USTA HEART OF AMERICA ADULT LEAGUE PLAY – PLAY/REPLAY PILOT

The USTA is currently piloting technologies to augment the game for the future. In the spirit of improving sportsmanship in tennis and the overall experience in league play, we are eager to pilot new technologies and get feedback from users. Play/Replay technology has been implemented for Electronic Line Calling (ELC) at one of our National Tournaments and is currently getting feedback. In the meantime, Missouri Valley has also implemented Play/Replay at one of our local league sites, Overland Park Racquet Club (OPRC). For the 40 & Over season, USTA Heart of America is implementing a "temporary rule" for play/replay for all matches that are held at OPRC. This procedure is only a pilot and may be removed at any time if feedback warrants a change.

Effective immediately, Electronic Line Call (ELC) technology will be available on every match at OPRC and may be used by players in accordance with the protocols set forth herein:

Challenge Limits:

- When Electronic Line Calling devices are in use, each team is permitted a maximum of three (3) unsuccessful challenges per individual match.
- If a 3rd set tiebreaker is needed, one additional unsuccessful challenge will be granted for a total of 4. Any unused challenges from the first set will carry over to the tiebreaker.
- An unsuccessful challenge is one in which the original call stands.
- A "successful challenge," in which the original call is overturned, does not count toward the challenge limit
- Once a team reaches three failed challenges in a match (or the 4th in a 3rd set tiebreaker), they forfeit the right to make any additional challenges for the remainder of that match.

Administering challenges - Use the kiosk set up at the net post. A challenge must be requested immediately just like an "out" call must be made immediately.

System Unavailable - If the ELC system is unavailable, the original call will stand. The player will NOT lose one of their challenges

Overrule - If player is overruled by the system, player loses the point. Excessive number of overrules during a match is considered poor sportsmanship and may be cause for grievance.

Challenges

- A player may challenge any service fault or out call made by their opponent
- System may not be used to verify calls, if a call cannot be made, it is considered in
- Balls called out due to hitting a permanent fixture cannot be challenged
- Challenges shouldn't be arbitrarily initiated

Players will continue to make their own line calls like in regular league play. A player desiring to challenge an opponent's line call must do so immediately.