

USTA VERMONT 2025 EZ REFERENCE GUIDE

POINT PENALTIES FOR LATE PLAYERS

- Penalties begin at the scheduled time of the match.
- The late player loses toss plus 1 game per each 5 mins late.
- The match is a default at 15:01 mins late and considered a 6-0, 6-0 win for the player/team present.
- If the player arrives before the defaulted time, the player receives a 5-minute injury prevention warm-up.
- Examples 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
8:15:01 = default

INJURED PLAYER

- A one-time 3 min medical time-out is allowed for each injury, illness and heat-related condition. If the match does not resume after 3 mins, the player(s) are subject to a Point Penalty Violation.
- A maximum of 15 min medical time-out is allowed for a bleeding injury. If bleeding continues and match does not resume within 15 mins, the match is retired.
- If a player is injured as a result of, and within, the 10 min warm-up, a legal substitute can play. The substitute is allowed a 5min injury prevention warm-up.
- If a player cannot complete a match, the match is retired. Scores are entered as played, eg. 6-3, 2-0, RETIRED.

RAIN/CLUB HINDERANCE: MATCH IN PROGRESS

- Both teams must record the following information on the scorecard:
 - Score when play stopped (down to game point score)
 - Serving order
 - Time match was stopped
- Remaining time for this match can continue when the rain stops or at a later re-scheduled date if necessary. Play resumes from the point at which match stopped. After a 15 min delay, players are entitled to a 10 min warm-up.

TO RESOLVE A DISAGREEMENT

- Players are expected to resolve disagreements on court.
- Score disputes follow a 3 step process:
 1. Count all points & games, agree upon and replay ONLY disputed points/games.
 2. Play from a score mutually agreed upon by all players.
 3. Spin a racquet to decide any dispute that cannot be agreed upon and play from that point.
- Under no circumstances should any person intervene in a match in progress.

SPORTSMANSHIP

- Points played in good faith stand.
- Give your opponent the benefit of the doubt on calls. A ball that lands on any part of the line is "in".
- If a player mistakenly calls a ball "out" & realizes it was good, the point shall be awarded to the opponent.
- If partners disagree about whether their opponent's ball was out, they must call it good.
- A player must promptly acknowledge against themselves if: a ball touches them, they or their racquet touches the net or the opponent's court, they hit the ball before it crosses the net, a double hit, or a double bounce. The opponent cannot make the call.
- Any player except the server may call a service let.
- Tap racquets at the end of the match and accept defeat graciously.
- Any issue pertaining to a match can only be resolved by the players involved in that match. No coaching is allowed.
- At the end of a match, if time remains, players may stay to play as long as they do not disturb matches in progress.

MATCH FORMAT

- Best of 3 sets with a match tiebreak in lieu of 3rd set.
- Most matches are 2 hours, but must be at least 90 minutes.
- If a set is tied 6-6, a 7-point set tiebreak will be played, using the Coman Tiebreak (first to 7 by 2 points).
- If sets are tied 1-1, a 10-point Coman Match Tiebreak will be played (first to 10 by 2 points). See description below.
- All positions in one match are to be given equal time & played under the same match ending procedure.
- End of match: players agree on score & report score to their captain. Captains sign the scorecards & enter/confirm scores in TennisLink.

10-POINT COMAN MATCH TIEBREAK

- The first team to win 10 points by a 2-point margin shall win the tiebreak and the match.
- The match tiebreak is treated as a third set. Each team can decide who will serve first as it is the beginning of a new set.
- The team whose turn it is to serve after the end of the 2nd set begins serving the first point of the match tiebreak from the deuce (right) side of the court. They serve 1 point.
- Thereafter, each player shall serve in rotation for 2 points, starting from the ad (left) side of the court, then the deuce (right) side of the court, until a winner of the set is decided.
- Players change ends of the court after the first point and every four points thereafter (1,5, 9, 13, etc)

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TIMED MATCH ENDING PROCEDURE	
STOP PLAY 15 MINTUES BEFORE END OF MATCH TIME & FINISH MATCH AS FOLLOWS	
IF	THEN
Teams are in the middle of a game:	Complete game using No-Ad scoring . At Deuce, play only one point. The receiving team shall choose which side receives, except in Mixed, where it is played gender to gender. After completing game, determine next steps based on outcome.
Only the 1 st set has been completed:	Play 5-Point Tiebreak in lieu of a second set. Play a 5-Point Tiebreak to decide outcome if sets are tied after playing 5-Point Tiebreak for the 2 nd set.
One team is ahead by 1 game in the 1 st or 2 nd set:	Play one more No-Ad game. If the team ahead by one game wins, that team wins the set. After completing the game, determine next steps based on outcome.
Teams TIED in games for the 1 st or 2 nd set:	Play a 5-Point Tiebreak to decide the winner of the set. Team that wins tiebreak is given a game to win set. For example, teams are tied at 4-4, and Team A wins the tiebreak, the score is 5-4 and they win the set. After completing 5-point Tiebreak, determine next steps based on outcome.
Teams are in the middle of a 7-point Set Tiebreak:	First team to reach 7 points by ONE point (NOT the typical two points) wins the Set Tiebreak. After completing the set, determine next steps based on outcome.
Team A won 1 st set & is ahead by 2 games in the 2 nd set:	Example: 6-4, 5-3 Team A wins the match.
Team A won 1 st set and Team B is ahead by 2 games in 2 nd set:	Example 6-4, 0-2 Team B wins 2 nd set. Play a 5-Point Match Tiebreak to determine the winner of the match.
Tied at one set each:	Play a 5-Point Match Tiebreak. Do NOT play the 10-Point Match Tiebreak, even with 15 mins left.
10-Point Coman Match tiebreak already started:	Complete tiebreak as started to determine 3 rd set & match winner.

5-Point Match Tiebreak:

- First team to win 5 points by 1 point wins game/set
- To save time, do not change ends
- Service remains in rotation
- Each player serves two points – from the deuce (right) side first & then from the ad (left) side
- If tied at 4-4, the last server serves the final point
- On the final point, the receiving team decides which player/side will receive the served. In Mixed, the final point is played gender to gender