

San Angelo USTA Adult League Rules & Procedures 2024

I. League Members Responsibilities

A. Captain's Responsibilities

1. Establish line-ups for matches on printed scorecards.
2. Home team provides balls
3. Captain must see that losing team captain (or a player) signs scorecard at the end of all matches.
4. Winning captain must put scores on Tennislink within 48 hours. Losing captain should confirm online. If scores are not entered within 48hrs the losing captain may enter the scores.
5. Captain should keep scorecard in the event of a future discrepancy.
6. Captains are responsible for making sure their players get their required number of qualifying matches played in order to qualify for Sectional participation.
7. Captains are responsible for entering the team for Sectionals, however each player will be responsible for individually signing themselves up and paying their own entry fee.

B. Player's Responsibilities

8. Players register through TennisLink and must be a current USTA member prior to playing first match. Players not registered are subject to forfeiture of the match. If they have a valid computer rating in the database, it will confirm their eligibility for a team. If they have no computer rating, they must self rate on TennisLink. League fee will be charged to the person registering by credit card plus \$3 TennisLink registration fee.
9. Players may only play one level above their rating. So 3.0 players can only play up to 3.5 not 4.0. Leagues with Combined NTRP ratings, NTRP difference between partners shall not exceed 1.0.
10. Minimum age required: Players must be 18 years of age prior to participating in any USTA League program. For Adult 40&Over a player that will turn 40 during the 2023 calendar year, (same for 55, 65 & Over. A player must be that age or turn that age within the calendar year of league play.)
11. Wear proper tennis attire.
12. Know rules of tennis.
13. A team can have a maximum of 2 players from outside a 50 mile radius. If a player doesn't have the specific league in one of the USTA designated areas, they can play in another city without it counting as part of the team's two out-of-city maximum.
14. Players are responsible for making sure their captain knows how many qualifying matches they need to play in order to qualify for Sectional participation.
15. A player can play on more than one team at a Sectionals event, provided they are at different levels. However, there will be no special scheduling for them or their team.
16. Players on teams attending Sectionals will be individually responsible for registering themselves for Sectionals by the deadline.

II. Format for League Play

- A. The USTA League program is composed of two Divisions: Adult and Mixed. The age groups for play are now called "Age Divisions", and include Adult 18 & Over, 40 & Over,

55 & Over, 65 & Over, and Adult 18-30 for the Adult Divisions and 18 & Over, 40 & Over, and 55 & Over for the Mixed Divisions. We will also offer Combo and Tri-Level.

- B. There will be several levels of Adult 18&Over, 40&Over and Adult 18-39 league play: 2.5, 3.0, 3.5, 4.0, 4.5. A player may have an individual rating below but not higher than the level of play i.e., a player with a 4.0 rating may be on a 4.5 team but not on a 3.5 team. *Players may only play one level above their rating.* Adult 55&Over, 65&Over and all Mixed are a combined rating 6.0,7.0,8.0,9.0. Leagues with Combined NTRP ratings, NTRP difference between partners shall not exceed 1.0.
- C. There must be a minimum of three teams in these particular levels to advance to sectionals: Adult 18&Over League-3.5 & 4.0 Levels, and Adult 40&Over 3.5 & 4.0 Levels. If there are only 1 or 2 teams, then they must qualify at a Qualifying Tournament. All other leagues must have a minimum of two teams to advance to Sectionals, except Adult 65, Tri-Level, LoneStar, Mixed 55,Combo, Adult 18-39, Lonestar may send a team directly if only one team.
- D. If an Adult League consists of only two teams in a level of play, each team must maintain its roster with at least 40% of its players at the designated NTRP level of play. Three team leagues don't have to follow this rule. Adult 55&Over excluded since they are combined ratings.
- E. For Adults and Mixed, the maximum number of players on a team is 14 for leagues with historically four or more teams and 13 players for leagues with three or fewer teams historically (with the exception of Adult 18+ 4.0 men & women 16). Seniors, Combo, & Tri Level with a min of 6 players they will be allowed 12 members. 2.5 Adult & Lonestar teams and Adult 18-39 league teams (with a minimum of 5) may have up to 10 on their roster.
 - 1. *Teams can add up to two players at any time after the first scheduled match (initial roster) and up until the last **three** scheduled matches. Remember players must have played at least two matches (3 matches if they are self-rated or appealed) locally to qualify for Sectionals, hence the deadline is before the last **three** scheduled matches.*
- F. Each team's final season roster (including adding players) must be complete at least 14 days prior to the start of the sectionals event. Additionally Local Leagues must complete ALL regular season matches at least 14 days prior to the sectionals they are attending.

III. Rules & Procedures

A. Exchanging line-ups

- 1. The exchange of the line-up cards must be done at least 5 minutes prior to match time. Captains must have their side of the scorecards completed before exchanging the line-up with the opponent. At match time, players go to their courts and may continue warming up for no more than 10 minutes. Default time is 15 minutes after match start time.
 - a. *Defaults/Forfeitures: Defaults must be communicated prior to the line-up exchange. The unaware captain can re-order their line-up if defaults are not communicated prior to the exchange. I would like to clarify that if you tell the opposing team that you are defaulting a line, you tell them which line. If told prior to the match, the opposing team is NOT REQUIRED to have players present for the defaulted line.*

- b. Should a forfeit be necessary, a team must forfeit line 2 singles or line 3 doubles first, or both singles.
 2. Once line-ups have been exchanged, there can be no substitutions except:
 - a. One exception is during the warm-up a player becomes injured or ill. If another roster player is available, they may replace the injured or sick player.
 - b. There can be no substitutions, however if a default or no-show occurs, players must be moved to higher positions. Defaults must occur on line 2 singles, both singles, or line 3 doubles.
 - c. When 2 players on a team show up that are members of different doubles teams, the two players can play together at the higher position in order to avoid an additional forfeit. These players can't be subs, but must be on the original line-up.
 - d. If a match is postponed following exchange of line-ups, the original line-ups would stand only for those positions that had already started (first service attempt) their match. All other positions, even those that were in warm-up may be changed including defaulted courts.
 - e. If defaults are not communicated prior to lineup exchange, the opposing team's line-up can be adjusted.
 3. Have players on their court make sure they are playing the correct opponents. If play has begun and it is discovered that the wrong players are playing each other, before the 1st set has been completed, stop and switch to correct courts & restart. If 1st set has been completed, then continue as is.
 4. Host team provides the balls.
 5. No breaks will be taken between the 1st game and the 2nd game. Remember: After the toss and before play begins to get water, etc. as you would in a normal changeover.
 6. Play shall be best of 3 sets, with a 10 point match tiebreaker in lieu of a 3rd set. A 2-minute break may be taken between sets and/or before the match tiebreak begins. All tie-breaks will be the Coman Tie-break. (Other formats are allowed per USTA league regulations and at times leagues could use another acceptable scoring format in order to complete the season.)
 7. When a match is postponed following exchange of lineups and originally had a defaulted line, that line may be changed for the make-up match. See "Weather Conditions #4."
 8. The team who has won a majority of the matches will be considered the winner:
 - a. Adult 18&Over - win 3 individual matches
 - b. Adult 18&Over 2.5 & 5.0, Mixed 18&Over Mixed 40, Adult 55- win 2 individual matches
 - c. *Adult 40 & Over (with 1 singles line and 3 doubles lines)- 3 individual matches won: if tied 2-2, the tie shall be broken by the first of the following methods:*
 - i. *Sets: Loser of the fewest number of sets.*
 - ii. *Games: Loser of the fewest number of games*
 - iii. *Game Winning Percentage: total games won divided by total games played going to the hundredths place.*
 - iv. *winner of #1 doubles.*

B. Forfeitures/Defaults

1. *If a team cannot field the required lines at the scheduled date/time of play, then they must default those lines. This excludes weather-related rescheduled matches.*
2. *Defaults must be communicated prior to the line-up exchange. The unaware captain can re-order their line-up if defaults are not communicated prior to the exchange.*
3. Forfeits must be from bottom up, i.e. line 2 singles or line 3 doubles, or both singles.
4. When two players on a team show up that are members of two different doubles teams the Section authorizes in this case, the two players be able to play together at the higher position in order to avoid an additional forfeit.
5. *Team Matches: In order for it to count as a team match, a majority of the matches must be played (ex: if 5 lines, then 3 must play). For Adult 40&Over leagues that play locally 3 doubles & 1 singles (since 4 lines being played) you can only default 1 line or else it would be considered an incomplete match. (majority of the lines would be 3). Check with LLC on your 40&Over League format: 3&1 or 4&1.*
6. *USTA Texas Section's procedure is as follows: When both teams have the minimum number of players available to play, but the combination of individual defaults would result in the majority of matches not being played, the teams will play the singles position to fulfill the "majority of matches played" rule and to complete the match.*
7. *In the case of invalid matches (less than the minimum number of matches played) if scores are entered in Tennislink they will count only for NTRP ratings and advancement (like one of your two required to go to sectionals). Otherwise the match will be considered Incomplete. If you have an incomplete match, all of your matches in that particular round will be taken out of the standings. Please notify Courtney when you have an incomplete match. (This stands for all League matches in all levels.)*
8. Full Team Default: If a team forfeits an entire team match for any reason during round robin play, then all matches of that team in the round robin portion, played or to be played shall be null and void. If teams in contention have played the defaulting team- those scores will stand. If there are several round robins within the local competition, this guideline concerns the round robin in question only.
9. Scoring of Team Defaults in Championship/Sectionals: Revised language to state that when a team defaults an entire team match at a Championship/Sectionals, that team is no longer eligible to continue to play at that championship. All matches will be null and void but will be used for ratings and advancement purposes.
10. Both Team Captains must be notified that a default is being invoked prior to playing the match as a "practice match".
11. All USTA Sectional or National Championship matches played by League players will take precedence over the local league matches. Teams and or players who advance to USTA League Championships, representing the city for which the local match conflict exists, shall have the right to request that their lines in a local match be played at some time other than the originally scheduled date. Only players who will attend the Sectional Championships as members of their team and play or serve as an alternate (i.e. a singles player or a member of a doubles team) may request a rescheduling of a local match. Each line played at an alternate time to accommodate the championship shall be played by at least one player who was absent due to the Championship. Captains of the players advancing are to notify

their opposing captain of the conflict as soon as they know of a conflict with their advancement to a Sectional or National Championship. Teams with greater than 50% absence due to representation at a Sectional or National Championship for a city other than the one the local league is being played, will only be allowed to make up lines so their team plays a majority of the lines to constitute a valid team matches (3 lines in a 5 line league; 2 lines in a 3 line league).

C. Weather Conditions

1. Should weather be questionable, the captains will look on www.weather.com one hour prior to match time. If temp is 40 or below or if wind chill is 30 or below then the match is called. Also if wind is blowing 25 mph or above the match *can* be called.
2. If rain occurs after a match has begun, the players need to wait 30 minutes to see if it will pass. The home captain makes the final decision regarding court playability.
3. Weather-canceled matches will be added to the end of the season at the same day/time, unless otherwise decided by both captains or coordinator. Coordinate make-ups with the league coordinator to verify court reservations.
4. If a match is postponed following exchange of line-ups, the original line-ups would stand only for those positions that had already started (first service attempt) their match. All other positions, even those that were in warm-up may be changed including defaulted courts.

D. Cell Phones and Beepers

1. Cell phones and beepers must be silenced during play. *Should a phone audibly ring during play, opponent may stop play and claim the point as a deliberate hindrance.* If the phone vibrates, no penalty. Please no texting on the court. During the 90 second changeover a player may check phone for urgent calls they may have received. Electronic device usage of any kind is not allowed in USTA sanctioned events and we are allowing you this courtesy.

E. NTRP

1. Year-end Computer rated (C) and Benchmark (B) are not subject to NTRP Dynamic Disqualification. All others are including Self-Rated (S) and Appealed (A). Year-end Mixed Exclusive and Tournament Exclusive rated players are required to self-rate for the Adult Division League play and are therefore self-rated (S) and subject to dynamic disqualification.
2. Dynamic Disqualification comes after a player receives 3 strikes during the season and they will then get rated to the next level. Strikes occur when a player's dynamic rating exceeds the maximum tolerance for that level. At the local level, the third match flagged shall be considered a loss and that individual match shall be considered a win for the opposing player or doubles team.
3. Self Rating form is online: If a player was a Super Champ in 16s or 18s in the past five years, he/she must self-rate at or above a 4.5 level. Former HS players can't play below 3.0. *For Adult 18&Over, each player shall have reached 18 yrs of age prior to playing their first league match. For Adult 40&Over reach 40 during the calendar yr, etc.* If you have a player that needs to self-rate, they need to do it themselves, not the captain.

4. Self-ratings are valid for 2 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 Section coordinator.
5. Ratings are valid for 3 years for players 59yrs and under, and 2 years for those 60 and older. You must have played at least 3 matches against players with a dynamic rating in order to produce a dynamic rating for yourself.
6. A “Benchmark” player means a player whose rating has been determined by the computer using a combination of the DNTRP for a player and their performance at a championship and to whose record other records are compared. Generally, players who compete in area championships, sectionals, and nationals are benchmarks.
7. If a team member is moved up during the local season, he/she can be added to a team at the higher level but still must play at least two matches to be eligible to advance sectionals. If a team loses a player due to DNTRP during season, a team can add a player. Remember, he/she must play at least two matches on that team to advance to sectionals.
8. In the event of a disqualification locally from a particular level of play, a self-rated player will have to immediately move up a level as well as a computer-rated player with an A. However no matches will be taken away from their teams. At the Sectional level, the Section chooses to calculate dynamic ratings and disqualify those players that meet the criteria for NTRP disqualification following the conclusion of the championship, all points earned by disqualified players at the championship will stand. Captains who have 2 or more disqualifications within 12 months may be subject to grievance being filed against them.

IV. **Determining Sectional Participation**

- A. The team with the best record at the end of league season will determine the local champion to advance to sectionals providing that team has met all league qualifications. Teams advancing to Sectionals will be responsible for their entry fee. If the first place team can't attend, the 2nd place team can represent and so forth.
- B. Ties shall be broken by the 1st of the following:
 1. Individual matches- winner of most individual matches (or lines) during the season.
 2. Head to head- winner of head to head matches
 3. Sets- loser of fewest number of sets
 4. Games- loser of fewest number of games
 5. In event of a games tie, San Angelo will go back to the last head to head match winner.
- C. *To qualify for Sectional play, Computer rated players must have played a minimum of 2 matches with only one default counting for leagues that have a National program (Adult 18&Over, 40&Over, 55&Over; Mixed 18+,Mixed 40+). Self-Rated and Appealed Players must play three times (with no defaults counting) in order to attend Sectionals and four times to qualify for Nationals. To qualify for sectional play for Combo, Adult 65+, Mixed 55+, & Tri-Level players must play at least once locally.*

- D. In order to advance to *Nationals* in Adult or Mixed leagues, Computer- rated players must have played at least 3 matches with one default counting and for Self-Rated & Appealed players they must play 4 matches w/ no defaults. A retired match shall count.
- E. Each team's final season roster (including adding players) must be complete at least 14 days prior to the start of the sectionals event. Additionally, Local Leagues must complete ALL regular season matches at least 14 days prior to the sectionals they are attending.
- F. Players on teams that withdraw from a Sectionals within 14 days of the tourney or cause a full team forfeit before completing all scheduled matches are not allowed to attend any sectional event for a period of 12 months.

V. **Grievances**

- A. Any grievance that comes up should be filed in writing and delivered to Courtney Nagel within 48 hours of the disputed match. Include a \$50 grievance fee (non-refundable). A duplicate copy of the grievance will be sent to the opposing captain. The three person grievance committee on the CVTA board will review and decide the issue in question.
- B. As of 2022, there was a new USTA Adult Suspension Point System for League players. Must go through the grievance process like before, but players can now receive 'penalty points' toward suspension from league play for certain actions. The grievance procedure has not changed, it is just the punishment that has changed. This applies to competing players, affiliated league captains, team members & other USTA members.