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2021 EASTERN CONNECTICUT LOCAL USTA LEAGUE REGULATIONS

Women, Men and Mixed Leagues v2

1. GENERAL

- 1.1 This document shall be known as the Eastern Connecticut (ECT) Local USTA League Regulations.
- 1.2 The ECT 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 CT State USTA League Committee (St LC) will vote on ECT policy and regulation changes. Any player interested in participating on this committee should contact their league coordinator. Captains from the prior Championship Year may vote upon policy and regulation changes specific to local league play for all divisions at the beginning of the current Championship Year. The Championship Year begins September 1st and ends August 31st.
- 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 ect-league@newengland.usta.com by May 1 for review and consideration in the local league regulations for the following Championship Year. The ECT Regulations 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 to the captains on record for the current year. Discussion of proposed regulations will be addressed during a recorded virtual or in person captains meeting. A voting ballot will be emailed electronically and must be returned completed by the required date. One vote is granted to each team that is registered for the current Championship Year.
- 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 [USTA League Connecticut](#) select the Eastern Connecticut League link.
- 1.8 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 ECT USTA League, such player may be subject to sanctions that range up to suspension from participation in league play.

2. LOCAL LEAGUE

- 2.1 **Match Format:** Each team match will consist of the following positions with no repeats:
 - 2.1.1 Adult 18 & Over: 3.0, 3.5, 4.0 and 4.5 levels – 1 singles and 3 doubles positions
 - 2.1.2 Adult 18 & Over: 2.5 level – 1 singles and 2 doubles positions
 - 2.1.3 Adult 40 & Over: 3.0, 3.5, 4.0 and 4.5 levels – 1 singles and 3 positions
 - 2.1.4 Adult 55 & Over and Adult 65 & Over: 6.0, 7.0, 8.0 and 9.0 – 3 doubles positions
 - 2.1.5 Mixed 18 & Over, 40 & Over, and 55 & Over: 6.0, 7.0, 8.0 and 9.0 – 3 doubles positions
- 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 for combined leagues:
 - 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 participating 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 (Mixed 18 & Over and Adult 18 & Over), 40 (Mixed 40 & Over and Adult 40 & Over), 55 (Mixed 55 & Over and Adult 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 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/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. 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 team's 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 to generate a Year End NTRP computer rating.

2.3.7 **Championship Eligibility:**

2.3.7.1 A player is eligible to progress to district or sectional championship level competition 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 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.

2.3.7.3 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.

2.3.7.4 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. Retired matches shall count towards advancing for all players involved.

2.3.7.5 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 (4) four 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.

2.3.7.6 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 ECT league must notify the ECT league coordinator of that acceptance on the Team Commitment Form when registering that team in a ECT league. A team who receives a championship invitation after the start of the ECT League must immediately notify the league coordinator upon accepting such invitation.

2.4 **Timeline & NTRP Requirements:**

2.4.1 Deadlines for each league will be published on the Eastern CT USTA league web page.

2.4.2 The minimum number of players required to field a team must be registered on their team roster by the player registration deadline. Adult 18 & Over (8), Adult 40 & Over (7), Adult 55 & Over and 65 & Over (6), Mixed 18 & Over, 40 & Over, and 55 & Over (6 - 3 men and 3 women).

2.4.3 The minimum NTRP Level for combined leagues for 6.0 is 2.5; 7.0 is 3.0; 8.0 is 3.5, 9.0 is 4.0 and the combined rating of the players may total less than, but not higher than the NTRP rating of the league. No more than 1.0 may separate the rating of the partners in each individual doubles match.

2.4.4 Failure to meet the deadline for player registration may render the team ineligible to participate in the current Championship year.

2.4.5 *In-Level NTRP Requirements:* There are no in-level requirements for ECT USTA Leagues.

2.4.6 *Final Player Registration:* This is the final date for players to register for a team on TennisLink. Exceptions to this deadline must be approved by the league coordinator.

2.4.7 *Local League Season:* Matches cannot be re-scheduled after the end of the season unless approved by the league coordinator. Any team that is not in contention by way of themselves or other teams they have yet to play can request a waiver from the league committee to extend their make-up week to one week later than the designated make-up week.

2.5 **Fees:** Each player will be assessed a \$23 registration fee per team on TennisLink. Each club determines the match fee for their facility. The home team pays the match fee for both the home and visiting teams.

2.6 **Home Team Responsibilities:** The home team will furnish new standard Type 2 USTA approved yellow tennis balls.

2.7 **Court Time:** Matches played on Friday, Saturday or Sunday cannot begin before 9:00 am and the last match starting no later than 8:00 pm.

2.8 **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.

2.9 Electronic Devices:

- 2.9.1 The use of cell phones or any electronic device during warm-up or match play is considered coaching.
- 2.9.2 A point is lost each time a cell phone rings during warm-up or match play.
 - 2.9.2.1 If a cell phone/text message sounds during play, the point is awarded to the opponent.
 - 2.9.2.2 If a cell phone/text message sounds before or between points, next point is awarded to the opponent.

3. MATCH REGULATIONS

- 3.1 It is the responsibility of both captains to make sure the match time and location information is accurate.
- 3.2 The Home Team Captain must specify the court surface if the club has multiple surfaces and whether the match is to be played indoors or outdoors for each match position.
- 3.3 Team captains must **exchange line-ups** for their entire team simultaneously before the start of the first match. No substitution may be made in an individual match after the line-up exchange except for injury during warm-up. Captains must designate another player on the team to submit the complete line-up in their absence.
- 3.4 **Warm-up** time limit: 10 minutes, including serves, begins at the scheduled time the match is to be played.
- 3.5 **Tardiness:** The point penalty system will be enforced as follows. Penalties begin at the scheduled time of the match: Late 5 minutes or less, loss of toss plus one game; 5:01 to 10 minutes late, loss of toss plus two games; 10:01 to 15 minutes late, loss of toss plus three games; at 15:00:01 minutes late, the player is defaulted. A defaulted match is considered 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, the player is to receive a 5-minute injury prevention warm-up. Appeals of a defaulted match based on lateness must be submitted on the official grievance form to the local grievance committee. Refer to section 4 Grievances.
- 3.6 Players should determine before the start of the match whether to **change 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. If players choose to not change ends on the odd games during the set, then they will not change ends during any tiebreak.
- 3.7 **Curtains** or netting between courts will be open or closed based on club policies.
- 3.8 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.). If a match must 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.
- 3.9 **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.
- 3.10 **Match Scoring Format:**

Scoring will be the best two out of three sets with a 3rd set match tiebreak in lieu of a 3rd set. A 7-point set tiebreak (first to 7 by a margin of 2) will be played at 6-6. The 3rd set 10-point match tiebreak (first to 10 by a margin of 2) will be played if sets are split. The Coman Tiebreak procedure will be applied for all tiebreaks.
- 3.11 Play will be continuous throughout the match. There is no rest after the 1st game of any set but players will change ends if players agree to change ends prior to the start of the match (refer to regulation 3.6). A 2-minute set break between any set may be taken if requested by any player on the court.
- 3.12 **How to decide a match winner when match is incomplete and the 2-hour time limit has expired:**

TennisLink requires a declared winner for every individual match played. Use this procedure to determine a 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 rules is not a valid reason for a grievance.

 - 3.12.1 The point in progress and the game in progress will count. Play both out.
 - 3.12.2 **At 1 hour 50 minutes in the 1st Set:**
 - 1. The team that is ahead by 2 games will win the set and the match.
 - 2. If a team is not ahead by 2 games, a 7-point set tiebreak (first to 7 by a margin of 2) will be played to determine the winner of the match.
 - 3.12.3 **At 1 hour 50 minutes in the 2nd Set:**
 - 1. If the team is ahead in the second set by 2 games, the team wins the second set.
 - 2. If sets are then split, a 7-point set tiebreak (first to 7 by a margin of 2) will be played to determine the winner of the match.
 - 3. If a team is not ahead by 2 games, a 7-point set tiebreak (first to 7 by a margin of 2) will be played to determine the winner of the set.
 - 4. If, after the 7-point set tiebreak, the sets are split, a deciding point will be played.
 - 5. If teams are in the 2nd set tiebreak, the players shall complete the 7-point set tiebreak.
 - 6. If, after the set tiebreak, the sets are split, a deciding point will be played to determine the winner of the match. The order of service will continue, the serving team can decide which partner will serve and the receiving team can decide which partner will receive.

3.12.4 **At 1 hour 50 minutes in the 3rd set 10-point match tiebreak** (*first to 10 by a margin of 2*):

1. If teams are in a 10-point match tiebreak (first to 10 by a margin of 2) that has not concluded, the teams shall finish the match tiebreak to determine the winner of the match.
2. If teams have split sets and have not started the 10-point match tiebreak (first to 10 by a margin of 2) a 7-point set tiebreak (first to 7 by 2) will be played.

3.12.5 **At the end of the allotted 2 hours:**

1. If any tiebreak has not been concluded, the player/team who is ahead by at least two (2) points is the winner of the set.
2. If a team is not ahead by 2 points, a deciding point shall be played to determine the winner of the set.
3. If, after the deciding point, the sets are split, a deciding point will be played to determine the winner of the match.
4. The order of service will continue, the receiving team can decide which partner will receive.

Deciding Point – 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.

3.13 **Entering Scores & Scorecards:** Each position of a team will be awarded one (1) point per position win. The TennisLink registration and score reporting system will be used to record team standings. ECT will use the 'Indiv. Score' column, not the 'Team Score' column, to determine team standings. In the event of a tie at the end of the season refer to Championship Play – 7.5.

3.13.1 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 against a match and captains have not complied, the Regulations Committee can render the protest 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 2nd captain must confirm or dispute the match information. TennisLink will confirm matches 48 hours after the match results have been entered. Any team not complying with this requirement will lose their right to dispute their match results. Do not wait until the last minute in the event of unforeseen situations or other conflicts that might arise.

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

3.13.3 In the event enough positions to win the match were not played (exception to 3.13.2.), both captains must notify the league coordinator, on the date of the originally played match, and provide the match number, position played, players' names, match scores and which team won the match. As the remaining positions are completed both captains must provide the league coordinator with the match number, player names, position played, date played and match results. The league coordinator will make all updates to the TennisLink score sheet.

3.14 Home captains and visiting captains will make a **courtesy call** prior to 48 hours of upcoming match to confirm date, club, and time. Each captain shares this responsibility. A grievance regarding match confirmation will not be accepted if either captain did not make the phone call.

3.15 **For stoppage of play due to weather or other circumstances beyond the control of the players:**

3.15.1 Completed individual matches will stand as played and entered on TennisLink.

3.15.2 An incomplete match shall be continued with the same players and resumed at the exact point where it was discontinued – set, game, point, server, receiver, time in match remaining to play – as existed when play was interrupted. (Any point played was played in good faith. The point is counted and is never replayed.) If players are unavailable to continue the match on the rescheduled date, then the individual match will be scored as either a retirement in favor of the team whose players are available or a double default if both teams are missing a player. The positions that have not been completed or not played should be entered as a double default unless 3.13.3 applies.

3.16 **Match Cancellations & Rescheduling Matches:**

3.16.1 Following the publication of the league schedule, captains and each home club have two weeks to submit any requests for schedule changes. Scheduled matches may be rescheduled by the home or visiting team in the event of bad weather or unforeseen problems due to court availability. The league coordinator reserves the right to approve any exceptions.

- 3.16.2 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. A message left on voice mail or by email does not constitute contact until it is confirmed by the opposing team captain. It is the responsibility of both captains to ensure that two-way communication is completed. Failure to notify or confirm the change may result in a default.
- 3.16.3 If a match or individual positions within a match are rescheduled, notify the league coordinator immediately and inform him/her of the date, time, and location of the rescheduled match.
- 3.16.4 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. If teams are not able to come to an agreement, contact the league coordinator who will assign a date, time, and place for the match to be played.
- 3.16.5 All rescheduled matches must be completed within 5 days of the end of the local league season, if before May 15th and within 24 hours if the local league ends after May 15th.
- 3.16.6 In the event a team is unable to field all positions for a rescheduled match, the team must field enough positions to constitute a valid team match (ex: enough positions to win the team match).

4. GRIEVANCES

- 4.1 Grievances must be completed by the team captain on the official USTA League Grievance Form (refer to ECT webpage for link) 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/her team's position.
- 4.2 The grievance will be resolved within a reasonable time as determined by the CT State League 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 League 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 State USTA League Grievance Committee is made up of 3 members and does not include a league coordinator as a member of any Grievance Committee.

5. DEFAULTS, RETIRED MATCHES and DISPUTED SCORECARDS

5.1. Defaults:

- 5.1.1. Any team (a team consists of enough positions 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 team's participation in the ECT USTA League for the next season and future Championship Year. Adult 18 & Over and Adult 40 & Over require 3 positions. All other Divisions and Age groups require 2 positions. 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 ECT USTA League for the next season and future Championship Years. The Regulation Committee reserves the right to decide on any exceptions.
- 5.1.2. Any team who defaults more than 4 positions in one season may jeopardize their participation in ECT USTA League for the next championship year. The Regulation Committee reserves the right to decide on any exceptions.
- 5.1.3. Positions must be defaulted from the bottom up.
 - Singles: 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 the 2.5 level - the same principle applies where the default order begins with the lowest doubles position or the singles position.
- 5.1.4. Any player arriving on the court after 15:00:01 minutes past the match start time is automatically defaulted.
- 5.1.5. If the #2 and #3 doubles teams (3.0 – 4.5 levels) start their matches before the #1 doubles team start their matches, and #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 15:00:01, 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 #1 doubles team has warmed up and started play. For 2.5 adult - the same principle applies. The Regulation Committee 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 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 Regulation 2.04 and New England Section USTA League Regulations. The USTA New England Section office will notify the disqualified player and his/her captain when the player has received three (3) strikes. Refer to USTA League Regulations (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 usta.com/newengland select USTA League.

7.2 Each Adult 18 & Over 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 following 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 after 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 rated player to qualify for New England 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 second place team 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 wins 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

The tiebreak 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. Wildcards may be added at any NTRP level and must be approved by the Tournament Director in conjunction with the Section League Coordinator.

7.6 The first-place team from each level at the Adult 18 & Over District Championship will be invited to play in the Sectional Championships. The winners of each flight at the Mixed 18 & Over 7.0 and 8.0 District Championships will be invited to advance to the Mixed 18 & Over Sectional Championships.

8. SECTIONAL and NATIONAL CHAMPIONSHIP PLAY

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

8.2 Each Adult 40 & Over, Adult 55 & Over, Adult 65 & Over, Mixed 40 & Over, Mixed 55 & 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 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 rated player to qualify for New England 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 second place team 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 wins 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

The tiebreak 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. Wildcards may be added at any NTRP level and must be approved by the Tournament Director in conjunction with 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 The flight winners from the Adult 40 & Over 3.0, 3.5 and 4.0 women Sectional Championships will compete over two weekends to include the Play Offs.
- 8.8 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.
- 8.9 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 in both USTA League Divisions.
- 8.10 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 specific Age Group 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 display good sportsmanship before, during and after matches, and always encourage good sportsmanship of players.
- 9.2. Captains, or designated representatives of the team, will participate at 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 ECT USTA League Regulations and direct them to the New England website, usta.com/newengland select USTA League, for the Sectional and National Regulations.

ECT LOCAL USTA LEAGUE MATCH FORMAT & ENDING REGULATIONS

Format:

- Best 2 out of 3 sets, if sets are split; play a 10-point match tiebreak in lieu of 3rd set. (first to 10 by 2)
- 10 minute warm up
- Ad scoring.
- At 6-6 in any set, play a 7-point set tiebreak.
- Two hours total for match. If early matches go long, time is added to 2nd match to equal two hours total. All players on court must agree on end time.
- A winner of the match must be decided before leaving the court.

Match Ending Procedure:

Each match has a time limit of 2 hours. Play until 1 hour 50 minutes and one of the following scenarios will apply:

Finish any point, game, or tiebreak in progress.

Score at time limit for "A" vs. "B" (examples)	Result
5-3	"A" wins the match
6-4, 0-2	"A" wins 1 st set, "B" wins 2 nd set – play a 7-point set tiebreak to decide the match
6-1, 4-4 or 6-1, 4-3 or 6-1, 3-4	Play a 7-point set tiebreak to decide the 2 nd set – if "A" wins 2 nd set, then "A" wins match – if "B" wins 2 nd set, a single point (deciding point) is played to decide the match. No back-to-back 7-point tiebreak is played.
6-4, 2-0	"A" wins the match
7-6, 1-6	Play a 7-point tiebreak to decide the match. A 10-point match tiebreak is not played unless it is already in progress before 1 hour 50 minutes.
6-3, 6-7, (5-3)	If playing the 10-point match tiebreak when time expires, the player/teams will finish the match tiebreak to determine the winner of 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.