



CONNECTICUT USTA LEAGUES  
EZ REFERENCE GUIDE V.25.1  
2024-25

USTA League Coordinators

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Captain Tips to make your match experience great!

- Keep your players updated on the schedule – remind them of upcoming matches
- Contact your players for availability at least a week before a scheduled match date
- Host Captain, reach out to the Visiting Captain at least a week prior to the match
- If your team does have availability problems, keep the opposing Captain advised
- Arrive at the match with your lineup written out on the TennisLink score sheet
- Exchange lineups simultaneously and confirm match ending (2-hour timed being the standard)
- Make sure your players know who they are playing, the court number and the position they are playing
- Be on court promptly and adhere to warmup times to ensure an on-time match start
- Emphasize the need, to your team, for sportsmanship and courtesy at all times
- Remind players to shake hands at match end and agree the scores and result
- Complete the score sheet with the opposing Captain, sign it and agree who will enter the results on TennisLink. The opposing captain must confirm or deny the scorecard within 48 hours of score entry

## DECIDING THE MATCH RESULT AT TIMED MATCH END – NCT, SCT, ECT USTA LEAGUES

Play should continue right to the 2 hour match time limit and the point in progress is completed. Then play is over and, if required, the court can be immediately vacated. Both teams must acknowledge either a winner or a tied result either prior to or immediately after leaving the court using the following procedure:-

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**Game in progress** - If one team is two points ahead in the final game being played or has the advantage point (following a deuce), they win that game. Otherwise, the incomplete game does not count.

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**Set in progress** - The team that is then ahead in games in the set being played wins that set, else set is tied. If a set tiebreak is in progress and one team is two points or more ahead, they win the tiebreak and the set. If neither team is two points or more ahead, the tiebreak is considered incomplete and the set is tied.

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**Match Result** - Following the above and if no third set tiebreak has commenced:-

The team that is ahead in sets wins the match.

If the teams have split the sets with no third set tiebreak in progress, the match ends in a tie.

If the second set ends in a tie, the team that won the first set therefore wins the match.

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**Third set tiebreak in progress** - If a match tiebreak is in progress and one team is two points ahead, they win the tiebreak and match. If neither team is two points ahead, the tiebreak is considered incomplete and the match tied.

### 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 (a 2 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. Ad scoring in the first two sets. (NCT men's leagues play best of 3 full sets.)
- Match time is 2-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 7-point Set Tiebreak is played to decide a set (first to 7 by 2 points).

### PENALTIES FOR LATENESS

- Penalties begin at the scheduled time of match.
- The late player loses the toss plus 1 game for each 5 minutes late.
- 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 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. 8:05:01-8:10 = 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 or immediately after 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 2-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.

### PLAYING 7-point SET & 10-point MATCH TIEBREAKS

- A 7-point Set Tiebreak is the first player or team to 7 points with 2 points ahead and is played at 6-6 in the 1st or 2nd set.
- 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.
- In a 7-point Set Tiebreak, service remains in rotation with the player whose turn it is to serve in the set serving the first point.
- In a 10-point Match Tiebreak, 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.