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## 2018 NORTHERN CONNECTICUT MEN LOCAL USTA LEAGUE REGULATIONS Adult Divisions

### 1. GENERAL

- 1.1. The following rules and regulations shall be known as the Northern Connecticut (NCT) Men Local USTA League Regulations.
- 1.2. The NCT Men Local USTA League Regulations are supplemental and subordinate to the National and Sectional USTA League Regulations. Players are responsible for reviewing all rules.
- 1.3. A USTA League Committee will vote on NCT Men policy and regulation changes. Any player interested in participating on this committee should contact their league coordinator. The captains may vote upon policy and regulation changes specific to local league play for each applicable division and Age Group.
- 1.4. Proposals for rule changes must be submitted by email on the official USTA Regulation/Change Proposal Form to the league coordinator at [jimt@nctusta.com](mailto:jimt@nctusta.com) by May 1 for incorporation in the local league rules for the following Championship Year. The League Committee will review and evaluate all proposals. Those proposals accepted are subject to amendment and will be voted on by the appropriate party identified in Regulation 1.3.
- 1.5. In the event of a vote by captains, the procedure will be as follows: Information pertaining to any proposed regulations will be emailed in advance of the league season to the captains of the previous year. Discussion of proposed regulations will be addressed during the captains meeting, if applicable, and otherwise by email. Voting ballots will be emailed electronically and must be returned completed by the required team registration deadline in order to be counted. One vote is granted to each team.
- 1.6. All changes to the current regulations will be underlined.
- 1.7. Sportsmanship is an important part of local league play. If any individual demonstrates behavior that could be interpreted as unsportsmanlike or which appears to reflect unfavorably on the NCT Men's USTA LEAGUE, such player may be subject to sanctions which may result in suspension from participation in league play.

### 2. LOCAL LEAGUE

- 2.1. **Match Format:** will consist of the following positions with no repeats:
  - Adult 18 & Over Men 3.0 to 4.5 levels - 2 singles and 3 doubles matches with no repeats
  - Adult 40 & Over Men 3.0 to 4.5+ - 1 singles and 3 doubles with no repeats
  - Adult 55 & Over Men 6.0- 9.0 - 3 doubles matches with no repeats
- 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 particular NTRP level of play except:
  - 2.2.1. In Plus (+) NTRP levels utilizing three individual matches within a team match, no more than one Plus (+) level player shall be allowed to play in a team match and shall be required to play in a #1 position, either singles or doubles. Adult Division, 18 & Over 5.0+ team rosters may include up to two (2) players from the next higher NTRP level.
  - 2.2.2. In Plus (+) NTRP levels utilizing four or more individual matches within a team match, two Plus (+) level players may play in a team match and shall be required to play in a #1 position, either singles or doubles. Adult Division, 40 & Over 4.5+ team rosters may include up to three (3) players from the next higher NTRP level.
  - 2.2.3. 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. In order 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 for the following Age Groups:
    - 2.3.2.1. Adult 18 & Over who turn 18 within the calendar championship year.
    - 2.3.2.2. Adult 40 & Over who turn 40 within the calendar championship year.
    - 2.3.2.3. Adult 55 & Over who turn 55 within the calendar championship year.
  - 2.3.3. Each player must be registered on his team roster on TennisLink before playing a match. The Local League Coordinator 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 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. 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 will be given the opportunity to file an electronic appeal before exiting from the registration page.

- 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. A player must play a minimum of 2 matches (1 default may count) during the local league season as a rated player in order to qualify for District or Sectional championship play. In order to advance to National Championships a player must have played a minimum of 3 matches (1 default may count).
- 2.4. **Team Participation:** All teams must have a captain and (optional) a co-captain.
- 2.5. **Fees & Balls:** Each player will be assessed a one time registration fee of \$20 upon registration on TennisLink. A fee of \$25 per person covers court fees and balls. Captains must give a list of their players to the desk person and all players will pay the courts fee directly to the club prior to going on the court.
- 2.6. **In - Level NTRP Requirements:** No in-level requirements are required for the NCT Men's USTA League. The minimum number of required players to field a team must be registered by the date stated in the local league season timeline in order for a team to be eligible and included in the schedule.
- 2.7. **Match Times:** Matches are played on Saturday or Sunday with first match time scheduled not before 8:00am and last match scheduled no later than 5:00pm.
- 2.8. **Local League Season Timelines:** 2018 Championship Year
  - Captain's Meeting: Avon Free Library Sept 27, 2017
  - Adult 18 & Over Men: October - May
    - minimum number of required players to field a team must be registered by date provided by the LLC.
  - Adult 40 & Over Men: Jan - June
  - Adult 55 & Over Men: Jan - June

### 3. MATCH REGULATIONS

- 3.1. At least one week before the scheduled match, the home team captain should confirm the home court time and contact the visiting captain to confirm the match date and times.
- 3.2. Team captains must exchange line-ups for their entire team before the start of the first match time. The captain must designate another player on his team to submit the line-up in his absence.
- 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 default at 15:00:01 minutes late and recorded as a 6-0, 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, he is to receive a 5-minute injury prevention warm-up.
- 3.5. Players should determine before the start of the match whether to switch ends on the odd games.
- 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 match has a time limit of 2 hours. Captains are to determine before the start of the match, how the end of time is signaled (bell, clock on court, timer, etc.). In the event that a match has to start later than the scheduled time it will still be 2 hours in length. Under no circumstances can an unfinished match be stopped before the time limit of 2 hours. There will be no 10-minute rest periods between second and third sets.
- 3.8. Coaching is not allowed.
- 3.9. **Match Scoring Format –**
  - 3.9.1. Scoring will be the best two of three sets using regular 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 3<sup>rd</sup> full set will be played. Ad scoring will be used. The Coman Tiebreak procedure will be used for all tiebreakers; players will change ends of the court after the first point and every 4 points thereafter.
  - 3.9.2. Play will be continuous throughout the match. There is no rest after the 1<sup>st</sup> game of any set but players will change ends if players agree 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. **Ten-Minute Rule for an unfinished match if a winner has not been determined after one hour 50 minutes.** If a match is not finished, stop play exactly 10 minutes before the allotted two hour time. If in the middle of a game, finish that game. A tiebreak is equal to one game.
    - 3.9.3.1. *2 sets are completed and split between A & B:* Play a 7-Point Set Tiebreak (1st to 7 by 2). If at the end of the allotted two hours and the tiebreak is in progress, whichever team is ahead in the tiebreak wins the set and match. If A & B are tied, a single point is played to decide the match winner\*.
    - 3.9.3.2. *One set is completed and second set is in progress (A has won the first set):*
      - If A leads by 2 or more games, A wins set and match

- If B leads by 2 or more games, B wins 2<sup>nd</sup> set. Play a 7-Point Set Tiebreak for set and match. If at the end of the allotted two hours and the tiebreak is in progress, whichever team is ahead wins the set and the match. If A & B are tied, a single point is played to determine the match winner\*.
- 3.9.3.3. If games are tied, play a 7-Point Set Tiebreak to determine the winner of the second set. If A wins, A wins the match. If B wins, play a second 7-Point Set Tiebreak for the 3rd set and match. If at two hours with either tiebreak in progress, the team ahead wins the set. If points are tied a single point is played to determine the winner of the set\*.
- 3.9.3.4. If either A or B is ahead by 1 game, play 1 more game. If A is ahead by 2 games, A wins the 2<sup>nd</sup> set and the match. If B is ahead by 2 games, B wins the 2<sup>nd</sup> set. If games are tied, play a 7-Point Set Tiebreak for the 2<sup>nd</sup> set. If B wins, play a 7-Point Set Tiebreak for the 3rd set and match. If at two hours, whichever team is ahead in the tiebreak, wins the set. If points are tied a single point is played to determine the winner of the set\*. (If a single point is played to determine the 2<sup>nd</sup> set, a second single (deciding) point is played to determine 3<sup>rd</sup> set if the first and second sets are split
- \* Receiving team chooses the side to receive serve on single (deciding) points.

***Match Ending Chart found at end of Regulations***

**3.10. How the winner of a flight will be determined:**

Each position of a team will be awarded 1 point per position win. The team that has the most team wins is the winner of the flight. The TennisLink registration and score reporting system will be used to record team standings. NCT Men's USTA League will use the 'Team Score' column **not** the 'Individual Score' 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 confirm the accuracy of the score sheet, sign the bottom and keep a copy for their records. If a grievance is filed on a match and captains have not complied with this regulation the USTA League Committee can render the grievance null and void. 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 2<sup>nd</sup> 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.

3.12. If all positions of a match are not played or matches are started but not finished (ex: match had to be stopped before the 2 hour time limit due to weather or 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 league coordinator, 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 league coordinator and provide him with the match number, player names, position played, date played and match results. The coordinator will make corrections to the TennisLink score sheet.

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

3.12.2. If some positions of a match are not played or matches are started but not finished (ex: match had to be stopped before the 2 hour time limit due to weather or unforeseen circumstances) on the same date, the finished matches should be entered on TennisLink. The positions that are unfinished or have not been played should be entered as a double default. The captain must notify the League Coordinator, 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 match number, player names, position played, date played and match results to the League Coordinator. The League Coordinator will update the TennisLink score sheet.

3.12.3. A scorecard cannot be entered if the minimum number of individual positions played is not equal to the required number of individual positions required to constitute a valid team match. Examples include individual positions scheduled on different days or matches which are not completed as described in 3.12.2. Both captains should retain a record of the positions that were played (match #, player names, position, scores, who won/lost), send a copy to the League Coordinator and notify the League Coordinator with dates that the other positions will be played. Once the match is complete the captains will enter and confirm the scores on TennisLink.

**3.13. Match Cancellations & Rescheduling Matches:**

3.13.1. If there is a change in time, date, or location of the regularly scheduled match, it is the home captain's responsibility to notify the visiting team captain at least 1 week in advance of the start of the scheduled match. A message left on a machine or by email does not constitute contact. Failure to comply may result in default. Make up matches are allowed only for scheduled matches that are affected by

weather, bona fide scheduling conflict (committee rule), or with full consent of both captains.

3.13.2. If a match is re-scheduled, both captains must make contact with each other 48 hours in advance of the start of the original match. Re-scheduled match dates must be stated within two weeks of the originally scheduled match date. A message left on an answering machine or email does not constitute contact. Failure to comply may result in default.

3.13.3. For a re-scheduled match the home captain will provide the visiting team with 3 alternate dates from which to choose. All positions of a team match do not have to be played at the same re-scheduled time if doing so facilitates match completion. The league coordinator will choose a date if the captains are unable to agree.

3.13.4. When a match is cancelled and re-scheduled, notify the league coordinators immediately and inform him of the date, time and location of the re-scheduled match.

3.13.5. If a team is deemed to have scheduling issues, the Local League Coordinator reserves the right to move that team's matches to a neutral site.

#### **3.14. Electronic Devices:**

3.14.1. The use of cell phones or any electronic device during warm-up or match play is considered coaching.

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

3.14.2.1. If a cell phone rings during play, the point is awarded to the opponent.

3.14.2.1. If a cell phone rings before or between points, the next point is awarded to the opponent.

### **4. GRIEVANCES**

4.1. Grievances must be completed by the team captain on the official USTA Grievance Form and submitted by email to the league coordinator 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 team's position.

4.2. The grievance will be resolved within a reasonable time as determined by the Local Area Grievance Committee, and the facilitator will notify all teams of the decision.

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 Local Area Grievance Committee is made up of 3 members and does not include a local league coordinator as a member of any Grievance Committee.

### **5. DEFAULTS and RETIRED MATCHES**

#### **5.1. Defaults:**

5.1.1. Positions must be defaulted from the bottom up:

Singles: The #2 singles must be defaulted before the #1 singles may be defaulted.

Doubles: The #3 doubles must be defaulted before the #2 doubles and the #2 doubles must be defaulted before the #1 doubles.

5.1.2. If any individual doubles or singles team has started their match before a team in a higher position starts its match due to a tardy situation, and the higher position team has to default and the order of play should remain as it is on the line up sheet.

5.1.3. The League Committee will review teams defaulting out of order.

5.1.4. Any team who defaults more than 5 positions (Adult 18 & Over and 40 & Over) or 3 positions (Adult 55 & Over) in one season may jeopardize their participation in the NCT Men's Local USTA League for the next championship year. The League Committee reserves the right to decide on any exceptions.

5.1.5. Any player arriving on the court after 15:01 minutes past the match start time is automatically defaulted.

5.1.6. The League Committee will review teams with repeated defaults. Action may be taken against the team captain, which may result in losing his position as team captain. The League Committee reserves the right to decide on the exceptions.

5.1.7. Any team (a team consists of enough players to win the match) who defaults an entire team 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 captain's and/or team's participation in the NCT Men's local USTA League for the next championship year. The League Committee reserves the right to decide on any exceptions.

#### **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) is subject to the point penalty system/Code Violation (Refer to Friend At Court) .

- 5.2.2. A maximum 15 minute medical time out is allowed for bleeding injury. If the match does not resume play after 15 minutes the match is retired.
- 5.2.3. If a player is injured within the 10-minute warm-up period, as a result of the warm up, 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. If match results or the individual player name is disputed, the scorecard showing the signature of both captains must be provided by both captains. Failure to produce a signed scorecard may render the grievance null and void and the match may be recorded as a double default.

## **6. NTRP PLAYER DISQUALIFICATION**

- 6.1. Refer to USTA League Regulation 2.04 and USTA New England Section Regulations. The USTA New England Section office will notify the disqualified player and his captain(s) when the player has received three strikes. Refer to USTA Regulations (National booklet) back cover for NTRP Dynamic Disqualifications and who can be disqualified.

## **7. DISTRICT CHAMPIONSHIP PLAY**

- 7.1. District sites & host areas can be found on [www.usta.com/newenglandleagues](http://www.usta.com/newenglandleagues) .
- 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 player must have played a minimum of 2 matches (1 default may count) during the league season as a registered player on that team roster in order to qualify for championship play.
- 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 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 most team matches won during the local season. In the event of a tie at the end of the local season, the winner will be determined as follows:
  1. Most individual positions won
  2. Head to Head
  3. Fewest sets lost
  4. Fewest games lost
  5. Coin toss

The following procedure will be applied should the 1st or 2nd place team (from a flight of 5 or more teams), the 1st place team (from a flight of 4 or fewer teams) decline to compete at the District Championships; The decision to select a wildcard is applied when the addition of a wild card team enhances a championship schedule. The Championship Committee reserves the right to add wildcards at any NTRP level. All wildcards must be approved by the Section League Coordinator.

- 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 Championship 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.usta.com/newenglandleagues](http://www.usta.com/newenglandleagues).
- 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 player must have played a minimum of 2 matches (1 default may count) during the league season as a registered player on that team roster in order to qualify for championship play.
- 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 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 most team matches won during the local

season. In the event of a tie at the end of the local season, the winner will be determined as follows:

1. Most individual positions won
2. Head to Head
3. Fewest sets lost
4. Fewest games lost
5. Coin toss

The following procedure will be applied should the 1st or 2nd place team (from a flight of 5 or more teams), the 1st place team (from a flight of 4 or fewer teams) decline to compete at the Sectional Championships; The decision to select a wildcard is applied when the addition of a wild card team enhances a championship schedule. The Championship Committee reserves the right to add wildcards at any NTRP level. All wildcards must be approved by the Section League Coordinator.

- 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 counts toward the total). Retirements count as a match played.
- 8.8. A first-place Sectional Championship team 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 the Age Groups of the advancing Division, who were on the final roster after local league play on any single team for the following league championship season. Any player, who did not participate in a minimum of 3 matches match during the Championship Year, including defaults received, is excluded from the 2.06A Move Up Split Up USTA League (National) Regulation.

## **9. CAPTAIN RESPONSIBILITIES**

- 9.1. Captains must always display good sportsmanship before, during and after matches, and encourage good sportsmanship of players.
- 9.2. Captains or designated representatives of the team, will attend all local league meetings. The captain listed on the TennisLink roster is the primary contact for the team. This should be the person who can make decisions confirming the team has a full lineup for the match and can make decisions regarding rescheduling of matches.
- 9.3. Review match schedules when notified of TennisLink publication. Each captain must confirm the date and time of all scheduled home court matches with the club or hosting facility within 72 hours of receiving e-mail notification of the schedules from the League coordinator. Notify the league coordinator immediately if an error has been made.
- 9.4. At least 48 hours before each match, home captains and visiting captains are both responsible for confirming the date, time, location and the contact information of a team member in the event the designated captain is not available. Each captain will retrieve contact information for other captains in their flight by logging in to TennisLink, navigating to their team page, and then clicking on the Captain's Report tab.
- 9.5. Captains should inform their players to agree on a clock with the opponents to determine the end of a match.
- 9.6. Provide all team members with a copy of the NCT Men Local USTA League Rules and direct them to the New England Sectional web-site, [www.usta.com/newenglandleagues](http://www.usta.com/newenglandleagues), for the Sectional and National Regulations.

## NCT MEN LOCAL USTA LEAGUE MATCH FORMAT AND MATCH ENDING RULES

**Each match has a time limit of 2 hours.**

**Format:** Best 2 out of 3 sets

- 10 minute warm up included in the 2 hours. All players on court must agree on how the end of the match will be signaled (bell, clock on court, timer etc.).
- A winner of the match must be determined before leaving the court.
- Ad scoring.
- At 6-6 in set, play a 7-point set tiebreak (1<sup>st</sup> to 7 by 2).

**At 1 hour 50 minutes into the scheduled match time one of the following scenarios will apply:**

**First finish any point, game or tiebreak in progress. And then refer to the match ending chart below.**

Score at time limit for "A" vs. "B" (examples)	Result
5-3	"A" wins the match
6-4, 2-0	"A" wins the set and the match
6-4, 0-2	"B" wins 2 <sup>nd</sup> set. Play a 7 point set tiebreak to decide the match*
6-1, 4-4 (2 <sup>nd</sup> set games are tied)	Play a 7 point tiebreak to decide the winner of the 2 <sup>nd</sup> set. If "A" wins then "A" is the winner of the match. If "B" wins then "B" is the winner of set. Play a second 7-point set tiebreak to determine the winner of the match*.
6-1, 4-3 or 6-1, 3-4 (2 <sup>nd</sup> set is one game difference)	Play one more game. Then (a) if "A" is ahead by 2 games, "A" wins the set and the match. (b) if "B" is ahead by 2 games, "B" wins the set. Play a 7 point set tiebreak to decide the 2 <sup>nd</sup> match*. (c) if games are tied, play a 7 point set tiebreak to decide the 2 <sup>nd</sup> set. If "A" wins 2 <sup>nd</sup> set, then "A" wins match. If "B" wins 2 <sup>nd</sup> set, play a 7 point set tiebreak to decide the 3 <sup>rd</sup> set and the match*.
7-6, 1-6 (2 sets are completed at 1hr 50min)	Play a 7 point tiebreak to decide the match*.
6-3, 6-7, 4-2 or 6-3, 6-7, 2-4	The team that is ahead by 2 games wins the match.
6-3, 6-7, 4-4 (3 <sup>rd</sup> set games are tied)	Play a 7 point set tiebreak to decide the match.*
6-3, 6-7, 4-3 or 6-3, 6-7, 3-4 (3 <sup>rd</sup> set is one game difference)	Play one more game. If either team is then ahead by 2 games they win the match. If games are tied, play a 7 point set tiebreak to decide the match.*

**\* NOTE:** If at the end of the 2 hour time limit the tiebreak is not complete, whichever team is ahead is the winner of the match. If teams are tied, a single point is played to determine the winner. 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 single (deciding) point.