



2021 LEAGUE RULES & REGULATIONS

Maui Community Tennis Organization

USTA LEAGUE

MAJOR REGULATION CHANGES FOR 2021

1. 2.01A(1) — Changing NTRP Levels of Play.
 - a. National Championships in the Adult 18 & Over Age Group will be held at the 5.0 level. Championships below National Championships, and Local Leagues, will be held at the 5.0 level and may be held at the Open level (5.0 & higher).

 - b. National Championships in the Adult 40 & Over Age Group will be held at the 4.5 level. Championships below National Championships, and Local Leagues will be held at the 4.5 level and may be held at the 5.0 level.

 - c. Conforming changes made to the following regulations: 1.04A; 1.04D(4); 1.04F(1); 2.01A(4); 2.03A(5); 2.03E; 2.03K; 3.03B(3)a; Glossary – Team Match

2. 2.02B
 - a. Update to order of wild card rotation. Maui retains its position as the wild card for the 2021 season. (HPS regulation)

3. 2.05E(3) — All players age 70 or over will automatically be granted an appeal (A rating) of their current rating to the next lower level, subject to 2.05E(4). NTRP Dynamic Disqualification procedures as outlined in 2.04B(3) apply.

MCTO LEAGUE

REGULATION CHANGES FOR 2021

Rule 2:

- Adult 18 & Over no longer includes a 5.0+ league. It is now a 5.0 league.
- Adult 40 & Over no longer includes a 4.5+ league. It is now a 4.5 league.
- FALT league no longer includes the 4.5+ league. It is now a 4.5 league.

Rule 12:

- Tiebreaking procedure for the Adult 40 & Over league is modified. The Winner of #1 Doubles shall be used as the fourth tiebreak after Game Winning Percentage.

MAUI COMMUNITY TENNIS ORGANIZATION LEAGUE RULES AND REGULATIONS

1. **Applicability.** The USTA League Regulations, as supplemented by the Hawaii Pacific Section (HPS) League Tennis Regulations shall apply to all matches played in the Maui Community Tennis Organization (MCTO) League Tennis Program except as modified herein.

All matches played without officials shall observe the USTA official publication *THE CODE*.

2. **Local League.** The Program consists of the following divisions: Adult, Mixed, and Ekolu.

Division	Age Group	League Format	NTRP Levels
Adult	18 & Over	1 – Singles, 2 – Doubles	2.5, 5.0
	18 & Over	2 – Singles, 3 – Doubles	3.0, 3.5, 4.0, 4.5
	40 & Over	1 – Singles, 3 – Doubles	3.0, 3.5, 4.0, 4.5
	55 & Over	3 Doubles	6.0, 7.0, 8.0, 9.0
	65 & Over	3 Doubles	6.0, 7.0, 8.0, 9.0
Mixed	18 & Over	3 Doubles	2.5, 6.0, 7.0, 8.0, 9.0, 10.0
	40 & Over	3 Doubles	6.0, 7.0, 8.0, 9.0
Ekolu	18 & Over	1 – Men's Doubles, 1 – Women's Doubles 1 – Mixed Doubles	6.0, 7.0, 8.0, 9.0
Fall Adult League	18 & Over	1 – Singles, 2 – Doubles	2.5, 3.0, 3.5, 4.0, 4.5

3. **Registration.** TennisLink is the official system for registering teams and players for the USTA League. **A player's name must be listed on the team roster, as shown in TennisLink, by the registration deadline, unless otherwise authorized.**

Adding Players. Players may be added to a team roster after the registration deadline during local league competition (excluding playoffs and Championships) if: (a) the number of players on the team permanently falls below the minimum number required to have a team, (b) to replace a player who has been disqualified from a lower level during the league season, (c) to replace a player that becomes injured during the league season, or (d) to replace a player that establishes residency out of the Hawaii-Pacific Section.

League Fees and Refunds. Current fees for each league will be posted on the MCTO website (maui.usta.com). Partial refunds of league fees will be issued provided the request is made on or before the player registration deadline.

4. **USTA Membership.** All individuals who compete in the Program must be current USTA members in good standing for the league season as defined by the HPS. Any individual who progresses to championship level must be a current member through each championship progression.
5. **Entry.** A player without a valid NTRP rating level in TennisLink, a returning player with an expired NTRP rating level and a Tournament Exclusive (T) rated player or a Mixed Exclusive (M) rated player who does not have a valid computer (C) or benchmark (B) rating from a previous year and chooses to participate in the Adult Division, must self-rate to enter the USTA League Program. Players who have expired ratings shall self-rate themselves no lower than their last published rating or in accordance with the *General & Experienced Player Guidelines – Supplement to the NTRP Guidelines* and complete the self-rating process on TennisLink when registering for a team. **Failure to do so or omission of information regarding a player's tennis history will subject the player, the captain and/or others who condoned inaccurate self-rating to sanctions and disqualification.**

Players have the opportunity to file a self-rate appeal with HPS.

A player with a valid NTRP rating level in TennisLink must use that rating to enter the USTA League Program as shown in the following table:

NTRP RATING LEVEL FOR ENTRY INTO LEAGUE PLAY		
DIVISION	AGE GROUP	PLAYER'S NTRP RATING LEVEL
Adult	18 & Over 40 & Over Straight NTRP Levels	Current NTRP level and/or up to one level above the player's current NTRP level.
	55 & Over 65 & Over	Combined NTRP rating levels of partners shall not exceed the team NTRP level. NTRP rating level difference between partners shall not exceed 1.0 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.
Mixed	18 & Over 2.5 Straight NTRP level	Limited to 2.0 and 2.5 NTRP rated players
	18 & Over 40 & Over Combined NTRP levels	Combined NTRP rating levels of partners shall not exceed the team NTRP level. NTRP difference between partners shall not exceed 1.0. 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; 10.0 is 4.5.
Ekolu	18 & Over	Combined NTRP rating levels of partners shall not exceed the team NTRP level. NTRP difference between partners shall not exceed 1.0. 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; 10.0 is 4.5.
Fall Adult League	18 & Over	Current NTRP level and/or up to one level above the player's current NTRP level.

6. **Player Participation Eligibility.** A player may play in more than one NTRP level within an Age Group in the same local league during the same season. A player may play on more than one team within an Age Group at the same NTRP level in the same season provided they are in separate local leagues.

Players who qualify for Section level competition within a division in more than one NTRP level may represent teams in different NTRP levels at the Section Championship. No special scheduling accommodations will be made for players playing in more than one NTRP level in the same competition.

Players who qualify for Section level competition within a division at the same NTRP level in separate local leagues must choose which team they will represent at the Section Championship. If the player does not communicate his/her choice, the first team the player plays for at the Section Championship at the same NTRP level becomes the player's team, and any play on another team at that same level results in disqualification. This same player may choose to play on the other team if that team progresses to the next level of championship beyond Sectionals.

7. **Team Captain.** Each team shall appoint a captain to manage team activities and to represent the team in USTA League matters. The captain or acting captain shall be present at every match.

8. **Team.** A team shall consist of players eligible to compete at a specific NTRP level of competition in accordance with the table below. A Section may limit the number of players on a team at a specific NTRP level. A Section may also limit the number of players who appear on a team roster, but may not have fewer than the minimum number of players as shown in the following table:

DIVISION	AGE GROUP	MINIMUM/MAXIMUM NUMBER OF PLAYERS	GENDER	NTRP LEVEL
Adult	18 & Over 2.5 & 5.0	5/16	Same Gender	A player's NTRP rating level shall not exceed the team NTRP level.
	18 & Over 3.0, 3.5, 4.0, 4.5	8/18	Same Gender	
	40 & Over 3.0, 3.5, 4.0, 4.5	7/18	Same Gender	
	55 & Over 65 & Over Combined Levels 6.0, 7.0, 8.0, 9.0	6/14	Same Gender	<p>Combined NTRP rating levels of partners shall not exceed the team NTRP level.</p> <p>NTRP rating level difference between partners shall not exceed 1.0.</p> <p>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.</p>
Mixed	<p>18 & Over Straight Level 2.5 AND Combined Levels 6.0, 7.0, 8.0, 9.0,10.0</p> <p>40 & Over Combined Levels 6.0, 7.0, 8.0, 9.0</p>	3 men 3 women/14	Men and Women	<p>When using straight NTRP levels, a player's NTRP rating level shall not exceed the team NTRP level.</p> <p>Combined NTRP rating levels of partners shall not exceed the team NTRP level.</p> <p>NTRP rating level difference between partners shall not exceed 1.0.</p> <p>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; 10.0 is 4.5.</p>
Ekolu	18 & Over Combined Levels 6.0, 7.0, 8.0, 9.0,10.0	3 men 3 women/14	Men and Women	Combined NTRP rating levels of partners shall not exceed the

				<p>team NTRP level.</p> <p>NTRP rating level difference between partners shall not exceed 1.0.</p> <p>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; 10.0 is 4.5.</p>
Fall Adult League	18 & Over 2.5, 3.0, 3.5, 4.0, <u>4.5</u>	5/14	Same Gender	A player's NTRP rating level shall not exceed the team NTRP level.

Two Team Leagues. If any Adult Division Age Group consists of only two teams in a level of play, each team must maintain its roster with at least 40 percent of its players at the designated NTRP level of play. The exceptions are the Adult Division 55 & Over, Adult Division 65 & Over and Ekolu Leagues that use combined NTRP rating levels and will not be required to comply with this Regulation.

- Age.** 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 prior to or during the calendar year in which such player participates in his or her first local league.

10. **Competition Format.** Each NTRP level within a local league shall play at least one round robin competition wherein every team plays every other team. When any NTRP level consists of only two teams, each team is required to play a minimum of three team matches which is a triple round robin. When any NTRP level consists of only three teams, each team is required to play a minimum of four team matches which is a double round robin.

The maximum number of rounds to be played, time permitting, in any level will be determined by the number of teams within that level, according to the following:

Number of teams	Rounds played
2	6
3	3
4	3
5	2
6	2
7 or more	1

11. **Team Match.** Each team match in a local league shall consist of such number of individual matches of singles, doubles, or any combination thereof as determined by the local league. Each team must have the minimum number of players available to play the majority of individual matches. If one team does not have the minimum number of players, the opposing team will be credited with a total team default, and will win each individual match 6-0 6-0. If neither team has the required minimum number of players, the match shall be scored as a double team default, and neither team will receive credit for a win. In the case of a team default or double team default any individual matches actually played will count only for NTRP ratings and eligibility for advancement and cannot count for determining standings.

If both teams have the minimum number of players available to play, but the combination of individual defaults by the two teams would result in the majority of matches not being played, the teams must follow the procedure(s) established by the Sectional Association, as required below, to ensure that a majority of individual matches are played.

Each Sectional Association shall establish procedures to determine the 1) flight standings in the event of a team default or double team default and 2) actions to take when the combination of individual defaults given by the two teams in the team match results, or would result, in a situation where the majority of the individual matches are not played. If no such procedures have been established, the match will result in a double team default.

HPS Procedure: *Captains and players should make every effort to ensure a majority of the matches are played. Otherwise, a double-default will be declared. Both teams involved will incur the same penalties that would result when a single team defaults a match (in accordance to Rule 2.03L) and will be ineligible for championship play. Captains and players may be subject to suspension from playing in USTA League for a period determined by the Section.*

The home team shall provide the balls for the matches. The winner of each individual match keeps the balls.

Rescheduling of a Team Match. A scheduled team match may be rescheduled if, and only if, all of the following criteria are met: (a) Both team captains are in mutual agreement to the date, time and location of the rescheduled match and (b) The rescheduled team match is played within two weeks of the original match date.

It is required that both team captains notify the LLC of the date, time and location of the rescheduled match. If both team captains cannot agree to the date, time and location of the rescheduled match the team match must be played as originally scheduled.

Rain-Out Team Match. A team match may be deferred from its scheduled time and location due to inclement weather. The home team captain shall decide, in consultation with the captain of the visiting team, what constitutes “unplayable” weather. In the event the teams have assembled to play, and the beginning of the team match has been delayed by rain or wet courts, the teams do not have to wait for more than one hour past the original scheduled start time; however, both teams may agree to wait longer. If a team match is postponed due to unplayable weather, the match shall be deemed a “rained out team match.”

In the event of a rained-out team match, the teams do not have to exchange scorecards. However, both captains may agree to exchange scorecards at a predetermined time before the match to facilitate rescheduling either the team or individual match. Once scorecards are exchanged, no substitutions are permitted except as specified in these regulations. The team or individual match for a rained-out match must be rescheduled and played within

two weeks of the original team match date. However, if the rained out team match is the last team match of the season or if it scheduled four weeks before the division's Section Championship, it must be made up within one week.

Team members need not be present at the time a team match is deemed unplayable, and a decision is made to postpone a match. However, if a match is delayed and not postponed, players shall be subject to the requirements specified in these regulations.

If teams which are not in contention to advance must play makeup matches due to inclement weather or unforeseen extenuating circumstances at the end of the local league season, these teams may request a waiver from making up these matches without penalty, provided the matches were to occur within two weeks of the original match. The Section will determine whether or not to grant the waiver. These teams involved must mutually agree to do this, and their not playing should have no impact on the team standings for teams in contention.

12. **Match Scoring and Formats.** All matches shall be the best of three tiebreak sets with a match tiebreak in lieu of a third set. The match tiebreak shall be scored as one set and one game for tiebreak purposes. The Coman Tiebreak shall be used for set and match tiebreaks.

Team Match and Scoring. A team match will consist of the matches as shown in the table below. The team winning the majority of individual matches will be awarded one team point. *For each team match, a majority of the individual matches must actually be played by the two teams to constitute a valid team match.*

TEAM MATCH AND SCORING		
DIVISION AND AGE GROUP	TEAM MATCH	ONE TEAM POINT
Adult 18 & Over 3.0, 3.5, 4.0, 4.5	2 – Singles 3 – Doubles	3 individual matches won
Adult 40 & Over 3.0, 3.5, 4.0, 4.5+	1 – Singles 3 – Doubles	3 individual matches won; If tied 2-2, the tie shall be broken by the first of the following methods to do so: a) Sets: Loser of the fewest number of sets. b) Games: Loser of the fewest number of games. c) Game Winning Percentage: Total games won divided by total games played d) Winner of #1 Doubles
Adult 18 & Over 2.5, 5.0+	1 – Singles 2 – Doubles	2 individual matches won
Adult 55 & Over Adult 65 & Over Mixed 18 & Over Mixed 40 & Over Ekolu	3 – Doubles	2 individual matches won
Fall Adult League	1 – Singles 2 – Doubles	

The team with the most team points shall be entitled to advance to the HPS Sectional championships.

Procedures in the Event of a Tie. In the event of a tie, the tie shall be broken by the first of the following procedures that does so:

- (a) Individual Matches. Winner of the most individual matches in the entire competition.
- (b) Head-to-Head. Winner of head-to-head match.
- (c) Sets. Loser of the fewest number of sets.
- (d) Games. Loser of the fewest number of games.
- (e) Game Winning Percentage. Total games won divided by total games played.

13. **Team Line-Ups.** The team captain for each team shall exchange their team line-ups simultaneously prior to the beginning of the team match. It is recommended that team lineups be exchanged at least 10 minutes prior to the start of the first match. No substitution may be made in an individual match after the line-up has been presented, except for injury to, illness of, or disqualification of a player prior to the start of such match. If the substitution is made during the warm-up, the substitute player is entitled to a five-minute warm-up.

Players. Players must be present when their matches are called or be subject to the lateness penalty as specified in their local league rules. For local leagues using the Point Penalty System, it is not necessary to have all players present at the start of the team match. However, regulations regarding lateness will apply when a player whose name is on the lineup is not present when his/her match is called. Once lineups are exchanged, the regulation regarding substitutions applies.

14. **Order of Matches.** Unless agreed upon prior to the date of the match, the order of play for each division shall be as follows:

DIVISION & AGE GROUP	ORDER OF PLAY
Adult 18 & Over: 3.0, 3.5, 4.0, 4.5	1 st singles, 2 nd singles, 1 st doubles, 2 nd doubles and 3 rd doubles
Adult 40 & Over: 3.0, 3.5, 4.0, <u>4.5</u>	1 st singles, 1 st doubles, 2 nd doubles and 3 rd doubles
Adult 2.5 and <u>5.0</u>	Singles, 1 st doubles, 2 nd doubles
Mixed 18 & Over, Mixed 40 & Over, Adult 55 & Over, Adult 65 & Over	1 st doubles, 2 nd doubles, 3 rd doubles
Ekolu	Men's doubles, Women's doubles, Mixed doubles
Fall Adult League	1 st singles, 1 st doubles, 2 nd doubles

15. **Penalty for Lateness.** All matches must start on time! The Point Penalty System (PPS) should be enforced for late arrivals of players accordingly:

TABLE OF PENALTIES FOR LATENESS			
5 minutes or less	5:01-10:00	10:01-15:00	More than 15 minutes
Loss of toss, plus one game	Loss of toss, plus two (2) games	Loss of toss, plus three (3) games	Default

The penalty clock starts when the match is scheduled and called, a court is available, and a player has not arrived.

16. **Continuous Play and Rest Periods.** The warm-up time at the beginning of each match shall consist of 5 minutes, including serves. Captains are asked to ensure that this rule is enforced. Players should begin the warm-up soon after reaching the assigned court. The warm-up time starts when the first ball is hit.

Play shall be continuous after the first game of each set and during a tiebreak, and the players shall change ends without a rest period.

A set break of a maximum of 120 seconds shall be taken at the end of each set, including the second set of a split set. There shall be no coaching during the set break.

17. **Coaching.** There shall be no coaching at anytime.

18. **Defaults.** A team must have a minimum number of eligible players available for play in each team match in accordance with the table below or the entire match must be defaulted. The maximum number of positions that may be defaulted without defaulting the entire match is also noted. When defaults are necessary, the defaults shall be determined by the team captain in accordance with the table:

ALLOWABLE DEFAULTS				
DIVISION	AGE GROUP	MINIMUM NUMBER OF ELIGIBLE PLAYERS REQUIRED TO BE AVAILABLE PER MATCH	MAXIMUM NUMBER OF POSITIONS THAT CAN BE DEFAULTED	REQUIRED POSITION(S) AND ORDER OF MATCH DEFAULTS
Adult	18 & Over 2.5 & <u>5.0</u>	3	1	No. 1 Singles Or No. 2 Doubles
	18 & Over 3.0, 3.5, 4.0, 4.5	4	2	<u>Singles:</u> No. 2 Singles before No. 1 Singles <u>Doubles:</u> No. 3 Doubles before No. 2 Doubles, and No. 2 Doubles before No. 1 Doubles
	40 & Over 3.0, 3.5, 4.0, <u>4.5</u>	5	1	No. 1 Singles Doubles No. 3 Doubles before No. 2 Doubles, and No. 2 Doubles before No. 1 Doubles
Adult	55 & Over 65 & Over	4 players who are eligible to combine and compete	1	No. 3 Doubles
Mixed	18 & Over 40 & Over	4 players who are eligible to combine and compete	1	No. 3 Doubles
Ekolu	18 & Over	4 players who are eligible to combine and compete	1	Any position
Fall Adult League	18 & Over	3	1	Singles Or No. 2 Doubles

If matches are not defaulted in this order, the match that was originally defaulted will stand as having been defaulted, and the match that should have been defaulted shall also be defaulted.

However, if due to unforeseen circumstances, the captains agree to allow a lower position to start out of sequence, and later on the higher match ends up a default – all matches stand as played. Rationale: captains accepted the conditions under which the match was played when he/she permitted the lower position to start – ALL matches played in good faith stand.

A defaulted match shall count as a match played for the player/doubles team receiving the default, but not for the player/doubles team who defaulted. The score shall be reported as 6-0, 6-0 for the non-defaulting team. In the event of a default by both opposing player/doubles teams, both sides will be given a 0-6, 0-6 loss, and neither receives credit for a win. If a double default or double disqualification results in a tie, the local league tiebreak procedure shall be used to break the tie.

A retired match shall count for all players/doubles teams involved.

19. **MCTO Default Penalties.** For each league if a team defaults a certain number of *individual matches* during round robin play, all matches for that team already played or to be played shall be null and void when determining standings for that league but will be used for ratings and advancement purposes. If all teams with a mathematical chance to advance have played the penalized team in good faith, those matches shall stand as played when determining standings. The penalized team is expected to continue to play out the balance of the season.

League	Number of defaulted matches when Rule 19 goes into effect
Adult 18 & Over 2.5, <u>5.0</u> Adult 55 & Over Adult 65 & Over Mixed 18 & Over Mixed 40 & Over Ekolu	3
Adult 18 & Over 3.0, 3.5, 4.0, 4.5	5
Adult 40 & Over 3.0, 3.5, 4.0, <u>4.5</u>	4

20. **Team Defaults.** If a team defaults an entire team match for any reason during round robin play all matches of the defaulting team already played or to be played shall be null and void when determining standings but will be used for ratings and advancement purposes. If all teams with a mathematical chance to advance have played the defaulting team in good faith, those matches shall stand as played when determining standings. The forfeiting team is encouraged to continue to play out the balance of the season.

The Section may impose further penalties on the defaulting team.

21. **Score Reporting and Standings System.** TennisLink is the official system for reporting scores and providing standings for the USTA League. The captain of the winning team shall report scores within 72 hours of the last individual match of the team match played (by midnight of the 3rd day) or the captain and/or team could face possible sanctions. Winning captains are urged to post scores as soon as possible. If the winning team cannot report the scores due to unforeseen problems, a message shall be left for the LLC within the 72-hour period.

If the entire team match cannot be completed on the original match date, each captain will notify the LLC (Local League Coordinator) as well as inform the LLC of the date(s) of the rescheduled match(es). This should be done right away. After match scores have been entered on TennisLink, the opposing team must confirm them within 48 hours of the entry or the scores will automatically be considered valid, and no appeals will be allowed. If the winning team cannot report the score due to unforeseen problems, a message shall be left for the Local League Coordinator within the 72-hour period.

22. **Progression.** In order to be eligible for the Sectional championships all players must have played in at least two (2) matches (**including one default**) during the local league season, and three (3) matches (one of the matches can be a default) for participation at Nationals. The third match can be played at Sectionals. See table below:

MATCHES REQUIRED TO ADVANCE TO CHAMPIONSHIPS FOR ADULT AND MIXED DIVISIONS (Adult 18, Adult 40, Adult 55, Mixed 18, and Mixed 40)			
SECTIONAL CHAMPIONSHIPS AND BELOW		NATIONAL CHAMPIONSHIPS	
LOCAL MATCHES REQUIRED	DEFAULTS THAT COUNT	TOTAL MATCHES REQUIRED THROUGH SECTIONAL CHAMPIONSHIP	DEFAULTS THAT COUNT
To advance to any championship level through Sectional Championship	To advance to any championship level through Sectional Championship	To advance to National Championship	To advance to National Championship
2 matches on the same team	1 default <u>received</u> shall count	All players other than self-rated and computer-rated appealed players: 3 matches on the same team	1 default <u>received</u> shall count
Section Option to require Self-rated and computer-rated appealed players to play 4 matches on the same team Hawaii Pacific Option: Self-rated and computer-rated appealed players to play 3 matches on the same team	Section Option to declare if 1 default received shall or shall not count Hawaii Pacific Option: No default received shall count	Self-rated and computer-rated appealed players 4 matches on the same team	No default received shall count
RETIRED matches shall count for all players.			

MATCHES REQUIRED TO ADVANCE TO CHAMPIONSHIPS FOR ADULT 65 AND EKOLU			
SECTIONAL CHAMPIONSHIPS AND BELOW		INVITATIONAL CHAMPIONSHIPS (N/A FOR EKOLU)	
LOCAL MATCHES REQUIRED	DEFAULTS THAT COUNT	TOTAL MATCHES REQUIRED THROUGH SECTIONAL CHAMPIONSHIP	DEFAULTS THAT COUNT
To advance to any championship level through Sectional Championship	To advance to any championship level through Sectional Championship	To advance to Invitational Championship	To advance to Invitational Championship
2 matches on the same team	1 default received shall count	2 matches on the same team	1 default received shall count
RETIRED matches shall count for all players.			

The above match requirements apply to Ekolu League Section Championships.

NOTE: "Singleton" teams in any District/Area desiring to play their local league at Sectionals may do so only if there are other "singleton" teams to play against. Teams that wish to play their qualifying matches at the Sectionals should confer with the Local League Coordinator regarding the possible number of matches to be scheduled in order to ensure qualifying all members desiring to register for their team, as

the danger of not qualifying all team members is apparent for teams with large rosters..

Sectional Championships: One team per Division advances to the Sectional Championships. The **district's/area's** local division champions will represent their **district/area** at the USTA/Hawaii Pacific Sectional Championships. Play format will be best of three tiebreak sets with a match tiebreak in lieu of the 3rd set. The Coman Tiebreak will also be used at the Sectional Championships.

Note: **District/area** local division champion teams that elect NOT to participate at Sectional Championships must split up where no more than 50% of the rostered players remain on the same team at the same level for the following season. In mixed leagues (Mixed 18 & Over, Mixed 40 & Over and Ekolu), no more than 50% of the men AND women may remain on the same team at the same level for the following season.

Example for a same-sex league: A local champion Adult women's 3.5 team elects NOT to participate at Sectionals. The original roster is 17 players. That team can keep no more than 8 players from the original roster for their Adult women's 3.5 team for the following season.

Examples for a mixed league:

- (1) A local champion Mixed 40 & Over 8.0 team elects NOT to participate at Sectionals. The original roster includes seven men and seven women. That team can keep no more than three men and three women from the original roster for their Mixed 40 & Over 8.0 team the following season.
- (2) A local champion Ekolu 7.0 team elects NOT to participate at Sectionals. The original roster includes six men and eight women. That team can keep no more than three men and four women for their Ekolu 7.0 team the following season.

23. **National Championships:** Sectional League Champions will advance to the USTA National Championships. Play format will be best of three tiebreak sets with a match tiebreak in lieu of the 3rd set. The Coman Tiebreak will be used at the National Championships.

Sectional champions, whether or not they elect to participate at Nationals must move up one level or disperse to form new teams. No team may have on its roster more than three players (three for 2.5 and 5.0+) who were on the roster of any team, or combination of teams, that advanced to, or qualified for, a National Championship the previous year. The only exception is that if more than three players (three for 2.5 and 5.0+) wish to play together again as a team, in whole or in part, they must move up one NTRP team level and may not combine with players who were rostered on any other team that advanced to, or qualified for, and National Championship the previous year. These requirements apply to league participation in any and all Divisions, Age Groups, and/or NTRP team levels.

National Championship teams are required to Move Up or Split Up only in the age group from which their team advanced the previous year.

24. **Grievance Procedures.** Grievances shall be submitted in **writing** to the appropriate Local League Coordinator by the **captain** of the team filing the grievance. Refer to the HPS Rules & Regulations.

APPENDIX

VALID NTRP COMPUTER RATINGS FOR 2021		
2021 League Year	<p>Players who are 59 years or under during the 2021 League Year will have their most current computer rating displayed in TennisLink. They must self-rate if their NTRP rating is older than 3 years.</p> <p>*Exception: A player who receives a published (M) or (T) rating and chooses to participate in the Adult Division will be required to self-rate even if the (M) or (T) rating is less than 3 years old.</p> <p>X indicates the years of valid computer rating in TennisLink for play in 2021.</p>	
	<p>Players who will be 60 years or older during the 2021 League Year will have their most current computer rating displayed in TennisLink. They must self-rate if their NTRP rating is older than 2 years.</p> <p>*Exception: A player who receives a published (M) or (T) rating and chooses to participate in the Adult Division will be required to self-rate even if the (M) or (T) rating is less than 2 years old.</p> <p>X indicates the years of valid computer rating in TennisLink for play in 2021.</p>	
Last Year Computer Rating Received	2018	2019
Age 59 or Under during 2021 League Year	X	X
Age 60 or Over during 2021 League Year		X
<p>TennisLink will automatically remove expired computer and self-ratings thereby allowing individuals to self-rate. Players with expired ratings will not be allowed to self-rate at a lower level than their last valid NTRP rating. However, they will have the opportunity to file a self-rate appeal of the NTRP rating level assigned.</p>		
<p>Computer ratings are valid based on this table.</p>		
<p>Self-ratings are valid for 2 years from the date issued or until replaced by a dynamic or computer rating.</p>		

NTRP DYNAMIC DISQUALIFICATION

Each NTRP Level is followed by a letter indicating the type of rating.

Who cannot be NTRP dynamically disqualified?

NTRP Level followed by the letter:

	C	Computer Rated Players *
	M	Mixed Exclusive Players **
	T	Tournament Players **

Who can be NTRP dynamically disqualified? Participants in the Adult Division:

NTRP Level followed by the letter:

	A	Appealed – all granted appeals including Medical and Promoted Players 60 or Over
	S	Self-rated Players
	D	Dynamic or NTRP Grievance Disqualified Players
	C	Exceptions to C year-end ratings as noted *

Players participating in the Adult Division who are promoted as a result of NTRP dynamic disqualification will be immediately required to participate at their new NTRP level in all USTA League Programs.

Exceptions:

* Players who entered an Early Start League at an NTRP Level lower than their current year-end rating are subject to NTRP dynamic disqualification.

** Year-end (M) and (T) rated players are required to self-rate to enter the Adult Division, automatically become (S) rated players and therefore become subject to NTRP dynamic disqualification.

MEDICAL TIME OUTS

1. **Medical Time Out.** A medical timeout consists of evaluation time plus a maximum of three minutes treatment time for a treatable medical condition. When there is no official or trainer present, as is the case in league play, the player determines what the medical condition is, such as sprained ankle, cramp, bleeding, etc. This should only take a few minutes. Once it is determined what the medical condition is, a player has 3 minutes to treat the condition (e.g., wrapping an ankle, treating cramps, stopping bleeding, etc.) Maximum amount of treatment time is 3 minutes, which includes the time to determine whether the player can continue playing.

(In tournaments and matches where there are officials and trainers available, the evaluation time can take longer, waiting for an official or trainer to arrive to the court. Then the total evaluation plus treatment of 3 minutes cannot take longer than 15 minutes.)

2. A medical condition includes, but is not limited to, an injury, illness, or heat-related condition or cramping, or any condition that the player believes requires diagnosis or treatment. Medical condition also includes aggravation of a pre-existing condition.

3. Non-treatable medical conditions. No timeout allowed. Players may not receive a medical timeout or treatment any time during a match or a warm-up for the following medical conditions:

- a. Any medical condition that cannot be treated appropriately during a match.
- b. General player fatigue, such as fatigue not accompanied by cramps, vomiting, dizziness, blisters, or other similar treatable conditions; and
- c. Any medical condition requiring injection (other than an insulin injection), intravenous infusion, or supplemental oxygen. A player who receives any injection, intravenous infusion, or supplemental oxygen, except under circumstances specifically authorized by USTA Regulations, shall be immediately defaulted. Diabetics may use devices to check blood sugar, may administer subcutaneous injections of insulin, and may use battery-powered insulin pumps. Asthmatics may use only hand-held, non-battery, or non-electrical inhalers.

No extra time shall be given to allow a player to recover condition. However, a player suffering from a treatable medical condition may be allowed one medical timeout of three minutes for the treatment of that medical condition. A player can treat him or herself any number of times, on the changeovers. A doubles partner may treat the injured player any number of times on changeovers. Any other teammate may treat the injured player, but they may do so on only two changeovers maximum.

2. **Bleeding timeout.** A bleeding timeout consists of up to 15 minutes to stop visible bleeding, clean up the court, and dispose of contaminated items

Limit on Number of Timeouts

Treatable Medical Condition: One in warm-up and one in match for same injury.

Cramping and heat-related conditions: One in warm-up and one in match. Limit applies even if a heat-related condition or cramping is in different parts of body

General fatigue: No timeout allowed

Visible bleeding: One in warm-up and one in match. Additional bleeding timeout is allowed if visible bleeding occurs in a different area of the body