

NTRP Ratings/Appeals/Year-End NTRP/Early Start NTRP

- a. Iowa Leagues that are Early Start Leagues: Adult 40 and Over; Adult 18 and Over Mixed Doubles
 - b. Players register use his or her most current NTRP Rating to register for a team until publication of year-end NTRP ratings. (published in December)
 - c. Players registered in any Early Start League (see above) may use his or her NTRP level at the time of registration through the local league season provided they are not dynamically disqualified or if their new year-end rating places them "clearly above level".
 - d. DQ'd players are required to immediately play at his or her promoted NTRP level. (Self-rated players should review self-rate rules)
 - e. Players promoted at year-end may not play at any Championship, unless within the NTRP level of the team.
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- a. Year-end Ratings are effective when published.
 - b. Players registering for any league that begins after January 1 must register at his or her most current NTRP.

Ratings – What do captains need to do?

Check Year-End Ratings when published. Every captain needs to check the rating of all team members to be sure they are eligible to play for your team. To find a rating, log on to "My Tennis Page" on USTA/Tennislink website

- a. Under "**Find a Rating**" enter the team #; individual player #... You can search your entire team's NTRP rating by entering your team number; everyone on the roster will appear on the search screen.
- b. You can use the "drill down search" to look up other league participants at your level/gender in Iowa. If you need new players this can assist you in finding other players at the level you are seeking who may live in your area.
- c. Year-end ratings are effective **IMMEDIATELY** upon publication

Tennislink only recognizes one NTRP or self-rate at a time. Players must use their most current rating on file when registering for any league. See Regulation: Nat'l 1.04F(1)

What is included in the year-end rating calculation?

- a. 18 & Over, 40 & Over Adults; 55 & Over Adult; 65 & Over Adult; and Tri-Level match dynamics.
- b. Mixed league dynamics for players who also play in Adult, 55 & Over, 65 & Over Adult Leagues and Tri-Level are NOT included in the rating calculation.
- c. Players who play exclusively Mixed doubles generate a 'M' rating (Mixed Exclusive).
- d. Championship benchmarking is included in the year-end rating calculation. Through this nation-wide rating calculation, all players are compared (directly or indirectly) to participants of National, Sectional and District Championships. This levels ratings out across the entire nation every year (4.0 Minnesota = 4.0 Texas).

Who is eligible to appeal?

- a. The ability to appeal an NTRP level is determined immediately for players using the auto-appeal function. Appeals are granted for players who fall within the parameters established by USTA regulations.

- b. All players may use the auto-appeal function on Tennislink and immediately receive an approved/denied answer.
- c. **Players 60 and Over Promoted.** Any player who is 60 years of age or older prior to, or during, the calendar year in which such player plays his or her first local league match and has achieved the same rating level or lower for his or her three most recent year-end ratings, without benefit of appeal of their year-end rating, will be granted an appeal if promoted.
- d. Players 65 or over, if promoted, will automatically be granted an appeal (A rating) of their current rating back to their previous valid year-end rating. NTRP Dynamic Disqualification procedures apply.

How does a player check his or her rating and if a rating can be appealed?

The player should go to their Tennislink "My Tennis Page"; their rating will be shown in the upper right hand corner (looks like: **NTRP Level:** x.x [Appeal Rating Level](#)). click "[Appeal rating](#)" and answer the questions on the following screen. An immediate granted/denied will appear.

Qualifying matches required

- a. Any Computer rated player advancing to District or Section Championship must have 2 qualifying matches 1 of which may be a default.
- b. Self-rated and Appeal rated players must have 3 matches, no defaults included, to advance to Section Championship.
- c. Computer rated players advancing to National Championship must have 3 qualifying matches with 1 default counted as an eligible match. Self-rated and appealed players must have 4 qualifying matches, no defaults shall count.

Disqualification

- a. Any player who does not have a "C" computer NTRP rating is subject to the 3 strike disqualification.
- b. Self-rate "S" players will have matches reversed for those matches that generated a strike.
- c. "M", "T", and "A" player's will not have matches reversed but will be disqualified from continuing at the disqualified level.

The "M" or "T" player joining an adult or senior league team will be considered a "S" player and subject to the 3 strike rule.

Match Information

- a. Warm-up courts are a privilege the clubs extend to our USTA league teams and everyone should appreciate this courtesy extended by clubs and reciprocate with like courtesy and respect for club rules.
- b. Clubs do not have to provide free warm-up courts. USTA match time starts when your match is scheduled if courts are available. If a previous match is still being played, the follow-on match waits for courts to open up.
- c. If you call a club and reserve court space for warm-up you will be expected to pay for that court time.
- d. No one has the right to walk onto any court when matches are being played without the expressed approval of facility management.

Scorecards must be given to the front desk staff, or in the absence of a staff person, exchanged with the other captain prior to the introduction of players and the start of the match.

- a. The winning captain should record match results within 48 hours of the match. Either captain or any player may record scores but usually the winning captain records scores.

- b. The opposing captain should "confirm" or "dispute" match results within 48 hours.
- c. Any errors or problems with recording a score should be reported to the League Coordinator immediately for correction.
- d. Failure to "dispute" a match within 48 hours negates the ability to dispute match results.

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