



2023 Idaho District League Rules and Regulations

USTA / INTERMOUNTAIN / IDAHO LEAGUES TEAM

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GENERAL

All Idaho Tennis Association District Leagues will adhere to the USTA League National and Intermountain Section Regulations. Local rules are developed to supplement the National and Section Regulations. The National and Intermountain Section rules are available at: <https://www.idtennis.com/league-resources>

A. DISTRICT/LOCAL LEAGUE PLAY

1) REFUNDS

- a) Any player on a team's roster that did not play in a match may request a refund minus a \$10.00 service fee. Refunds **must** be requested no more than one week after the area league ends. See your area league calendar for your league's end date. At the discretion of the district league coordinator or the local area league coordinator in Idaho Falls, Pocatello, and Sun Valley/Twin Falls, it may be possible to credit a league fee toward another league of equal value.

2) TEAM DEFAULTS

- a) A team must have a minimum number of eligible players available for play in each team match. (N.R. 2.03K) (N.R. is "National Rule"). (See Graph 1A)
- b) **Scoring of Team Defaults**
 - (1) Any team that does not play a majority of its matches within a local league team match, **or teams that have a double-default recorded**, may be subject to having all its matches within that league season removed from the standings **and may not be allowed to continue play in that level**. This decision is made by the Adult Recreation and Competition Committee (ARCC). **Also, a grievance may be filed against the captain and/or team with the possibility of league suspension for captain and/or team.**

3) MATCH/LINE(S) RESCHEDULES and WEATHER

- a) A majority of the lines (see Graph 1A) must be played on the scheduled day and time, weather and playing conditions permitting, **with the exception of District, Section or National Events**. The remaining line(s) may be rescheduled if agreed upon by both captains and **approved** by their respective league coordinator. Once a reschedule date has been set and the respective league coordinator is notified, that becomes the match date and cannot be changed other than for weather or playing conditions.
- b) **Official rainout affirmation:** Matches may not be declared rained out more than 1 hour prior to the scheduled match time. Unless both captains agree to wait longer, any match that has not started will be considered rained out 1 hour after the scheduled start time. Completed individual matches will stand as played. If a match is suspended, play must continue with the same players and resume at the exact point where it was suspended (game, set, point). Captains should record the exact point where play was suspended. If a match is rained out before the first point is played, the match DOES NOT EXIST. The match may be made up in its totality.

Graph 1A: ALLOWABLE DEFAULTS TEAM MATCHES DURING LEAGUE PLAY

| DIVISION | AGE GROUP | MINIMUM # OF PLAYERS REQUIRED TO PLAY PER MATCH | MAXIMUM # OF LINES THAT CAN BE DEFAULTED | REQUIRED POSITIONS & ORDER OF LINE DEFAULTS |
|----------|---|---|--|---|
| Adult | 18 & Over 2.5 Women & 5.0 | 3 | 1 | No. 1 Singles Or No. 2 Doubles |
| | 18 & Over 3.0, 3.5, 4.0, 4.5 | 4 | 2 | Singles: No. 2 Singles before No 1 Singles No. 3 Doubles before No. 2 Doubles |
| | 40 & Over 3.0, 3.5, 4.0, 4.5 (using 4-court format) | 5 | 1 | No. 1 Singles Or No. 3 Doubles |
| Adult | 55 & Over 65 & Over Tri-Level | 4 players who are eligible to combine & compete | 1 | No. 3 Doubles Tri-Level one doubles at any level |
| Mixed | 18 & Over 40 & Over ITA | | | |

- c) **EXCESSIVE HEAT POLICY FOR OUTDOOR MATCHES (rule does not apply to matches scheduled indoors):** Players play at their own risk. There are tables and charts available that explain the relationship between the heat index and the possibility of heat disorders when engaged in strenuous activity. Individual factors, including age, may also affect a person's heat tolerance. In the case of extreme heat, **defined as temperatures in excess of 100 degrees, one hour prior to scheduled match time and up until match time**, a captain or an individual player of a local league match may deem it unreasonably hot to play outdoors. In such a case, the team match or individual line will be declared a reschedule. **Even if both captains and/or all players do not agree, there will be no default for a line or a team match that is rescheduled under this policy.** If indoor courts are available and accessible, and if both captains agree, they can play on indoor courts at the players' own expense. If playing outdoors in extreme heat, individual lines may opt to play a no-ad format, but such must be mutually agreed on prior to the start of the match.
- d) The League Coordinator must be contacted for all rescheduled matches and those rescheduled matches or lines must be completed **within 10 days of the originally scheduled match, or, if 10 days are not left, matches must be completed by the league end date.** Once a reschedule date has been set and the respective league coordinator has been notified, that becomes the match date and cannot be changed unless conditions do not permit play. All matches not completed by the end of league date or extended deadline will result in a double default. It is required that matches play a minimum number of lines. (See section A.2a - scoring of team defaults)
- e) **Rescheduled matches/line(s)** - All rescheduled matches/line(s) must be played in their entirety within 10 days of the original scheduled date. A rescheduled match/line(s) must be agreed upon by both captains and the home team captain will email the district league coordinator and copy the other captain with the rescheduled date. If either team attempts to reschedule again (a match or line(s)), the match or line(s) shall be a default. If additional time is needed to complete a match due to weather or playing conditions,

the home team captain must contact the local league coordinator to request an extension. Once a reschedule date has been set and the respective league coordinator is notified, that becomes the match date and cannot be changed unless conditions do not permit play. **
No rescheduled match shall extend beyond the local league season unless approved by the District League Coordinator. All matches not completed will result in a double default. (See section A.2a - scoring of team defaults)

- f) **Communication protocol for Idaho Falls, Pocatello, Twin Falls, and Sun Valley** - BOTH captains shall notify their area league coordinator within 24 hours that a match has been rescheduled, so that the area league coordinator may coordinate the rescheduling of the match or line(s).

4) **SCORING FORMAT**

- a) Unless an alternate match format is announced, each court will play the best of two sets with a 12-point tie-break (first to seven, win by two) at 6-6. In the event of split sets, a ten-point match tie-break (first to ten, win by two) will be played in lieu of a third set. All tie breaks will use the Coman tie-break procedure. A third set shall be recorded as 1-0 for the winning team.
- b) The home team will supply new, USTA-approved tennis balls for each court. [N.R. 1.05].
- c) Calls and disputes are to be handled by the players on the court in each match.
- d) Spectators and teammates may not be involved in on-court disputes.
- e) A two-minute break may be taken at the conclusion of any set. There is no break after the first game of any set.
- f) If a cell phone goes off, the player whose phone is ringing cannot call a let. A player cannot hinder herself/himself. **If the opponent stops immediately** and calls a hindrance, the point should be replayed. If the opponent asks the player to turn off the phone and then the phone goes off again during a point, it could be deemed intentional hindrance, loss of point. Matches cannot be delayed for cell phone calls.
- g) Coaching is not permitted at any time during an individual match. Coaching is also not permitted during changeovers, between first and second set, second set and third set ten-point tie breaker, or during a bathroom break.

5) **SCORE REPORTING**

- a) Match results should be reported in Tennis Link within 48 hours following the completion of all matches in a team match by the winning team's captain. After match scores have been reported in Tennis Link, the opposing team must either confirm or dispute the match within 48 hours of the initial entry or the initial score will be considered valid automatically.

6) **AREA LEAGUE DATES and DEADLINES**

- a) Due to the possibility of a change in an area or district date, see your respective area league calendar for league dates. When necessary to complete an area league, a season may be extended by a decision by the district league coordinator. Extensions past the sectional imposed deadline require sectional approval.
- b) **Scheduling and Host Sites**
- (1) Each local league season will consist of a specific number of matches. In the spirit of good sportsmanship and fair play, the opposing team(s) should be advised of a known default. The default notification should be done before line-ups are exchanged. Once notice is given, defaults are final and may not be rescinded. [N.R. 2.01C(5)].
- (2) The team captains for each team shall exchange their team line-up cards simultaneously prior to the beginning of the team match. [N.R. 2.01C (5)]. After line-ups are exchanged, team positions are set. 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 the match. If a substitution is made during the warm-up, the substitute player is entitled to a five (5) minute warm-up. If a line-up is altered after the exchange, both team captains must agree to the change. **Line-ups must include players' first and last names as listed in Tennislink.**
- (3) Matches will begin at the time designated on the published TennisLink schedule. A ten-minute warm-up is allowed. **Any team with late players (players not at the**

court by match time) must readjust their line-ups prior to exchange. Teams/players present at the court shall be moved up in the team line-up.

Those late players must be put in at the last position (either singles or doubles depending on the league format). If they do not show in the allotted time, then the match is defaulted. The defaulting team captain is responsible for defaulting matches appropriately.

- (4) An individual default occurs when a player fails to appear on time or is disqualified by a tournament official for misconduct. [NR 2.03(I)]
- (5) **If courts are available to play**, teams with insufficient players will default lines 15 minutes after the scheduled start time unless agreed to by both captains **prior** to the scheduled start time to wait additional times for players.
- (6) As a courtesy, the host captain should contact the visiting captain prior to the match but it is a visiting team's responsibility to be at the designated facility/site at the designated time.
- (7) It is the responsibility of the players and spectators to observe posted notices and dispose of all refuse at public and private tennis facilities.
- (8) If a home team, for whatever reason, is unable to host the match at their host facility, the visiting team has the option to host the match. If a neutral site is available, it should be used as a match site. If the match cannot be played and no site is available, it will be treated as a rain out.
- (9) To avoid conflicting schedules, it is possible that a team may have more AWAY matches than HOME matches.

7) **CAPTAINS, PLAYERS, and TEAMS**

- a) Captains/co-captains are allowed to captain/co-captain only one team per flight in the corresponding league.
- b) Players may participate at more than one NTRP level within a division in area leagues during the same season. Provided they play in different areas, players may play for multiple teams at any NTRP level within the same division.
- c) USTA Regulations do not require teams to line up in order of strength.
- d) If a team defaults an entire match for any reason, **all team members** may be suspended for the remainder of the season, declared ineligible to advance to the next level of playoffs or championships and/or participate in future league play.
- e) To advance to **District Championships**, a player must play in a minimum of two matches during the local league season and one can be a default.
- f) To advance to **Section Championships**, a computer rated player must play in a minimum of two matches during the local league season and one can be a default. **Any Self-Rated player or Appealed Down Computer Rated Player must play a minimum of three matches during the local league season or District Championship, one can be a win by default.** (See Section Rule C.2)
- g) To advance to **National Championships**, see National regulation 2.03 A(1-4) https://www.usta.com/content/dam/usta/pdfs/190517_2020_National_Regulations.pdf
- h) **Per the new USTA League National Regulation 3.03B(4), USTA Idaho District has selected that in the event of an eligibility disqualification during the local league season and up to 48 hours, but prior to any playoff, all matches played by the disqualified player shall be considered defaults and those matches shall be considered wins for the opposing players or doubles teams and scored 6-0, 6-0 for determining standings. The ineligible player will not be allowed to continue or advance. In case of an eligibility disqualification in single elimination, the last individual match played by the disqualified player shall be considered a win for the opposing player or doubles team and scored 6-0, 6-0 for determining standings. If a double disqualification results in a tie, the local tiebreak procedure shall be used to determine the winner of the team match. If no such local tiebreak procedure exists, Reg. 2.03H Procedures in the Event of a Tie shall be used in order to determine a winner of the team match.**

8) **DISTRICT CHAMPIONSHIPS**

- a) **Notice of Intent to Play**

- (1) No later than two days after completion of local league, each team qualifying to compete in the District Championship must fill out the online acceptance form located at [District Event Resources | Idaho Tennis \(idtennis.com](http://District Event Resources | Idaho Tennis (idtennis.com) indicating if they will or will not participate in the championship.
- b) **Failure to Attend**
- (1) If a team gives notice that it will participate in a District Championship but then fails to do so, penalties may be administered with the maximum penalty being disqualification of all of its members who had agreed to participate from all league play for the following year. The Championship Committee shall decide upon the penalty.
- c) At the District Championships, a minimum number of team members who were on the final roster of their local league team at the conclusion of local league play, must be available and eligible to compete. The required minimum of team members may be reduced with an approved waiver, but to not less than the minimum as noted in Graph 2B.
- d) The Adult Recreation and Competition Committee (ARCC) may grant such a waiver, but may include stipulations to affect the lines allowed to play at a District Championship.
- e) If a team knows in advance they will not be able to fill all lines during every match at District Championships the district coordinator must be contacted and a waiver must be submitted. If a team defaults a line at any match during a District Championship and fails to notify the district coordinator then a grievance may be filed against the captain and/or team.
- f) As per USTA National Rule (N.R.203K.1): The Championship Committee has the authority to file a grievance and recommend the actions to take when line default(s) given by one team result in a situation that may materially impact the championship standings. Team penalties may include but are not limited to, non-advancement, disqualification or suspension (Regulation 3.03A(7))
- g) Players may participate in more than one level at a District Championship. The section may impose restrictions on players playing on more than one team at Section Championship. No special consideration for match scheduling will be given. **Match start times will not be adjusted to accommodate players on multiple teams.** It is recommended that any player playing on two teams at any one championship choose a “primary” team. Players rostered on more than one team at National Championships will be subject to national regulations.

Graph 2B: MINIMUM NUMBER OF TEAM MEMBERS REQUIRED AT DISTRICT CHAMPIONSHIPS

| DIVISION | AGE GROUP | MINIMUM NUMBER AT DISTRICT CHAMPIONSHIPS | MINIMUM NUMBER WITH APPROVED WAIVER AT ALL CHAMPIONSHIPS |
|----------|---------------------------------|--|--|
| ADULT | 18 & Over 2.5 Women & 5.0 | 5 | 3 |
| | 18 & Over 3.0, 3.5, 4.0, 4.5 | 8 | 4 |
| | 40 & Over | 7 | 5 |
| | 55 & Over | 6 | 4 |
| MIXED | 18 & Over 40 & Over ITA | 3 Women 3 Men | 2 Women 2 Men |

9) **DISTRICT QUALIFIERS**

- a) Any team that wins an area flight advances to districts.
- b) If an area league flight berth(s) cannot advance to districts, the team next-in-line in that area’s flight receives the bid. **If that team cannot attend, then, as long as the team’s winning record percentage is 50% or above, the third, then the fourth, etc., are offered the bid until a team from that area accepts the bid. If no team in an area’s flight wishes to advance to districts or meets the winning record percentage requirement, that then becomes a wild card spot (detailed below under Wildcard Selection Process).**
- c) If a single flight has between six and ten teams (in USTA Adult 55+ and 65+, between five and eight teams), the top two teams advance to districts. (See Graph 3A)
- d) If a single flight has between 11 and 15 teams (in USTA Adult 55+ and 65+, between nine and 12 teams), the top three teams advance. (See Graph 3A)
- e) If this scenario has two sub flights, the third team to advance would use these criteria:
 - (1) If the flights in this scenario have the same number of teams, the second-place team with the better won loss record will advance. If the two records of those teams are the same and second-place teams played in a crossover match, the head-to-head winner advances. Sets lost and games lost will break a remaining tie.
 - (2) If the numbers of teams in each flight are NOT equal, and they played in a crossover match, the head-to-head winner advances. If the two second place teams in each sub flight did not play in a cross over match, but they played the same number of matches, the team’s match record will be used to decide which team advances. If the teams within each sub flight did not play the same number of matches, each team’s games won divided by games played will be used.
 - (3) Rationale: Games won divided by games played offers a definitive distinction of all teams being considered, regardless of flight size and number of head-to-head matches played. A coin toss breaks a remaining tie.
- f) If flights have a total of 16 or more teams (in USTA Adult 55+ and 65+, 13 or more teams), four teams advance. If two sub flights exist, the sub flight winners advance as well as the two teams with the best records, even if they fall within the same flight. If both flights have the same number of teams, the win/loss records will determine the qualifying teams. If the sub flights are uneven and they play an unequal number of matches, the second-place team in each flight will advance. If both sub flights play the same number of matches (even if the sub flights have a different number of teams), then the team matches won versus team matches lost will be the tiebreaker. If those team records are the same, then the standard tie breaking procedures used to determine sub flight standings will be used (individual matches won, head-to-head, sets lost, games lost.)

GRAPH 3A

| | |
|---|---|
| USTA Adult 18 & Over, Adult 40 & Over, Mixed 18 and Over and ITA Mixed | Between 2 - 5 teams: 1 berth Between 6 - 10 teams: 2 berths Between 11 - 15 teams: 3 berths 16 or more teams: 4 berths |
| USTA Adult 55 and Over, Adult 65 and Over and Mixed 40 and Over | Between 2 - 4 teams: 1 berth Between 5 - 8 teams: 2 berths Between 9 - 12 teams: 3 berths 13 or more teams: 4 berths |

10) **WILDCARD SELECTION PROCEDURES**

- a) A wildcard team will be chosen if an area hosts a league flight but is unable to advance a team within that flight to districts. Wildcards are given at the discretion of the district league

coordinator and the ARCC after consideration of the circumstances presented.

- b) **Not including teams that have already qualified**, the district teams with the best record in their area's flight, regardless of the number of teams in that flight, are considered for a wildcard.
- c) If all area flights have the same number of teams, matches won versus matches lost will be used. If the area flights do not have the same number of teams, each team's games won divided by games played will be used. Rationale: Games won divided by games played offers a definitive distinction of all teams being considered, regardless of flight size and number of head-to-head matches played. If a tie remains, the overall won/loss winning percentage of a team will be used.
- d) If a tie remains, the larger flight advances. Still a tie, then a coin toss will decide.
- e) When deemed appropriate, the ARCC reserves the right to offer a wildcard(s)

11) **MISCELLANEOUS PROVISIONS**

a) **City and School Policies**

- (1) All league players are expected to follow all federal, city, state, and school policies, including but not limited to, alcohol consumption, drug use, vaping and smoking at public tennis facilities. **No alcoholic beverages are to be brought onto school premises to comply with their no alcohol policy.**

b) **Bathroom Break Procedures**

- (1) At a public tennis facility without on-site bathrooms, a player may leave the area during a local league match when no official is present. The bathroom break must be accomplished within 15 minutes. Teams are encouraged to make use of an off-site bathroom all at once, as a team, to reduce the need for multiple bathroom breaks. Players are not limited to a specific number of bathroom breaks. **Note: Go to the restroom before you get to the court so that the likelihood of a restroom break is reduced.*

c) **Anticipated number of local league matches as follows:**

| # Of teams in a flight | Projected # of matches |
|------------------------|--|
| 2-9 teams | Not to exceed 12 matches |
| 10 teams | Nine matches |
| 11 teams | Ten matches |
| 12 teams | 11 matches |
| 13 teams | 12 matches |
| 14 or more teams | Two flights with crossover matches, totaling 10-12 matches |

B. GRIEVANCES, APPEALS, COMPLAINTS & PROCEDURES

- 1) Each Sectional Association shall appoint a Sectional Association League Grievance Committee and each District/Area shall appoint a District/Area League Grievance Committee. [N.R. 3.01A(2), I.R. 11.B(1), (2)]. District event grievances will be directed to the District League Coordinator and Section events to the Section League Coordinator. Grievances filed against Districts will be directed to the Section League Coordinator. Area league scoring disputes are handled by the appropriate area league coordinator.
- 2) In the event that an NTRP grievance is filed after 48 hours has passed from the completion of the local league against a player who is on a team advancing to the next level of Championship playoff progression (District and/or Section Championships), the NTRP grievance shall be considered a Championship NTRP Grievance and will be adjudicated after the championship Event.