

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.*
 - 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.

2024 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:

- 04/01/2024 - Adult 40 & Over Qualifying Tournament
- 04/15/2024 - Adult 55 & Over League
- 05/01/2024 - Adult 40 & Over League
- 06/01/2024 - Adult 18 & Over Qualifying Tournament
- 07/01/2024 - Adult 18 & Over League
- 07/01/2024 - Lone Star League
- 08/01/2024 - Mixed 18 & Over League
- 08/01/2024 - Mixed 40 & Over
- 09/15/2024 - Combo League

- 09/15/2024 - Adult 65 & Over League
- 09/15/2024 - Mixed 55 & Over League
- 11/15/2024 - 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.

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.

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 \$25
3. Grievance is sent to the League Appeal Grievance Committee. Cost is \$50.

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.

Adult League Reference Guide (updated 11/13/23)

CAPTAIN MATCH RESPONSIBILITIES

- Captain is responsible for knowing all league rules (National, USTA Texas, and Local) and communicating them to their players.
- Captains should confirm the match time and location prior to the match date. If the captain is unable to attend, an acting captain should be appointed.
- Captains will exchange line-ups 5 minutes prior to the start of the match.
- Report score within 48 hours of completing the match.

PLAYER RESPONSIBILITIES

- Be familiar with league rules, The Code, Friend at Court, and act with good sportsmanship.
- Arrive punctually and be prepared to be on the court and start the match at the scheduled time.
- Silence phones and make sure kids and spectators are respectful during play.
- Line calls, double bounces, and net touches are the player's responsibility only on their side of the net.
- All issues or calls that arise during a match are to be resolved on court, and **ONLY** by the players involved in the match on that court, never by other players, including Captains, spectators, or club staff.

MATCH PLAY

- Coaching is not allowed during league play.
- Play is continuous. The maximum breaks are 25 seconds between points, 90 seconds for changeovers, and 120 seconds after a set. No break shall be taken after the 1st game of a set.
- Bathroom breaks should be taken during a set break or, if an emergency, at a changeover.
- The majority of lines **MUST** be played for it to be a valid match.
- If a match needs to be forfeited, it must come from the lowest line of singles or doubles.

- Local score format may be set at the local league coordinator's discretion.
- If a player is injured during the warm-up period prior to the start of play, a legal substitute can play in their place. Order of play continues.
- If a player cannot complete the match, the match is retired. Scores are entered as played. E.g. 6-3, 2-0 RETIRED (not completed)

TIEBREAKS

- The first server in a set tiebreak is the player who would have been next in the serving order if the set did not end with a tiebreaker.
- The first server will serve one point from the deuce court, following which each server will serve two points, the first being from the ad-court.
- Players will change ends using the Coman Tiebreak Procedures, after the first point and then after every fourth point (i.e. 1, 5, 9, 13 ...)
- The first server for the set following a tiebreaker will be the player/team that received the first point of the tiebreak. A doubles team may change their order of service in the new set.
- A 10-point Match Tiebreak is played in lieu of a 3rd set if sets 1 and 2 are split. The order of team service continues but it is treated as a new set so the individual team may decide which partner will serve first and may also change their court positions.

OFFICIATED MATCHES ONLY

In league matches where officials are present, the following rules can be enforced:

- **Late penalties.** Beginning at the scheduled match time, and if courts are available, the late player(s) loses the toss plus 1 game for each 5 minutes late. The match is defaulted at 15 minutes past the scheduled start time.
- **Medical Time-Outs.** A one-time 3 minute medical time-out is allowed for injury, illness and heat related conditions.

- A maximum 15 minute medical time out is allowed for bleeding injuries.

ADVANCING TO CHAMPIONSHIPS

ELIGIBILITY FOR LOCAL AND SECTIONAL CHAMPIONSHIPS

League	Computer Rated	Self Rated / Appeal
Adult 18 & Over, Adult 40 & Over, Adult 55 & Over, Mixed 18 & Over, Mixed 40 & Over	must play 2 matches during the local league season (1 can be a default)	must play 3 matches during the local league season (zero defaults count)
Combo, Lone Star, Tri-Level, Mixed 55 & Over, Adult 65 & Over Leagues	Must play 1 match, no defaults may count to advance to Sectionals (if local league plays) <u>Tri-level players</u> must have a computer rating to be eligible for Sectionals	

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.

SPORTSMANSHIP

Cooperation and Courtesy are expected from all players. Points played in good faith stand. All points should be treated of equal importance. Players should give one another the benefit of the doubt on all calls and lets. Always be a good tennis citizen.

ADDITIONAL RESOURCES

For additional information about USTA Texas Leagues, links to the USTA Texas Operating Procedures, National Regulations, and other league resources, scan this QR-code with your phone's camera to access the USTA Texas Adult League webpage.



IMPORTANT DATES FOR 2024 TENNIS (Local start dates subject to change)

Date (or the week of...) Event	Sectionals	Info	Sectional Entry Deadline
Jan 13	USTA League Captains packet available online at www.conchovalleytennis.net		
Jan 21 week	San Angelo Adult 40 & Over League begins May 31-Jun 2 (3.5s & 4.5s) Jun 7-9 (3.0s&4.0s)	Houston The Woodlands	1-May
Jan 24	San Angelo Adult 18&Over 2.5 Women Aug 2-4	Dallas	Jul 1
Jan 26-28	USTA Tri Level Sectionals	Round Rock	Dec 20
Feb 16-19	SACC Pre-Season Tournament		
Feb-Mar Saturdays (Feb 17-	Adult 55&Over Local Tournament / league May 17-19	Dallas	Apr 15
Mar. 1-3	USTA Adult Major Zone-San Angelo San Angelo	No league Sunday	Feb 18
March 10-16	Spring Break		
Mar 24 week	San Angelo Adult 18 & Over League begins 2.5,3.5,4.5 Aug 2-4 Lonestar, 3.0,4.0 Aug 9-11	Dallas/Richardson	1-Jul
Mar 31	Easter	No League	
April 20-21	Adult 40&Over Qualifying Tourney	Georgetown	Apr 1
May 3-5	SACC Smash	No League	
May 12	Mother's Day	No League	
May 17-19	Adult 55 & Over Sectionals	Dallas	15-Apr
May 25-27	Memorial Day weekend	No League	
May 31-June 2	USTA Adult 40 & Over Sectionals for 3.5s & 4.5s	Houston	1-May
June 7-9	USTA Adult 40 & Over Sectionals for 3.0s & 4.0s	The Woodlands	
June 7-9	Adult 40&Over Little State women & men	Corpus Christi	1-May
Jun 10 week	San Angelo Adult 18+ Mixed League begins Sept 20-22	6.0, 7.0 & 8.0 Abilene	1-Aug
June 15	Bentwood Fantastic Finale		
June 22-23	USTA Adult 18 & up Qualifying Tourney	Austin	31-May

Date (or the week of...) Event	Sectionals	Info	Sectional Entry Deadline
<i>Jul. 4</i>	<i>Independence Day (Tuesday)</i>	<i>No League</i>	
July 12-14	San Angelo 40+ Mixed Tourney: 6.0, 7.0, 8.0	Round Rock	1-Aug
<i>July ?</i>	<i>SACC Texas Two-Step</i>		
July 27 weekend?	San Angelo 65 & Over Tourney/League	Nov 10-12 / Fort Worth	1-Oct
July or Aug	San Angelo Mixed 55&Up Tourney	Nov 1-3 in Tyler	15-Sep
Aug 5	San Angelo Combo begins	Oct 11-13 / Abilene	15-Sep
Aug 2-4	USTA Sectionals for Adult 18+, 2.5, 3.5, 4.5	Dallas	1-Jul
Aug 9-11	USTA Sectionals for Adult 18+, Lonestar, 3.0, 4.0, 5.0	Richardson	1-Jul
Aug 9-11	Men's & Women's 18+ LITTLE STATE	2nd place teams, but any team can ask for wildc Corpus Christi	17-Jul
Aug 31-Sept 2	Labor Day Weekend	No League	
Sept 6-7	USTA 40+ Mixed Doubles Sectionals	Round Rock	1-Aug
Sept 14-15	Bentwood's Slamfest		
Sept 20-22	USTA 18+ Mixed Doubles Sectionals	Abilene	1-Aug
Oct. 7 week	San Angelo Tri-Level begins	Feb 2024 TBD	Nov 15 roster
Oct. 11-13	USTA Combo Sectionals	Abilene	15-Sep
Nov 1-3	USTA Mixed 55 & Over Sectionals	Tyler	15-Sep
Nov. 8-10	USTA 65&Over Sectionals	can send teams direct	15-Sep
Nov 15	Tri-Level skeletal rosters due (bc of year end ratings)	Arlington	
Nov 28	Thanksgiving Day	No Leagues	

2024 USTA Texas Sectional Schedule

USTA LEAGUE

<u>Tri Level Sectional</u>	Jan 26-28	Round Rock
<u>Adult 40 & Over Qualifying</u>	Apr 20-21	Austin
<u>Adult 55 & Over Sectional</u>	May 17-19	Dallas
<u>Adult 40 & Over Sectional (3.5 & 4.5)</u>	May 31-Jun 2	Houston
<u>Adult 40 & Over Sectional (3.0 & 4.0)</u>	Jun 7-9	The Woodlands
<u>Adult 40 & Over Little State*</u>	Jun 7-9	Corpus Christi
<u>Adult 18 & Over Qualifying</u>	Jun 29-30	Georgetown
<u>Adult 18 & Over Sectional (.5's)</u>	Aug 2-4	Dallas
<u>Adult 18 & Over Sectional (0's)</u>	Aug 9-11	Richardson
<u>Adult 18 & Over Little State*</u>	Aug 9-11	Corpus Christi
<u>Mixed 40 & Over Sectional</u>	Sep 6-8	Round Rock
<u>Mixed 18 & Over Sectional</u>	Sep 20-22	Abilene
<u>Combo</u>	Oct 18-20	Corpus Christi
<u>Mixed 55 & Over Sectional</u>	Nov 1-3	Tyler
<u>Adult 65 & Over Sectional</u>	Nov 8-10	Fort Worth

*The Little State Competition is managed by the Corpus Christi Tennis Association. Teams interested in participating in these events should reach out to Megan Gordon at megan@cctaonline.org.

VERSION 10.18.23