



2024 Idaho District League Rules and Regulations

USTA / INTERMOUNTAIN / IDAHO LEAGUES TEAM

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**** Rules in **RED** signify new, altered or wording changes for 2024 Idaho District League Rules and Regulations.**

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) **Anything below the minimum number of players/lines is considered a team default. (See Graph 1A)**
- c) **Penalties for Team Defaults**
 - (1) Penalties may be imposed on a team that does not play the minimum required number of lines in a match and thereby defaults the entire team match, and also on teams that have a double-default recorded, for any reason during round robin play within a local league.
 - (2) If the team default or double default entered has a mathematical possibility of affecting the standings for advancement, in any way, that team will be ineligible to continue play in that specific level for the remainder of that league and cannot advance to the District Championships for that level/league. A grievance may also be filed and referred to the Grievance Committee that may impose further penalties, which may include league suspension for up to three months. All matches of the defaulting team already played shall be null and void when determining standings but will be used for individual player ratings.
 - (3) 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, and that team(s) may be referred to the ARCC for penalties.

3) MATCH/LINE(S) RESCHEDULES and WEATHER

- a) **All matches that do not fall under the mandatory reschedule section (see Rule 3b) must be played on the scheduled date. Rescheduling lines to be played after the scheduled match**

date is not allowed. Match scores should be entered in within 24 hours from the scheduled match date/time. Either team captain may enter the score. Match scores that are not entered in within 48 hours will be recorded as a double default by the league coordinator and teams may be subject to penalties under the team default rule (see rule A.2a-c). Teams must have a minimum number of lines available to play their match on the scheduled date. (see Graph 1A).

b) MANDATORY RESCHEDULES

(1) WEATHER

(a) Matches may not be declared rained/snowed out more than 1 hour prior to the scheduled match time. If both captains agree one hour prior to match time to cancel the match for weather, then captains should agree to a new date (or contact area league coordinator in Idaho Falls, Pocatello or Sun Valley to be given a new date) or agree to exchange line-ups and have players set up lines to play individually. Teams may try and move the matches indoors, but both captains must agree to move matches indoors.

(b) If both captains do not agree one hour prior to start time to cancel the match for weather then all players for both teams must be at the scheduled site at the scheduled time of their match to play. If courts are playable within 30 minutes of the scheduled match time then the match (all lines) should begin. It is not a player-by-player decision on whether a line will be played. If the courts are playable, everyone plays. Players are not required on match date to change locations due to weather.

(c) If, after waiting 30 minutes the courts are not playable, the match does not exist. Captains should then decide on a new date to play the match or agree to exchange line-ups and have players set up lines to play individually. (If in Idaho Falls, Pocatello, or Sun Valley, the area league coordinator should be contacted for a new date or captains can exchange line-ups and players set up matches to be played individually.) All lines need to be played within 10 days of the scheduled match date or by the league end date, whichever comes first.

(d) If a match is suspended due to weather, completed individual lines will stand as played and uncompleted lines that have begun play or not yet started 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 and information where play was suspended. If teams/players are having difficulty scheduling a time to play the match/line(s), contact the league coordinator for assistance.

(2) DARKNESS

(a) If players cannot agree on the suspension of play due to darkness, a decision should be made at the end of any even number of games or at the end of any set by the spin of a racquet. Spin of the racquet determines whether two more games (or 1 game if it ends a set) will be played or the match is suspended immediately. If it is decided to play two more games, at the conclusion of those two games or the set, whichever comes first, the match is suspended due to darkness. A tiebreak is considered a game.

(3) LEAGUE ADVANCING CHAMPIONSHIP CONFLICTS

(a) District, Sectional or National Championships take precedent over local leagues. If players are involved in an advancing championship the District or Area League Coordinator must be contacted within 48 hours of when the local league schedule is published or, if the local schedule is already published, within 48 hours of accepting the bid to a District, Section or National Championship.

(b) When contacted under (a) above the District or Local League Coordinator will be contacted to approve rescheduling for league advancing championship teams and will give a new date for play for the affected lines. Only the individual lines affected will be rescheduled by the District or Local League Coordinator and the rescheduled lines must

include a player who played in the conflicting championship.

(c) All other lines must be played on the scheduled match date. If the make-up line(s) do not include players who played in the conflicting championship the match will be considered a default by the team who requested the reschedule and recorded as such by the coordinator. The make-ups lines will be rescheduled by the Coordinator on the next available match date if available or by the league end date.

- c) **EXCESSIVE HEAT (OUTDOOR MATCHES ONLY):** 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) **REQUEST to RESCHEDULE:** Teams may not request to reschedule matches or lines to a date after the scheduled match date. Requests can be made to the opposing team to play earlier or later than the scheduled time if it is on the same date. The opposing team is not required to accept this request. Teams may ask the opposing team to play lines prior to the scheduled match date. The opposing team is not required to accept this request. If the match or line(s) is not completed by the scheduled match date, both teams will have the match/line(s) recorded as a double default. (see Rule 2C for team defaults)
- e) The entire match line-up is encouraged to be exchanged whenever the first line is played. If lines are played prior to the match date or match start time we encourage captains to exchange line-ups when the first line for that match is played. Line-ups must be exchanged at the match time and date and they are exchanged simultaneously and to be written down on paper or digital device.

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	5	1	No. 1 Singles Or

	(using 4-court format)			No. 3 Doubles
Adult	55 & Over 65 & Over Tri-Level	4 players who are eligible to combine & compete	1	No. 3 Doubles
Mixed	18 & Over 40 & Over ITA			Tri-Level one doubles at any level

4) MATCH RESCHEDULING PROCEDURE

- a) The League Coordinator must be notified for mandatory reschedules for matches and/or lines to avoid having unreported match scores entered in as a double default.
- b) All Mandatory rescheduled lines and/or matches must be completed within 10 days of the originally scheduled match, or by the league end date, whichever comes first. Extensions past the league end date will not be given, except in the occurrence of a new event covered in the mandatory reschedule section. (see Rule 3b). In that instance the District Coordinator, not the area league coordinator, must be contacted and will give a new date of play. If teams/players are having difficulty scheduling a time to play the match/line(s), contact the league coordinator for assistance. 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-c)
- c) If the 10-day weather forecast is not favorable and the league end date is approaching, teams are encouraged to exchange line-ups and have individual players set up match play to be completed individually to meet the league end date.

- 5) **Communication protocol for Idaho Falls, Pocatello, Twin Falls, and Sun Valley for Mandatory Reschedules** - BOTH captains shall notify their area league coordinator within 24 hours that a match needs to be rescheduled, as the coordinators in these areas set up the rescheduled dates, or, captains should exchange line-ups and have players set up matches individually to play, following Rule 4b on timeframe to complete matches.

6) 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 points winning by two points) at 6-6. In the event of split sets, a ten-point match tie-break (first to ten points, winning by two points) 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 only by the players on the court in each match.
- d) Spectators, teammates, and captains may not be involved in any 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.

7) SCORE REPORTING

- a) Match results should be reported in Tennislink within 24 hours of the scheduled match date/time.
- b) Either captain can record the score and it is up to all captains to verify that match scores are recorded within 24 hours of the scheduled match date. If no match scores are entered

after 48 hours the match will be recorded as a double default and teams will be subject to possible penalties for the double default (see Rule 2c). After match scores have been reported in Tennislink, the opposing team can either confirm or dispute the match within 48 hours of the initial entry or the initial score will be considered valid automatically.

8) **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 line 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 first line played for the team match. [N.R. 2.01C (5)].

(3) Line-ups must be written down, in order of play, either on paper or digitally so each captain can view the opposing captain's line-up.

(4) 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, excluding the exceptions listed above, both team captains must agree to the change. **Line-ups must include players' first and last names as listed in Tennislink.**

(5) Matches will begin at the time designated on the published Tennislink schedule. A ten-minute warm-up is allowed, unless otherwise dictated by a facilities or coordinator. **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.

(6) 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)]

(7) 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.

(8) It is the responsibility of the players and spectators to observe posted notices and dispose of all refuse at public and private tennis facilities.

(9) 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 the site is available, or move the match to a neutral site if one is available. **Please check with the local league coordinator for court availability.** If the match cannot be played and no site is available, it will be treated as a rain out **and will follow the Mandatory Reschedule process.**

(10) To avoid conflicting schedules, it is possible that a team may have more AWAY matches than HOME matches.

9) **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) Captains should consult their local area coordinator first if they wish to play a league/level before looking outside of their immediate area. Teams should first look to players within the District to form teams before recruiting out of District players.
 - d) USTA Regulations do not require teams to line up in order of strength.
 - e) If a team defaults an entire match for any reason, **all team members** may be subject to a grievance filed against them. (see Rule 2c)
 - f) To advance to **District Championships**, players must play a minimum of two matches during the local league season and one can be a win by default.
 - g) 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)
 - h) Section Championships: If a player qualifies for two or more teams at the same Section Championship for two different levels, the individual must declare which team he or she will represent. In the absence of a declaration, the first match played will determine which team he or she will represent. If a player plays on both teams, the players' matches played for the second team will be deemed ineligible.
 - i) To advance to **National Championships**, see **National regulation 2.03 A(4) 2024 [National Regulations with Q&A Interpretations \(usta.com\)](#)**
 - j) Per the 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.

10) DISTRICT CHAMPIONSHIPS

- a) **Notice of Intent to Play**
 - (1) **Within 48 hours of the league's District League End date**, each team qualifying to compete in the District Championship must fill out the online acceptance form located at [District Event Resources | Idaho Tennis \(idtennis.com\)](#) 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 District League Championships for all leagues for one full calendar 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 Championship Committee 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 they will not be able to fill all lines during every match at any District Championship, the district coordinator must be contacted and a waiver must be submitted before the championship begins. There may be certain restrictions imposed with the waiver approval. Any team that fails to notify the coordinator and receive a waiver approval in**

advance of the championship will be referred to the Championship Committee who shall decide upon any penalties to all members of the 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, **except for Tri-Level**. 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 District 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
Tri Level	3.0/3.5/4.0 3.5/4.0/4.5 4.0/4.5/5.0	2 players per each level	No Waivers will be allowed for Tri-Level

11) **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, Tri-Level, 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

12) 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 Championship Committee 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)

13) **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
3 teams or less	Not to exceed 6 matches
4 teams	6 to 9 matches
5 teams	8 matches
6 teams	10 matches
7 teams	6 to 12 matches
8 teams	7 matches
9 teams	8 matches
10 teams	9 matches
11 teams	10 matches
12 teams	11 matches
13 teams	12 matches
14 or more teams	May be flighted

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.