



2021 USTA and SOCAL LEAGUE REGULATIONS

SECTION LEAGUE REGULATIONS (SLR) 2021 Championship Year

These Regulations shall apply to all USTA and SECTION League Divisions. Go to ustasocal.com for additional Section League information and to find “The Code” located in Friend at Court (*These are standard procedures that all players will use in reaching decisions for “unofficial” matches*). Go to www.usta.com for complete USTA League Regulations.

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FOR REFERENCE: (ustasocal.com)

ULR = USTA League Regulations are in **BOLD**. Changes are in RED and Underlined

SLR = SECTION League Regulations are underneath, Tabled and NOT BOLDED. Changes are in RED and underlined

LLR = Local League Regulations are in **GREEN**. (Section option to delegate authority to the Local Areas)

SLC = Section League Coordinator/Manager

ALC = Area League Coordinator

SOCAL SECTION - P.O. Box 240015, Los Angeles, CA 90024-9115 (O) 310-208-3838, (F) 310-824-7691

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LEAGUE SUBCOMMITTEE CHAIR:

Donna Ringer

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. 2.05E(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.

SOCAL LEAGUE

MAJOR REGULATION CHANGES FOR 2020

Due to early cancellation of 2020 USTA/SOCAL Leagues caused by the Pandemic, the 2020 Major Regulation changes will still be in RED/BOLDED and Underlined.

- 1) **1.04C(2) Official Score Reporting and Standings System:**
If a match score is not entered within 48 hours of the completion of the match, the ALC has the authority to record it as a Double Team Default. (pg 12)
- 2) **1.04D Team. Weekend/Weekday Policy:** Minimum of **4** teams needed in order to be considered a separate area. The WE/WD policy will be implemented to the following leagues: USTA Adult 18 & Over; USTA Adult 40 & Over; SoCal 18 & Over Doubles and **Tri-Level**. (pg 14)
- 3) **Combined League Policy:** Players cannot be registered on teams in both Areas. (pg 14)
- 4) In all straight level leagues, the roster must have the required minimum percent (%) of players at level by their first match, otherwise, any matches played "out of compliance" will be disqualified. (pg 14)
- 5) **2.01 Local Competition. Confirming Match Play:** Team matches must be played on the scheduled dates unless they have been rescheduled or postponed due to Unplayable Conditions. Match confirmation must be communicated no later than 3 days prior to the match by both captains. (pg 20)
- 6) **2.01C(2) Team Match:** Procedures to determine Flight Standings when:
 - A Team Default occurs during round robin play: It cannot count, adjustment may be needed.
 - A Double Team Default occurs - No adjustment is needed since neither team received credit for a win.
 - A Team Default occurs in a match scheduled via options: 2.01C (1)a, 2.01C (1)b, or 2.01C (1)c - Only that defaulted team match will be taken out of the standings.
 - A Team Match is left unplayed: No adjustment is needed.
 - The league season cannot be completed. (Due to extreme or extenuating circumstances)
 - Determine contending teams (teams that would have a chance to win if the season could have been completed)
 - If the contending teams have played the same number of matches, the team listed in first place wins.
 - If the contending teams have not played the same number of matches proceed as follows:
 - Of the contending teams, select the teams that have completed 50% or more of their matches. *
 - Of the selected teams, the team with the highest Game Winning Percentage is declared the winner.
*if no teams have played 50% of their matches, the team with the highest Game Winning Percentage is declared the winner.
- 7) **Procedure for Individual defaults:** If no default lines were identified prior to the match or if a team shows up to a match with fewer players than originally promised, the team that has the most players available at the time of the match will decide which line(s) will be defaulted.
 - In a 4-Line format, three of the four lines must be played to be considered an eligible match.
 - In a 4 or 5-line format when there are only 6 players, the Singles line(s) or #3 Doubles line may be defaulted.
 - In a 3-line Tri-Level format, a minimum of any two lines with 1 player at level on each line must be played. Otherwise, it will be a double default. (pg 23)

- 8) **2.01C(5) Team Line-Ups:**
In local league play, one Medical Time Out (MTO) for each treatable medical condition is allowed during warmup and one during the match. Only one MTO for loss of condition (heat related issues such as cramps) is allowed even if it's in different parts of the body. Each treatable condition is a maximum of 3 minutes, except for bleeding. Bleeding time-outs are a maximum of 15 min. (Visible bleeding must be completely stopped). (pg 24)
- 9) **Reschedule Policy: Teams must do their best to complete all scheduled matches.**
Penalties that may be imposed to the team asking for a reschedule:
A 1-line penalty will be imposed for a 1 single and 3 doubles line format. The team that was asked to reschedule will decide if either the #1S or #3D line will be defaulted. If the match needs to be rescheduled again or needs to be postponed due to unplayable conditions, penalties will carry over.
No Penalties will be imposed if:
If the Home Facility scheduled an unplanned event and there are no courts available "on site" and both teams tried all possible means to play the match including at the visitor's site and alternate sites. (Hosting site will be responsible to pay any court fees needed) (pg 24-25)
- 10) **Unplayable Conditions Policy: (See Glossary for definition) See (LLR) for weather site.**
If no site is designated, use: www.accuweather.com. ALC's confirm "Unplayable Conditions" **if there are any questions or disputes. (See LLR for more details- areas may impose stricter rules).**
- If within 2 hours prior to the match, unplayable conditions are forecasted the match may be postponed. (Any previously announced line defaults will be voided).
 - If at the time of the match it becomes unplayable, teams should not wait more than 1/2 hour past the originally scheduled time, to see if conditions change. Both captains may agree to wait longer or choose a different location within their Area to play the match.
 - If the team match started, completed individual matches will stand as played and incomplete matches will need to resume with the same players and at the exact score (set, game, point) as they stood when halted. Any point played is always counted and never replayed.
 - If the Team match or individual lines did not start, they may use a different line-up when it's postponed for another day. (pg 25)
- 11) **The following procedure will be followed when team matches cannot be completed within the league season:**
- Regular unplayed scheduled match: Will be left unplayed, scored as a team default or a double team default, whichever applies.
 - Rescheduled match: The match will be entered as a team default against the team that originally asked for a reschedule (whether it fell under Penalty or No Penalty).
 - Postponed match: The Timed Match Procedure will be used to determine a match winner. If a winner cannot be determined, it will be left as unplayed. (pg 25)
- 12) **2.03A Eligibility:**
If a wildcard is needed it will go to the best second and/or third place team in the Section based on highest games won percentage. (pg 27)
- 13) **2.03D Championship Competition Formats:**
An unflighted, random draw may be used. The top four teams will move on to a semi-final bracket and then to the Finals. (pg 29)
- 14) **2.03D(1) Changing Adult 40&Over format for Sectional Championships to 1S/3D.** (pg 29)

- 15) **2.01A / 2.03D(1):**
Section Fall Doubles league - 1S/2D lines. Replacing OPEN level with 5.0+ level. No limit on how many (+) plus players can be added or how many can play in a match. A lower level player cannot play on a higher line than a higher level player. Included in Year-End Ratings. Team and Player waivers are available. (pg 20 & 29)
- 16) **2.04B(1) Local League NTRP Dynamic Disqualification:**
- All matches played at the Self Rated or Appealed level will be reversed in all "live" leagues including Mixed Doubles.
 - Matches played at or above the promoted level will stand. (pg 33)
- 2.04B(2) Championship NTRP Dynamic Disqualification:**
- The Section will run dynamic calculations and produce ratings throughout the championship.
 - Through the conclusion of the championship, the Section will notify and disqualify any player who meets the criteria for NTRP Dynamic Disqualification and reverse appropriate matches played. (See National Regs 2.04E(2)a and b).

MAJOR REGULATION CHANGES FOR 2021

- 1) Players who fail to follow Safety Player Guidelines are in violation of any provision of section 1.04G(9) Player Participation Eligibility and shall be subject to an Eligibility Grievance. pg 20
- 2) Adult 18 & Over Open level will be offered at the Sectional Championship. pg 7
- 3) Adult 40 & Over 5.0 level will be offered at the Sectional Championship. Pg 7
- 4) Recorded eligible 2020 match results will be included in 2021 Year End Ratings. pg 37

USTA LEAGUE REGULATION SUMMARY CHART

DIVISION:	ADULT			MIXED	
AGE GROUPS:	18&Over	40&Over	55&Over	18&Over	40&Over
STRAIGHT LEVELS: A player's NTRP rating level shall not exceed the team NTRP level. <u>4 or less line formats:</u> <u>*5.0/no 4.5s at the #1S line</u> <u>*4.5/no 4.0s at the #1S line</u>	2.5W, 3.0, 3.5, 4.0, 4.5, 5.0	3.0, 3.5, 4.0, 4.5			
COMBINED LEVELS: Min. 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 Combined NTRP rating levels of partners shall not exceed the team NTRP Level and the difference between them shall not exceed 1.0			6.0, 7.0, 8.0, 9.0	6.0, 7.0, 8.0, 9.0, 10.0	6.0, 7.0, 8.0, 9.0
LEAGUE FORMAT: <i>(Local Areas may have a different format)</i>	2S/3D (1S/2D at 2.5F& 5.0)	1S /3D	3D	3D	3D
GENDER:	Same	Same	Same	Men/ Women	Men/ Women
MIN# of Players Required to register by the (IRD) & at Championships	8 / (5-line 5 / (3-line)	7 / (4-line)	6	3M 3W	3M 3W
MIN% Required @ level: (3+ teams) (2 teams)	50% 40%	50% 40%	N/A N/A	N/A N/A	N/A N/A
MAX# of lines that can be Defaulted: <i>(#2 Sgls before #1 Sgls)</i> <i>(#3 Dbls before #2 Dbls)</i> <i>(#2 Dbls before #1 Dbls)</i>	2 for 5-line 1 for 3-line	1 for 4-line 1 for 3-line	1	1	1
DYNAMIC RATINGS: <i>(Level Types who cannot be Dyn. DQd: C,M,T)</i> <i>(Level Types who can be Dyn. DQd: A,S,D)</i>	YES	YES	YES	NO	NO
Included in Year End Ratings <i>(Includes results recorded for 2020 play).</i> Computer ratings valid: 3 yrs - 59 yrs or under 2 yrs - 60 yrs or older Self-ratings valid: 2 yrs	YES	YES	YES	(MxD ratings only)	(MxD ratings only)
MIN# of Matches Required at Sectionals: <i>(1 Def counts)</i>	2	2	2	2	2
MIN# of Matches Required at Nationals: (1 Def counts) <i>(4) matches for Self-Rated & Appealed players (no defaults count)</i>	Nationals 3	Nationals 3	Nationals 3	Nationals 3	Nationals 3
MOVE-UP/SPLIT-UP (Max of 3 eligible players can stay together)	YES	YES	YES	YES	YES

SECTION LEAGUE REGULATION SUMMARY CHART

DIVISION:	TRILEVEL	SECTION DBLS	ADULT		
AGE GROUPS:	18&Over	18&Over	18&Over	40&Over	65&Over
STRAIGHT LEVELS: A player's NTRP rating level shall not exceed the team NTRP level (except for the (+) plus levels)	3.5/3.0/2.5 4.0/3.5/3.0 4.5/4.0/3.5 <u>5.0/4.5/4.0</u> <i>(One player at each line must be at level)</i>	2.5,3.0,3.5,4.0,4.5, <u>5.0+ (No limit on how many (+) plus players can be rostered and play in a match. A lower level player cannot play on a higher line than a higher-level player.)</u>	Open	5.0	
COMBINED LEVELS: Combined NTRP rating levels of partners shall not exceed the team NTRP Level and the difference between them shall not exceed 1.0 Min. NTRP level: 6.0 is 2.5; 7.0 is 3.0; 8.0 is 3.5; 9.0 is 4.0					6.0,7.0,8.0,9.0
LEAGUE FORMAT: <i>(Local Areas may have a different format)</i>	3D	3D (1S/2D - <u>5.0+</u>)	1S/2D	1S/2D	3D
GENDER:	Same	Same	Same	Same	Same
MIN# of Players Required to register by the (IRD) & at Championships	6 (1 per level +3)	6 (5 at <u>5.0+</u>)	5	5	6
MIN% Required @ level: (3+ teams) (2 teams)	N/A N/A	50% 40%	N/A	50% 40%	N/A N/A
MAX# of lines that can be Defaulted: (#2 Sgls before #1 Sgls) (#3 Dbls before #2 Dbls) (#2 Dbls before #1 Dbls)	1	1	1	1	1
DYNAMIC RATINGS:	NO	NO	NO	NO	NO
Included in Year End Ratings <i>(Includes results recorded Nov-Dec of the previous yr)</i> Computer ratings valid: 3yrs - 59yrs or under 2yrs - 60yrs or older Self-ratings valid: 2 yrs	YES	YES	NO	YES	YES
MIN# of Matches required at Sectionals: (1 Def counts)	2	2	2	2	2
MIN# of Matches Required at Invitationals: (1 Def counts)	N/A (4.5/4.0/3.5 level only) (Must have a computer rating)	2 (5.0+ level only if applicable)	N/A	N/A	2
MOVE-UP/SPLIT-UP	NO	NO	NO	NO	NO

USTA LEAGUE REGULATIONS 2021 Championship Year

1.00 GENERAL.

The Regulations in 1.00 GENERAL shall apply to all USTA League Divisions. Any authority delegated by these Regulations to the Section, unless otherwise stated, may be delegated by the Section to a lower authority.

If a Section, District/Area or Local League does not have a regulation in place to address an issue and there is a national regulation on that issue, the Section, District/Area or Local League must follow the national regulation.

(SLR) If an Area does not have a regulation in place to address an issue and there is a sectional regulation on that issue, the Area must follow the sectional regulation.

1.01 NAME. The USTA Board of Directors has approved the adoption of rules and regulations for the USTA League that shall be known as the USTA LEAGUE REGULATIONS.

1.02

(SLR)

The Section has approved the adoption of rules and regulations for Section Leagues that shall be known as the **SECTION LEAGUE REGULATIONS (SLR)**, go to: ustasocal.com The Section implements all USTA League Divisions. For **USTA LEAGUE REGULATIONS (ULR)**, go to: usta.com

1.02 GOVERNANCE. The USTA LEAGUE REGULATIONS shall apply to the USTA League Program (USTA League). The FRIEND AT COURT - *The USTA Handbook of Tennis Rules and Regulations*, including Wheelchair Rules of Tennis, shall apply to all matches played in the USTA League (unless modified by these USTA LEAGUE REGULATIONS). In all matches played without officials, the USTA official publication, THE CODE, shall be observed. The USTA Point Penalty System shall be used at all championship levels.

(SLR)

The USTA League Regulations (ULR) shall apply to the Section League Program.

1.02A Waiver of Regulations and Procedures Prohibited. Except where a waiver is specifically permitted by a USTA League Regulation or by a USTA League Procedure, no USTA League Regulation or USTA League Procedure shall be waived by any Sectional, District/Area or Local Association or by any Sectional, District/Area or Local League Coordinator. Any violation of this Regulation shall be subject to such penalties as may be imposed by the USTA League Committee. Such penalties are not subject to appeal.

(SLR)

The Section League Regulations may be amended by the Section. All proposed amendments shall be in writing and forwarded to the Section League Coordinator (SLC) no later than **June 30th**. Without the approval of the Section, no amendments to these regulations shall become effective prior to January 1st of the next League Championship Year. Certain words and phrases are defined in a glossary included herein. The Section will review and finalize regulation proposals submitted for consideration.

1.02B Amendments. These USTA LEAGUE REGULATIONS may be amended by the USTA League Committee with the approval of a committee comprised of the Chair and Vice-Chair of the USTA League Committee and the National League Administrator. All proposed amendments shall be in writing and shall be forwarded to the USTA League Committee at least 10 days before any meeting of the USTA League Committee. Without the approval of the Chair and Vice-Chair of the USTA League Committee and the National League Administrator, no amendments to these USTA LEAGUE REGULATIONS shall become effective prior to January 1st of the next USTA League Year. (See 1.04D(2)).

1.02C Written Interpretation. A committee comprised of the Chair and Vice Chair of the USTA League Committee and the National League Administrator has the authority and the responsibility to provide written interpretations of USTA LEAGUE REGULATIONS in the *USTA League Questions and Answers (Interpretations)*.

1.02D Glossary of Terms. For purposes of these Regulations, certain words and phrases are defined in a glossary included herein. This glossary has been prepared as a reference to many terms included in these Regulations. The definitions provided have been drawn from these Regulations and, in some cases, other documents published by the USTA.

1.02E Committees. Each committee referenced in the USTA League Regulations shall consist of a minimum of three members, including a chair. All decisions shall be by majority vote. The members of a committee may be the same as, or different in whole or in part from, the committee first approved.

1.03 NON-DISCRIMINATION. Discrimination in the USTA League is prohibited as specified in the Bylaws of the United States Tennis Association.

1.04 USTA LEAGUE.

1.04A USTA League Program. The USTA League is a team competition for men, women and mixed genders at specified National Tennis Rating Program (NTRP) levels of play. The purpose of the USTA League Program is to provide organized recreational play, emphasizing local competition, with advancement for winning teams from local competition to District/Area, Sectional and National Championships to determine annually USTA League National Championship teams in each approved level of competition. The USTA League is approved by USTA without necessity of a sanction application (See *FRIEND AT COURT XVII B*).

USTA LEAGUE PROGRAM ORGANIZATION AT THE NATIONAL LEVEL			
DIVISION	AGE GROUP	LEAGUE FORMAT	NTRP LEVELS
Adult	18 & Over	1 – Singles 2 – Doubles	2.5 women, 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
Mixed	18 & Over	3 – Doubles	6.0, 7.0, 8.0, 9.0, 10.0
	40 & Over	3 – Doubles	6.0, 7.0, 8.0, 9.0

(SLR)

See Section Regulation Summary Chart for
SECTION LEAGUE PROGRAM ORGANIZATION AT THE SECTIONAL LEVEL

1.04B Administration.

1.04B(1) USTA League Committee.

The USTA League shall be governed by the USTA League Committee appointed by the President of the USTA and subject to the control and direction of the USTA Board of Directors.

1.04B(2) USTA National League Administrator. The USTA National League Administrator shall be responsible for the day-to-day administration of the USTA League.

1.04B(3) Sectional Associations. The USTA has 17 Sectional Associations, the names and territories of which are defined in the USTA Bylaws. Each Sectional Association is responsible for the development and implementation of the USTA League within its geographic territory in accordance with the USTA LEAGUE REGULATIONS.

(SLR)

The Section has (13) active Local League Areas participating in USTA/SECTION Leagues: Bakersfield, Beach Cities, Central Coast, Coachella Vly, Inland Empire, Los Angeles, Orange County; San Diego & San Diego North Cnty, San Fernando Vly, San Gabriel Vly, Santa Barbara and Ventura.

1.04B(3)a Sectional League Coordinators. Each Sectional Association shall appoint a Sectional League Coordinator to implement and administer the USTA League.

1.04B(3)b District/Area League Coordinators. Each District/Area may have a District/Area League Coordinator to implement and administer the USTA League. The District/Area shall have such geographic boundaries as the Sectional Association may determine.

1.04B(3)c Local League Coordinators. Each Local League may have a Local League Coordinator to implement and administer the USTA League.

1.04B(4) Team Captain. Each team shall appoint a captain to manage team activities and to represent the team in USTA League matters.

(SLR)

Team Captains:

- Must be familiar with League Regulations and TennisLink and are responsible to hand down all information given to them to their players.
- Are responsible for the behavior of spectators to ensure a safe and fun environment for league participation.
- Should offer players the opportunity to play at least two matches.

The same person cannot captain more than one team at the same NTRP level in the same local league area within the league season without ALC approval.

Captains are the heart and soul of the league program. As a “Thank You”, the Section offers a “captains’ gift” for one captain per team and the section fee of \$27 is “waived”

(Contact the ALC)

1.04B(5) Championships Committees. A Championship Committee, one of whom may be a USTA Certified Referee or Umpire, shall govern each championship. At least one member of the Championship Committee shall be in attendance at all times during play. The Championships Committees, except for the National Championships, shall be appointed by the Sectional and District/Area Associations at their respective championships. The Chair of the USTA League Committee shall appoint the Championship Committees for the National Championships.

(SLR)

The Championship Director shall appoint the Championship Committees for Sectional Championships.

1.04C Official Information System. TennisLink is the official information system of the USTA League.

1.04C(1) Official League 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, prior to participation in any match. This includes any player who is added to a team roster after the commencement of local league play. Each Section shall establish deadlines and procedures for registering teams in TennisLink. Players shall not be added to the team roster during local league flight play-offs or at any championship.

(SLR)

The Section's registration deadline time is 9:00pm(PT). The Section League Registration fee is \$27.00 plus a \$3.00 non-refundable TennisLink user fee per player per team. Players must have a Team ID#, credit card and a current USTA#.

1. Go to tennislink.usta.com/leagues and choose "Register for a team". Follow the steps.
2. For a team to be included in the local league schedule, the minimum # of players required to field a full team must register by the season's Initial Roster Deadline (IRD) **(See LLR)**.
3. For players to be included on the team, they must register within the Registration Deadline (RD) (Cannot be later than the Section's deadline of four weeks prior to the Season End Deadline). **(Stricker deadlines may be imposed at the local level - see LLR)**.

Exception:

- a) If a registration error was caused by a documented computer glitch in TennisLink;
- b) If a player is dynamically disqualified and wants to register on a team at the higher NTRP level.

Refund Policy: A refund of the section fee (\$27) will be given by the Section Office only for the following reasons:

- If a player gets injured or ill. The on-line form must be completed, and documentation showing their condition will not improve before the end of the year must be provided.
- If a team does not materialize and the player(s) will not be playing for the rest of the year (Contact the ALC).

Transfer Policy: A player may be transferred to another team, bypassing re-registration. The request must be submitted to the ALC within two weeks from the start of the local league season. The transfer must take place within the same calendar year. The following reasons will be taken into consideration:

- When a team does not materialize, and the player wants to play on another team or in another season.
- Under Special Circumstances, upon approval.

1.04C(2) Official Score Reporting and Standings System. TennisLink is the official system for reporting scores and providing standings for the USTA League. Each Section should establish deadlines and procedures for reporting scores in TennisLink. Unless otherwise established by a Section, the initial entry of match scores into TennisLink must take place within 48 hours of the completion of the match. After match scores have been entered in TennisLink, they must be confirmed by the opposing team within 48 hours of the initial entry or the initial score will automatically be considered valid.

(SLR)

If a match score is not entered within 48 hours of the completion of the match, the ALC has the authority to record it as a Double Team Default.

(SLR)

Procedure for entering scores:

1. Go to tennislink.usta.com/leagues and choose "Enter Scores".
2. Enter the match # and complete the scorecard.
 - a) Retirements: Choose "Retired", designate a winner and enter the score exactly as it finished at the point of retirement.
 - b) Timed Matches: Choose "Timed Match", designate a winner and enter the score exactly as it finished. (See Timed Match Procedure)
3. Choose "Finish" if you are satisfied with the entry -OR- choose "Re-enter".
4. If confirming the score, choose "Confirm" – OR – choose "Dispute" and exit. Report all "disputes" to the ALC for corrections and/or investigation.
5. Both captains are responsible to report/confirm the score.

1.04D Local League.

1.04D(1) Definition. A local league is a team competition in a specified geographic area that applies specific local league regulations and consists of NTRP level(s) with a minimum of two teams per level. A local league may choose to divide any or all NTRP levels into flights. Where flights are used, a playoff structure may be established to determine a champion for each NTRP level (See Reg. 2.01C Competition Format).

1.04D(2) USTA League Year. The League Year shall be January 1 through December 31, except that the USTA League Committee may authorize the commencement of a local league season prior to January 1, subject to such conditions as may be prescribed by the Committee.

1.04D(3) Local League Season. Each Sectional Association shall determine the dates for the season(s) of the local leagues within its Section. The local league season ends on the date entered in TennisLink as the league season end date.

(SLR)

See the Sections' Yearly League Calendar for the Section Season End Deadlines (SED) at: ustasocal.com. **Contact the ALC for specific season dates.**

1.04D(4) Team. A team shall consist of players eligible to compete at a specific NTRP level of competition in accordance with the following table. A Section may limit the number of players on a team who have an individual NTRP level lower than the team 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:

TEAM COMPOSITION				
DIVISION	AGE GROUP	MINIMUM NUMBER OF PLAYERS	GENDER	NTRP LEVEL
Adult	18 & Over 2.5 women & 5.0	5	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	Same Gender	
	40 & Over 3.0, 3.5, 4.0, 4.5	7	Same Gender	
	55 & Over Straight Levels 3.0, 3.5, 4.0, 4.5 OR Combined Levels 6.0, 7.0, 8.0, 9.0	6	Same Gender	When using straight NTRP levels, a player's NTRP rating level shall not exceed the team NTRP level. 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 Straight Levels, 3.0, 3.5, 4.0, 4.5, 5.0 OR Combined Levels 6.0, 7.0, 8.0, 9.0,10.0 40 & Over Straight Levels 3.0, 3.5, 4.0, 4.5 OR Combined Levels 6.0, 7.0, 8.0, 9.0	3 men 3 women	Men and Women	When using straight NTRP levels, a player's NTRP rating level shall not exceed the team NTRP level. 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; 10.0 is 4.5.

(SLR)
Can two 3.5 players play together on an 8.0 team? YES - There are no regulations that restrict this, as long as the minimum NTRP level is 3.5

(LLR) Areas may have a maximum roster limit.

(LLR) Areas may offer additional non-advancing local league play.

(SLR)

Weekend/Weekday Policy: If an Area's primary league plays on weekends, the policy will apply to the secondary weekday leagues and vice versa. The secondary leagues will be required to have a minimum of 4 teams to be considered a separate area, which will allow the Local League Winner (LLW) to advance directly to Sectionals without having to play-off with the primary league. If there is only one league offered (WE or WD), the Local League Winner (LLW) will advance to Sectionals. The WE/WD policy will be implemented to the following leagues: USTA Adult 18&Over; USTA Adult 40&Over; Section Fall 18&Over Doubles and **Tri Level 18&Over Doubles.**

Combine Policy: Areas combining and competing in league play together are considered a "Combined League".

- An Area with two teams may "combine" with a hosting Area that has two or more teams.
- Teams must secure home courts in the Area they are representing.
- The team with the best record from each of the Areas will advance to the next level of competition, regardless of who wins the league.
- **Players cannot be registered on teams in both Areas**

Home Facility: Teams must secure home courts in the Area they are representing. The location of the home facility will determine the league area the team is representing. If it is discovered that a team is not playing their home matches within their Area, those match results will be taken out of the standings. A "shared facility" may be used as a home facility. *(See Glossary)* Restroom facilities must be available for players at their home site in order to participate in USTA/SECTION Leagues. All league matches must be played on hard courts unless both teams agree to play on a different surface prior to the match.

1.04D(5) 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 exception is the Adult Division 55 & Over Age Group that uses combined NTRP rating levels and will not be required to comply with this Regulation.

(SLR)

"At Level" Policy: In all straight level leagues consisting of three or more teams in a level of play, each team must maintain its roster with at least 50 percent of its players at the designated NTRP level of play **by their first match, otherwise, any matches played that are "out of compliance" will be disqualified.**

(LLR) Areas may implement a higher % minimum.

1.04E Player Eligibility.

1.04E(1) Domicile and Residency Requirements. Any individual who competes in the USTA League must be domiciled within the boundaries of a USTA Sectional Association or participate through a USTA Direct Member Club. Residents of foreign countries who meet membership and age requirements may be invited by a USTA Section to participate in the USTA League Program provided that all such matches are played within the Section. Sections may create residency requirement rules to encourage and foster local league play.

1.04E(2) Membership. All individuals who compete in the USTA League must be current USTA members in good standing through the local league season. Any individual who progresses to a championship level in the USTA League must be a current USTA member through each championship progression.

1.04E(3) 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.

1.04E(4) Player Agreement. All players participating in the USTA League, as a condition of said participation, agree to abide and be bound by the USTA Constitution and Bylaws; the USTA LEAGUE REGULATIONS; the FRIEND AT COURT - *The USTA Handbook of Tennis Rules and Regulations* including THE CODE and Wheelchair Rules of Tennis (unless modified by these USTA LEAGUE REGULATIONS); and the standards of good conduct, fair play and good sportsmanship.

1.04E(5) Waiver of Claims. Players participating in the USTA League acknowledge the risks associated with playing competitive tennis, accept those risks voluntarily, and in consideration of their acceptance in the USTA League Program, assume all risks for bodily injury, waive all claims for injury and property damage and release and hold harmless the USTA and the host facility, their officials, employees and agents with respect to any injury or loss caused by negligence or otherwise to the fullest extent permitted by law.

(SLR) Applies to Section Leagues

1.04F Official League Rating Program.

The National Tennis Rating Program (NTRP) is the official system for determining the levels of competition for the USTA League. The USTA NTRP Computer Rating System assigns ratings based on play in the local league and at championships and select NTRP tournaments.

1. The National Tennis Rating Program (NTRP) Guidelines define the characteristics of the various NTRP skill levels.
2. The USTA NTRP Computer Rating System is the official system to determine computer ratings for players throughout the country who participate in the USTA League. It is a mathematical system that assigns computer ratings to players by direct and indirect comparison of match results obtained from the USTA League and select NTRP tournaments.
3. A valid NTRP rating level is in effect for two years for individuals 60 years of age or older prior to, or during, the League Year and for three years for individuals 59 years of age or under, or until another valid NTRP rating level is generated. (See *Valid NTRP Computer Ratings Table* – inside back cover)
4. Players with a valid NTRP rating level must enter at that level or higher. (See *Valid NTRP Computer Ratings Table* – inside back cover)
5. Players in the USTA League without a valid computer rating must self-rate in accordance with the *General & Experienced Player Guidelines – Supplement to the NTRP Guidelines*. Factors such as a player's on-court performance, tennis background, and any additional information should be considered in the self-rating decision. When players are rating themselves, if they question at which level they should play, they should place themselves in the higher NTRP level of play.

Note: Players who are good athletes or intend to spend a great deal of time taking lessons and practicing should be aware that their improvement may be significant enough to surpass their original self-rating during the local league season or championship play. To avoid NTRP Dynamic Disqualification, these players should enter at a higher NTRP level of play at the beginning of the local league season.
6. In the USTA League Adult Division, dynamic ratings will be calculated at regular intervals for all participants during local league competition, at the end of the local league season, and either during, or at the end of, District/Area through Sectional Championships.
7. At the USTA League Adult Division National Championships, players will continue to generate dynamic ratings through their last match played, but there will be no NTRP Dynamic Disqualifications at National Championships.
8. After the USTA League Adult Division National Championships, year-end NTRP published levels will be calculated using USTA NTRP Computer Rating System Procedures.
9. In the USTA League Mixed Division, an NTRP level will be calculated for participants who play in that Division exclusively. Year-end ratings will be based on the final dynamic rating generated from local league and championship level competition unless the player has a valid Computer (C) rating from a previous year.

1.04F(1) Entry. A player without a valid NTRP rating level in TennisLink, a returning player with an expired NTRP rating level, a Tournament Exclusive (T) rated player or a Mixed Exclusive (M) rated player who does not have a valid computer (C) rating from a previous year and chooses to participate in the Adult Division, must self-rate to be assigned a new rating, reassigned to their last expired rating or a higher rating based on their playing history 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 55 & Over Straight NTRP Levels	Current NTRP level and/or up to one level higher than the player's current NTRP level.
	55 & Over Combined NTRP Levels	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 40 & Over 3.0, 3.5, 4.0, 4.5, 5.0 Straight NTRP Level	Current NTRP level and/or up to one level higher than the player's current NTRP level.
	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.

1.04F(1)a Rating levels are derived in accordance with the USTA NTRP Computer Rating System Procedures. Once a player is assigned a valid Computer (C) NTRP rating level, it is valid for the Adult and Mixed Divisions for all players 59 years of age or under for three consecutive years or until another NTRP published rating level is generated. For players 60 years of age or over, a valid Computer (C) NTRP rating level is valid to play in the Adult and Mixed Divisions for two consecutive years or until another NTRP published rating level is generated. (See Reg.1.04F(1)b and c and *Valid NTRP Computer Ratings Table*).

1.04F(1)b Mixed results will not be part of generating a player's year-end rating, except for those players who participate in the Mixed Division exclusively. A player who plays in the Mixed Division exclusively will receive a published Mixed Exclusive (M) rating level at year-end unless they have a valid Computer (C) rating level from a previous year on file in TennisLink. A published (M) rating level is valid to play in the Mixed Division exclusively and will be in effect for players 59 years of age or under for three consecutive years and for players 60 years or older for two consecutive years or until another published NTRP rating level is generated. A player who plays exclusively in the Mixed Division and subsequently chooses to participate in the Adult Division must enter by using a valid Computer (C) rating from a previous year. If such player does not have a valid (C) rating from a previous year, he or she must self-rate with the minimum NTRP rating level being the higher of the self-rating or valid Mixed Exclusive (M) rating.

1.04F(1)c A player who plays exclusively in NTRP tournaments and subsequently chooses to participate in the Adult Division must enter that Division by using a valid Computer (C) rating from a previous year. If such player does not have a valid (C) rating from a previous year, he or she must self-rate with the minimum rating being the higher of the self-rating or valid Tournament Exclusive (T) rating.

1.04F(1)d Players who do not have a valid NTRP rating level on file in TennisLink shall self-rate 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. Players who allow someone else to complete the self-rating process for them will be ultimately responsible and held accountable for information submitted or omitted. Failure to self-rate in accordance with the *Guidelines*, or omission of information regarding a player's tennis history, will subject the player as well as the captain and/or others who completed, assisted, condoned and/or approved an inappropriate self-rating to penalties and suspension. Players whose self-ratings are determined to be inaccurate or inappropriate shall be disqualified. (See Reg. 3.03E(1)a).

1.04F(1)e Self-ratings are valid for two years from the date issued or until replaced by a dynamic or computer rating. If there is a change in their playing experience the player may appeal their rating up at that time or they may be promoted by the Sectional coordinator.

1.04F(1)f 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 level. However, when assigned an NTRP rating level by TennisLink, the player will have the opportunity to file a Self-Rate Appeal.

1.04F(1)g Each Sectional Association shall designate a committee to handle Self-Rate Appeals for those who appeal their assigned self-rating level. This committee may be the same, in whole or part, as the Sectional League Grievance Committee that handles NTRP Grievances. Players who appeal their rating and anyone acting on their behalf will abide by the Self-Rate Appeals Committee's decision without further right to appeal same, except that the Committee may reconsider its decision in the event there has been a clear factual error made by the Committee. Players granted an appeal of their self-rating may be subject to NTRP Grievance based only on newly discovered or missing information not previously considered. (See *General & Experiences Player Guidelines – Supplement to the NTRP Guidelines*.)

(SLR)

All Section Self-Rate Appeals are forwarded to the Section - Attention: NTRP Coordinator

1.04F(1)h Valid NTRP Computer Ratings: See *Valid NTRP Computer Ratings Table*.

1.04G Player Participation Eligibility.

1.04G(1) League players may play in the USTA League Adult and Mixed Divisions during the same local league season.

1.04G(2) A player may play on only one team in an NTRP level within an Age Group in the same local league during the same season. In local leagues where NTRP levels are divided into flights, a player may not play in more than one flight.

1.04G(3) A player may play on more than one team in an NTRP level within an Age Group in the same season provided it is in separate local leagues. The Section has the authority to accept or deny participation.

(SLR)

Includes leagues that fall under the WE/WD policy. Ex: A player may play on an Adult 18&Over 4.0 team in the SFV area and in the SGV area.

Exception: Not allowed in "combined" leagues

(LLR) Local Areas have the authority to accept or deny participation.

1.04G(4) A Section may authorize participation in more than one NTRP level within an Age Group in the same local league during the same season.

(SLR)

A player can play on two teams if they are at different NTRP levels. Ex: *Adult 18&Over 4.0 and 4.5 teams in the OC area.*

1.04G(5) A player may play up to one NTRP level higher than the player's current NTRP level.

1.04G(6) A player who qualifies to advance to championships on more than one team may be required by the Section to choose which team he or she will represent.

(SLR) At any Sectional Championship, if a player qualifies for two or more teams at the same NTRP level, 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.

Exception: In the Tri-Level league, a player can play in the same NTRP level at two different team levels. Ex: A 3.5 player can play on a 4.0-3.0 team and on a 4.5-3.5 team.

1.04G(7) At any National Championship, if a player qualifies for two or more teams at the same NTRP level for an event, 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.

1.04G(8) A player may participate in only one individual match within each team match.

1.04G(9) A player who participates in the USTA League in violation of any provision of Section 1.04G *Player Participation Eligibility* shall be subject to an Eligibility Grievance as defined in Section 3.02D *Eligibility Grievance*.

(SLR)

Ineligible players: In all matches, in which ineligible players participate, penalties and/or sanctions may be imposed on the ineligible player and/or the captain.

Examples of ineligible players are listed below but may not constitute a full list:

- Players who do not appear on the official team roster. (Notify ALC of any registration problems prior to the match).
- Players who have been registered by the captain without their knowledge and/or have fictitious match results entered in TennisLink.
- Players who play under another player's name.
- Players who utilize multiple USTA Membership numbers in an attempt to bypass their computer generated NTRP rating in order to enter into the league program at a different level.
- **Players who fail to follow Player Safety Guidelines**

College players must consult the Intercollegiate Athletics Compliance Officer/Athletic Director at their college to ensure that their eligibility will not be jeopardized by competing in league tennis.

1.05 Official Ball. In USTA League matches, a standard Type 2 USTA approved ball shall be used. The use of any USTA “transition” ball is prohibited.

2.00 USTA LEAGUES REGULATIONS.

All USTA League Regulations in **1.00 GENERAL**, **3.00 GRIEVANCE PROCEDURES** and the following Regulations in this section shall apply to USTA League Adult and Mixed Divisions except for Reg. **2.04 NTRP DYNAMIC DISQUALIFICATION AND REVIEW PROCEDURES** which shall apply only to the USTA League Adult Division.

2.01 LOCAL COMPETITION.

(SLR)
Confirming Match Play: Team matches must be played on the scheduled dates unless they have been rescheduled **or postponed due to unplayable conditions**. The ALC must be informed of any change in the schedule. Recommended order of play for the Adult Division 18 and 40 & Over Age Groups: Singles and then Doubles. The following must be confirmed **no later than** 3 days prior to the match by both captains.

- Day and time of the team match
- Line defaults, if known in advance
- # of courts to be used, including for warm-up if available
- If it’s a split time match, captains must agree on the order of play and starting times for each individual match for that day, unless it has been predetermined
- Directions to the tennis facility.

2.01A NTRP Levels of Play.

2.01A(1) When using straight NTRP levels, a player cannot have an NTRP rating higher than the NTRP level in which the player is competing.

(SLR)
Section Doubles league (5.0+) - There is no limit on how many (+) players shall be allowed to play in a team match. A lower level player cannot play on a higher line than a higher-level player.

2.01A(2) When using combined NTRP levels, the combined NTRP rating levels of the doubles team cannot exceed the combined NTRP level in which the players are competing.

2.01A(3) The NTRP difference between members of an individual doubles team may not exceed 1.0.

2.01A(4) USTA League NTRP levels in the local league and at championships are approved in accordance with the following table:

NTRP LEVELS OF PLAY				
DIVISION	AGE GROUP	LOCAL LEAGUES	ALL CHAMPIONSHIPS BELOW NATIONAL CHAMPIONSHIPS	NATIONAL CHAMPIONSHIPS
Adult	18 & Over	2.5, 3.0, 3.5, 4.0, 4.5, 5.0, Open*	2.5, 3.0, 3.5, 4.0, 4.5, 5.0, Open*	2.5 women, 3.0, 3.5, 4.0, 4.5, 5.0
	40 & Over	3.0, 3.5, 4.0, 4.5, 5.0	3.0, 3.5, 4.0, 4.5, 5.0	3.0, 3.5, 4.0, 4.5
	55 & Over	Straight Levels 3.0, 3.5, 4.0, 4.5 OR Combined Levels 6.0, 7.0, 8.0, 9.0	Straight Levels 3.0, 3.5, 4.0, 4.5 OR Combined Levels 6.0, 7.0, 8.0, 9.0	Combined Levels 6.0, 7.0, 8.0, 9.0

Mixed	18 & Over	Straight Levels 3.0, 3.5, 4.0, 4.5, 5.0 OR Combined Levels 6.0, 7.0, 8.0, 9.0, 10.0	Combined Levels 6.0, 7.0, 8.0, 9.0, 10.0	Combined Levels 6.0, 7.0, 8.0, 9.0, 10.0
	40 & Over	Straight Levels 3.0, 3.5, 4.0, 4.5, 5.0 OR Combined Levels 6.0, 7.0, 8.0, 9.0, 10.0	Combined Levels 6.0, 7.0, 8.0, 9.0	Combined Levels 6.0, 7.0, 8.0, 9.0

* 5.0 & Above

(SLR)

See Section Regulation Summary Chart for Section League NTRP levels at championships.

In the Tri-Level division, the highest NTRP level offered will play in the #1 doubles line, second highest in the #2 doubles line and lowest level in the #3 doubles line. One player of a doubles team must be at level.

2.01B Men, Women and Mixed Doubles. Men’s and women’s leagues shall be separate at each approved NTRP level in the Adult Division. Leagues in the Mixed Division are comprised of a man and a woman who combine to play in each individual match. The local league shall determine which of these approved NTRP levels in Reg. 2.01A(4) shall be available for men, women and mixed genders in local league competition.

2.01C Competition Format.

2.01C(1) Round Robin. 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. Any NTRP level may be divided into flights and each team shall play every other team in its flight. The flight winners may enter a playoff structure to establish a local league champion for that NTRP level.

(SLR)

Players need a minimum of two matches (a default received counts as a match played) to be eligible to participate in a Local League Playoff (LLP).

2.01C(1)a Each Sectional Association may permit additional matches, selected randomly, within a flight.

2.01C(1)b Each Sectional Association may permit additional cross-flight matches in which each team in one flight plays an equal number of matches in the other flight, selected randomly if not a full round robin.

2.01C(1)c Each Sectional Association may permit the top teams in a flight to play an additional round robin to determine advancement, and the teams without a mathematical chance to advance may play an additional round robin.

(LLR) Areas may use any one of the options listed above

2.01C(2) 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, 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.

(SLR)

- 1) Procedures to determine Flight Standings when:
 - A Team Default occurs during round robin play: It cannot count, adjustment may be needed.
 - **A Double Team Default occurs - No adjustment is needed since neither team received credit for a win.**
 - **A Team Default occurs in a match scheduled via options: 2.01C (1)a, 2.01C (1)b, or 2.01C (1)c - Only that defaulted team match will be taken out of the standings.**
 - **A Team Match is left unplayed: No adjustment is needed.**
 - **The league season cannot be completed. (Due to extreme or extenuating circumstances)**
 - **Determine contending teams (teams that would have a chance to win if the season could have been completed)**
 - **If the contending teams have played the same number of matches, the team listed in first place wins.**
 - **If the contending teams have not played the same number of matches proceed as follows:**
 - **Of the contending teams, select the teams that have completed 50% or more of their matches. ***
 - **Of the selected teams, the team with the highest Game Winning Percentage is declared the winner.**
- 2) The following actions will take place when the combination of individual defaults given by the two teams may results in a situation where the majority of the individual matches are not played:
 - The #2D line moves up to the #1D line. The #3D line moves up to the #2D line. The #3D line is defaulted.
 - The #2S line moves up to the #1S line. The #2S line is defaulted.

Refusal to play will result in a team default.

Procedure for Individual defaults: If no default lines were identified prior to the match or if a team shows up to a match with fewer players than originally promised, the team that has the most players available at the time of the match will decide which line(s) will be defaulted.

- In a 4-Line format, three of the four lines must be played to be considered an eligible match.
- In a 4 or 5-line format when there are only 6 players, the Singles line(s) or #3 Doubles line may be defaulted.
- In a 3-line Tri-Level format, a minimum of any two lines with 1 player at level on each line must be played. Otherwise, it will be a double default.

See (LLR) for default times. If none is listed, default is 15 minutes past match time.

See (LLR) for penalties.

2.01C(3) Match Scoring and Formats. It is recommended that all matches 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. For play at or below the Sectional level, the Sectional Association may authorize the use of other USTA approved scoring methods and other scoring methods that are compatible with the USTA NTRP Computer Rating System. Other match formats include: best of three tiebreak sets with a set tiebreak at 6-all, pro-set matches, a single set with a set or match tiebreak at 6-all and timed matches. No-Ad scoring can be used with any of the scoring methods. The method of awarding points in order to determine the winning team of a local league team match and the winner of the local league competition may be the same as that used in championship competition or may be another method compatible with the USTA NTRP Computer Rating System selected by the local league. (See Reg. 2.03D *Competition Format* and Reg. 2.03E *Team Match and Scoring* for championship competition.) The scoring in the event of a default or disqualification shall be 6-0, 6-0. Retirements shall be scored as described in Reg. 2.03N *Scoring of Retirements*.

(LLR) Local League Areas may use any approved scoring methods that are compatible with the USTA NTRP Computer Rating System.

2.01C(4) Individual Match. An individual match is defined as any singles match or any doubles match played as part of a team match.

2.01C(5) Team Line-Ups. The team captain for each team shall exchange their team line-up simultaneously prior to the beginning of the team 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 and except under such further circumstances as a Sectional Association may authorize. If the substitution is made during the warm-up, the substitute player is entitled to a five-minute warm-up. The default principles in Reg. 2.03K *Team Defaults* and 2.03L *Scoring of Team Defaults* shall be applicable.

(SLR)

Prior to exchanging line-ups, captains need to communicate with each other if their player(s) is not present at match time, in which case, they will place the missing player(s) on the appropriate line(s). This allows the opposing captain the option to adjust their line-up, if needed.

Captains may ask for photo IDs. If not available, the player(s) may be replaced. If an eligible substitute is not available, that line(s) may be defaulted.

Players can register up to prior to default time or prior to the local registration deadline, whichever comes first.

Disputed line calls: Since Local League play is un-officiated, teams have asked the captains or two volunteers (one from each team), if available, to stand at each net post. Volunteers only confirm or overrule calls on their side of the court and ONLY if asked by the players.

Medical Time Out (MTO): In local league play, one (MTO) for each treatable medical condition is allowed during warmup and one during the match. Only one MTO for loss of condition (heat related issues such as cramps) is allowed even if it's in different parts of the body. Each treatable condition is a maximum of 3 minutes, except for bleeding. Bleeding time-outs are a maximum of 15 min. (Visible bleeding must be completely stopped).

Timed Match Procedure: All local league matches are considered timed matches. If a match cannot be completed within the allotted time, the Timed Match Procedure must be followed:

- Play until the end of allotted match time (try to finish any game in progress).
 - If the game cannot be finished, the player/team that is ahead in the game wins the game.
 - If the set cannot be finished, the player/team that is ahead by one game, wins the set.
 - If a match tiebreak cannot be finished, the player/team that is ahead by one point, wins the match tiebreak and the match.
- If it's even a "One Point Tiebreak" is played to decide the winner of the game, set or match tiebreak.
- For a "One Point Tiebreak", serving rotation continues:
 - Doubles: Receiving team chooses which player will receive.
 - Singles: Receiving player chooses which side to receive.
 - Mixed Doubles: The receiver will always be the same gender as the server.
- The score is entered exactly as it finished, choose "Timed Match" and designate a winning team:
 - A Match Tiebreak score is entered as 1-0.
 - A Set Tiebreak score is entered as 7-6 or 6-7.

Reschedule Policy: Teams must do their best to complete all scheduled matches.

If you need to reschedule a team match, the date and time must be agreed upon within one week of the original match date and must be played before the end of the local league season or before a local flight playoff (whichever comes first). Otherwise, it will be recorded as a Team Default against the team that asked for a reschedule. (See LLR for more details).

Penalties that may be imposed to the team asking for a reschedule:

- A 1-line penalty will be imposed for a 3 doubles line format. The #3D line will be defaulted.
- A 1-line penalty will be imposed for a 1 single and 2 doubles line format. The team that was asked to reschedule will decide if either the #1S or 2D line will be defaulted.
- **A 1-line penalty will be imposed for a 1 single and 3 doubles line format. The team that was asked to reschedule will decide if either the #1S or #3D line will be defaulted.**
- A 2-line penalty will be imposed for 5-line formats. The team that was asked to reschedule will decide if both singles lines or both #2D and #3D lines or #2S and #3D lines will be defaulted.

If the match needs to be rescheduled again or needs to be postponed due to unplayable conditions, penalties will carry over.

No Penalties will be imposed if:

1. A minimum of 4 players on the team is representing that Area at a USTA/SECTION League Playoff or Championship.
2. If the Home Facility scheduled an unplanned event, there are no courts available "on site"

and both teams tried all possible means to play the match including the visitor's site and alternate sites. (Hosting site will be responsible to pay any court fees necessary)

Unplayable Conditions Policy: (See Glossary for definition) See (LLR) for weather site. If no site is designated, use: www.accuweather.com. ALC's confirm "Unplayable Conditions" if there are any questions or disputes.

- **If within 2 hours prior to the match, unplayable conditions are forecasted the match may be postponed. (Any previously announced line defaults will be voided).**
- If at the time of the match it becomes unplayable, teams should not wait more than 1/2 hour past the originally scheduled time, to see if conditions change. Both captains may agree to wait longer or choose a different location within their Area to play the match.
- If the team match started, completed individual matches will stand as played and incomplete matches will need to resume with the same players and at the exact score (set, game, point) as they stood when halted. Any point played is always counted and never replayed.
- **If the Team match or individual lines did not start, they may use a different line-up when it's postponed for another day.**

The following procedure will be followed when team matches cannot be completed within the league season:

- **Regular unplayed scheduled match: Will be left unplayed, scored as a team default or a double team default, whichever applies.**
- **Rescheduled match: The match will be entered as a team default against the team that originally asked for a reschedule (whether it fell under Penalty or No Penalty).**
- **Postponed match: The Timed Match Procedure will be used to determine a match winner. If a winner cannot be determined, it will be left unplayed.**

2.01D Coaching. When the scoring method is the best of three tiebreak sets and a 10-minute rest period is taken between the second and third sets, coaching is permitted only during this rest period.

SLR:

No coaching is allowed when a match tiebreak is used in lieu of a 3rd set.

2.02 PROGRESSION.

2.02A Local League.

2.02A(1) Local League Competition. Each team that wins a specific level of local league competition shall be entitled to advance to the next level of competition if otherwise eligible.

2.02A(2) Local League Champions. At the end of local league competition, the Local League Coordinator shall certify to the Sectional League Coordinator the results of the local league competition and the name(s) and address(es) of the team captain(s). Local league competition must be concluded prior to the deadline set by the Sectional Association.

2.02B Championships.

2.02B(1) District/Area Championships. Each Sectional Association shall determine and announce a method of progression suitable for its geographic boundaries for advancement of its local league teams to Sectional League Championships. Such progression may include one or more championships below the Sectional Championships.

(SLR)

Local League Winners (LLW) will advance directly to Sectionals, unless it has been specified as a local league "ONLY". If the winning team at any NTRP level of competition is unable to compete further, then the second-place team will be asked to take their spot.

To ensure your spot in the Championship, the on-line **Captain's Championship Registration form** (ustasocal.com) must be submitted to the Section office as soon as the team is announced the (LLW) or wildcard recipient. Teams may not be accepted into the championship if the registration form is received later than two weeks prior to the event.

Section Championship Team fees: \$100 for all 3-line formats; **\$125 for 4-line formats** and \$150 for 5-line formats.

2.02B(2) District/Area and Sectional Championship Events. Each Sectional Association shall determine the dates of the championships within the Section. Each championship event ends on the date entered in TennisLink as the championship end date. In the event a championship is not concluded on the date published in TennisLink, then the end date in TennisLink should be amended to reflect the date of the last match played.

(SLR)

See the Yearly League Calendar for Championship dates at ustasocal.com

2.02B(3) Sectional Championships. Each Sectional Association shall hold a Sectional League Championship in each National approved NTRP level for each Division and Age Group, on or before the date specified by the USTA League Leadership, to determine its Sectional champions. The winning team at each NTRP level and Age Group shall be allowed to compete in the USTA League National Championships if otherwise eligible. If the winning team at any NTRP level of competition is unable to compete further towards the National Championships, then the Sectional League Coordinator may select the second-place team for such further competition, etc.

(SLR)

If the winning team at any NTRP level of competition is unable to compete further, then the second-place team will be asked to take their spot.

2.02B(4) National Championships. The team winning the National Championship in each NTRP level of competition in each Age Group of the Adult and Mixed Divisions shall be the USTA League National Champion.

2.03 DISTRICT/AREA, SECTIONAL AND NATIONAL LEAGUE CHAMPIONSHIPS.

2.03A Eligibility.

2.03A(1) The District/Area or Section has the authority to determine the progression of teams to its championship competition by determining a champion of the preceding level of competition in its NTRP category or by using the *Championships Wildcard Procedures*. Champions of the preceding level of competition must be included in the progression if otherwise eligible.

(SLR)

Wildcards will go to the best second place team in the Section based on highest games won percentage. If a second wildcard is needed it will go to the second place team with the second highest games won percentage.

2.03A(2) Participation. A player may participate in only one individual match within each team match.

2.03A(3)a In the Adult and Mixed Divisions, a player is eligible to progress to championship level competition below National Championships if that player has played on the same team in at least two matches at the same NTRP level in the same Age Group during its local league season and is otherwise eligible. A maximum of one default received by the player during local league competition shall count for advancing. Retired matches shall count toward advancing for all players involved in both USTA League Divisions.

(SLR)
Applies to all Section Leagues: Adult 65&Over, Tri-Level and Section Doubles league

2.03A(3)b Sections shall have the option to require, for eligibility to progress to championship level competition below National Championships, Self-Rated and Valid Computer Rated Appealed players to play up to four matches, on the same team at the same NTRP level in the same Age Group during its local league season and is otherwise eligible. Sections shall also have the option to declare if one default received by the player during local league competition shall or shall not count for advancing.

2.03A(4) In the Adult and Mixed Divisions, all players other than Self-Rated and Valid Computer Rated Appealed Players are eligible to advance to National Championship competition if that player has played on the same team in at least three matches at the same NTRP level in the same Age Group through Sectional Championships and is otherwise eligible. A maximum of one default received by the player during local league or championship competition shall count for advancing.

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 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.

MATCHES REQUIRED TO ADVANCE TO CHAMPIONSHIPS FOR ADULT AND MIXED DIVISIONS			
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	<u>All players other than self-rated and computer-rated appealed players:</u> 3 matches on the same team	1 default <u>received</u> shall count
<u>Section Option to require Self-rated and computer-rated appealed players to play 4 matches on the same team</u>	<u>Section Option to declare if 1 default received shall or shall not count</u>	<u>Self-rated and computer-rated appealed players</u> <u>4 matches on the same team</u>	No default <u>received</u> shall count
RETIRED matches shall count for all players.			

Retired matches shall count toward advancing for all players involved in both USTA League Divisions.

SLR
 All players will require a minimum of 2 matches to be eligible to advance to a Sectional Championship. One default received counts.

2.03A(5) At all Championships, a minimum number of team members as shown in the following table, 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 or to combine and compete, as appropriate. The required minimum number of team members may be reduced with an approved waiver, but to not less than the minimum as noted in the following table. At Sectional Championship level and below, the Championship Committee may grant such a waiver. At the National Championships a committee comprised of the USTA League Chair, Vice-Chair and the National League Administrator may grant such a waiver. **Waivers are only intended for extreme circumstances.**

MINIMUM NUMBER OF TEAM MEMBERS REQUIRED AT NATIONAL CHAMPIONSHIPS			
DIVISION	AGE GROUP	MINIMUM NUMBER AT NATIONAL 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	3 Men 3 Women	2 Men 2 Women

(SLR)
 See Section Regulation Summary chart for Minimum number of Team Members Required at Sectional Championships.
 For the Adult 65 & Over Sectionals, team waivers are available.
 For the Section Doubles league at the **5.0+ level, team and player waivers are available.**

2.03B Official League Championships Entry. An official copy of the final USTA TEAM ROSTER FOR LEAGUES shall be submitted by the team captain or coordinator to the Championship Committee at each level of league championships prior to the deadline announced for entry into the event.

2.03C Scoring. It is recommended that all matches be the best of three tiebreak sets with a match tiebreak in lieu of a third set. The tiebreak shall be scored as one set and one game for tiebreak purposes. For championship play at or below the Sectional level, the Sectional Association may authorize the use of other USTA approved scoring methods and other scoring methods that are compatible with the USTA NTRP Computer Rating System. Other match formats include: best of three tiebreak sets with a set tiebreak at 6-all, pro-set matches, or a single set with a set or match tiebreak at 6-all. No-Ad scoring may be used with any of the these scoring methods.

2.03D Championship Competition Formats.

2.03D(1) Championship Competition Format at Section Level Events and Below. The Sectional Association shall determine the competition, team match and scoring formats for the championship competitions.

(SLR) The Section may use the following:

- A round robin format and/or **an unflighted, random draw (the top four teams will move on to the semi-final bracket and then to the Finals).**
- The Point Penalty System (PPS) will be enforced when a court is available, and the match is called:
 - 5 minutes or less: Loss of toss plus 1 game
 - 5:01 - 10 minutes: Loss of toss plus 2 games
 - 10:01 - 15 minutes: Loss of toss plus 3 games
 - Default time is after 15 minutes from the time the match is called.
- The best of three sets with a 10-point match tiebreak in lieu of the third set will be used, unless a change is necessary due to unplayable conditions.

The Adult 40 & Over format for Sectional Championships will be 1 singles/3 doubles lines.

The Section Doubles league at the **5.0+ level will be 1 singles/2 doubles lines.**

Sectional Champions from the following Section Leagues may advance to an Invitational:

- Tri-Level 4.5-3.5 level only - **Surprise, AZ** - March of the following year.
- Adult 65&Over - Surprise, AZ - January/February of the following year.
- Section Doubles **5.0+** level - Las Vegas Open - September.

(See Section Regulation Summary Chart)

2.03D(2) Competition Format at National Championships. The USTA League Committee shall determine the competition, team match and scoring formats for National Championships.

2.03E Team Match and Scoring. A team match will consist of the matches as shown in the following table. The team winning the majority of individual matches will be awarded one team point at National Championships. Sectional Associations may either follow the National Championships scoring format or determine a method of awarding points in order to determine the winning team of a championship competition. For each team match, a majority of the individual matches must actually be played by the two teams to constitute a valid team match. The Championship Committee has the authority to determine the actions to take when the combination of individual match defaults given by the two teams in the team match would result in a situation where the majority of the individual matches would not be played.

(SLR) Line-ups must be adjusted to ensure that a majority of individual matches are played due to individual defaults:

- The #2D line moves up to the #1D line. The #3D line moves up to the #2D line. The #3D line is defaulted.

The #2S line moves up to the #1S line. The #2S line is defaulted.

TEAM MATCH AND SCORING AT ALL NATIONAL CHAMPIONSHIPS		
DIVISION AND AGE GROUP	TEAM MATCH	ONE TEAM POINT AWARDED FOR
Adult 18 & Over 3.0, 3.5, 4.0, 4.5	2-Singles 3-Doubles	3 individual matches won
<u>Adult 40 & Over</u>	<u>1-Singles</u> <u>3-Doubles</u>	3 individual matches won; If tied 2-2, the tie shall be broken by the first of the following methods to do so: a) <u>Sets: Loser of the fewest number of sets.</u> b) <u>Games: Loser of the fewest number of games.</u> c) <u>Game Winning Percentage: Total games won divided by total games played</u> d) <u>Winner of No. 1 Doubles</u>
Adult 18 & Over 2.5 women & 5.0	1-Singles 2-Doubles	2 individual matches won
Adult 55 & Over Mixed 18 & Over Mixed 40 & Over	3-Doubles	

2.03F Substitutions. 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, and except under such further circumstances as the Championship Committee may authorize. If the substitution is made during the warm-up; the substitute player is entitled to a five-minute warm-up.

2.03G Coaching. When the scoring method is the best of three tiebreak sets and a 10-minute rest period is taken between the second and third sets, coaching is permitted only during this rest period.

2.03H Procedures in the Event of a Tie. In the event of a tie, whether in round robin or single elimination competition, the tie shall be broken by the first of the following procedures that does so:

2.03H(1) For Sectional Championships and below, in the event of a tie, the Sectional Association has the authority to determine the order of the following procedures that will be used to break the tie. The tiebreak procedure order will be published by the Sectional Association. If a Section, District/Area or Local League does not have a regulation in place to address a tie, the Section, District/Area or Local League must follow the national regulation.

(SLR) The Section will follow the National Regulation

2.03H(2) For National Championships, in the event of a tie, the tie shall be broken by the first of the following procedures that does so:

- 2.03H(2)a** Individual Matches. Winner of the most individual matches in the entire competition.
- 2.03H(2)b** Head-to-Head. Winner of head-to-head match only if all tied teams have played each other and one team defeated all the teams that are tied.
- 2.03H(2)c** Sets. Loser of the fewest number of sets.
- 2.03H(2)d** Games. Loser of the fewest number of games.
- 2.03H(2)e** Game Winning Percentage: Total games won divided by total games played
- 2.03H(2)f** A Method to be Determined by the Championships Committee. Procedure to be announced prior to commencement of championship competition.

2.03I Individual Defaults. An individual default occurs when a player fails to appear on time, or is disqualified by a tournament official for misconduct.

2.03J Scoring of Individual Defaults. For the purpose of determining standings, individual defaults will be scored as a 6-0, 6-0 win for the player or doubles team receiving the default and a 0-6, 0-6 loss for the player or doubles team that defaulted the match. In the event of a default by both players or doubles teams, both sides will be given a 0-6, 0-6 loss and neither receives credit for a win. If a double default results in a tie, the tiebreak procedure shall be the same as in Reg. 2.03H *Procedures in the Event of a Tie* in order to determine a winner of that team match.

2.03K Team Defaults. In all championships after local league competition, a team must have a minimum number of eligible players available for play in each team match in accordance with the following table 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 defaulting team captain in accordance with the following table:

ALLOWABLE DEFAULTS AT ALL CHAMPIONSHIPS				
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 women & 5.0	3	1	No. 1 Singles Or No. 2 Doubles
	18 & Over 3.0, 3.5, 4.0, 4.5 40 & Over 3.0, 3.5 4.0, 4.5 (using 5-court format)	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, 4.5 (using 4-court format)	5	1	No. 1 Singles Doubles No. 3 Doubles before No. 2 Doubles, and No. 2 Doubles before No. 1 Doubles
Adult	55 & Over	4 players who are eligible to combine and compete	1	No. 3 Doubles
Mixed	18 & Over 40 & Over			

2.03K(1) The Championship Committee has the authority to file a grievance and recommend the actions to take when multiple match default(s) given by one team result in a situation that may materially impact the championship’s standings. Team penalties may include but are not limited to, non-advancement, disqualification or suspension. (See Regulation 3.03A(7)).

2.03L Scoring of Full Team Defaults. If a team defaults an entire team match for any reason during round robin play, that team is ineligible to continue play at that championship. All matches of the defaulting team already 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 Sectional Association may impose further penalties on the defaulting team.

2.03M Retirement. A retirement occurs when an individual match has started and a player/doubles team is unable to continue due to injury, loss of condition, emergency or refusal to play.

2.03N Scoring of Retirements. In case of a retirement, for the purpose of determining standings, the non-retiring player/doubles team shall be credited with such number of additional games as would have been won if the match was completed and the non-retiring player/doubles team won every subsequent game. For NTRP computer data entry in TennisLink, mark as *retired* and submit actual scores of the match at the point of retirement.

2.04 NTRP DYNAMIC DISQUALIFICATION AND REVIEW PROCEDURES.

2.04A Applicability. The Regulations in this section are applicable only to the USTA League Adult Division.

2.04B NTRP Dynamic Disqualification Procedures. Dynamic ratings will be calculated for all Adult Division players during local league competition and at every level of championship competition including National Championships to determine if any players have reached the NTRP Dynamic Disqualification criteria stated in the USTA NTRP Computer Rating System Procedures. Players subject to NTRP Dynamic Disqualification, as described in the *NTRP Dynamic Disqualification Table*, will be dynamically disqualified if they reach the disqualification level three times based on all matches except retirements received.

NTRP DYNAMIC DISQUALIFICATION		
Each NTRP Level is followed by a letter indicating the type of rating.		
Who <u>cannot</u> be NTRP dynamically disqualified?		
NTRP Level followed by the letter:		
C	Computer Rated Players *	
M	Mixed Exclusive Players **	
T	Tournament Players **	
Who <u>can</u> 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 *	
<p>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.</p> <p>Exceptions:</p> <p>* Players who entered an Early Start League at an NTRP Level lower than their current year-end rating are subject to NTRP dynamic disqualification.</p> <p>** 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.</p>		

2.04B(1) Local League NTRP Dynamic Disqualification. Players who are NTRP dynamically disqualified will be notified by the Sectional League Coordinator or designee and have the right to a review in accordance with the procedures in Reg. 2.04C – *NTRP Dynamic Disqualification Review Procedures*.

2.04B(2) Championship NTRP Dynamic Disqualification. There will be no NTRP Dynamic Disqualifications processed at National Championships. Players who are NTRP dynamically disqualified at any championship including Nationals will be notified by the Sectional League Coordinator or designee and have the right to a review in accordance with procedures in Reg. 2.04C *NTRP Dynamic Disqualification Review Procedures*. The Section shall choose one of the following options for NTRP Dynamic Disqualifications at each Sectional Championship and below:

2.04B(2)a Run dynamic calculations and produce ratings throughout the championship. Through the conclusion of the championship event, notify and disqualify any player who meets the criteria for NTRP Dynamic Disqualification and reverse appropriate matches played. (See Regs. 2.04E(2)a and b for championship scoring procedures when NTRP Dynamic Disqualifications are done throughout the championship competition.)

2.04B(2)b Run dynamic calculations after the conclusion of the championship and disqualify those players who meet the criteria for NTRP Dynamic Disqualification. Matches played will stand. (See Reg. 2.04E(2)c for championship scoring procedures when NTRP Dynamic Disqualifications are done after the conclusion of championship competition.)

(SLR) The **Section will implement 2.04B(2)a**

2.04B(3) After an NTRP Dynamic Disqualification, the player may not play at the disqualified NTRP level of play or any lower NTRP level of play in either singles or doubles for the remainder of the Championship Year and for the succeeding Championship Year including any subsequent National Championships the player is qualified for. In any Division using combined levels, the combined NTRP rating of the disqualified player and partner may not surpass the level of competition. A player who has been moved up as a result of an NTRP Dynamic Disqualification in the Adult Division must immediately adjust his/her NTRP level of play in the Mixed Division.

2.04B(4) Players who are NTRP dynamically disqualified may be allowed to move up and participate on another team at a higher NTRP level during that same local league season provided registration has not closed.

2.04B(5) Individuals who receive their third strike while participating in an Early Start League (ESL) must immediately adjust their NTRP level of play. Such players may not participate at the disqualified NTRP level in a previous year's championship for which they may have qualified.

2.04B(6) In the local leagues and at District/Area or Sectional Championships, if the NTRP Dynamic Disqualification of a player is not upheld by the NTRP Dynamic Disqualification Review Committee, a second NTRP Dynamic Disqualification will be considered if warranted by additional data.

2.04C NTRP Dynamic Disqualification Review Procedures. Reviews are based solely on missing or incorrect data.

2.04C(1) Local. If the team captain or the player disqualified in the local league desires a review of the NTRP Dynamic Disqualification, a written request must be submitted to the Sectional League Coordinator or designee asking for a review before the NTRP Dynamic Disqualification Review Committee of the nearest jurisdiction, within the deadline set by the administrator. The written request for a review shall be delivered by the recipient to the Chair of the NTRP Dynamic Disqualification Review Committee. A review shall be held as soon as reasonable.

2.04C(2) Championship. If the team captain or the player disqualified during or after the conclusion of championship competition desires a review of the disqualification, a written request must be submitted to the Tournament Director, Sectional League Coordinator or designee, asking for a review before the NTRP Dynamic Disqualification Review Committee of the nearest available jurisdiction within the deadline set by the Chair of the Championships Committee or designee. The written request for a review shall be delivered by the recipient to the Chair of the NTRP Dynamic Disqualification Review Committee. A review shall be held as soon as reasonable.

2.04D NTRP Dynamic Disqualification Review Committees.

2.04D(1) The Sectional Association shall appoint an NTRP Dynamic Disqualification Review Committee at the Sectional level and at championships below the National Championships to consider reviews of NTRP Dynamic Disqualifications. The Sectional Association may delegate such authority to the District/Area which may not be further delegated. The committees shall be appointed with the approval of their respective League Coordinator.

2.04D(2) The members of any NTRP Dynamic Disqualification Review Committee may be the same as, or different in whole or in part from, the members of any other Sectional, District/Area Committees or Championship Committees below the National level.

2.04D(3) The Committee Chair or designee shall immediately notify the affected players and team captains in writing of its decision.

2.04D(4) There shall be no further right of appeal of the decision of any NTRP Dynamic Disqualification Review Committee.

2.04D(5) The NTRP Dynamic Disqualification Review Committees for all local leagues and championships shall observe the review and disqualification procedures approved by the USTA League Committee.

2.04E Scoring Procedures.

2.04E(1) Local. In the event of an NTRP Dynamic Disqualification from a particular level of play, the Section shall determine and publish in its regulations what matches, if any, shall be considered losses. The disqualified matches shall be considered 6-0, 6-0 wins for the opposing player or doubles team.

(SLR) All matches played at the Self Rated or Appealed level will be reversed in all "live" leagues including Mixed Doubles. Matches played at the promoted level will stand.

2.04E(2) Championship.

2.04E(2)a NTRP Dynamic Disqualification Done Throughout Championship Competition When Using a Round Robin Format or Segment. If the Section chooses to calculate dynamic ratings and disqualify throughout the championship, all matches played by a dynamically disqualified player shall be considered losses and those matches shall be considered 6-0, 6-0 wins for the opposing player or doubles team.

2.04E(2)b NTRP Dynamic Disqualification Done Throughout Championship Competition When Using a Single Elimination or Segment. If the Section chooses to calculate dynamic ratings and disqualify throughout the championship, the last individual match played by a dynamically disqualified player shall be considered a loss and that individual match shall be considered a 6-0, 6-0 win for the opposing player or doubles team.

2.04E(2)c NTRP Dynamic Disqualification Done After Conclusion of Championship Competition. If the Section chooses to calculate dynamic ratings and disqualify after the conclusion of the championship, all points earned by dynamically disqualified players at the championship will stand but the disqualified players will not be allowed to continue or advance.

2.05 YEAR-END NTRP COMPUTER RATINGS AND APPEAL PROCEDURES.

2.05A Applicability. Regulations in this section are applicable to the Adult and Mixed Divisions.

2.05B Year-end Computer Ratings. When year-end NTRP computer ratings are determined in

accordance with the USTA NTRP Computer Rating System Procedures for players, such ratings shall be the minimum NTRP rating levels of players.

(SLR)

Ratings are directly affected by: a) Your partner; b) Your opponent's dynamic rating; c) Your current dynamic rating; d) The closeness of the match (regardless of whether it was a win or a loss).

Ratings are not directly affected by: a) What position you play; b) Your wins and losses; c) Team standings; d) Age

For championships starting after Year-End Ratings are generated, contact the SECTION Adult Department.

Year-End Rating Appeal Period: Appeals submitted after registration will be reviewed for future play, not for the season they are currently playing in.

Medical Appeal Period: All year. Medical Appeals require an Appeal Form which may be downloaded from the USTA SoCal website. The Appeal must include Pertinent information & documentation that determines the degree to which the injury or debilitating condition is temporary or permanent.

Recorded eligible 2020 match results will be included in 2021 Year End Ratings.

2.05B(1) A year-end NTRP computer rating is valid for three consecutive years or until a new valid NTRP level is published for players who are 59 years of age or under through the League year, except for players with a published Mixed Exclusive "M" or Tournament "T" rating who choose to participate in the Adult Division.

2.05B(2) A year-end NTRP computer rating is valid for two consecutive years or until a new valid NTRP level is published for players 60 years of age or older prior to or during the League year, except for players with a published Mixed Exclusive "M" or Tournament "T" rating who choose to participate in the Adult Division. (See *Valid Computer Ratings Table*).

VALID NTRP COMPUTER RATINGS FOR 2021		
2020 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>		

2.05B(3) Early Start League players must abide by the following procedures when they receive a year-end computer rating that places them at a higher NTRP level at which they are competing:

2.05B3(a) Players who are found to have valid computer ratings, after the appeal process, that place them at the *clearly above level* mark must immediately adjust to their new NTRP level. Prior team matches played are valid.

2.05B3(b) Players who are found to have valid computer ratings, after the appeal process, that place them at a higher level at which they are competing may continue their participation at the lower NTRP level through the conclusion of any Early Start League in progress or until such other date or championship level as determined by the Section. They shall not be permitted to advance to any National Championship at the lower NTRP level. Prior team matches played are valid.

2.05B3(c) Players on a 2.5 team who are found to have valid computer ratings, after the appeal process, that place them higher than the 2.5 NTRP level may continue their participation through all championships at the 2.5 level UNLESS their year-end rating reached the *clearly above level* mark. If it did, they must immediately adjust to their new NTRP level. Prior team matches played are valid.

2.05C Appeal of Year-End Ratings. Year-end NTRP valid computer rating levels may be appealed or denied through TennisLink except for 2.05D *Medical Appeals*.

(SLR)

The NTRP Coordinator will be responsible for all NTRP issues and the management of the Automated Appeal Process. The Automated Appeal instructions are located at: ustasocal.com – Leagues – NTRP ratings.

2.05D Medical Appeals. If an intervening, permanently disabling injury or illness indicates that a player's current NTRP computer rating level may be too high; the player may request a medical appeal of such rating level in accordance with *USTA League NTRP Medical Appeal Procedures – Questions and Answers*.

2.05D(1) Each Sectional Association shall designate a Medical Review Committee(s) to evaluate medical appeals. The members of the Committee are to be approved by the Sectional League Coordinator.

2.05D(2) The Section designated Medical Review Committee shall have the authority to deny the appeal and such decision shall be final and binding. If said Committee deems the medical appeal should have further consideration, it will be forwarded to the National Medical Appeal Committee for a final decision.

2.05D(3) The Chair of the USTA League Committee shall appoint a National Medical Appeal Committee to evaluate all medical appeals forwarded from the Sectional Associations. No member of the National Medical Appeal Committee shall have been a member of the Section designated Medical Review Committee who forwarded the medical appeal.

2.05D(4) The National Medical Appeal Committee shall have the authority to either grant or deny the appeal. All decisions of the Committee are final and binding.

2.05D(5) An NTRP rating level received from a granted medical appeal will be valid until a new NTRP computer rating level is published, or the player is eligible to self-rate.

2.05E Promotion of Players 60 or Over and 65 or Over

2.05E(1) Any player who is 60 years of age or older prior to, or during, the calendar year in which such player plays his or her first local league match and has achieved the same rating level or lower for his or her three most recent year-end ratings, without benefit of appeal of the player's year-end rating **level**, will automatically be granted an appeal (A rating) if promoted, subject to 2.05E(4) below. NTRP Dynamic Disqualification procedures as outlined in 2.04B(3) apply.

2.05E(2) All players age 65 or over, if promoted, will automatically be granted an appeal (A rating) of their current rating back to their previous valid year-end rating **level**, subject to 2.05E(4) below. NTRP Dynamic Disqualification procedures as outlined in 2.04B(3) apply.

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) below. NTRP Dynamic Disqualification procedures as outlined in 2.04B(3) apply.

2.05E(4) Any player who is *clearly above level* under the applicable Computer Methodology procedures, as defined in the Glossary, will be denied an appeal of his or her year-end rating under 2.05E(1), 2.05E(2) and **2.05E(3)**.

2.06 MOVE-UP/SPLIT-UP.

2.06A National Championship Teams.

2.06A(1): Move-Up - Teams and team members that advanced to, or qualified for, any National Championship may play together as a team, in whole or in part, if they move up one NTRP team level.

2.06A(2): Split-Up - No more than three (3) players who were on the roster of any team that advanced to, or qualified for, any National Championship team the previous year may play together in the same Division, same Age Group and at the same NTRP team level as the National Championship team(s), if their NTRP rating allows. Split-Up requirements only apply to players who participated in three (3) or more matches (including one default) for that team during the championship year.

2.06A(3): If a Section has a regulation that limits the number of players on a roster that are at a specific level, the Section must suspend that regulation for one year for any team that advanced to, or qualified for, any National Championship the previous year and chooses to move up one NTRP team level.

2.06B Section Options for Move-Up/Split-Up.

2.06B(1) All Championships Below Nationals. Sections shall have the right to decide whether a team who competes at any championship level below the National Championships must move-up or disperse to form new teams for the next championship year and under what conditions.

(SLR)

The SECTION will suspend the "50% at level" rule for one year for any team and team members that advanced to, or qualified for, any National Championship the previous year and choose to move up one NTRP team level as a team, in whole or in part. Example: If two 4.0 players from the previous year's Adult 18&Over National team want to play together on a 4.5 Adult 40 & Over team along with Non-National 4.0 players, the team is not subject to the "50% at level" rule.

The following procedure will be followed as soon as it is discovered that a team is not in compliance: If all players have played a match, the player with the latest registration date that is out of compliance, will be disqualified from the team and matches played shall be considered 6-0, 6-0 losses and wins for the opposing player or doubles team. Players that have not played a match or received a default can choose to be taken off the team in order to get the team into compliance.

The Move-up/Split-up regulation does not apply to Section Leagues: Tri-Level, Adult 65&Over and the Section Doubles league.

2.06B(2) Sections shall have the option to restrict crossover between Adult and Mixed Divisions and/or between some or all Age Groups notwithstanding Section 2.06A.

(SLR)

The SECTION will not restrict crossover between Adult and Mixed Divisions and between age groups. Ex: A National Adult 18&Over 4.0 team can play together the following year in the Adult 40&Over 4.0 level and/or a MxD team.

2.07 CHAMPIONSHIP PLAYERS.

A championship player's computer rating achieved as a result of play in National Championships may not be appealed down after the Championship Year it is received except as in Reg. 2.05D *Medical Appeals* and Reg. 2.05E *Promotion of Players 60 or Over and 65 or Over*.

3.00 GRIEVANCE PROCEDURES.

The Regulations in 3.00 GRIEVANCE PROCEDURES shall apply to all USTA League Divisions.

3.01 ADMINISTRATION. All grievances within the USTA League shall be administered in accordance with the provisions of this section. Any Section may, but shall not be required to, honor the sanction(s) imposed in another Section (at the conclusion of the original Section's grievance period and process). Sections choosing to honor the sanction(s) of another Section shall mirror the original sanction exactly; no appeals of any kind will be accepted in the honoring Section(s).

3.01A Grievance Committees.

3.01A(1) Local. Each local league shall appoint a Local League Grievance Committee.

3.01A(2) Sectional and District/Area. Each Sectional Association shall appoint a Sectional Association League Grievance Committee and each District/Area shall appoint a District/Area League Grievance Committee.

3.01A(3) Championships Grievance Committees.

3.01A(3)a Sectional and District/Area Championships. Each Sectional Association shall appoint a Sectional Association League Championship Grievance Committee and each District/Area shall appoint a District/Area League Championship Grievance Committee.

3.01A(3)b National Championships. The Chair of the USTA League Committee shall appoint National League Championship Grievance Committees. The members may be the same as, or different in whole or in part from, the members of the National League Championship Committees.

3.01B Grievance Appeal Committees. No member of a Grievance Committee may serve as a member of a Grievance Appeal Committee that is considering an appeal of a grievance that was adjudicated by the Grievance Committee on which that person served.

3.01B(1) Local. Each local league shall appoint a Local League Grievance Appeal Committee.

3.01B(2) Section and District/Area. Each Sectional Association shall appoint a Sectional Association League Grievance Appeal Committee and each District/Area shall appoint a District/Area League Grievance Appeal Committee.

3.01B(3) National. The Chair of the USTA League Committee shall appoint a National League Grievance Appeal Committee.

3.01B(4) Championship Grievance Appeal Committees.

3.01B(4)a Section and District/Area Championships. Each Sectional Association shall appoint a Sectional Association League Championship Grievance Appeal Committee and each District/Area shall appoint a District/Area League Championship Grievance Appeal Committee.

3.01B(4)b National Championships. The Chair of the USTA League Committee shall appoint National League Championship Grievance Appeal Committees. The members may be the same as, or different in whole or in part from, the members of the National League Championship Committees.

3.02 GRIEVANCE TYPES.

3.02A General Grievance. Any grievance, other than those defined in Regulation 3.02B *Administrative Grievance*, 3.02C *National League Grievance*, 3.02D *Eligibility Grievance* and 3.02E *NTRP Grievance*, alleging a violation of (i) the USTA Constitution and Bylaws; (ii) the USTA LEAGUE REGULATIONS; (iii) the FRIEND AT COURT – *The USTA Handbook of Tennis Rules and Regulations* including THE CODE and Wheelchair Rules of Tennis (unless modified by these USTA LEAGUE REGULATIONS); or (iv) the standards of good conduct, fair play, and good sportsmanship shall constitute a General Grievance.

3.02B Administrative Grievance. Any grievance pertaining to administration of the League Program at any level shall constitute an Administrative Grievance. Captains and committee members are not subject to Administrative Grievances.

3.02C National League Grievance The only National League Grievance that can be filed is an Administrative Grievance against the National League Administrator.

3.02D Eligibility Grievance. Any grievance, other than an NTRP Grievance, contending that a player and/or team has failed to meet eligibility requirements to participate in the USTA League, shall constitute an Eligibility Grievance.

3.02E NTRP Grievance. Any grievance contending that a player's NTRP level is lower than his/her actual skill level shall constitute an NTRP Grievance. (See Reg. 3.03E(1) *Players Subject to NTRP Grievances*.)

3.03 GRIEVANCES.

3.03A General Procedures.

3.03A(1) Any grievance alleging a violation of (i) the USTA Constitution and Bylaws; (ii) the USTA LEAGUE REGULATIONS; (iii) the FRIEND AT COURT – *The USTA Handbook of Tennis Rules and Regulations* including The Code and Wheelchair Rules of Tennis (unless modified by these USTA LEAGUE REGULATIONS); or (iv) the standards of good conduct, fair play and good sportsmanship, shall be filed in writing with the USTA League Grievance Committee responsible for enforcement. Exceptions to filing a grievance with the USTA League Grievance Committee responsible for enforcement are noted in Regs. 3.03A(3) and 3.03A(4) regarding filing a grievance against a Sectional League Coordinator or the National League Administrator and in Regs. 3.03B(3)a regarding eligibility.

3.03A(2) An Administrative Grievance at the District/Area level or below shall be filed at the next level with the Sectional Association being the final authority. An Administrative Grievance may be filed by a captain, Local, District/Area League Coordinator, Sectional League Coordinator or a member of a Championship Committee. An Administrative Grievance shall be filed within one year of the incident leading to the grievance, or the grievance shall be barred.

3.03A(3) Any Administrative Grievance against a Sectional League Coordinator shall be filed in writing with the Sectional League Committee. The decision of the Sectional League Committee shall be final and binding.

3.03A(4) Any Administrative Grievance against the National League Administrator shall be filed in writing with the USTA League Committee. The decision of the USTA League Committee shall be final and binding.

3.03A(5) Any grievance with regard to any aspect of the USTA League, except those governed by Regs. 3.03A(3) or 3.03A(4) regarding a grievance against a Sectional League Coordinator or the National League Administrator or in Reg. 3.03B(3)a regarding eligibility, shall be processed through the USTA League Grievance and Grievance Appeal Committees at the appropriate level (i.e., Local, District/Area, Sectional or National). Decisions of Grievance Appeal Committees shall be final and binding except with regard to suspensions of individuals or teams for a period of 12 months or more. (See Reg. 3.04B(4).)

3.03A(6) Any grievance against an individual or team may only be filed by (a) the team captain of the team who has competed in the match where the alleged violation occurred, (b) a league coordinator or (c) a member of a Championship Committee, except for Administrative Grievances, Eligibility Grievances and NTRP Grievances, which may be filed as stated in Regs. 3.03A(2), 3.03B(3), 3.03C(3) and 3.03E(2).

3.03A(7) Regardless of any other regulation, a league coordinator or a member of a Championship Committee may file a grievance at any time, except for Administrative Grievances and NTRP Grievances. (See Regs. 3.03A(2) and 3.03E(3).)

3.03A(8) Play During Grievance Procedures. An individual or team may continue to play during a grievance investigation and hearing but must understand that if upheld, all matches played during that time may be reversed.

3.03B Local League Procedures.

3.03B(1) Any grievance alleging a violation by an individual or team during local league competition shall be filed in writing with the Local or District/Area League Coordinator or designee having jurisdiction. The grievance must be filed 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, except for Administrative Grievances (See Reg. 3.03A(2), Eligibility Grievances (See Reg. 3.03B(3), and NTRP Grievances (See Reg. 3.03E(3).)

3.03B(2) Upon receipt of the grievance, the Local or District/Area League Coordinator or designee shall immediately send a copy to the Chair of the appropriate League Grievance Committee, or other Committee as designated in these USTA League Regulations, and to the party(ies) against whom the grievance has been filed.

3.03B(3) Any grievance regarding failure to meet eligibility requirements may be filed by a team captain, league coordinator or member of a Championship Committee at any time.

3.03B(3)a For eligibility matters of simple fact (e.g., age, USTA membership, TennisLink registration, a USTA league coordinator may declare a player ineligible and disqualify that player without filing a grievance. (See Regs. 1.04C(1) *Official League Registration*, 1.04E(2) *Membership*, 1.04E(3) *Age*, and 1.04F *Official League Rating Program*, and 2.01A(1).

3.03B(3)b All other grievances must go to the appropriate League Grievance Committee or other Committee as designated in these USTA League Regulations.

3.03B(4) Scoring of Eligibility Disqualification in Local League.

3.03B(4)a In the event of an eligibility disqualification during the local league season and up to 24 hours after the end of the local league season, 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. 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.

3.03B(4)b In the event of an eligibility disqualification after the conclusion of the local league season by more than 24 hours, the team will remain eligible to participate and retain points received up to the disqualification, but the ineligible player will not be allowed to continue or advance.

3.03C Championship Procedures.

3.03C(1) Any grievance alleging a violation during championship competition shall be in writing and delivered to the duly appointed site director or designee prior to whichever occurs first: (a) within 30 minutes of the completion of the involved team's match or (b) the commencement of the involved team's next match, whether or not the involved player participates, except for Administrative Grievances (See Reg. 3.03A(2)), Eligibility Grievances (See Reg. 3.03B(3)) and NTRP Grievances (See Reg. 3.03E(3)).

3.03C(2) At the time a grievance is filed, a copy of the grievance shall be sent by the Championship Committee to the party(ies) against whom the grievance has been made.

3.03C(3) Any grievance regarding failure to meet eligibility requirements may be filed by a team captain, league coordinator or member of a Championship Committee at any time.

3.03C(4) Scoring of Eligibility Disqualification for Championships.

3.03C(4)a Eligibility Disqualification That Occurs Prior To or After the Conclusion of a Championship Event. In the event of an eligibility disqualification prior to or after the conclusion of a championship event, the team will remain eligible to participate and retain points received up to the disqualification, but the ineligible player will not be allowed to continue or advance.

3.03C(4)b Eligibility Disqualification That Occurs During a Championship Event When Using a Round Robin Format or Segment. In the event of an eligibility disqualification in a round robin format during the championship event, the player will not be allowed to continue or advance on that team and all matches played by the player shall be considered losses and those matches shall be considered wins for the opposing players or doubles teams and scored 6-0, 6-0 for determining standings. If a double disqualification results in a tie, the tiebreak procedure shall be the same as in Reg. 2.03H *Procedures in the Event of a Tie*, in order to determine a winner of that team match.

3.03C(4)c Eligibility Disqualification That Occurs During a Championship Event When Using a Single Elimination Format or Segment. In case of a disqualification in single elimination format during the championship event, the player will not be allowed to continue or advance on that team and the last individual match played by the 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 tiebreak procedure shall be the same as in Reg. 2.03H *Procedures in the Event of a Tie*, in order to determine a winner of that team match.

3.03D Grievance Committee Action.

3.03D(1) Upon the receipt of a grievance and as soon as reasonable, the League Grievance Committee shall investigate the alleged violation as it deems appropriate. If the Committee deems necessary, it shall arrange for a hearing at which the parties involved shall have the opportunity to present evidence.

3.03D(2) The USTA League Grievance Committee shall have the power to dismiss or deny the grievance or to direct the correction of any violations by reasonable means, including the suspension of an individual or team. This is applicable to any party to the grievance as long as such party has been given the opportunity to review and present evidence.

3.03D(3) The USTA League Grievance Committee shall prepare a written decision setting forth the basis for its decision and the deadline for any written appeal and promptly send copies to the parties involved.

3.03E NTRP Grievances.

3.03E(1) Players Subject to NTRP Grievances.

3.03E(1)a Any self-rated player who is playing at an NTRP level lower than his/her actual skill level is subject to an NTRP Grievance. If an NTRP Grievance Committee determines that the self-rated player has an inaccurate or inappropriate self-rating, the player shall be disqualified and have his/her NTRP level adjusted by the NTRP Grievance Committee. Scoring of matches played by the disqualified player, per Reg. 3.03E(6), may be administered in accordance with Reg. 3.03B(4) *Scoring of Eligibility Disqualification in Local League* and Reg. 3.03C(4) *Scoring of*

Eligibility Disqualification for Championships. The NTRP Grievance Committee may additionally impose other penalties against a player who has inappropriately self-rated, including suspension. Also, a captain or others who have completed, assisted, condoned or approved inappropriate self-rating will be subject to such penalties as the NTRP Grievance Committee may decide, including suspension.

3.03E(1)b A player with a valid NTRP Computer (C) rating or granted an Automatic Appeal (A) rating of a Computer (C) rating is not subject to an NTRP Grievance. Players 60 or over and players 65 or over who are promoted and granted an appeal per Reg. 2.05E are also not subject to an NTRP Grievance. Any other player is subject to an NTRP Grievance including players with granted Medical Appeals.

3.03E(2) Any league captain, coordinator or member of a Championship Committee may file an NTRP Grievance.

3.03E(3) NTRP Grievances may be filed against a player at any time up to 48 hours after the conclusion of the Sectional Championship of the player's team, whether or not the player participated. NTRP Grievances will not be accepted at National Championships.

3.03E(4) Local League Competition. NTRP Grievances shall be filed in writing with the Local/District/Area League Coordinator or designee having jurisdiction. NTRP Grievances shall be administered by the Sectional League NTRP Grievance Committee of the player against whom the NTRP Grievance was filed.

3.03E(5) Championship Competition. NTRP Grievances shall be filed in writing with the duly appointed site director or designee having jurisdiction. NTRP Grievances shall be administered by the Sectional League NTRP Grievance Committee of the player against whom the NTRP Grievance was filed. Each Section shall have the option to adjudicate NTRP Grievances prior to, during or after a championship event.

3.03E(6) NTRP Grievance disqualifications occur when the Sectional League NTRP Grievance Committee reaches such decision and sends notification to the parties involved. The date and time that the Sectional League NTRP Grievance Committee sends notification controls the assessment of penalties, including the scoring of matches, which shall be administered in accordance with USTA League Regulations 3.03B(4) *Scoring of Eligibility Disqualification in Local League* and 3.03C(4) *Scoring of Eligibility Disqualification for Championships*.

3.03E(7) After an NTRP Grievance Disqualification, the player may not play at the disqualified NTRP level of play or any lower NTRP level of play in either singles or doubles for the remainder of the Championship Year and for the succeeding Championship Year. In any Division using combined levels, the combined NTRP rating of the disqualified player and partner may not surpass the maximum permitted combined level for that Division. A player who has been moved up as a result of an NTRP Grievance Disqualification in the Adult Division must immediately adjust his/her NTRP level of play in the Mixed Division.

3.03E(8) After an NTRP Grievance Disqualification in an Early Start League (ESL), the player must immediately adjust his/her NTRP level of play. The player may not participate at the disqualified NTRP level in a previous year's championship for which the player may have qualified.

3.03E(9) The Sectional League NTRP Grievance Committee decision may be appealed in accordance with USTA League Regulation 3.04 *GRIEVANCE APPEALS*.

3.04 GRIEVANCE APPEALS.

3.04A General Procedures.

3.04A(1) Any party(ies) to the grievance may appeal the decision of the Grievance Committee within the time fixed by the Grievance Committee. Upon receipt of an appeal of the decision of the Grievance Committee, the Grievance Appeal Committee shall act promptly to resolve the appeal.

3.04A(2) The party(ies) appealing shall file a written notice of appeal with the appropriate coordinator or designee, who shall send it to the Chair of the appropriate Grievance Appeal Committee, the Chair of the Grievance Committee whose decision is being appealed, the Local, District or Sectional League Coordinator, and to the other party(ies) involved in the grievance.

3.04A(3) The party(ies) appealing shall have an opportunity to submit, in writing, facts and arguments in support of their respective positions. All information submitted shall be provided to all parties.

3.04A(4) Play During Grievance Appeal Procedures.

3.04A(4)a If the grievance was upheld, the individual is subject to all penalties imposed by the Grievance Committee during the appeal process.

3.04A(4)b If the grievance was dismissed or denied and then appealed, the party(ies) may participate during the appeal process but must understand that the decision of the Grievance Committee may be remanded for reconsideration.

3.04B Grievance Appeal Committee Action.

3.04B(1) The Grievance Appeal Committee shall not be required to hold any hearing except as provided in Reg. 3.04B(2). Its decision may be based entirely on the findings of fact by the Grievance Committee whose decision is being appealed and, on the facts, and arguments submitted in writing by the party(ies) to the appeal.

3.04B(2) If the Grievance Committee did not hold a hearing, the Grievance Appeal Committee shall do so, provided any party involved in the grievance so requests in writing. However, the committee may hear such further evidence as it, in its absolute discretion, deems appropriate.

3.04B(3) The Grievance Appeal Committee shall have the power to affirm, modify, remand for cause, or reject the decision of the Grievance Committee. The Grievance Appeal Committee shall not impose a harsher penalty than that imposed by the Grievance Committee. For the purpose of clarification, should the Grievance Committee elect to not impose a penalty, the Grievance Appeal Committee may not impose a penalty; however, the Grievance Appeal Committee may, for cause, remand the matter to the original Grievance Committee or a new Grievance Committee for reconsideration.

3.04B(4) A copy of the Grievance Appeal Committee's written decision setting forth the basis of its decision shall be promptly sent to all interested parties and such decisions shall be final and binding. The following exception shall apply: any individual or team suspended by any Local, District/Area, or Sectional Grievance Appeal Committee for a period of 12 months or more may appeal the final decision of the Grievance Appeal Committee to the National League Grievance Appeal Committee within the deadline established by the Grievance Appeal Committee.

3.04C National League Grievance Appeal Committee Action.

3.04C(1) The National League Grievance Appeal Committee shall hear appeals from individuals/teams suspended for a period of 12 months or more by a Local, District/Area, or Sectional League Grievance Appeal Committee. Upon receipt of an appeal of the decision of the Grievance Appeal Committee, the National League Grievance Appeal Committee shall act promptly to resolve the appeal.

3.04C(2) The National League Grievance Appeal Committee shall have the power to conduct such investigation as deemed necessary by the Committee in its absolute discretion and to affirm, modify, remand for cause or reject the decision of the Grievance Appeal Committee, but may not impose a harsher penalty. (See Reg. 3.04B(3).) However, the National League Grievance Appeal Committee may, for cause, remand the matter to the original Grievance Committee or a new Grievance Committee for reconsideration.

3.04C(3) A copy of the National League Grievance Appeal Committee's written decision setting forth the basis of its decision shall be promptly sent to all interested parties including the Grievance Appeal Committee. Such decision shall be final and binding.

3.05 GENERAL PROCEDURES FOR GRIEVANCE AND GRIEVANCE APPEAL COMMITTEES.

3.05A Teleconference Participation. If one or more members of a Grievance Committee or Grievance Appeal Committee cannot be present at a hearing, such members may, at the discretion of the chair, participate by means of a telephone conference call, video teleconferencing, or other approved remote participation. If any witness cannot be present at a hearing to present evidence, such witness may, at the discretion of the chair be permitted to do so by means of a telephone conference call, video teleconferencing or other approved remote participation.

3.05B Written Requirement. The requirement that a notice or other document be in writing is satisfied if it is sent by mail, fax, e-mail or equivalent communication.

SUMMARY

Step 1:

- a) Local League General Grievances are submitted to the ALC 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 ALC will forward it to the Grievance Coordinator where it will be prepared and submitted for review by the Section.
- b) Championship Grievances are delivered to the duly appointed site director or designee prior to whichever occurs first: (a) within 30 minutes of the completion of the involved team's match or (b) the commencement of the involved team's next match, whether or not the involved player participates. It will be reviewed by a Championship Committee.
- c) NTRP Grievances are submitted to the SECTION office to the attention of the NTRP Grievance Committee anytime up to 48 hours after the conclusion of the Sectional Championship of the player's team, whether or not the player participated. It will be administered by the Sectional League NTRP Grievance Committee.
- d) Administrative Grievances are submitted to the SECTION office to the attention of the Grievance Coordinator within one year of the incident.

Step 2:

Grievances and any documentation will be submitted to the appropriate committee and forwarded to all parties involved. A specified time will be given to submit any documentation and response.

Step 3:

Decisions will be sent to all parties involved. A specified time will be given for Appeal submissions.

Step 4:

Appeal submissions will be reviewed by the appropriate Grievance Appeal Committee.

Step 5:

Decisions made by the Grievance Appeal Committee will be FINAL.

GLOSSARY

Area: See District.

Appeal: Request for reconsideration of a previous decision, determination or finding.

Championship Level: Any USTA League competition held after local league competition.

Championship Year: The timeframe beginning with the first local league including Early Start League and ending with the conclusion of the National Championship.

Coman Tiebreak Procedure: An alternative procedure that may be used with the Set Tiebreak or Match Tiebreak where ends are changed after the first point, then after every four points, and at the end of the Tiebreak. The scoring is the same as a traditional Set or Match Tiebreak. Beneficial in doubles as players continue to serve from the same side as during the set. (See FRIEND AT COURT – Part 3: USTA Reg. I.E.(1)c.)

Competition Format: Round robin, unflighted, single elimination or a combination of these.

Computer Rating: A rating assigned to players that reflects level of ability.

Competitive: A match where the outcome is unpredictable.

Compatible: A match where the outcome is predictable, with the higher rated player winning routinely.

Default: When a player or team fails to appear or is removed by an administrator or tournament official for misconduct or violation of regulations.

Disqualification: Action taken to remove from a team, a player deemed ineligible to participate.

District: Geographic boundaries fixed by a Sectional Association within their Section that represents a subdivision of the Sectional Association. This term may be interchanged with the terms Area, State, Region and Territory.

Division: National League Programs (Adult and Mixed) offered and administered by the USTA and any other USTA League sanctioned program offered in a Section, District or Area, identified as part of TennisLink and entered as part of the USTA NTRP Computer Rating System.

Domicile: A legal concept involving residency. It is that place where a person has a true, fixed permanent home or that person's home for the indefinite future. A person can only have one domicile at a time.

Dynamic Rating: A rating associated with a player that has the potential to change with every match played by the player.

Early Start League: A local league season that commences prior to January 1 of the League Year.

Eligibility: Requirements to play.

Flight: A group of teams competing at a specified NTRP level within a local league or championship competition where every team in that group plays every other team to declare a winner. When flights are established, a playoff must be held at championship level to determine a champion in that NTRP level.

Forfeits: See Default

Grievance: A written formal complaint regarding an alleged violation of a regulation or procedure.

Inaccurate self-rating: A self-rating that occurred as a result of no willful intent on behalf of the player whether by the player or one acting on behalf of the player (i.e., captain, coach, etc.).

Inappropriate self-rating: A self-rating that occurred as a result of willful intent to misrepresent a player's level of play, whether by the player or one who condones or acts on behalf of the player (i.e., captain, coach, etc.).

Individual Match: Any singles or doubles match played as part of a team match.

League Coordinator: A person appointed or hired to implement and administer USTA League.

League Progression: Local league team winners have the opportunity to advance through District/Area, Sectional and National Championships competition.

Level of Play: NTRP skill levels offered in the USTA League Program.

Local: Geographic boundaries fixed by a District within their District.

Local League: A team competition in a specified geographical area that applies specific local league regulations and consists of NTRP level(s) with a minimum of two or more teams per NTRP level. A local league may choose to divide any or all NTRP levels into flights. Where flights are used, a local playoff structure may be established to determine a champion.

Match Tiebreak: First to 10 by a margin of 2. (See FRIEND AT COURT – Part 3: USTA Reg. I.E.1.b.)

Mixed: A team comprised of a man and woman who combine to play.

New Player: An individual who is playing in the Championship Year of his/her first year of competition in the USTA League Program.

NTRP: National Tennis Rating Program

NTRP Level: Generic term advising the minimum NTRP level in increments of .5 at which a player may participate.

NTRP Disqualification Criteria: Having reached disqualification level three times, as designated in the USTA NTRP Computer Rating System Procedures, during the local league competition and/or any level of championship competition below the National Championships in the Adult Division.

NTRP Computer Methodology Procedures: The document establishing procedures governing the *USTA NTRP Computer Rating System*.

Player: The individual USTA Member who registers on a team.

Plus (+) NTRP Level: An NTRP level which allows a team roster to include a specified number of players from the **next** higher NTRP level.

Plus (+) Player: A player who is allowed to register on a specific NTRP Plus (+) level roster with a rating that is at the **next** higher NTRP level.

Rating: See Computer Rating, Dynamic Rating, NTRP Level, Self-Rating.

Remand: To send the grievance back to either the original Grievance Committee or a new Grievance Committee, as the Grievance Appeal Committee deems appropriate, for reconsideration.

Residency: A place where a person is actually living, as distinguished from the person's domicile, or a place where one temporarily lives. Domicile and residence may coincide. A person can have more than one residency while he or she can have only one domicile.

Rest Period: A maximum of 10 minutes with coaching permitted between the second and third set when playing best of three tiebreak sets.

Retirement: Occurs when an individual match has started, and a player is unable to continue due to injury, loss of condition, emergency or refusal to play. Retirements are entered in TennisLink with the final game count for NTRP calculation purposes (e.g., 2-6, 1-3) and the system will automatically credit the individual receiving the retirement with sufficient games as to make them the winner of the match (i.e., 2-6, 6-3, 1-0 or 2-6, 6-3, 6-0 depending on scoring format) for determining standings.

Returning Player: An individual who has played in a previous Championship Year and is now going to play in the current Championship Year.

Round Robin: Each team plays every other team in its flight.

Self-Rating: A rating for a new player entering the program determined in accordance with the *National Tennis Rating Program (NTRP) Guidelines* during the on-line player registration process.

Set Break: The 2-minute period between the completion of the last game of a set and the beginning of a succeeding set.

Set Tiebreak: First to 7 by a margin of 2. (See FRIEND AT COURT – Part 3: USTA Reg. I.E.1.a.)

Start of a Match: First service attempt on an individual court.

Team: Individuals rostered together including non-playing captains.

Team Match:

Local Team Match: Number of individual singles and doubles matches or any combination as determined by the local league.

National Championship Team Match: Adult 18 & Over Group (3.0, 3.5, 4.0, 4.5 Levels) – 2 singles, 3 doubles; Adult 18 & Over Age Group (2.5 women & **5.0** NTRP levels) - 1 singles, 2 doubles; Adult 40 & Over Age Group (3.0, 3.5, 4.0, **4.5** Levels) – 1 singles, 3 doubles; Adult 55 & Over Age (6.0, 7.0, 8.0, 9.0 or 3.0, 3.5, 4.0, 4.5 NTRP Levels) – 3 doubles; Mixed 18 & Over (6.0, 7.0, 8.0, 9.0 and 10.0 NTRP Levels) and 40 & Over (6.0, 7.0, 8.0 and 9.0 NTRP Levels) Age Groups - 3 doubles.

Tiebreak Procedures: Process to determine the winner of a team competition if the teams are tied.

Transition ball: Any Stage 3 (Red), Stage 2 (Orange) and Stage 1 (Green) ball.

USTA League Leadership: A committee comprised of the Chair and Vice Chair of the USTA League Committee and the National League Administrator.

USTA Section: One of 17 defined areas that comprise the USTA.

Valid Computer Rating: An NTRP computer rating that has not expired and is based on accurate player history.

Waiver of Claims: As a condition of participation, each player gives up the right to any demand for injuries sustained in traveling to or from or participating in the USTA League Program.

Waiver of Rules: Except where specifically permitted, no USTA League Regulation or Procedure may be disregarded.

Willful Intent: An act is done willfully and knowingly when the individual intends to do it and knows the nature of the act will achieve the intended result.

Year-End Rating Level: A published NTRP level generated after the Adult Division National Championships each year

(SLR)**GLOSSARY.**

Shared Facility: A facility that has been approved by the Section Office to be shared by two or more Local League Areas for local league play. The Host Area has priority with courts and time slots.

Time Match Procedure: Any local league match that must be completed in a limited period of time which requires players to be off the court the minute the allotted match time is complete, must follow the Timed Match Procedure. Matches are designated Timed Matches prior to play.

Unplayable Conditions: Conditions that make it impossible to continue playing, which may include, but is not limited to: Rain, Fire, Ash, Heat (95 degrees or higher) and if a State of Emergency prevents teams from getting to their locations in a timely manner. [See Local League Regulations \(LLR\) for the weather site of choice.](#)

Captains must make decisions using their own discretion and keeping the health of their players in mind.

Wildcard Team: Will go to the best second and /or third place team in the Section based on games won percentage.

SECTION AREA LEAGUE COORDINATORS (ALC)

SECTION League Grievance Committees & Grievance Appeal Committees are formed as necessary first utilizing members of the Adult League Sub-Committee and then other committee members selected by the Adult League Sub-Committee Chairman and/or SECTION Staff.

ALC	AREA	EMAIL
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