiebreak (first to 7 by a margin of 2) to determine the second set winner.
 - if the result of this should be that each Team has won a set, play a Match tiebreak (first to 10 by a margin of 2) to determine the Match winner.

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- d. If time should run out and the buzzer sounds signaling that it is time to leave the court during any tiebreak, the team ahead by 2 points shall win the set. If the tiebreak score is tied or there is only a 1-point advantage, the set shall end in a tie. Please note that once you have entered into the last 20 minutes of the match, **ANY** tiebreaks in progress should be completed unless the buzzer sounds to leave the court.

In order to keep the match moving and make the most of the allotted time:

- Warm-ups should not exceed 10 minutes.
- Play shall be continuous. The next point starts as soon as the previous point ends.
- Any point in progress when the buzzer sounds should be played to completion.
- Maximum time allowed between points and games is 25 seconds. At the completion of a game, if there is any time left, players must begin another game. A 90-second break will be allowed when changing ends.
- If play is indoors, you may agree to change ends only after the completion of a set. This should be agreed to by both Teams prior to the start of the match.
- Coman tiebreaks will be used during championship progression. However standard tiebreak procedures (change ends when score equals a multiple of 6) may save time. **All players must agree to the type of tiebreak to be used prior to the match.**

Note 1: If either Team already has the ad point when the Timed Match Procedure goes into effect, an additional point will be played. After that point has been played if the result is deuce, a deciding point will be played to determine the winner of that game.

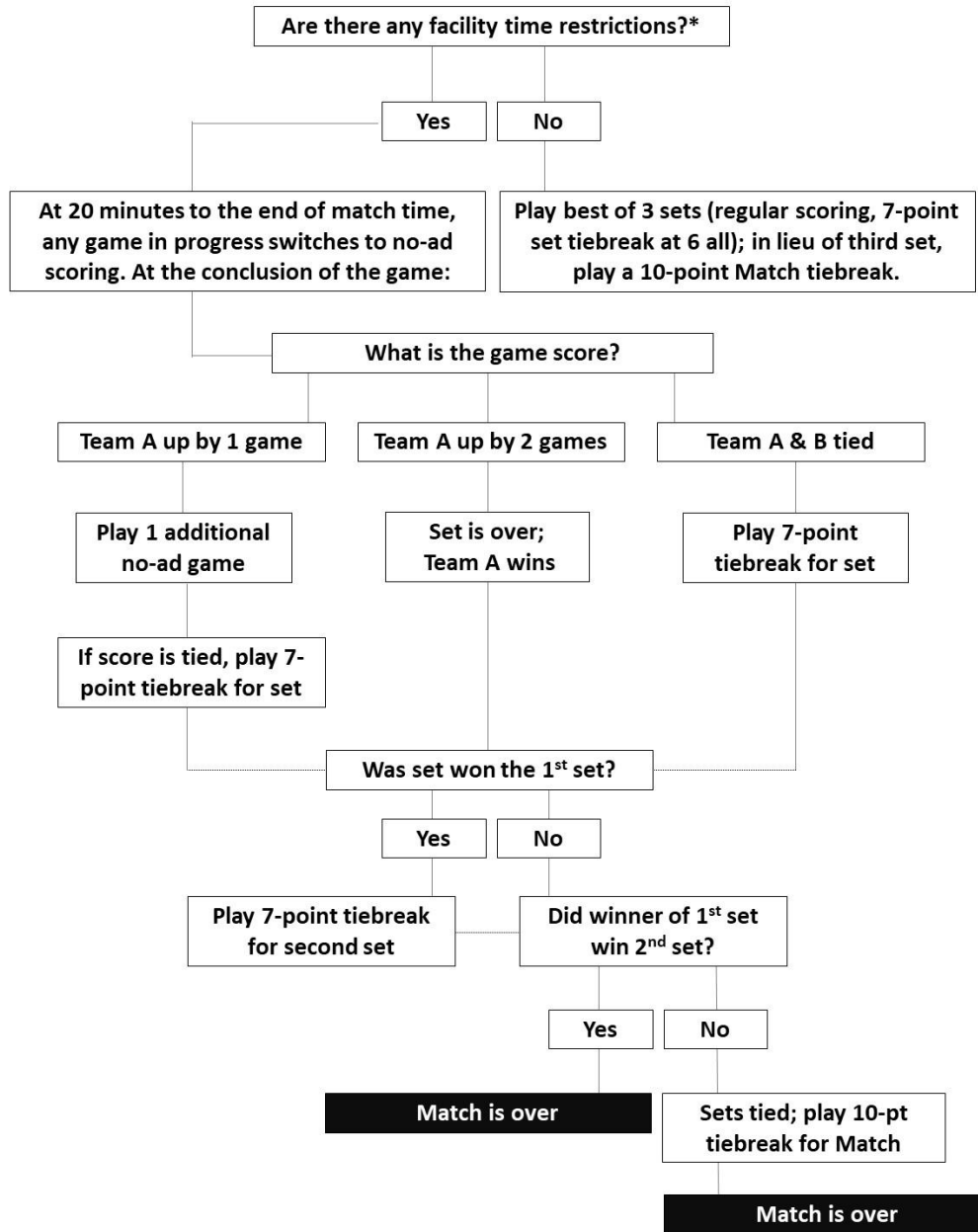
Note 2: If Teams on an individual court are tied after following the Timed Match Procedure, record the match score as a win for the Visiting Team in TennisLink and notify your DLC of the tie. Please include the match number. In the event that ties should impact division standings at the end of the season, the USTA Adult League Committee members will review those matches and standings will be adjusted accordingly.

Note 3: When entering scores for an incomplete match tiebreak for the third set (meaning neither team is ahead by a margin of at least 2 points), do not enter a score for the third set (Match tiebreak). Record the scores for the first and second sets and mark the individual Match as a win for the Visiting Team. Notify your DLC of the tie.

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CDTA/NITA Time Restriction Match Procedure

At the beginning of any match, both teams must agree about and understand the time allocated for the match by the host facility. Captains must also agree on the official timeclock for each court.



***Notes:**

- When time restrictions are necessary, all courts associated with the Team Match must abide by the restriction.
- If either team has the ad point when the Time Restriction Procedure goes into effect, an additional point will be played. After that point has been played if the result is deuce, a final point will be played to determine the winner of that game.