

2025 NH LOCAL USTA LEAGUE REGULATIONS

Women, Men and Mixed League

1. GENERAL

1.1 The following regulations shall be known as the New Hampshire (NH) Local USTA League Regulations.

1.2 The NH Local USTA League Regulations are supplemental and subordinate to the National and New England Sectional USTA League Regulations. Captains and Players are responsible for reviewing all regulations.

1.3 The NH Local USTA Tennis League has one representative from each club participating in the league. The Club Representative is appointed by their club and must maintain an email address. Each participating club represents one vote in any instance that the State League Committee or Local League Coordinator deems requires a Player vote. The Club Rep is the representative for all teams at their club and is responsible for distributing league communications and collecting votes and feedback from their teams. Should the Club Rep not fulfill their duty, the Local League Coordinator (LLC) may request a replacement.

1.4 Proposals for regulation changes must be submitted by email on the official USTA League Regulation/Change Proposal Form to the League Coordinator at nh-league@newengland.usta.com prior to the end of the season during which they are proposed. The State League Committee (StLC) reviews and votes on all proposals.

1.5 In the event the St LC wants input from captains, the procedure will be as follows: Information pertaining to any proposed regulations will be emailed in advance to the Club Reps who shall forward to all Club Captains on record for the current year. Discussion of proposed regulations will be addressed during a recorded virtual or in person captain's meeting. A voting ballot will be emailed electronically to each Club Rep to gather votes from each team at their facility. Each Club Rep must email their vote on the Tally Form to the LLC within the established timeframe as determined by the LLC and St. LC. One vote is granted to each club. Any votes not received by the deadline will not be included in the tally. The results of the captain input will be shared with the St. LC and considered in making a final decision on the proposed change.

1.6 All changes to the current regulations will be underlined.

1.7 All league dates including the timeline, deadlines (e.g. Captains' Meetings, Team Commitment Form, Player Registration dates) coordinator and committee contact information for all Divisions and Age Groups will be published on the NH USTA League Webpage as well as on the Captain/Player Hub.

1.8 Player Conduct: If a player is sanctioned for flagrant misconduct during any local league event, as defined by the "Friend at Court" a player will be prohibited from playing in the remainder of that league. Penalties for conduct violations, including flagrant misconduct, are to be determined by the Central Grievance Committee in accordance with the USTA League Suspension Point System.

1.9 Safe Play Compliance. All participants in the USTA League Program may not appear on the Safe Play Disciplinary List.

2. LOCAL LEAGUE

2.1 Match Format: will consist of the following positions with no repeats:

2.1.1. Adult 18 & Over Women::3.0,3.5,4.0 and 4.5 Levels -1 singles and 3 doubles matches with no repeats. 2.5 Level-1 singles and 2 doubles matches with no repeats. Tuesday Daytime Matches. Match play may begin no earlier than 9 AM and start no later than 1 PM.

2.1.2. Adult 18 & Over Men's: 3.0, 3.5, 4.0 and 4.5 Levels: 2 singles and 3 doubles matches with no repeats. Men's 3.0 has an option of 1 singles and 2 or 3 doubles matches with no repeats Saturday Matches (some Sundays with exception). Match play may start no earlier than 9AM and no later than 6:00 PM.

2.1.3. Adult 40 & Over: 3.0, 3.5, 4.0 and 4.5 levels – 1 singles and 3 doubles matches with no repeats, 2.5 level – 1 singles and 2 doubles matches with no repeats. Women's Day League Match play is Tuesday Daytime and may begin no earlier than 9 AM and start no later than 1 PM. Men's Match play is Saturdays (some Sundays with exceptions) may start no earlier than 9 AM and no later than 6:00 PM.

2.1.4. Adult 18 & Over Women's Weekend: 3.0, 3.5, and 4.0 - 3 doubles matches with no repeats. 2.5 - 2 doubles matches with no repeats. Sunday matches with play starting no later than 6:00 PM.

2.1.5. Mixed 18 & Over, 40 & Over, 55 & Over and 65 & Over - 6.0,7.0,8.0 and 9.0- 3 doubles matches with no repeats Match Play is Sunday and may start no earlier than 9 AM and no later than 6:00 PM.

2.1.6. Adult 55 & Over, Adult 65 & Over : 6.0, 7.0, 8.0 and 9.0 levels - 3 doubles matches with no repeats Women's Match play is Thursday daytimes and may start no earlier than 9AM and start no later than 3:00 PM. Men's Match play is Saturday or Sunday with play starting no earlier than 9 AM and no later than 6:00 PM.

2.1.7. Adult 18 & Over Flex Singles: 2.5, 3.0,3.5, 4.0 and 4.5 - 1 singles. Flexibly scheduled league play

2.2. Player Participation: A player may participate at more than one NTRP level within a division (adult or mixed) and age group (18 & Over, 40 & Over, 55 & Over, 65 & Over) in the same local league during the same season. A player can only play at or .5 above their NTRP level of play except:

2.2.1. The minimum NTRP Level for 6.0 is 2.5; 7.0 is 3.0; 8.0 is 3.5; 9.0 is 4.0.

2.3. Eligibility:

2.3.1. To be eligible to play for a team, each player must be a USTA member, and such membership must extend through the end of the local season.

2.3.2. Minimum Age Requirement: Players must be 18 years of age prior to participation in the USTA League Program. Each player over the age of 18 shall have reached the required minimum age within the Championship Calendar Year; 18 (Adult 18 & Over and Mixed 18 & Over), 40 (Adult 40 & Over and Mixed 40 & Over), 55 (Adult 55 & Over and Mixed 55 & Over), and 65 (Adult 65 & Over)

2.3.3. Each player must be registered on his or her team roster on TennisLink before playing a match. The LLC reserves the right to decide on exceptions.

2.3.4. Each player must have a valid computer NTRP rating or must self-rate. A player cannot self-rate if he/she has a valid computer rating. A new player will be prompted to complete a questionnaire as part of the team registration and self-rate process. The Self-Rate Questionnaire must be completed ONLY by the player and with complete honesty to avoid penalties. Upon completion of the questions the player will be assigned a self-rate and can choose to self-rate at a higher level. If the assigned self-rate is higher than what the player had intended to self-rate at, the player may file an electronic appeal.

2.3.5. For combined level leagues players must comply with the combined level of that particular NTRP level of play. A maximum of 1-point difference in NTRP levels is allowed between partners.

2.3.6. A player must complete 3 matches from a prior season's play in order to generate a Year End NTRP computer rating.

2.3.7. Championship Eligibility:

2.3.7.1. A Computer rated player is eligible to progress to the USTA NE District or Sectional Championship if that player has played on that same team in at least two (2) matches during its local league season. A maximum of one default received during local league competition may be counted. A retired match shall count for all players involved.

2.3.7.2 An Appealed or Self-Rated player is eligible to progress to the USTA NE District Championship if that player has played on that same team in at least two (2) matches during its local league season. NO defaults may be used for qualification.

2.3.7.3. An Appealed or Self-Rated player is eligible to progress to the USTA NE Sectional Championship if that player has played on that same team in at least three (3) matches during its local league season. NO defaults may be used for qualification

2.3.7.4. Each player should inform their captains of their intentions if they are eligible to advance on multiple teams in the same division and age group. In the event of a conflict, and if the player did not inform all parties then the player will advance with the team they registered for first.

2.3.7.5. When a player plays for a team at a championship event, the player cannot play for more than one team in the same Division, Age Group and NTRP level.

2.3.7.6. A Computer Rated player is eligible to advance to National Championship competition if that player has played on that same team in at least three (3) matches through Sectional Championships. One default may be counted. The required three (3) matches may be played during local league competition or in combination with New England USTA League Championships. A retired match shall count for all players involved.

2.3.7.7 All Self-Rated and Valid Computer Rated Appealed players are eligible to progress to National Championship competition if that player has played on the same team in at least four (4) matches at the same NTRP level in the same Age Group during its local league season and is otherwise eligible. No defaults received by the player

during local league or championship competition shall count for advancing. Retired matches shall count toward advancing for all players involved.

2.3.7.8 Teams from another local area within New England that have qualified for and accepted an invitation to play at a championship and then register to play in a NH league must notify the NH LLC of that acceptance on the Team Form when registering that team in a NH league. A team who receives a championship invitation after the start of the NH league must immediately notify the NH LLC upon accepting such invitation.

2.3.8. Championship Qualifying Teams Who Play in a Second NH Season: If a team placed in an advancement position of their 1st local league NH season and played in an advancement position for their 2nd local season, they will not be eligible to advance in the 2nd season. The number of teams eligible to advance will be determined by the flight size including the non-eligible teams.

2.4 Fees and Balls: Each player will be assessed a fee of \$25.15 for each player registration on TennisLink.

2.4.1 Each club determines the match fee for their facility. The home team is responsible for the match fee for both the home and visiting teams and furnishes new standard Type 2 USTA approved yellow tennis balls.

2.5. In-Level NTRP Requirements/Registration Deadline Requirements:

2.5.1 Teams who do not meet these requirements will be deemed ineligible. Men's and Mixed Leagues have no In-Level Requirements. The NH League Committee Chair in conjunction with the LLC reserves the right to approve any exceptions.

2.5.1.1. All NH Men's and Women's League teams must have 7 in-level (3.0,3.5, 4.-and 4.5) and 5 players (2.5) registered on the team roster by the deadline published by the LLC.

2.5.2 In-Level Waivers: Requests for a waiver concerning a team unable to meet the in-level requirement must be submitted by email to the LLC on or before the Team Commitment deadline.

2.6 Times and Days of Play: Deadlines for each of the following items will be published on the NH USTA League Calendar Refer to regulation 1.7.

2.6.1 Team Commitment Form: Team Commitment Forms must be submitted electronically to the LLC by the deadline date established by the LLC. The link for the Team Commitment Form will be emailed to club reps and captains and will be available on the NH website. Each team must have a captain designated on the form. The LLC must be notified immediately of any changes to the captain's name as listed on the Commitment Form.

2.6.2 Local League Season: All matches must be completed by the end of the local league season date.

2.7 Attire: If a host club has dress code requirements, those requirements must be adhered to by all players, home team and visitors. It is the responsibility of the home captain to notify all their scheduled opponents of dress code requirements.

2.8 Electronic Devices:

2.8.1 The use of cell phones or electronic devices during warm-up or match play is considered coaching. EXCEPTION: If a cell phone is acting as a Timer for a match but must be in airplane mode.

2.8.2 A point is lost each time a cell phone rings during warm-up or match play.

2.8.2.1. If a cell phone/text message sounds during play, the point is awarded to the opponent.

2.8.2.2. If a cell phone/text message sounds before or between points, the next point is awarded to the opponent.

3. MATCH REGULATIONS

3.1. Schedule Confirmation: Captains should confirm match location and position times with each other within 48 hours of the scheduled match. It is recommended that all matches be confirmed approximately one week ahead of time. For all communications a message left by voice mail or by email does not constitute contact until it is confirmed by the other team captain. It is the responsibility of both captains to ensure that two-way communication is completed. Home teams with matches scheduled on indoor and outdoor courts should inform the visiting team which positions will play inside or outside. It is the home team's decision which positions are indoors and outdoors.

3.2. Line-Up: Team captains must exchange line-ups for their entire team before the start of the first match. The captain must designate another player on her team to submit the complete line-up in their absence. Changes to a line up are not permitted once a line up has been exchanged except for injury during warm-up. The order of play would remain as scheduled.

3.3. Warm-up time limit: 10 minutes including serves, begins at the scheduled time the match is to be played.

3.4. Tardiness: The point penalty system will be enforced with the late player(s) losing toss plus 1 game for each 5 minutes late. Penalties begin at the scheduled time of the match. The match is a 6-0 at 15:01 minutes late and considered a 6-0 win for the player(s) present. If the player arrives after 5 Minutes past the scheduled start time but before the default time, she is to receive a 5-minute injury prevention warm-up. Appeals of a defaulted match based on lateness must be in writing to the LLC.

3.5 Players should determine before the start of the match whether to switch ends on the odd games. USTA regulations state that if one person requests to switch on odd games, then all players will do so on that court

3.6. Curtains on adjacent courts will be governed by club policy as to whether they are to remain open or closed.

3.7. Each individual match has a total time limit of 2 hours. (Exception 18 & Over; Over Women's Evening League has a total time limit of 1.5 hrs). Captains are to determine before the start of the match, how the end of match time is signaled (timer, cellphone, etc). End of match time must be audible. If a match must start later than the scheduled time the match must still finish at the scheduled time unless both captains and all players agree before the match begins and courts will be available.

3.7.1 Timers: All NH League Play is Timed. End of match audible signal (timer, cellphone, etc.) must be agreed upon and used for the match. End of match audible signal should be set to 1 hr 55 minutes or 1 hour and 25 mins for the Evening League to allow 5 minutes at the end of the match to determine a winner using the 2-2-2 rule if needed. As a minimum there must be an end of audible match signal set of timers per every two courts. The home captain should explain the use of the timers to the visiting captain prior to the match beginning time. Buzzers and bells cannot be used. Cell phones may be used as timers as long as they are visible on court throughout the match and placed in airplane mode.

3.6.2 If Captains decide to time the 10-minute warm-up for all matches, in addition to the overall match time, 2 audible devices must be used. One set to 10 mins to designate the end of the warm-up and one set to 2 hours to designate the end of the match. (For the Evening League, one set to 10 mins and one set to 1 hour and 30 mins). Both audible devices must be started simultaneously.

3.8 Coaching is not allowed which includes talking, signals, gestures, interactions with or comments by or to any other person other than the players on your court.

3.9 Match Scoring Format:

3.9.1 Scoring will be the best of two sets using ad scoring with a 7 Point Set Tiebreak (1st to 7 by 2) at 6-6 in each set. In the event of split sets, a 10 Point Match Tiebreak (1st to 10 by 2) shall be played in lieu of a third set. The Coman Tiebreak procedure will be applied to all Set and Match Tiebreakers; players will change ends of the court after the first point and every 4 points thereafter, if players agreed to change ends prior to the start of the match. Ad scoring will be used.

3.9.2 Play will be continuous throughout the match. There is no rest after the 1 st game of any set but players will change ends if players agreed to change ends prior to the start of the match. A 2- minute set break between any set may be taken if requested by any player on the court

3.9.3 TennisLink requires a declared winner for every individual match played. Players must agree on the match winner prior to leaving the court without communication with and not limited to other players, Captains, spectators, or club staff. If the players cannot agree on a winner and neither team has a copy of the regulations with them on the court, the match will be declared a double default. The St LC reserves the right to decide on any exceptions.

3.9.4 How to decide a match winner when a match is incomplete, and the time limit has expired: Use this procedure to determine a clear winner for incomplete individual matches when time expires. Do not leave the court until both teams acknowledge a match winner. Regulations are applied in the order presented. Loss of the match due to lack of knowledge of these regulations is not a valid reason for a grievance.

3.9.5 . 2-2-2+ Procedure: 2 points ahead wins game, 2 games ahead wins set, 2 sets wins match

3.9.5.1 Point in progress counts. Play it out. A point is in progress when the server steps to the baseline and is ready to serve.

3.9.5.2 Game in progress: Team/player ahead by 2 or more points in the game in progress wins it. Awarded game is considered finished. Otherwise, game is considered tied and unfinished, and does not count

3.9.5.3. Set in progress: Team/player ahead by 2 or more games, wins the set.

3.9.5.4 7 Point Set Tiebreak in progress: Team/player ahead by 2 or more points in the 7 Point Set Tiebreak wins the set.

3.9.5.5 Match Winner: Team/player ahead by 2 sets, wins match.

3.9.5.6 10 Point Match Tiebreak in progress: Team/player ahead by 2 or more points in the 10 Point Match Tiebreak wins the match

3.9.5.7 If applying the 2-2-2+ rules does not determine a match winner, follow the procedure below:

3.9.5.7.1 Unfinished set ending without a 2-game margin: Play a Deciding Point to determine winner of the Set. The Serve will stay in rotation. If the last point played was part of a game that did not count, the server is technically still on, and serves.

3.9.5.7.2 Unfinished 7 Point Set Tiebreak ending without a 2-point margin: Play a Deciding Point to determine winner of the Set. If the 7 Point Set Tiebreak was to determine the winner of the 1st set, play a Deciding Point to determine the winner of the 2nd set. If sets are split, play a Deciding Point to determine the winner of the match.

3.9.5.7.3 Point Match Tiebreak ending without 2-point margin: Play Deciding Point to determine winner of the match

3.9.5.7.4 Split sets with NO points played in the 10 Point Match Tiebreak: Play a Deciding Point to determine winner of the match

3.9.5.8.. How to Play a Deciding Point

The Serve will stay in rotation.

If the last point played was part of a game that did not count, the server is technically still on, and serves.

If the game that did not count was a Set or Match Tiebreak, server is the player who would have served the next point.

If the game or Set Tiebreak in progress was counted, server in rotation for the next game serves.

The doubles receiving team can choose which partner will receive. The singles receiver can choose which side to receive from.

3.10. How the winner of a flight will be determined: Each position of a team will be awarded 1 point per position. The TennisLink registration and score reporting system will be used to record team standings. All NH Leagues will use the 'Indiv. Wins' column, not the 'Team Wins' column,

to determine team standings. In the event of a tie at the end of the season, refer to regulation 7.5.

3.11 Entering Scores/Scorecards: At the conclusion of the match, both captains must verify the correctness of the score sheet, sign the bottom and keep a copy for their records. If a grievance is filed for a match and captains have not complied with this regulation the League Committee can render the grievance null and void. Refer to regulation 5.3. Match results must be entered and confirmed (or disputed) on TennisLink, within 48 hours of the match. Either the home or visiting captain can enter the match results first. After match results have been entered the 2nd captain must confirm or dispute the match information. Any team not complying with this requirement will lose their right to dispute their match results. TennisLink will confirm matches 48 hours after the match results have been entered. Do not wait until the last minute in the event of unforeseen situations or other conflicts.

3.11.1. If a match is disputed by the 2nd captain, that captain must notify the LLC and provide the Match number, the disputed position, the names of the players involved and the match score. The LLC will resolve the issue accordingly or direct it to the appropriate entity for resolution, such as the Grievance Committee or the St LC.

3.11.2 If all positions of a match are not played or matches are started but not finished (ex: match had to be stopped before the match time limit due to unforeseen circumstances) on the same date, the finished matches should be entered on TennisLink. The positions that have not been played should be entered as double default. The captain must notify the LLC, on the date of the originally scheduled match, of any rescheduled or incomplete matches. After the remaining positions have been completed both captains must email the LLC and provide the match number, player names, position played, date played and match results. The LLC will make corrections to the TennisLink score sheet.

3.11.3. A scorecard cannot be entered if the minimum number of individual positions played is not equal to the required number of individual positions needed to constitute a valid team match. Examples include individual positions scheduled on different days or matches which are not completed as described in 3.11.6. (Both captains should retain a record of who won/lost), send a copy to the LLC and notify the LLC with dates that the other positions will be played. Once the match is complete the captains will send all results to the LLC who will then enter scores.

3.12 Match Cancellations & Rescheduling Matches

3.12.1 All efforts should be made to play any available positions on the regularly scheduled match date. Non-availability of specific players is not a valid reason to reschedule a position.

3.12.2 Matches may only be rescheduled by the home or visiting team, without a default penalty (Refer to 3.12.2.1) for the following reasons:

- 1) in the event of public school vacation which occurs the last two weeks of February and the last two weeks of April,
- 2) bad weather

3) unforeseen circumstances such as loss of power, court availability issues, accidents, etc.

3.12.3. Matches or individual positions within a match may not be rescheduled for any other reason, e.g. player injury, illness without a default penalty.

3.12.3.1 In the event a team is unable to field all positions for an original match date, or reschedules matches for any reason other than stated in 3.12.2, the team will only be allowed to field only minimum of 3 positions (in a match with a total of 4 or 5 positions) and 2 positions (in a match with a total of 3 positions) on a rescheduled date (Refer to 5.1.3) The positions that are not played as a result of the reschedule penalty will be awarded as 6-0, 6-0 default(s) to the opponent

3.12.4 The LLC reserves the right to approve any emergency exceptions before or after the scheduled match date with regards to unforeseen circumstances. Captains may adjust individual position match times if both are in agreement. However, if an agreement cannot be reached, the original match time will apply.

3.12.5. Rescheduling of matches due to public school vacation weeks (per section 3.12.2) may be played in advance of the regularly scheduled date or another date with approval by the LLC.

3.12.6 If a match is scheduled to be played outdoors and must be rescheduled due to weather, the makeup match must be rescheduled indoors but not necessarily at the time of the original match. If the home team used a combination of indoor and outdoor courts, the matches scheduled indoors should be played on the original date. The home team captain should be aware of weather conditions in advance and communicate with the visiting team captain before they begin traveling. If the visiting team has available indoor courts, and both captains agree, the match could be played at the visiting team's courts.

3.12.7 All teams that play on outdoor courts are required to have indoor back-up courts available and communicated to the LLC.

3.12.8. In the event of a change in time, date, or location of a regularly scheduled match, it is a captain's responsibility to notify the opposing team captain as soon as the problem is discovered. For all communications a message left by voice mail or by email does not constitute contact until it is confirmed by the other team captain. It is the responsibility of both captains to ensure that two-way communication is completed. Failure to notify or confirm any change may result in a default.

3.12.9. If a match or individual positions within a match are rescheduled, notify the LLC immediately and inform them of the date, time and location of the rescheduled match.

3.12.10. If the captains cannot agree on a mutually accepted date for a rescheduled match, the home captain should provide the visiting team with 3 non-conflicting (i.e. the dates cannot be on the same date as matches already scheduled for either team) alternate dates from which to choose. All positions of a team match do not have to be played at the same rescheduled time. The LLC should be contacted if the captains are

unable to agree upon a mutual date. In the event of no agreement, the LLC may make the final decision regarding the date, time and location.

3.12.11. All make-up matches must be completed within 7 days of the end of the league season. In the event a team is unable to field all positions for a make-up match the team must field a minimum of 3 positions (in a match with a total of 4 or 5 positions) and 2 positions (in a match with a total of 3 positions) Refer to 5.1.1

4. GRIEVANCES

4.1. Grievances must be completed by the team captain on the official USTA Grievance Form (refer to the USTA NH League Webpage or The Captain/Player Hub) and submitted by Jot Form prior to the commencement of whichever occurs first: (a) the involved team's next match in that flight, whether or not the involved player participates or (b) within 24 hours after the end of the local league season. The Grievance Facilitator will inform all teams involved of the grievance. Within a timeframe provided by the Grievance Facilitator, the captain of the team that was grieved against may submit a letter to the facilitator in defense of his/her team's position.

4.2. The grievance will be resolved within a reasonable time as determined by the USTA Central Grievance Committee, and the Facilitator will notify all teams of the decision. Information provided to support any grievance shall be shared with all parties and will not be considered privileged or confidential.

4.3. Either captain can file a grievance appeal on the official USTA Grievance Appeal Form within a time period set by the Grievance Committee's decision.

4.4. If the above procedure is not adhered to, the grievance could be rendered null and void.

4.5. The USTA Grievance Committee is made up of 3 members and does not include the LLC as a member of any Grievance Committee.

4.6. Reciprocity: The decision of the USTA Central League Grievance Committee shall conform to the USTA League Suspension Point System. This system shall be established prior to each League Year by the USTA National League Committee (see 2022 USTA League National Regulations 3.03D(4)).

5. DEFAULTS and RETIRED MATCHES

5.1. Defaults:

5.1.1. Any team defaults an entire team match (a match consists of enough positions to win the match) during the local league season (regardless if the default is during the match or prior to the commencement of the match) may jeopardize the team's participation in the NH USTA League for the next season and future Championship year. National Regulations will apply to full team defaults. The captain may be sanctioned, and the team (players) may be deemed ineligible for play or be required to split up in the NH USTA League for the next season and future Championship Years. The St LC reserves the right to decide on any exceptions.

5.1.2. In a league season with more than eight matches, any team that defaults more than 5 Positions in one season may jeopardize their participation in NH USTA League for the next season or championship year, whichever comes first. In a season with eight or fewer matches, any team that defaults more than 3 positions in one season may

jeopardize their participation in NH USTA League for the next season or championship year, whichever comes first. The St LC reserves the right to decide on any exceptions.

5.1.3. A team that cannot field enough all positions to play a team match on the scheduled match date must provide the minimum number of positions for the match. A minimum of 3 positions (in a match with a total of 4 or 5 positions), and 2 positions (in a match with a total of 3 positions) Refer to 5.1.1- The positions that are not played as a result of the reschedule will be awarded as 6-0, 6-0 default(s) to the opponent.

5.1.4. Positions must be defaulted from the bottom up. Singles: #2 singles must be defaulted before the #1 Singles may be defaulted, In matches with only one singles position, the #1 singles may be defaulted before or after the doubles positions are defaulted. Doubles: The #3 doubles must be defaulted before the #2 doubles and the #2 doubles must be defaulted before the #1 doubles. For 2.5 level - the same principle applies where the default order begins with the lowest doubles position or the singles position.

5.1.5. Any player arriving on the court after 15:01 minutes past the match start time is automatically defaulted. Action may be taken against the team captain, which may result in losing her position as team captain. The-St LC reserves the right to decide on the exceptions.

5.1.6. If the #2 and #3 doubles teams (3.0, 3.5, 4.0 4.5 and 4.5+ levels) start their matches before the #1 doubles team start their matches, and the #1 doubles defaults at any time during the 10- minute warm up or after the start of match play and before the official default time of 15:01, the order of play should remain as is on the line up sheet. The same theory applies if the #2 doubles team is late, and the #3 doubles team has warmed up and started play. For 2.5 adult - the same principle applies.

5.1.7. Notification of a default should be given two (2) days prior to the scheduled date of the match. If the defaulting team is the visiting team, and they fail to provide the two-day notification, they may pay an amount as determined by the home club for any defaulted court.

5.1.7.1. All Men's Leagues have an 8 PM Thursday deadline for any default notification.

5.1.7.2 Should a default occur the day of a match, the defaulting team is responsible for the entire court fee for all defaulted courts. Exception to this regulation is if the non-defaulting team uses the courts, the defaulting team may then be liable for 50% of the total court fee.

5.1.7.3. Any visiting team that has a "no-show default" will be charged a \$50 penalty fee per individual position upon request by the home team captain. The fee will be collected by the St LC and used to reimburse the home team for court fees at the applicable home court rate. The home team will manage any incurred expense in the event the home team defaults. The LLC reserves the right to approve any exceptions. A "no-show default" is when a visiting team does not have the player(s) in attendance for a particular scheduled or rescheduled match and at least 48 hours notice has not been given by the defaulting team. All teams are encouraged to avoid defaults by having extra players on standby to replace injured or sick players.

5.1.8. The St LC will review teams defaulting out of order.

5.2. Injuries:

5.2.1. A one-time, 3-minute medical time out is allowed for injury, illness, heat related condition or cramping. If the match does not resume play after 3 minutes the player (singles) or the pair (doubles) may be defaulted, and the match will be recorded as retired.

5.2.2. If a player is injured within the 10-minute warm-up period, a legal substitute team member (a rated player on the roster who has not already played in that particular match) can play in place of the injured player. If the balance of the warm-up period is under 5 minutes the substitute player will be allowed a 5-minute injury prevention warm-up. The order of play would remain as scheduled.

5.3. Disputed Scorecard: If match results or the individual player name is disputed, the scorecard showing the signature of both captains must be available from both captains. Failure to produce a signed scorecard may render the protest null and void and the match may be recorded as a double default.

6. PLAYER DISQUALIFICATION

6.1. Refer to USTA League National Regulation 2.04 and USTA New England Sectional Regulations. The USTA New England Sectional office will notify the disqualified player and his/her captain when the player has received three strikes. Refer to USTA National and Section Regulations for NTRP Dynamic Disqualifications and who can be disqualified.

7. DISTRICT CHAMPIONSHIP PLAY

7.1. District sites: Host areas can be found on www.ustanewengland.usta.com Adult/USTA Leagues/ Championships.

7.2. Each Adult 18 & Over and Adult 40 & Over team and Mixed 18 & Over 7.0 and 8.0 team that has been invited to play in the District Championships must accept the invitation by email within 5 days from the end of the local league season. Any team qualifying during a make-up period must accept their invitation immediately following their last match or by a date requested by the Tournament Director.

7.3. A Computer Rated player must have played a minimum of 2 matches (1 default may count) during the league season as a rated player in order to qualify for championship play. Self and Appeal rated players must have a minimum of 2 matches played during the local league season (no defaults may count).

7.4. Each player must be a member of USTA and such membership must extend through the end of the championship season.

7.5. The winning team in each 4 or fewer team flight and the winner and runner-up (or wildcard) of each flight of 5 or more teams qualify to play in the District Championships, based on the points accumulated throughout the season. Most individual positions won will determine the flight winner of the local season. In the event of a tie at the end of the local season, the winner will be determined as follows:

1. Fewest sets lost
2. Fewest games lost
3. Head to Head
4. Coin Toss

Should the 1st or 2nd place team (from a flight of 5 or more teams) or the 1st place team (from a flight of 4 or fewer teams) decline to compete at the District Championships; a wild card will be decided by the Tournament Committee. The Tournament Committee reserves the right to add wildcards at any NTRP level based on District Championship schedules. The Sectional League Coordinator and the Tournament Committees have final approval of all wildcards.

7.6 The first place team from each level at the Adult 18 & Over and Adult 40 & Over District Championship will be invited to play in the Sectional Championships. The team advancement process for the Mixed 18 & Over 7.0 and 8.0 levels at the District Championships is described in the USTA League Regulations. Each team will compete in a flight at the District Championships. The winner of each flight will advance to the Mixed 18 & Over Sectional Championships. Wild cards will be added as deemed necessary and with the intent to field a full complement of 16 teams for each of the 7.0 and 8.0 levels at Sectional Championships.

8. SECTIONAL and NATIONAL CHAMPIONSHIP PLAY

8.1. Sectional sites and dates can be found on www.newengland.usta.com select Adult/League/Championships.

8.2. Each Adult 55 & Over, Adult 65 & Over, Mixed 40 & Over and Mixed 18 & Over 6.0 and 9.0 team that has been Invited to play in the Sectional Championships must accept the invitation by email within 5 days from the end of the local league season. Any team qualifying during a make-up period must accept their invitation immediately following and no later than 12 hours of their last match or by a date requested by the Tournament Director.

8.3. A Computer Rated player must have played a minimum of 2 matches (1 default may count) during the league season as a rated player in order to qualify for championship play. Self and Appeal rated players must have a minimum of 3 matches played during the local league season (no defaults may count).

8.4. Each player must be a member of USTA and such membership must extend through the end of the championship season.

8.5. The winning team in each 4 or fewer team flight and the winner and runner-up (or wildcard) of each flight of 5 or more teams qualify to play in the Sectional Championships, based on the points accumulated throughout the season. Most individual positions won determines the flight winner of the local season. In the event of a tie at the end of the local season, the winner will be determined as follows:

1. Fewest sets lost
2. Fewest games lost
3. Head to Head
4. Coin Toss

Should the 1st or 2nd place team (from a flight of 5 or more teams) or the 1st place team (from a flight of 4 or fewer teams) decline to compete at the Sectional Championships; a wild card will be decided by the Tournament Committee. The Tournament Committee reserves the right to add wildcards at any NTRP level based on Sectional Championship schedules. The Sectional League Coordinator and the Tournament Committees have final approval of all wildcards.

8.6. The first place team from each level at Sectional Championships will qualify to play at the National Championships.

8.7. In order to advance to National Championships a player must have played a minimum of 3 matches (one default may count toward the total). Retirements count as a match played.

8.8. A first place Sectional Championship team (or a team that qualifies to go to the National Championships through local competition when there are not enough teams to participate in a Sectional Championship) that chooses not to compete at the National Championship level must move up one level as a team or disperse to form new teams with no more than 3 players; 2 players in the Adult 18 & Over 2.5 and 5.0+ in all Age Groups of the advancing Division, who were on the final roster at the conclusion of local league play on any single team for the following league championship season. Any player, who did not participate in a match during the Championship Year, including defaults received, is excluded from this National Regulation.