

**USTA LEAGUE TENNIS
2025 TULSA LOCAL LEAGUE RULES**



**MISSOURI VALLEY
OKLAHOMA**

Highlights – 2025 New Rules/Changes

8. Maximum number of players on a team – MIXED 55&OVER -12 (MV reg)

10.f. A team must have more than half of its players residing in the local area of the league unless there are only 2 teams in the league.

2.e. No refund if a team folds after the schedule is created. Players may move to a new team but no credit will be given.

34.4. MUSU Mixed 55&over: No more than 6 players from a nationally advancing mixed 55&over team may play together at the same level the following year.

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MISSOURI VALLEY
OKLAHOMA

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1. RULES & REGULATIONS:

All players will abide by Friend at Court, USTA League Regulations, Section and Local rules. The USTA official publication, “The Code” (USTA 1.02) shall be used for all matches played without officials. “The Code” is available on the USTA national website and in the publication “Friend at Court”. Principles in “The Code” shall be in effect except where USTA/MV/Local Regulations specifically apply.

The Tulsa Local League Rules are supplemental to the USTA League Regulations and the Section rules. Any active local league not specifically mentioned in the local rules, shall be governed by the aforementioned rules.

2. TEAM REGISTRATION:

- A. All team captains must have a “team number” in order to register a team. To request a team number, send an email to oquin@ustaoklahoma.com with the following information:

CAPTAIN’S NAME & USTA #:

CO-CAPTAIN’S NAME & USTA #:

LEAGUE NAME & LEVEL: (For example, Adult 3.5 Men-18+, Adult 3.0 Women-40+)

PHONE NUMBERS: HOME-CELL-WORK

EMAIL ADDRESS:

HOME FACILITY:

A team number will be e-mailed back to the captain for players to register on a team.

- B. Team Registration cut-off is February 7th, **at midnight**.

Each team must have at least 4 players on the roster by February 7th to qualify for scheduling; otherwise, the team will be considered ineligible for scheduling and will be deleted.

- C. No teams can be added after February 7th. **(Does not apply to Fall 40 & over and day leagues, tri-level league, Mixed 18+ or orphan teams. Other exceptions may be granted by the League Coordinator).**

- D. No refund if a team folds after the league schedule is created. Players may move to a new team but no credits will be given.**

3. ADDITIONS TO TEAM ROSTERS:

Players may be added to the roster from the start of player registration up to the day of the next to last originally scheduled match of the season. That date, **cannot be changed** by modifications to

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the original schedule. Only if a completely new schedule is generated, as defined by the local coordinator, can that date possibly change.

NOTE: In order to play, a player must be registered on the team's TennisLink roster before the start of a match. To be eligible, a player must have a valid NTRP (computer rated or self-rated) and a valid USTA membership number.

4. SCHEDULING:

- A. Schedules should be finalized by February 24^h. League matches will begin approximately March 1st.
- B. Any group level may be split into 2 or more flights, if deemed necessary for scheduling purposes.
- C. Leagues of 3 or more teams are guaranteed a minimum of 8 matches. The schedule for leagues consisting of 2 teams will be coordinated with the captains to ensure enough matches are played to qualify all players for championship play.
- D. The LaFortune Tennis Center is a neutral playing site. Home matches from any other club may be scheduled at this facility, if necessary, to ensure timely completion of all matches. Once a match has been scheduled at the neutral site, it cannot be moved to the home team's facility, except if cancelled due to inclement weather.
- E. Home matches may be scheduled at the visitor's facility, if necessary, to ensure timely completion of all matches.

5. PLAYER FEES:

The player fee for registering on a team will be \$48.60 before TennisLink fee.

6. ON LEVEL PLAYER REQUIREMENTS:

All teams in the Adult 18 & over or 40 & Over Divisions must maintain their roster with at least 40% of its players at the designated NTRP level of play (2.5 – 5.0). On-level player requirements use combined NTRP rating levels for Mixed Leagues or 55 & Over Leagues.

7. PLAYING UP A LEVEL:

A player may play only one NTRP level (0.5) above his or her published self-rate or computer rating.

8. MAXIMUM NUMBER OF PLAYERS ON A TEAM:

ADULT 18 & OVER – 18; EXCEPTION: 2.5, 5.0 NTRP – 14

ADULT 40 & OVER – 20

ADULT 55 or 65 & OVER – 14

MIXED 18 or 40 & OVER – 20

MIXED 55 & OVER -12

9. MINIMUM AGE REQUIREMENT:

Players must be 18 years of age prior to participating in the USTA League program.

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10. TEAM COMPOSITION:

- A. The format for adult 18 & over matches will be two singles courts and three doubles courts, except for levels 2.5 and 5.0 the format will be one singles court and two doubles.
- B. The format for Adult 40 & Over matches will be one singles court and 4 doubles courts.
- C. The format for Adult 55 & Over, Mixed 18 & Over and Mixed 40 & Over will be three doubles courts.
- D. All two team leagues, in any division except 65 & over, must have two viable teams participating, including any combination rating league types. No accommodation matches will be created for local league advancement. "Viable" would mean a minimum number of combination rated players to fill court formation. EX: 3 courts of 9.0 combination doubles, minimum, to participate in Adult 55+ & Over 9.0 league. (Section)
- E. Not more than two (2) players from outside the district may play on a local team.
- F. A team must have more than half of its players residing in the local area of the league unless there are only 2 teams in the league (1 from Tulsa and 1 from OKC).

11. CHECK NTRP RATING:

Captains and players are responsible for checking NTRP ratings and ensuring that all players for each match are eligible to play. An ineligible player results in individual match disqualification for that court.

For combo teams, there may not be more than a two-level (1.0 point) difference between partners on the court. For example, a 4.5/3.5 may partner on an 8.0 team but 4.5/3.0 may not.

12. REPORTING SCORES:

Within 48 hours of the meet, the **winning captain/designee** must enter the score in TennisLink. The opposing captain/designee must confirm or dispute scores entered within 48 hours of match time or the scores will be confirmed automatically by TennisLink and a dispute may not be filed. When a score is disputed, follow the procedure set forth in rule 14 below.

Failure to report scores within 96 hours after completing the match may result in a Double Default on all courts. The 96 Hour Rule will be enforced unless the District League Coordinator approves a valid reason for delaying score entry.

13. DISPUTED SCORES:

When a score is disputed, the League Coordinator and the opposing captain should be immediately notified of the discrepancy, via email. The opposing captain must respond and either approve/reject the requested change. The dispute originator will follow up with the other captain if a response is not received within a reasonable amount of time.

14. DISTRICT, SECTION & NATIONAL CHAMPIONSHIPS: See schedule at Thebaseliner.net

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15. PENALTIES FOR LATENESS:

5:00 minutes or less	Loss of toss plus 1 game
5:01 – 10:00 minutes	Loss of toss plus 2 games
10:01 – 15 minutes	Loss of toss plus 3 games
More than 15 minutes	Default

Note: Any player who is not ready to play at the scheduled match start time, although present, may be considered late and penalized per the above schedule.

16. PLAYING ON MORE THAN ONE TEAM:

- A. Players may play on 2 teams at different levels, in the same local league season. A player may play on both teams at districts during the same championship weekend but **no special consideration will be made in scheduling.**
- B. A player can play on 2 teams at the same level, in the same season, in different area local leagues or a day and a night league. For example, a player on a 4.0 team in Tulsa may also play on a 4.0 team in Oklahoma City. **In the event both teams make it to the local play-off or district championship, a player may only play on one team.**
- C. However, if the day and night league in the same local league area both advance to districts and the roster of team a includes 100% of team b only one team will advance.

17. TEAM LINEUP:

The team captains shall exchange their team lineup cards simultaneously prior to the beginning of the team match.

18. SET & MATCH TIEBREAKS:

The local, district, sectional, and national levels will use the Coman Tiebreak.

19. NO COACHING ALLOWED:

Coaching is considered to be communication, advice, or instruction of any kind, audible or visible, to a player and is not ever allowed during league matches.

20. ONLY MATCH PARTICIPANTS ALLOWED ON COURT:

Only match participants are allowed on court, at any time, during a match.

21. NO REST PERIOD AFTER FIRST GAME:

There will be **no 90 second rest** after the first game; however, you will still switch sides of play. This is done to comply with the same tournament play rules as USTA tournament play.

22. NO CELL PHONE USE ALLOWED:

All players must turn off their cell phone before going to the court. Using a cell phone during match play is strictly prohibited and will result in a point penalty.

23. FACILITY WILL SUPPLY BALLS:

A standard Type 2 USTA approved ball shall be used. Any USTA “transition” ball is prohibited.

24. INCLEMENT WEATHER (RAIN/HEAT/SNOW/ICE/TEMP. BELOW 40°):

This rule covers only a limited number of possible hazardous/non-playing conditions. Therefore, when it comes to safety of the players, common sense shall prevail.

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- A. In case of rain/snow/ice, the home captain is responsible for contacting the playing site, no more than one hour before match time to determine court playability.
- B. If a team match is in progress when inclement weather occurs, teams must wait one half-hour before agreeing to reschedule. (EXCEPTION: If the facility staff or both captains agree the courts will not be playable in one half-hour.)
- C. If the temperature including wind-factor at match time is below **40°F**, both captains must agree to play the match; however, no match should be cancelled more than **3 hours** in advance of the scheduled match time.
- D. If the heat index at match time is **105° F** or higher, the match must be rescheduled, unless both captains agree to play. In order for this rule to take effect, team captains must communicate with each other, at least one hour before the start of the match and make their intentions known. If possible, delay the start time.
- E. If you are scheduled to play at a facility, and there is a **TORNADO WARNING** for that particular **COUNTY**, the USTA matches scheduled will automatically be cancelled. Captains should still call the facility to make sure the matches are cancelled.
- F. The Local League Coordinator has the authority to call matches off for eminent hazardous weather up to 3 hours before a match.
 - **Not showing up for a match without notifying the other captain, is a team default. A team that defaults an entire match will be dropped from the round robin.**
 - If there is a disagreement regarding the temperature conditions, the following website should be referenced to decide: www.mesonet.org/index.php/weather/local/tuln
 - When rescheduling a match, if at all possible, try to move the match to a later time on the same day.
 - When a match is cancelled, the home team is responsible for notifying the tennis facility that the match has been cancelled and for scheduling the make-up match with the league Coordinator.

25. MAKE-UP MATCHES:

- A. Rescheduling matches for any reason other than inclement weather must be approved and rescheduled by the local league coordinator, 3 days in advance of the scheduled match. **PLEASE TRY TO PLAY WHEN SCHEDULED.**
- B. You have 2 weeks to reschedule make-up matches.
- C. League Coordinator has final say and discretion for extenuating circumstances and may approve a reschedule less than 3 days in advance.

NOTE:

- When completing the scorecard for a rescheduled match, be sure to enter the date the match was actually played.

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26. DEFAULTS:

- A. If an ineligible player plays a match, that line will be declared a default.
- B. At the time of exchange, the lineup may be adjusted to record the default in the proper place. When defaulting individual courts (either singles or doubles), you must default from the bottom up. Line 2 singles is defaulted before line 1 and line 3 doubles is defaulted before line 2. At time of exchange, you may adjust the line-up and put the late player on the court to be defaulted first.
- C. Any team who does not play a majority of the lines in a match:
Defaulting three lines in a five-line league format
Defaulting two lines in a three-line or four-line league format
may be ineligible to play the rest of the season.
- D. If a team is defaulting an individual match (either an empty court or ineligible player), the defaulting captain MUST notify the opposing captain as soon as he/she knows the team will default a court, no later than 24 hours in advance.
- E. If a captain has been notified ahead of time that the opposing team will default a court, his or her player may be on the score card and not be present

27. ALL SCHEDULED MATCHES MUST BE PLAYED:

If a captain REFUSES to play all the scheduled matches for the season, HE/SHE WILL NOT BE ALLOWED TO PLAY THE FOLLOWING YEAR.

28. MATCHES REQUIRED TO ADVANCE TO CHAMPIONSHIP PLAY – Adults 18, 40, 55 & over and Mixed 18, 40 & over:

- A. All players other than Self-rated and Computer Rated Appealed Players must play at least 2 matches in a Local League to be eligible for Flight Playoffs, District and Section Championships, and 3 matches before advancing to nationals. One (1) defaulted match received shall count as a match played for advancing to Local, District, Section and National Championships.
- B. All Self-Rated and Computer Rated Appealed players must play at least 2 matches in a Local League to be eligible for Flight playoffs or District Championship, 3 total matches to be eligible for Section Championships, and 4 total matches before advancing to Nationals. Defaulted matches do not count as a match played. 2.03A(4)
- C. RETIRED matches shall count for all participants.

29. NTRP APPEALS:

Only a player logged into their USTA Account may appeal their rating. Please note that no National Championship benchmark rating may be appealed the first year received except for medical reasons.

30. REGISTRATION DEADLINE FOR SECTION CHAMPIONSHIP:

- A. *Players from teams that win District must self-register within 3 days after winning to confirm their participation at the Section Championship.* Any teams that do not have the

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minimum number of players registered, by the deadline, will be contacted immediately by the District Coordinator and asked to complete the registration or the second-place team may be invited. Once a team completes the online registration, no funds will be refunded for any reason.

- B.** Any player who has missed the Sectional Registration Deadline, set by the section, and who wishes to participate in the championship, must contact the Missouri Valley Adult Program Manager, Alyssa Stelmach, for permission and will submit a check, cash or credit card for the registration fee, payable to the tournament host, at the captain's check-in, to be eligible to play.

No players will be allowed to play in the championship if they did not register or pay the fee by check, cash or credit card.

- 31. BULLYING/HAZING/HARASSMENT RULES:** Bullying, hazing, and harassment are not allowed. For a definition, please use USTA SafePlay.

32. TRI-LEVEL LEAGUES ADDITIONAL REGULATIONS

Tri-Level Leagues are subject to all national, sectional, and local league regulations except in the instances listed below.

1. Team. A "team" shall consist of 3 doubles lines for NTRP levels, 3.5, 4.0, 4.5 or 2.5, 3.0, 3.5. Team matches shall consist of a minimum of three NTRP consecutive levels (a "Tri-Level Format"). Maximum number of team members is 15. There must be at least 2 players registered at each level.

2. Levels of Play. For league play, doubles teams will use straight NTRP levels (2.5, 3.0, and 3.5 / 3.5, 4.0, and 4.5). A player may play one level higher than the player's rating.

3. Competition Format. Round Robin. Each Tri-Level format within a local league shall play at least one round robin competition wherein every team plays every other team. Any Tri-Level format with only two or three teams is required to play a minimum of three matches.

4. Ratings. All Tri-Level Matches will be used for Year End Ratings Calculations.

5. Championships: All Tri-Level Local league play must conclude by October 1st to be eligible to compete in the section invitational. Teams will use round robin format to determine a winner.

6. Self-Rated players are eligible to participate in a Section Championship, but must generate a Year End

Computer Rating, at the same level they competed in the local league, to be eligible to compete at the National Championship Invitational tournament (i.e., all players competing at National Invitational must have a computer rating). It takes 3 plays to generate a year end computer rating.

7. Advancement: Players must play at least **one** match with their team to be eligible to play at the district or section event. Defaults do not count for matches played.

8. Sectional Invitation Requirements: Teams wishing to compete at the Section Invitational must have at least 2 rostered players in each of the NTRP levels able to attend the invitational. If not, the team will not be invited to attend.

9. Heat regulations will be waived for tri level matches scheduled at 7pm or later. This league plays in late summer, if you have heat issues do not play.

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33. MIXED 55 & OVER ADDITIONAL REGULATIONS

Mixed 55 & over leagues are subject to all national, sectional, and local league regulations except in the instances listed below.

1. **Competition Format. Round Robin.** Each Mixed format within a local league shall play at least one round robin competition wherein every team plays every other team. Any mixed league with only two or three teams is required to play a minimum of three matches.
2. **Advancement:** Players must play at least one match with their team to be eligible to play at the district or section event. Defaults do not count for matches played.
3. **MUSU: Nationally advancing mixed 55&over teams may keep 6 players the following year.**

34. EXPECTATIONS

The District League Coordinator has a right to file a grievance at any time against a captain, player, or a team, whose behavior has been found to not be in compliance with the regulations and/or violates the standards of good conduct, fair play and good sportsmanship, including egregious, disruptive or abusive behavior that interferes with the administration of the league or is directed at facility or hotel staff during a USTA event.