

PLAYER RESPONSIBILITIES

- Arrive punctually and be prepared to be on the court and start the match at the scheduled time.
- Before the start of the match, Captains should agree and clearly communicate how the end of the match will be determined (in EMA a 1 ½ hour timed match is the default).
- Adhere to the 10 min warm up period that includes serves.
- 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), 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.

MATCH FORMAT

- Best of 3 sets with a 10-point Match Tiebreak (first to 10 by 2 points) in lieu of the 3rd set.
- Match time is 1 ½ hours unless agreed prior to match as above.
- 10-minute warm up period includes serves.
- If first or second set is tied at 6-6, a 5-point No-Ad Tiebreak is played to decide a set (first to 5 by 1 points).

PENALTIES FOR LATENESS

- The late player loses the toss plus 1 game for each 5 minutes late.
- Penalties begin at the scheduled time of match.
- Match is a default at 15:01 minutes late and considered a 6-0, 6-0 win for player/team present.
- If the player(s) arrives before the default time, they receive a 5-minute injury prevention warm-up.
- 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 players control.
- Example of Point Penalty System for Lateness: Match start time is 8:00. 8:01-8:05 = loss of toss, plus 1 game. 8:05:01-8:10 = loss of toss, plus 2 games. 8:10:01-8:15 = 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.

RESOLVING DISAGREEMENTS

- Players are expected to resolve disagreements on the court. The Code describes a 3-step process for score disputes, in order of preference:
 1. All points and games are agreed upon by the players. Replay only the disputed points or games.
 2. Play from a score that is agreed upon by all players.
 3. Spin a racquet or toss a coin.
- Under no circumstances may any other person or Captain intervene in a match in progress.
- Players need to shake hands and agree upon the match score and result before leaving the court.
- If agreement is not reached, a double default is initially recorded, and the matter referred to the League Coordinator.

SPORTSMANSHIP COURTESY

- Cooperation and courtesy are expected from all.
- Points played in good faith stand.
- All points should be treated of equal importance.
- Give your opponent benefit of the doubt on calls, a ball that is 99% out is 100% in!
- Player should reverse their "out" call if they realize they were mistaken or uncertain of their call. The point then goes to the opponent. It is never replayed.
- Server will call the score before each point, loud enough that all match players can hear.
- Any outside interaction or disturbance may be considered an "interruption of play".
- A dropped racket 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 may only be resolved by the players involved in that match.
- Shake hands at match end to acknowledge that the match is over. A handshake is an agreement that the match was played in good faith and the match result is binding.

STOP PLAY FOR OTHER THAN 1 ½ HR TIMED MATCH (Due to weather or other circumstances beyond the control of players)

Both teams record the following information on the score sheet:

- Score when play stopped (down to game point score if needed)
- Serving order & player names
- Time match was stopped

Remaining time for this match can continue when circumstances allow or at a later rescheduled date. After 15-minute delay players are entitled to another 10-minute warm up.

PLAY 5-point No-Ad & 10-point MATCH TIEBREAKS

- **A 5-point No-Ad Tiebreak** is the first player or team to 5 points with 1 point ahead and is played at 6-6 in the 1st or 2nd set. Players do not change ends during a No-Ad Tiebreak.
- Service remains in rotation with the player whose turn it is to serve in the set serving the first two points. Each server following serves two points. The 4th player to serve will serve three points.
- **A 10-point Match Tiebreak** is the first player or team to 10 points ahead by 2 points and played in lieu of a 3rd set if sets 1 and 2 are split.
- First point of tiebreak will be played from the same end where the teams were at the conclusion of the prior point.
- The order of team service continues but it is treated as a new set so the individual 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, following which each server will serve two points, the first of which shall be served from the ad court and the second from the deuce court.
- Teams will change ends after the first point and then every fourth point (i.e. 1, 5, 9, 13, 17 ...) (Coman Tiebreak Procedure).
- The score should be clearly agreed to amongst the players between each point and at the end of the tiebreak.

How to determine the winner of a match when the allotted match time (1-1/2hr.) runs out

EMA USTA League Match Ending Regulations for **CLUBS WITH NO EXTRA TIME**

(Clubs which require all players to be off the court the minute the allotted match time is complete).

Format: 2 sets, if sets are split; 10-Point Match Tiebreak in lieu of 3rd set.

- 10 minute warm up/90 minutes total for match.
- No game counting to determine winner of incomplete match.
- No-Ad scoring.
- At 6-6 in set, play a 5-Point No-Ad Tiebreak.

Match Ending Procedure (Table 1):

Play until end of match time limit. Finish any game or 5 Point No-Ad Tiebreak in progress. One of the following scenarios will then apply:

Score at time limit for "A" vs. "B"	Result
5-4	"A" wins the match
6-4, 0-1	"B" wins 2 nd set – play a single point (deciding point) to decide the match
6-1, 4-4	Play a single point (deciding point) to decide the 2 nd set – if "A" wins 2 nd set, then "A" wins match – if "B" wins 2 nd set, play a second single point (deciding point) to decide the match.
6-4, 1-0	"A" wins the match
7-6, 1-6	Play a single point (deciding point) to decide the match
6-3, 6-7, (5-4)	If playing the match tiebreak when time expires, player/team ahead by <u>1-point</u> , wins. If tied in points, a single point (deciding point) is played to decide the match.

For a single point (deciding point), serving rotation continues – for doubles, receiving team chooses which player will receive the deciding point. For singles, receiving player chooses which side to receive the deciding point. For Mixed, the receiver will always be the same gender as the server.

EMA USTA League Match Ending Regulations for **CLUBS WITH EXTRA TIME**

(For clubs who allow players to resolve the winner of an incomplete match after 90 minutes to use the following procedure).

Format: 2 sets, if sets are split; 10 Point Match Tiebreak in lieu of 3rd set.

- 10-minute warm up/90 minutes total for match. If early matches go long, time is added to 2nd match to equal 90 minutes total. All players on court must agree on end time.
- No game counting to determine winner of incomplete match.
- No-Ad scoring.
- At 6-6 in set, play a 5 Point No-Ad Tiebreak.

Match Ending Procedure (Table 2):

Play until end of match time limit. Finish any game or 5 Point No-Ad Tiebreak in progress. One of the following scenarios will then apply:

Score at time limit for "A" vs. "B" (examples)	Result
5-3 or 5-4	"A" wins the match
6-4, 0-1	"B" wins 2 nd set – play a 5 Point No-Ad Tiebreak to decide the match
6-1, 4-4	Play a 5 Point No-Ad Tiebreak to decide the 2 nd set – if "A" wins 2 nd set, then "A" wins match – if "B" wins 2 nd set, play a second 5 Point No-Ad Tiebreak to decide the match.
6-4, 1-0	"A" wins the match
7-6, 1-6	Play a 5 Point No-Ad Tiebreak to decide the match. A match tiebreak is not played unless it is already in progress before end of match.
6-3, 6-7, (5-3)	If playing the match tiebreak when time expires, the player/teams will finish the match tiebreak to determine the winner of the match.