

2025 Texas Operating Procedures

USTA LEAGUE

USTA NATIONAL LEAGUE REGULATIONS shall apply to all USTA Leagues played in the USTA Texas Section; the Friend at Court shall apply to all matches played in USTA Leagues; and 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. District and Local Rules and Regulations may be developed to supplement the USTA National and Sectional Rules and Regulations. However, the Local Rules and Regulations must not contradict the National or Sectional established rules and regulations. If the Section or Local League does not have a regulation in place to address an issue and there is a National Championship Regulation on that issue, the Section or Local League must follow the National Championship Regulation.

In addition to, and as allowed by USTA National League Regulations, the USTA Texas Section has adopted the following League Regulations for all league matches played in the Texas Section. Teams/Players participating in championships and local leagues should be familiar with USTA National League Regulations, Texas Section Regulations and their Local League Regulations.

Minimum Number of Players on a Roster:

- Adult 18 & Over 3.0, 3.5, 4.0 and 4.5 = 8 players per team
- Adult 18 & Over 2.5, 5.0, and Open division = 5 players per team
- Adult 40 & Over 3.0, 3.5, 4.0 and 4.5 = 9 players per team
- Adult 40 & Over Open = 6 players per team
- Adult 55 & Over (all levels) = 6 players per team
- Adult 65 & Over (all levels) = 6 players per team
- 18 & Over Mixed (all levels) = 6 players per team
- 40 & Over Mixed (all levels) = 6 players per team
- 55 & Over Mixed (all levels) = 6 players per team
- Tri-Level = 6 players per team
- Combo = 6 players per team
- Lone Star = 6 players per team

Registration for Minimum Team Rosters. All USTA Texas Leagues shall register through TennisLink. Minimum team rosters must be registered on TennisLink by the following dates:

- 04/01/2025 - Adult 40 & Over Qualifying Tournament
- 04/15/2025 - Adult 55 & Over League
- 05/01/2025 - Adult 40 & Over League
- 06/01/2025 - Adult 18 & Over Qualifying Tournament
- 07/01/2025 - Adult 18 & Over League
- 07/01/2025 - Lone Star League
- 08/01/2025 - Mixed 18 & Over League
- 08/01/2025 - Mixed 40 & Over
- **09/01/2025 - Mixed 55 & Over League**

- 09/15/2025 - Combo League
- 09/15/2025 - Adult 65 & Over League
- 11/15/2025 - Tri-Level League

Maximum Number of Players on a Roster. Each local league determines the final number of players per roster. A local league may not change the minimum roster set by National.

Final Team Rosters. Each team's final season roster (including adding players), must be complete at least 21 days prior to the start of the sectionals event. Additionally, Local Leagues must complete All regular season matches and scores entered at least 21 days prior to the start of the sectionals event they are attending.

Match Requirements To Qualify for Local League Playoffs, City Championships and Sectionals for Adult 18 & Over, Adult 40 & Over, Adult 55 & Over, Mixed 18 & Over and Mixed 40 & Over.

All players with a valid computer rating (C) must play two (2) matches during the local league season. One default may count.

All Self-Rated (S) and Valid Computer Rated Appealed (A) players must play three (3) matches during the local league season. Defaults do not count.

Match Requirements To Qualify for National Championships. Computer Rated Players (C) must play 3 matches on the same team at the same level in the same age group (one default received shall count) to be eligible to play in the National Championships. Self-Rated Players (S) and Computer Appealed Rated Players (A) must play 4 matches on the same team at the same level in the same age group with no defaults counting to be eligible to play in the National Championships.

Match Requirements To Qualify for Sectionals in Combo, Adult 65 & Over, Mixed 55 & Over and Tri Level. Teams can go straight to Sectionals. If there is a local league, all players must play one time to be eligible for Sectional play. Defaults do not count.

Leagues that have to have a minimum of 3 teams in a league to advance to Sectionals:

(Exception: Qualifying Tournament)

- Adult 18 & Over - 3.5 & 4.0 levels
- Adult 40 & Over - 3.5 & 4.0 levels

Leagues that have to have a minimum of 2 teams in a league to advance to Sectionals:

- Adult 18 & Over League - 2.5, 3.0, 4.5 & 5.0 levels
- Adult 40 & Over League - 3.0 & 4.5 levels
- Adult 55 & Over League - all levels
- Mixed 18 & Over League - all levels
- Mixed 40 & Over League - all levels
- Qualifying Tournament - all levels

Leagues that may send a team to Sectionals without having a local league:

- Adult 18 & Over League - Open (all players must be 5.0 or higher)

- Adult 40 & Over League - Open (all players must be 4.5 or higher)
- Adult 65 & Over League - all levels
- Ladies Lone Star League
- Tri-Level League - all levels
- Mixed 55 & Over League - all levels
- Combo League - all levels

If You Have a Local League For:

- **Tri-Level, Mixed 55 & Over, Adult 65 & Over, or Combo.** All players must play at least one match locally on the same team at the same level in the same age group to be eligible to play in the Sectional Championships. Zero defaults shall count.
- **Adult Qualifying Tournament.** All players must play at least two matches locally on the same team at the same level in the same age group to be eligible to play in the Adult Qualifying Tournament. One default received shall count.
- **Lone Star League.** There is not a minimum match requirement. However, players may not change teams if a local league is played.

Scoring of Full Team Defaults. If a local league does not have a specific rule in place to cover a full team default, it must follow the National/Sectional Championship Regulation 2.03L, which states: *"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 individual player ratings and individual player 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."* If there are several round robins within the local competition, this guideline concerns the round robin in question only.

Dynamic Disqualification. There is no dynamic disqualification of year-end computer rated players. Who can be dynamically disqualified? NTRP published level followed by A (appeal-all), S (self-rated), and D (disqualified) in the adult divisions through the Section Championships.

Local League Dynamic Disqualifications. In the event of a local dynamic disqualification from a particular level of play, a self-rated player and/or an appealed computer rated player (A) will have to immediately move up to the appropriate level. However, no matches will be taken away from their teams. All points earned by a disqualified player will stand. Captains who have 2 or more disqualifications within 12 months may be subject to a grievance being filed against them.

Sectional and Local League Championship Dynamic Disqualifications. At the Sectional level and local championship/playoff level, the Texas Section chooses to calculate dynamic ratings and disqualify those players who meet the criteria for NTRP disqualification following the conclusion of the championship. All points earned by the disqualified player at the championship will stand. From that point forward, the disqualified player will have to play at their new level which could possibly prevent them from advancing with their team to the Sectional or National Championships.

Team Penalty for Early Withdrawal or Failure to Complete a Sectional Championship. Teams should consider their player commitment and team roster prior to committing to a Texas Sectional Championship. A 12-month Texas Sectional suspension for the following year will be applied to "all qualified players" if a team, within 14 days of the scheduled start of a Sectional, withdraws or fails to complete the majority of all lines in a match while attending Sectionals.

The local/area coordinator will be notified of the players receiving the suspension. Players may play local leagues if not facing further sanctions from their local leagues.

Right to Appeal. Only the team Captain may file a written appeal within 14 days of the suspension through the local/area coordinator to the Section Appeals Committee. Relief may be granted under extenuating circumstances.

Out of Area Players. A team may have one player outside the 50-mile radius of a large city, Fort Worth, Dallas, San Antonio, Austin, Houston and North Houston. All other cities can have a maximum of two players outside the 50-mile radius from the center of the city. A player is NOT considered out of area if the area where the player resides is without a league/division for the past three years. **A player residing in another Section is considered an out of area player.**

Sectional or National Championship Matches Will Take Precedence Over Local League Matches. All USTA Sectional or National Championship matches played by League players will take precedence over the local league matches. Teams, Players and Captains 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 match (3 lines in a 5 line league; 2 lines in a 3 line league).

Rating Differential Between Players. The spread between players of an individual doubles pair may not exceed 1.0 in the Mixed Doubles, Adult 55 & Over, Adult 65 & Over, and Combo League.

When Two Players on a Team Show Up That Are Members of Two Different Doubles Teams. The Section authorizes, in this case, that the two players may play together at the higher position in order to avoid an additional forfeit. Example: Only one doubles player on line 2 shows up and only one doubles player on line 3 shows up, then those two players can play on line 2 to avoid an additional forfeit. Defaults are from the bottom up.

Self-Rating General & Experienced Player Guideline Chart. New players must self-rate in order to participate in USTA Leagues. A self-rating is based on the player's tennis history. A self-rated player remains a self-rated player until the player produces a year-end computer rating. The following link shows a player's self-rating as it relates to their tennis history: [General & Experienced Player Guidelines | USTA](#)

Super Champ Self-Rating. If a Junior player was a Super Champ in the 16's or 18's in the past five years, he/she must self-rate at or above a 4.5 level.

Tri-Level League Rules. Local areas may have self-rated players, appeal rated players, or mixed and tournament exclusive players on their rosters. However, those players must receive a year-end computer rating to be eligible for Sectional and National play. Those players must play Sectionals/Nationals at their computer-rated level.

Players that are computer rated at the time of local play, and are bumped up at the end of year, may play Sectionals/Nationals at their lower rating. An exception is a computer-rated player that is double-bumped, they must play at the higher level.

Players on Multiple Teams at the Local Level. Local Leagues can determine if players are allowed to play on multiple teams in the same league at the same level.

Players on Multiple Teams at the Sectional Championships. A player can play on more than one team at a Sectional Championship, provided they are at different levels. However, there will be no special scheduling for that player or team. Captains cannot captain more than one team at a Sectional Championship at the same level and gender.

NTRP Grievances must be filed at least 7 days prior to a Local or Sectional Championship. This will give the Grievance Committee time to make a fair decision. NTRP Grievances filed within 7 days of a Local or Sectional Championship will be addressed after the Championship.

To File an NTRP Grievance:

1. File grievance with the USTA Texas NTRP Coordinator. The Coordinator will give you their opinion on if the grievance will be upheld. No Cost.
2. Grievance is sent to the League Grievance Committee. **Cost is \$50**
3. Grievance is sent to the League Appeal Grievance Committee. **Cost is \$100.**

If the Grievance is upheld, the money will be refunded. All money in this account at the end of the year will be donated to the USTA Texas Foundation.