



EASY REFERENCE GUIDE

2022 MAINE

For more information:

<https://www.usta.com/en/home/play/adult-tennis/programs/newengland/maine/usta-league-maine.html>
national.usta.com (TennisLink) usta.com

Facebook: [USTA League Maine](#)

Facebook: [USTA League – New England Captains](#)

PLAYER RESPONSIBILITIES

- Players should arrive punctually and be prepared to be on the court (tennis attire, water and restroom) and start the match at the scheduled time.
- Adhere to the 10 min warm up period that 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 warm-up serve 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.
- Play is continuous from the time a match starts until it ends. The maximum allowable times for a break are 25 seconds between points, 90 seconds at end change (odd games), and 120 seconds at end of set. No break after the 1st game of any set.
- Drinks should be taken on odd games only
- All issues or calls that arise during a match are to be resolved ONLY by the players involved in the match on that court, never with other players, including captains, spectators or club staff.
- It is the responsibility of the players to know and understand the USTA rules.
- Vacate the court when your match is complete.

MATCH FORMAT

- Team Format for 18 & over 2.5 & 5.0: 1 Singles & 2 Doubles.
- Team Format 18 & over 3.0-4.5: 2 Singles & 3 Doubles.
- Team Format 40 & over 3.0-4.5: 1 Singles & 3 Doubles.
- Best of 3 sets with a 10 Point Coman Match Tiebreak (first to 10 by 2 points) in lieu of 3rd set.
- Matches played to conclusion with no time limit.
- 10-minute warm up period includes serves
- If first or second set is tied at 6-6, a 7 point Set Tiebreak will be to decide the set (first to 7 by 2 points).
- End of match: Players agree on score, captains sign scorecard and report scores on TennisLink.
- In all Leagues, the winner of the flight will be determined by most team wins. In the event of a tie, the tie shall be broken by the first of the following methods to do so: (1) most individual wins; (2) fewest sets lost; (3); fewest games lost; (4) game winning percentage; (5) head to head.

7-POINT SET AND 10-POINT MATCH COMAN TIEBREAKS

- If the first or second set is tied at 6-6, a 7-point Set Tiebreak is played to decide the set, with the winner being the first player or team to 7 points by a margin of 2 points.
- If sets 1 and 2 are split, a 10-point Match Tiebreak is played to decide the match, with the winner being the first player or team to 10 points by a margin of 2 points.
- First point of tiebreak will be played from the same end where the teams were at the conclusion of the prior point.
- In a 7-point Set Tiebreak, service remains in rotation with the players whose turn it is to serve in the set serving the first point.
- In a 10-point Match Tiebreak, the order of service continues, but it is treated as a new set so in doubles each team may decide which partner will serve first, and may also change their court positions.
- First server will serve one point from the deuce court. Thereafter, each player shall serve in rotation for 2 points, the first from the Ad side of the court, and the second from the deuce side of the court, until the winner of the set has been decided.
- Teams will change ends after the first point and then after every fourth point (1, 5, 9, 13, 17 ...).
- The score of a match tiebreak will be entered on TennisLink as 1-0 for the winner of the match & choose 'completed match' from the drop down.

RESOLVING DISAGREEMENTS

- Players are expected to resolve their disagreements on the court. The Code describes a 3-step process for score disputes, in order of preference:
 - All points and games are agreed upon by the players. Replay only the disputed points or games.
 - Play from a score that is agreed upon by all players.
 - Spin a racquet or toss a coin.
- Under no circumstances may any other person or Captain intervene in a match in progress.
- If a disagreement cannot be resolved by the players within 2-3 minutes they should continue to play having used one of the methods above for resolving the dispute. Either team can submit a grievance on the official USTA League Grievance Form.
- Players need to agree on the match score and result before leaving the court.
- The match will be considered a default if any team leaves the court as a result of a disagreement before the match is completed.

PENALTIES FOR LATENESS

- The late player loses the 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 default 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).
- Sportsmanship should be applied if the lateness is totally beyond the control of the player. Common courtesy should be afforded for extreme circumstances outside of player’s control.
- 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.

INJURY TIME

- A one-time 3-minute medical time-out is allowed per player per injury or for heat related conditions or cramping. If player cannot resume play after 3 minutes, it shall be regarded as a retirement.
- A maximum 15-minute medical timeout is allowed for bleeding injury. If bleeding continues and match doesn't resume within 15 minutes, it shall be regarded as a retirement.
- 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.
- If a player cannot complete a match, the match is retired. Scores are entered as played, e.g., 6-3, 2-0, RETIRED (not completed)

SCORE CARDS

- Turn in line-ups to site director 15 minutes prior to the start of the match and sign the scorecard upon completion of the match.
- Both Captains MUST SIGN the completed scorecard. Failure to sign may negate a captain's right to dispute a match.
- Both captains are responsible for entering & confirming scores on TennisLink within 48 hrs.
- Contact the league coordinator if you have any questions about score entry.

To print a 'Blank Score Card' prior to your match:

- Go to TennisLink and enter your USTA number in the stats & standings box.
- Once the team page comes up, click the match for which you need to print a lineup.
- Click Print Blank Scorecard, and then Print Report
- The blank scorecard will show both team rosters at the bottom of the scorecard.

To 'Record A Score' after a match is complete on Tennslink::

- Go to TennisLink and login with your USTA # & password.
- Click on 'Record a Score' on the right hand side of the page.
- Enter the match #.
- Or you can click on the match date at the bottom of the page under "My Matches".
- The next screen will indicate whether match scores have been entered by your opponents.
- If the scorecard is blank, enter the scores, starting with the winner's score, and click on FINISH, you cannot re-enter and make changes on the scorecard. If you find you have made an error, contact your coordinator and provide your team #, match #, player names and scores.
- If the opposing team has already entered the scores you must review them for accuracy and press CONFIRM or DISPUTE. Remember; to confirm a score, press 'Submit'. If you are disputing a score; click on dispute at the bottom of the scorecard and then send an email to your coordinator with the following information: match #, team #, disputed position, player names and actual score.

• SPORTSMANSHIP

- Cooperation and courtesy are expected from all.
- Points played in good faith stand.
- Give your opponent benefit of the doubt on all calls.
- A ball that is 99% out is 100% in.
- If a player mistakenly calls a ball "out" and then realizes they were mistaken or uncertain of their call, the point shall be awarded to the opponent. It is never replayed.
- If doubles partners disagree about whether their opponent's ball was out, they shall call it good.
- A player shall promptly acknowledge against themselves if (a) a ball touches them; (b) they touch the net or the opponent's court; (c) they hit the ball before it crosses the net; (d) a double hit, or (e) a ball bounces more than once in their court. The opponent shall not make the call.
- Any player may call a service let.
- Server will call the score before each point, loud enough that all match players can hear.
- Make Tennis a fun game by praising your opponent's good shots.
- Treat all points the same regardless of their importance.
- A dropped racquet or player falling does not stop or concede the point and no let is played. If a player loses a hat or drops a spare ball etc. and the opponent considers it a distraction to them, then only the opponent may call a let.
- Coaching is not allowed, which includes talking, signals, gestures, interactions with or comments by or to any other person other than players on your court.
- Bathroom breaks should be taken during a set break or, if an emergency, at an end changeover. Inform the opposing team that you are taking a break and leave your racquet on the court.
- Cell phones must be turned off during a match. Any point interrupted by a cell phone is awarded to the phone owner's opponent. Use of cell phones, or any electronic device, during warm-up or play is considered coaching and is not permitted.
- Any issue pertaining to a match can only be resolved by the players involved in that match.
- Accept defeat graciously.
- Bump racquets or shake hands at the end of the match. A racquet bump or handshake is an agreement that the match was played in good faith & the match is binding.

Maine League Coordinator

Adult Men & Women

18 & Over, 40 & Over, 55 & Over, 65 & Over

Mixed Doubles

18 & Over, 40 & Over

Tri Level Men & Women

3.0, 3.5, 4.0, 4.5

Seth Meyer

me-league@ustanewengland.com

*Good sportsmanship helps you own your game.
Stay focused!*

FOR FURTHER GUIDANCE, PLEASE REVIEW THE 2022 MAINE USTA LEAGUE REGULATIONS