



EASTERN CONNECTICUT

EASY REFERENCE GUIDE

usta.com/newengland national.usta.com (TennisLink)

MATCH FORMAT

- Team Format for 18 & over: 1 Singles & 3 Doubles
- Team Format 40 & over: 1 Singles & 3 Doubles
- Team Format 55 & over and 65 & over: 3 Doubles
- Mixed, all adult age brackets: 3 Doubles
- Best of 3 sets with a 10-point Match Tiebreak in lieu of 3rd set.
- Match time is 2 hours.
- The 10-minute warm up includes serves.
- Ad scoring.
- If a set is tied 6-6, a 7 point, win by 2, Tiebreak will be played.
- Both captains should communicate with each other to confirm the match time and location prior to the match date. Captains must appoint an acting captain, if unable to attend the match.
- All players should be aware of how the end of the match is determined (timer, club clock, etc).
- Use of cell phones or any electronic device during warm-up or play is considered coaching.
- Home team provides USTA approved yellow tennis balls.
- Captains exchange line-ups simultaneously, prior to the start of the match.
- Positions must be forfeited from the bottom up.
- End of match: Players agree on score, captains sign scorecard and report scores on TennisLink within 48 hours.
- Both Captains MUST SIGN the completed scorecard and keep a copy for their records. Failure to sign may negate a captain's right to dispute a match.
- At the end of the season the winner of the flight will be determined by most individual wins (points)..

USE THE 2 HOUR MATCH TIME EFFECTIVELY

- Arrive on time and be ready to play (attire, water, restroom)
- Be prepared to be on the court and ready to start the match at the scheduled time.
- Line-ups are exchanged before the match, so the players are prepared to go to the correct court.
- When using indoor courts, sets played without changing ends on the odd game saves time (all players must agree prior to the match not to change sides).
- Adhere to the 10 min warm up which includes serves.
- The purpose of the warm-up is to 'warm-up' and not to practice 'winning' shots where the ball cannot be kept in play.
- Catch the opponent's serve practice and serve the ball back. Do not practice your return of serve until after you have completed your serve practice and only if there is still time left in the warm-up.
- Keep play continuous from the time a match starts until the time the match ends.
- Between points a maximum of 20 seconds is allowed.
- On odd games a maximum of 90 seconds is allowed.
- There is no 90 second break after the 1st game of any set.
- Drinks should be taken on odd games only.

- At the end of each set a maximum of 120 seconds is allowed.
- All issues that arise during the match are to be resolved ONLY by the players involved in the match on that court.
- Vacate the court QUIETLY upon completion of the match. Do not remain to watch other matches in progress.

LATENESS

- The point penalty system may be enforced with the late player 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 & considered a 6-0, 6-0 win for the player/team present.
 - If the player arrives before the defaulted time, he/she is to receive a 5-minute injury prevention warm-up.
 - Late penalties will be imposed only when a player's arrival is at fault for holding up the start of play. (Exception - if courts are not available at scheduled time of match).
- Example of Point Penalty System for Lateness: Match start time is 8:00. 8:01-8:05 = loss of toss, plus 1 game. 8:06-8:10 = loss of toss, plus 2 games. 8:11-8:15 = loss of toss, plus 3 games. 8:15:01 = default.*

IN THE EVENT OF DISAGREEMENT

- The players are encouraged to resolve their disagreements on the court.
- If a disagreement cannot be resolved within a reasonable time between players involved in the match they should continue to play. Either team may submit a grievance on the official USTA League Grievance Form.
- Under no circumstances may any other person intervene in a match in progress.
- Players must tap rackets (in lieu of a hand shake) in agreement to the results of the match.
- If the players cannot agree on a winner, the match will be declared a double default.

INJURED PLAYER

- A one-time, 3- minute medical timeout is allowed for injury, illness, and heat-related condition. If the match does not resume play after 3 minutes, the player(s) are subject to a Point Penalty Violation / Code Violation.
- A maximum 15-minute medical timeout is allowed for bleeding injury. If bleeding continues and the match doesn't resume within 15 minutes, the match is retired.
- If a player is injured as a result of, and within, the 10-minute warmup period, a legal substitute may play in his/her place. The substitute is allowed a 5-minute injury prevention warmup. Order of play continues.
- If a player is unable to complete the match, the match is retired. Scores are entered as played, e.g., 6:3, 2:0, RETIRED (not completed)

HOW TO PLAY A 7-POINT TIEBREAK

(Played when a set score reaches 6-6)

- The team first to win 7 points by a 2-point margin shall win the game & set.
- The player whose turn it is to serve in the set serves the first point, starting from the right side (deuce) of the court.
- Thereafter, each player serves in rotation for 2 points, (delivered from the left side (ad) of the court, then right side (deuce) of the court).
- Teams change ends of the court after the first point and then after every four points, e.g., after point 1, 5, 9, etc.
- The team that served first in the tiebreak shall receive service in the first game of the following set.

HOW TO PLAY A 10-POINT TIEBREAK

(in lieu of a 3rd set)

- The team who first wins 10 points by a 2-point margin shall win the match.
- The order of service continues. The 10 Point Match Tiebreak is treated as a third set and the individual team may decide which partner will serve first.
- In doubles, the order of serving and receiving within the team may be altered, as in the beginning of each set.
- The team whose turn it is to serve begins serving the first point from the deuce (right) side of the court.
- Thereafter, each player shall serve in rotation for 2 points, (serving from the Ad (left) side of the court, then the deuce (right) side of the court, until the winner of the set has been decided.
- Teams change ends of the court after the first point and then after every four points, e.g., after point 1, 5, 9, etc.
- The score for the match tiebreak will be entered on TennisLink as 1-0 for the winner of the match & choose 'completed match' from the drop down.

DETERMINING THE WINNER WHEN MATCH TIMES OUT

- TennisLink requires a declared winner for every individual match played. Use this procedure to determine a winner for incomplete individual matches when time expires. Do not leave the court until both teams acknowledge a match winner. Rules are applied in the order presented. Loss of the match due to lack of knowledge of these rules is not a valid reason for a grievance.
- The point in progress and the game in progress will count. Play both out.
- **At 1 hour 50 minutes in the 1st Set:**
- 1. The team that is ahead by 2 games will win the set and the match.
- 2. If a team is not ahead by 2 games, a 7 Point Set Tiebreak (first to 7 by a margin of 2) will be played to determine the winner of the match.
- **At 1 hour 50 minutes in the 2nd Set:**
- 1. If the team is ahead in the second set by 2 games, the team wins the second set.
- 2. If sets are then split, a 7 Point Set Tiebreak (first to 7 by a margin of 2) will be played to determine the winner of the match.
- 3. If a team is not ahead by 2 games, a 7 Point Set Tiebreak (first to 7 by a margin of 2) will be played to determine the winner of the set.
- 4. If, after the 7 Point Set Tiebreak, the sets are split, a deciding point will be played.
- 5. If teams are in the 2nd set tiebreak, the players shall complete the 7 Point Set Tiebreak.
- 6. If, after the set tiebreak, the sets are split, a deciding point will be played to determine the winner of the match. The order of service will continue, the serving team can decide which partner will serve and the receiving team can decide which partner will receive.
- **At 1 hour 50 minutes in the 3rd set 10 Point Match Tiebreak (first to 10 by a margin of 2):**
- 1. If teams are in a 10 Point Match Tiebreak (first to 10 by a margin of 2) that has not concluded, the teams shall finish the match tiebreak to determine the winner of the match.
- 2. If teams have split sets and have not started the 10 Point Match Tiebreak (first to 10 by a margin of 2)

a 7 Point Set Tiebreak (first to 7 by 2) will be played.

- At the end of the allotted 2 hours, if any tiebreak has not been concluded, the player/team who is ahead by at least two (2) points is the winner of the set. If a team is not ahead by 2 points, a deciding point shall be played to determine the winner of the set. If, after the deciding point, the sets are split, a deciding point will be played to determine the winner of the match. The order of service will continue, the serving team can decide which partner will serve and the receiving team can decide which partner will receive.
- **Deciding Point** – For a single point (deciding point) serving rotation continues – for doubles, the receiving team chooses which player will receive the deciding point. For singles, the receiving player chooses which side to receive the deciding point.

SPORTSMANSHIP

- As a captain, if you notice that a player on your opponent's team is not registered, inform them **before** the match, give them the opportunity to register immediately.
- Points played in good faith stand.
- Give your opponent the benefit of the doubt on all calls.
- Player should reverse his/her "out" call, if he/she realizes that a mistake was made or is unsure of the call. The point then goes to the opponent. It is never played over.
- A ball that is 99% out is 100% in.
- **Bathroom Break:** should be taken during a Set Break or, if an emergency, at an odd game changeover. Inform the opposing team that you are taking a break and leave your racquet on the court.
- **Cell Phones / Pagers:** must be turned off during a match. Any point interrupted by a cell phone or pager is awarded to the phone owner's opponent.
- Accept defeat graciously.
- Tap rackets (in lieu of shaking hands) at the end of the match. A racket tap is an agreement that the match was played in good faith & the match is binding.
- Courtesy. Tennis is a game that requires cooperation and courtesy from all participants.
- Make Tennis a fun game by praising your opponent's good shots.
- Treat all points the same regardless of their importance.
- Any issue pertaining to a match may only be resolved by the players involved in that match.
- Outside interaction could be considered "interruption of play".
- **Good sportsmanship helps your own game. Stay focused!**

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