

# 2025 USTA LEAGUE NH EZ REFERENCE GUIDE

## PLAYER RESPONSIBILITIES

- Players should arrive on time and be ready to play (tennis attire, water, restroom) at the scheduled match time.
- Adhere to the 10 min warm-up, including serves
- Allowable times for a break are 20 sec between points, 90 sec at end change (odd games), 120 sec at the end of set. No break after the 1<sup>st</sup> game of any set.
- Drinks should be taken on odd games only.
- All issues or call that arise during a match are to be resolved ONLY by the players involved in the match on that court (never from adjacent court players, spectators or club staff/coaches)
- It is the responsibility of the captains to enter the match scores in a timely manner. Scores are entered from the **WINNER'S PERSPECTIVE!**
- It is the responsibility of the player(s) to know and understand the USTA rules. Acceptance of an opponent's misinterpretation of match-ending rules and other procedures is not a valid reason to file a grievance.
- **Timers: All NH League Play is Timed.**

## POINT(S) PENALTIES FOR LATE PLAYER(S)

- The point penalty system will 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, she is to receive a 5- minute injury prevention warm-up.
- 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.

## RAIN/CLUB HINDRANCE: MATCH IN PROGRESS

- Both teams must record the following information on the score sheet:
  - Score when play stopped (down to the game
  - Point score, if necessary)
  - Serving Order
  - The time when the match was stopped
- Remaining time for this match can continue when the rain stops or at a later rescheduled date if necessary. After a 15- minute delay, players are entitled to another 10- minute warm-up

## TO RESOLVE A DISAGREEMENT

- Players are expected to resolve disagreements on court.
- Score Disputes: 1. Count all point & games agree upon and replay ONLY disputed points or games
- Spin a racquet to decide any dispute that cannot be agreed upon.
- Play from a score mutually agreeable to all players (may be determined from a racquet spin)

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- If a disagreement cannot be resolved between the players involved in the match within 2-3 min, continue play and a grievance can be filed.
- Under no circumstances should any person intervene in a match in progress.

## INJURED PLAYER

- A one-time 3- minute medical time-out is allowed for injury, illness and heat related conditions. If the match does not resume after the 3 minutes, the player(s) are subject to a Point Penalty Violation/Code Violation
- A maximum 15- minute medical time-out is allowed for bleeding injury. If bleeding continues and the match does not resume within 15 minutes, the match is retired.
- If a player is injured as a result of, and within, the 10 -minute warm-up period, a legal substitute can play in his/her place. The substitute is allowed a 5- minute injury prevention warm-up. Order of play continues.
- 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).

## SPORTSMANSHIP

- Points played in good faith stand.
- Give your opponent the benefit of doubt on all calls. A ball 99% out is still 100% in.
- If a player mistakenly calls a ball "out" and then realizes it was good, the point shall be awarded to the opponent.
- Partners' disagreement on calls. If a player and her partner disagree about whether their opponent's ball was out, they shall call it good.
- A player shall promptly acknowledge against themselves if: a ball touches them, they touch the net or the opponent's court, they hit the ball before it crosses the net, a double hit, or if the ball bounces more than once in their court. The opponent shall not make the call.
- Any player may call a service let.
- Shake hands/Tap Racquets at the end of the match. This represents an agreement that the match was played in good faith and the match is binding.
- Accept defeat graciously.

- 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.
- Any issue pertaining to a match can only be resolved by the players involved in that match. No coaching is allowed.

## HOW TO PLAY A COMAN TIEBREAKER

- The player whose turn it is to serve, serves 1st point from deuce court
- After 1st point, players change ends & next 2pts are served by opponent(s) (in doubles, player of opposing team due to serve next), starting from ad court.
- After this, each player/team serves alternately for 2 consecutive pts (starting from ad court), changing ends after every 4 pts, until end of tiebreak game.
- Switch sides after pts 1, 5, 9, 13, 17.... & at the conclusion of the tiebreak (if play continues).

## HOW TO DETERMINE MATCH SCORE WHEN TIME RUNS OUT/ENTERING SCORES WITH DECIDING POINTS

- When time ends, figure out if a game or tiebreak in progress counts. If it does, add it to score, otherwise score stands as is.
- **How to enter set scores when they are determined using a deciding point.**
  - **If the team ahead by one game wins the point, add one game. (e.g. Team A is up 4-3 in the second set and wins the deciding point, enter as 5-3)**
  - **If the score is tied, add one game. (e.g. Match is tied at 4-4 in the second set and Team A wins the deciding point, enter as 5-4)**
  - **If the team behind by one game wins the point, add TWO games. (ex: Team A is down 3-4 in the second set and wins the deciding point, enter as 5-4; NOTE: Important NOT to enter as 4-4 as this won't properly record sets won/lost)**
- 3<sup>rd</sup> set match winner is recorded as 1-0 in TennisLink.

## HOW TO PLAY A DECIDING POINT

- Serve stays in rotation after 2-2-2+ rule is applied
- Singles receiver chooses which side to receive serve (Deuce or Ad)
- In doubles, receiving team will decide which player will receive serve
- If the last point played was part of a game that did not count, Server is still on & serves. If the game that did not count was a tiebreak, Server is the player who would have served the next point.

- If game/TB in progress counted, Server in rotation for next game serves
- If deciding pt is to determine winner of a set in progress, serve stays in rotation & receiving team chooses which player will return serve
- If deciding pt is to determine the winner of a "new set", serve stays in rotation but either player on the serving team can serve. The receiving team chooses which side to return from & players may swap returning sides (deuce player to ad). Serving team decides first who will serve the deciding pt & receiving team decides who will return after Server is established
- If receiver doesn't choose side/person & the point is played, neither player has grounds for appeal or a "let"

## HOW TO DETERMINE A WINNER WHEN TIME EXPIRES

### 2-2-2+ Procedure:

2 pts ahead wins game, 2 games ahead wins set, 2 sets wins match or a deciding pt is used if match is tied

1. **Pt in progress** counts. Play it out. The Pt is in progress begins when the server steps to baseline & is ready to serve.
2. **Game in progress:** Player ahead by 2 or more pts in game or tiebreak in progress wins game. Awarded game is considered finished & added to the score. Otherwise, the game is considered tied & unfinished, & does not count.
3. **Set in progress:** Player ahead by 2 or more games, wins set.
4. **Split Sets or 1<sup>st</sup> Set in progress by 2-2-2+ Rule:** Play a deciding pt to determine match winner.
  - **1<sup>st</sup> Set in progress** (without a 2 game margin in set or 2pt margin in TB): Play a deciding pt to determine match winner.
  - **2<sup>nd</sup> Set in progress** (without a 2 game margin in set or 2pt difference in TB): Play a deciding pt to determine 2<sup>nd</sup> set winner. Player/Team ahead by 2 sets wins the match. If sets are tied after deciding pt, play a 2<sup>nd</sup> deciding pt to determine the winner of 3<sup>rd</sup> set. Player/team who wins 2<sup>nd</sup> deciding pt is the match winner.
  - **3<sup>rd</sup> Set 10-Point Match Tiebreak in progress** (without a 2 pt margin): Play a deciding pt to determine winner of 3<sup>rd</sup> set. Player/Team who wins deciding pt is match winner.3<sup>rd</sup> set match winner is recorded as 1-0 in TennisLink.
  - **Match Winner:** Player/Team ahead by 2 sets wins match.

**Before leaving court, all players must agree on how to apply the rules & declare a winner.**