



**MISSOURI VALLEY
ST. LOUIS**

USTA ST. LOUIS 2026 LEAGUE RULES

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USTA LEAGUE TENNIS

2025 ST. LOUIS DISTRICT LEAGUE RULES

The USTA St. Louis District League Rules and Regulations, which are supplemental and subordinate to the Missouri Valley Section and USTA National League Tennis Program Rules, shall apply to USTA League Tennis in the St. Louis District.

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1. LOCAL LEAGUES

- A. For the purpose of these regulations, the term “division” refers to the league type (Adult 18+, Mixed 40+, etc.) and the term “level” refers to an NTRP level in which competition is held (3.0W, 3.5M, 7.0X, etc.):
- B. With a minimum of two teams local leagues will be offered in these divisions and levels:
- **Adult 18 & Over M/W: 2.5, 5.0/Open** (3 courts; 1S/2D) – Fall and Spring Leagues
 - **Adult 18 & Over M/W: 3.0, 3.5, 4.0, 4.5** (5 courts; 2S/3D) – Fall and Spring Leagues
 - **Adult 18 & Over W-DAY: 3.0, 3.5, 4.0** (5 courts; 2S/3D) – Fall and Spring Leagues
 - **Adult 40 & Over M/W: 3.0, 3.5, 4.0, 4.5, 5.0/Open** (4 courts; 1S/3D)
 - **Adult 40 & Over W-DAY: 3.0, 3.5, 4.0** (4 courts; 1S/3D)
 - **Adult 55 & Over M/W Combo: 6.0, 7.0, 8.0, 9.0**, (3 courts - doubles)
 - **Adult 55 & Over W-DAY Combo: 6.0, 7.0, 8.0** (3 courts - doubles)
 - **Adult 65 & Over M/W Combo: 6.0, 7.0, 8.0, 9.0** (3 courts - doubles)
 - **Mixed 18 & Over Combo: 6.0, 7.0, 8.0, 9.0, 10.0** (3 courts - doubles)
 - **Mixed 40 & Over Combo 6.0, 7.0, 8.0, 9.0** (3 courts - doubles)
 - **Mixed 55 & Over Combo: 6.0, 7.0, 8.0, 9.0** (3 courts - doubles)
 - **Mid Tri-Level 18 & Over M/W: 3.5, 4.0 and 4.5** (1 doubles court/level)
 - **High Tri-Level 18& Over M/W: 4.0 4.5 and 5.0** (1 doubles court/level)
 - **Mixed Tri-Level Combo 18 & Over: 7.0, 8.0, 9.0** (1 doubles court/level)
- C. **Adult 18 & Over Leagues:** The Adult 18 & Over division consists of a Sunday League and a Day League and is further divided into a Fall League and a Spring League for each. District Championships are held at the conclusion of the Spring League to determine overall division winners for each level. The Fall League shall commence prior to January 1 of the championship year and is thus referred to as an ‘early start’ league.
- D. **Combo:** The combined rating of each doubles team cannot exceed the level and cannot have a spread greater than 1.0. Doubles teams cannot have a combined rating more than 0.5 below the league level.

2. NTRP - OFFICIAL LEAGUE RATING PROGRAM

- A. The National Tennis Rating Program (NTRP) is the official system for rating levels of competition for the USTA League Program. All players must compete with a valid NTRP Rating. If a player does not have a current rating, they must Self-Rate.

NTRP Rating Codes:

- C – Computer Rated (player must play a minimum of three qualifying matches to generate a C rating; published at the conclusion of National Championships – a.k.a. year-end ratings)
 - S – Self-Rated (player new to leagues or whose rating lapsed thus requiring a new self-rating). See USTA guidelines for self-rated players in Appendix 2
 - A – Appealed (all granted rating appeals including Medical)
 - M – Mixed Exclusive (player ONLY participated in Mixed Doubles leagues)
 - T – Tournament Exclusive (player ONLY participated in NTRP tournaments)
- B. Computer ratings (C) are valid for three years (two years for players 60+) or until replaced by a new year-end computer rating.
- C. Self-Rate (S) and Appealed (A) ratings are valid for two years from the date issued or until replaced by a computer rating.

- D. Returning players begin with their most current computer rating, or self-rated/appealed rating if they have not yet generated a valid year-end computer rating.
- E. Returning players with a lapsed computer rating or self-rated/appealed rating must complete the online self-rate questionnaire before or during online team registration and will have to return at their previous rating or file an appeal.
- F. New players must complete the online self-rate questionnaire before or during online team registration. If the player is not allowed to register at the level desired, they can complete an online appeal and **MUST** give a detailed reason why the appeal should be granted. Appeals may take up to 21 days to process.
- G. **Year-End Ratings** are assigned at the conclusion of the National Championships (generally available on TennisLink around December 1).
 - i. A player who gets bumped UP to the next higher NTRP level can finish the 18+ (early start) Fall season with that team **UNLESS** the new rating is too far into the next level or reaches too far into the next level (a.k.a. "Clearly Above Level") before the end of the season. Clearly above level players will be notified by the District and must immediately adjust to their new level.
 - ii. **NO PLAYER** who is bumped UP can advance to any district, section or national championships with that team, **including 2.5 players**.
 - iii. A player who gets bumped DOWN to the next lower NTRP level can finish the 18+ (early start) Fall season with that team and have no effect on the team's 65% at level standing.
 - iv. Any players bumped UP or DOWN may choose to register for an 18+ Fall team at the new level IF at least 2 un-played team matches remain in the season.
- H. **NTRP Disqualification:** Any player with a Self-Rated (S) rating or Appealed (A) rating may be subjected to disqualification (DQ). Not visible to players, dynamic ratings (to the hundredth) are generated after each match based on player performance. Any match that causes an S or A rated player's dynamic rating to rise "clearly above level" will generate a "strike." Three "strikes" during the championship year will result in a DQ at the player's rated level, and immediate promotion to the next level.
- I. Players and their captains will be notified of a DQ by the Missouri Valley Section.
- J. Local League DQ: If the DQ occurs during local league play, any "strike" matches at the player's rated level will be reversed and recorded as losses for the player and his/her team. The player will be promoted to the next level immediately and not be allowed to continue play at the lower level. Any "strike" matches at the higher level will stand.
- K. Championship DQ: District or Sectional players are only subject to DQ at the conclusion of each Championship. The standings are not affected, but any DQ'd player cannot advance further with their team.

FOR ADDITIONAL NTRP INFORMATION VISIT: [NTRP Q&A Web Page](#)

3. PLAYER ELIGIBILITY

- A. Players must reach the qualifying age for a division by 12/31 of the current **calendar year**.
- B. Adult 18 and over: Players must be 18 years of age prior to registering and participating in the USTA league program.

- C. All players must have a current USTA membership through the end of the local league season.
- D. All players must register online via TennisLink prior to playing a match. If an unregistered player takes part in a match see Section 9.L.
- E. Players can register in a local season league only if there are at least two matches left to play in the season, except for leagues with an invitational Section Championship such as Adult 65+, Mixed 55+ and Tri-Level.
- F. Players may play in multiple divisions during the championship year.
- G. Players may play on more than one team within a division provided the teams are different levels.
- H. Players may play up to 0.5 above their current NTRP rating level.
- I. Players may NOT play on any team at a level below their current NTRP rating level.

4. TEAM COMPOSITION

- A. Adult 18+ teams at the 3.0 through 4.5 levels should have at least 12 players; 8 are required and should not exceed 25. Teams at the 2.5 and 5.0 levels should have at least 7 players; 5 are required and should not exceed 15.
- B. Adult 40+ teams should have at least 12 players; 9 are required and should not exceed 25.
- C. Adult 55+, Adult 65+, Mixed 18+, Mixed 40+, and Mixed 55+ teams should have at least 8 players; 6 are required.
- D. **Mixed 55+: No more than 12 players on a team may advance to sectionals.**
- E. Mixed Tri-Level teams must have at least one player for each gender and each level; 6 are required.
- F. Adult 18+ and Adult 40+ teams must maintain a minimum of 65% of players at level. Please refer to the following chart to determine the number of allowable below level players on a team:

Adult 18+ and Adult 40+: Team 'At Level' Chart (65%)

Total Players on Team	Allowable Below Level	Total Players on Team	Allowable Below Level
10	3	18	6
11	4	19	7
12	4	20	7
13	5	21	7
14	5	22	8
15	5	23	8
16	6	24	8
17	6	25	9

- G. Deadlines for Adult 18+ and Adult 40+ teams to meet the at level requirement are as follows:
 - Adult 18+ Fall deadline: November 1st
 - Adult 18+ Spring deadline: March 1st
 - Adult 40+ deadline: 30 days after the first match of the season

- H. If a team falls below 65% after the deadline the team shall designate specific below level player(s) on the roster, equal to the number over the allowable limit, that cannot play until the percentage is back within allowable limit. Exceptions may be granted at the discretion of the District.

5. COURT FEES AND DEFAULT FEES

- A. Indoor court fees must be paid BEFORE balls are released and players allowed on court.
- B. For Adult 18+ indoor matches, the captain must complete a default form to cover any missing fees for a late player or a defaulted court.
- C. **The defaulting team is responsible for COMPLETING the default form even if players from the other team use the court – Adult 18+ and Adult 65+ indoor only.**
- D. Default forms are submitted by the clubs to the District for reimbursement at the end of the season.
- E. In the event the late player shows up before the **10-minute default time** expires, the player pays his/her money, and the default form is discarded.
- F. The district will cover the cost of default courts up to a set limit, to be communicated to team captains at the start of each season. Teams will be invoiced for default courts that surpass the limit. For teams that have an excessive number of default courts, the district will review the circumstances, and sanctions may be imposed at the discretion of the district. Sanctions may include requiring the team to carry a larger roster or to merge with other team(s).
- G. For Mixed 40+ indoor matches, no default fees are collected or paid for defaulted courts, and no default forms are completed. The defaulting team is NOT responsible for paying for the court but should alert the club if the default is known in advance of the match so the court can be reallocated.
- H. Outdoor court fees will be included in the league fee.

6. PRE-MATCH PROCEDURES

- A. **LINE-UPS** are to be legible and simultaneously exchanged 10 minutes prior to match time. Scorecards with team rosters can be printed from TennisLink (recommended).
- B. For indoor matches, balls are provided by the clubs and **MUST** be returned to the host club.
- C. For outdoor matches, balls are provided by the HOME team.
- D. **MATCH TIME:** Allotted court time is two hours, including the 10-minute warm-up/default period. Time will be called after 1 hour, 45 minutes from scheduled match start time. (See Section 8.C. for procedures to complete court matches still in progress when time is called).
- E. **MATCHES RUNNING LONG:** If a match is still in progress after the two-hour period has expired it must be played to its conclusion. Suggestions to complete these matches on shared courts are as follows:
 - i. If the prior USTA team match is still in progress at your team match start time, every effort should be made to accommodate that match (i.e., find another available court for warm-up or have all four singles players warm-up on one court together).

- ii. If your team match runs long and is still playing when others have reserved the courts or the next USTA match is ready to begin play (no accommodations possible and/or warm-up time has expired), you must vacate the courts and find an agreeable time and place to finish the match. All games and points shall be documented and play resumes exactly where it left off. Players may take another **10-minute warm-up** if desired.
- F. **WARM-UP time for all matches is 10 minutes.** Captains shall call for play to begin at the end of warm-up. Late players are limited to the remainder of warm-up time.
- G. **DEFAULT time for all matches is 10 minutes** from match start time. Late players must be on the court, ready to play, racquet in hand, ready to serve or receive to avoid a default.
- H. The home team shall designate the official clock and both captains shall agree, prior to the start of the match, who will call time.
- I. **DEFAULTS:** Lower courts are defaulted before higher courts (Single 2 or Double 3).
 - i. **5-court format:** if defaulting more than one court, singles and doubles courts are defaulted independent of one another, and teams may default any of the following combinations:
 - Singles 2 and Singles 1
 - Singles 2 and Doubles 3
 - Doubles 3 and Doubles 2
 - ii. **If the default occurs after line-ups have been exchanged and no matches have started:**
 - Players should be informed of the necessary court changes prior to the start of warm-up if possible and shall make the adjustments at the conclusion of warm-up if the late player does not arrive in time.
 - If there is a sub (from the defaulting team) present, **who was not in the original line-up**, he/she can replace the missing player.
 - If a singles player is missing, Singles 1 will be played by the only singles player present for the defaulting team and Singles 2 is defaulted. The captain with the full roster can choose which of his/her Singles players will play Singles 1. The doubles courts remain the same.
 - If a doubles player is missing, that court is defaulted. The lower doubles courts move up in the line-up (e.g., Doubles 3 becomes Doubles 2 and Doubles 2 becomes Doubles 1). The player who was waiting for his/her partner cannot play.
 - **If both captains agree**, Singles 2 can be defaulted instead of the doubles court with the missing player, and the singles player (S2) of the defaulting team could replace the missing doubles player to allow more players to play.
 - The team not defaulting **can change its line-up entirely without any restrictions**, but it must be done before the first service of the match on courts affected by a line-up change. Any match started cannot be changed.
- J. In the spirit of good sportsmanship and fair play, the opposing team should be advised of a known default.
- K. Captains who cause a delay in getting to the courts may be subject to a grievance.

- L. **TEAM DEFAULT:** Teams MUST play the majority of courts in a Team Match for the match to be valid. If a team defaults a majority of courts (2 out of 3 courts, or 3 out of 5 courts), it is a TEAM DEFAULT, and the team **WILL NOT** be allowed to participate at District and/or Section Championships. The team may be subjected to further sanctions that may include disqualification from the league. The local League Committee shall review the default circumstances and may impose any and all penalties. Matches played against the team with the Team Default shall be removed if needed to determine team standings and wildcard selections.

7. RULES OF PLAY

- A. The USTA's [Friend at Court](#) is the official rule book governing any rules of play not specifically mentioned in these District Rules. All players should know [The Code](#).
- B. **Continuous Play** from the time the match starts (when the first service of the match is put in play) until the match finishes with specific time allowances shall be adhered to as follows:
- Players are allowed 20 seconds between points.
 - Players are allowed 90 seconds during changeovers on odd-numbered games, except after the first game of each set and during a tie-break game where no rest period is allowed, though players may grab a quick drink and towel-off when changing ends.
 - All players may take a two-minute break between sets.
 - One bathroom break is allowed, with a reasonable time allotment (three minutes if facilities are nearby; longer if facilities are further away).
 - One medical time-out per injury (three minutes maximum) is allowed. All players on the court must be notified of any stoppage of play. The 3 minutes start when means of treating the injury have been provided when possible (Bag of ice or bringing a sports drink or wrapping, and so on). The player has up to 3 minutes to decide to retire or continue. More details can be found on Friends at Court.
- C. **No coaching** is allowed at any time including changeovers, breaks, medical time-outs, etc. from any spectators, including captains. Coaching is considered to be communication, advice, or instruction of any kind and by any means to a player. Captains may ONLY clarify rules if requested by the players on the court.
- D. Spectators never make calls, nor shall a player enlist the aid of a spectator in making a call.
- E. Polite, friendly cheering is allowed that does not celebrate opponent errors or provide player direction (e.g., "way to pound it down the line").
- F. If a ball from another court interferes with play, including between 1st and 2nd serve, any player can call it a let point and the server shall serve a new first serve.
- G. **MAKING CALLS:** Calls shall be prompt, and shall be either audible, visible, or both.
- A player calls all shots landing on or aimed at the player's side of the net.
 - A ball touching any part of the line is good.
 - A player shall give the opponent the benefit of the doubt - if not sure, then the ball is good.
 - Either partner may make calls in doubles.
 - If doubles partners disagree, the ball is good.

- H. **LINE CALL HELP:** Only at the request of players on the court, a maximum of one Line Assistant per team (two total) may be called to assist players making line calls. If only one person is available, then one Line Assistant shall be used. Line Assistants shall stand quietly at one net post together. They CANNOT make calls, they can ONLY confirm or overrule a line call or foot fault call, when asked by a player on the court. If there are two Line Assistants and they disagree on a call (when asked), the original call stands.

8. SCORING

- A. SCORE FORMAT: Best two out of three sets, with a match tiebreak in lieu of a third set.
- B. SET SCORING: First to 6 games, ahead by 2, with a set tiebreak at 6-6.
- C. **TIMED MATCH:** Time will be called after 1 hour, 45 minutes from scheduled match start time.
- i. Games in progress are completed (a game is in progress when first service ball of the game is struck).
 - ii. Any player/team ahead by two games shall be awarded that set.
 - iii. If no team is ahead by two games, play a Set Tiebreak to determine the set winner.
 - iv. If sets are split, play a Match Tiebreak
 - v. If only one set has been completed and time has been called, the match is considered 0-0 in the second set, so a second set tie-breaker must be played, and if necessary, a third-set tiebreaker.
- D. SET TIEBREAK: The first player/team to win at least 7 points and be ahead by 2 points.
- E. MATCH TIEBREAK: The first player/team to win at least 10 points and be ahead by 2 points.
- F. INDOOR TIEBREAK ROTATION: Players/teams change ends after every multiple of six points (6 pts, 12 pts, 18 pts, etc.).
- G. OUTDOOR (COMAN) TIEBREAK ROTATION: Players/teams change ends after the first point and every four points thereafter (1 pt., 5 pts, 9 pts, etc.).
- H. OUTDOOR (COMAN) with TIMED MATCHES: If time is called and total games played in that set is an odd number of games, players/teams first change ends after the third point and then every four points thereafter (3 pts, 7pts, 11pts, etc.); such that the servers remain serving on the same side for that set.
- I. POST TIEBREAK SERVING: The player/team whose turn it was to serve first in the tie-break game shall be the receiver in the first game of the following set.

9. POST-MATCH PROCEDURES

- A. At the conclusion of the match, players from both teams report scores to their captains.
- B. Scores must be recorded from the perspective of the winning team for each court.
- C. Team captains compare scorecards and agree upon the scores before leaving the match site.
- D. Captains determine who will enter scores, which must be entered in TennisLink within 48 hours (same day entry is strongly encouraged).
- E. The opposing captain has 48 hours from time of score entry to confirm/dispute scores or TennisLink will automatically confirm scores.

- F. If a scorecard is disputed, captains must agree on the correction and inform the District of the change.
- G. Any match score not entered within 96 hours will be entered as a Double Default on each court. The District Coordinator must be notified of extenuating circumstance to extend the 96-hour period, otherwise this will be considered a TEAM DEFAULT by both teams and any and all penalties may be imposed.
- H. The team with the most individual wins (courts) is the winner of the match and will be awarded one team point in the team standings. See Section 14 for tie-break criteria to determine league winner.
- I. Timed Matches: Matches that were in progress when time was called are recorded as a TIMED match if the final set score is not complete (e.g., 5-3, 4-1, etc.).
- J. Defaults: Enter names for non-defaulting team only and leave defaulting team player name selection blank. Players winning by default are credited with a 6-0, 6-0 win, but this will not impact player ratings.
- K. Retirements: In the case of a retirement, the non-retiring player/team wins the court. Exact score of all completed games is recorded in TennisLink as played regardless of which player/team was ahead.
- L. Unregistered Player: Per National league regulations, a player MUST be registered before playing in a local league match. If a player is not registered before the match
 - i. they will be marked as an ineligible player;
 - ii. the win will be given to the opponent; and
 - iii. the scores will stand, and the match results will count toward player ratings.
 - iv. if the player is still not registered within 24 hours of the played match time, it will be recorded as a default for the team with the unregistered player.

10. WEATHER / EXTENUATING CIRCUMSTANCES

- B. It is important to remember weather can vary across our District. Please give all captains and players the benefit of the doubt.
- C. **SNOW or ICE - Indoor Matches:**
 - i. If either captain or any player feels driving is too dangerous due to snow or icy roads, the match, or individual courts, may be rescheduled (see Section 11).
 - ii. Club is to be notified immediately by the home team captain.
- D. **RAIN / RAIN DELAY / INCLEMENT WEATHER – Outdoor Matches:**
 - i. If rain, lightning, or other inclement weather causes either captain to feel it is too dangerous to play, matches may be postponed, rescheduled (see Section 11) or moved inside (at players' expense).
 - ii. The opposing captain must be notified, otherwise both teams must show up for the match as scheduled. No-shows will result in a default.
 - iii. If only ONE captain wants to move inside, the postponed/rescheduled match must remain outdoors.
 - iv. If rain or inclement weather interrupts play, all games, points and time of stoppage shall be documented and play resumes exactly where it left off. Players may take another **10-minute warm-up** in addition to the remaining match time.

E. **HEAT – Outdoor Matches:**

- i. If the heat index reaches 105 degrees according to the National Weather Service, and either captain feels it is too dangerous to play, matches may be postponed/rescheduled (see Section 11) or moved inside (at players' expense).
- ii. The opposing captain must be notified; otherwise, both teams must show up for the match as scheduled. No-shows will result in a default.
- iii. If only ONE captain wants to move inside, the postponed/rescheduled match must remain outdoors.

F. **DARKNESS – Outdoor Matches without court lighting:**

- i. If official sunset time is reached and either captain or any player feels it is too dangerous to continue play, the remainder of the match may be rescheduled (see Section 11).
- ii. All games, points and time of stoppage shall be documented and play resumes exactly where it left off. Players may take another **10-minute warm-up** if desired in addition to the remaining match time.

G. **EXTENUATING CIRCUMSTANCES – All Matches:**

- i. When extreme situations such as interstate closures due to weather, major accidents, etc. prohibit players from arriving by match time, the match will NOT result in a default. The match can be rescheduled or delayed.
- ii. **When extreme situations affect the entire league, the district has the discretion to modify the league.**
- iii. Extenuating circumstances do not include being unable to field a complete line-up for a scheduled match merely due to player unavailability, with the exception of USTA conflicts (see Section 11.I.)
- iv. If the match start time is delayed, captains may agree, in advance, to play a shortened match by calling time based on the original scheduled start time. Alternatively, if the captains opt to play a full-length match and the match is still in progress when the next match is ready to start, the courts must be vacated, and the captains must find an agreeable time and place to finish the match.

11. RESCHEDULING MATCHES

- A. Matches are only to be rescheduled for extenuating circumstances, see Rule 10.F and USTA Conflicts as defined in Rule 11.I.
- B. The District must be informed within 24 hours of any match not played on the original match date.
- C. Captains must reach an agreement within 7 days of the original match for the rescheduled match date, and the District must be informed of the new date.
- D. Rescheduled matches should be played within 2 weeks and individual matches may be scheduled and played independently.
- E. If 7 or more days have passed and no rescheduled date has been reported to the District, the match may be rescheduled by the District and played as rescheduled, under penalty of default.
- F. Every effort should be made to play the match before the year-end rating cut-off date.
- G. Indoor matches are to be rescheduled at the same club as the original match. **The home captain shall contact the club** for available dates/times and coordinate with the visiting captain.

- H. **LINE-UPS FOR RESCHEDULED MATCHES:** If a match is postponed/rescheduled, the original line-up will stand ONLY for those courts that had started match play (i.e., first service ball has been struck) in which case, the players on those courts MUST finish the match by completing play, retiring, or defaulting. Any court, even those that were in warm-up, including defaulted courts, may be changed. Any player on the roster as of the new rescheduled match date/time is eligible to play in the rescheduled match.
- I. **USTA Conflicts:** It is the policy of the St. Louis District that a team shall not have to default any courts in a local league due to a scheduling conflict with a USTA Missouri Valley Sectional League Championship or USTA National League Championship. When a team cannot field a full line-up because rostered players are participating in one of these events that coincides with a scheduled local match, the District will work with both teams to reschedule courts in accordance with the following guidelines:
- i. The District must be informed at least 48 hours in advance of the local scheduled match.
 - ii. Each rescheduled court must include at least one player from the team with the conflict that:
 - a. was unavailable due to the conflict (i.e., player was/will be a participant at the conflicting event); and
 - b. was on the roster at the time the conflict was reported to the District.
 - iii. The rescheduled court(s) must be played before the end of the season; captains should facilitate the rescheduling within 7 days of the original match date; the District is to be informed of the new date(s).
 - iv. If 7 or more days have passed and no rescheduled date has been reported to the District, the match may be rescheduled by the District and played as rescheduled under penalty of default.

12. POST SEASON / PLAYER ELIGIBILITY

- A. **Playoffs:** Eligible players must have a minimum of one match played in the local league season (defaults shall not count). Playoffs format and details will be announced prior to the beginning of the league.
- B. **District Championships:** Eligible players must have played a total of two matches (one can be a default) in the local league season or playoffs. Winning teams advance to Missouri Valley Section Championships.
- C. **Section Championships*:** Eligible players must have played a total of two matches (one can be a default) in the local league season, playoffs or District Championships if they are computer-rated. Self-rated and appeal-rated players must have played at least three matches on the same team, at that same level, in that same age group and defaults do not count. Winning Section Championship teams advance and represent the Missouri Valley Section at National Championships.
- D. **National Championships*:** Eligible computer-rated players must have played a total of three matches (one can be a default) in local league season, playoffs, or District/Section championships. Self-rated and appeal-rated players must have played at least four matches on the same team, at that same level, in that same age group and defaults do not count.

- E. If a player competes on two different league teams within the same division and level (e.g., 40+ Day 3.5W and 40+ Evening 3.5W) and both teams advance to District or Section Championships, the player must choose on which team to compete.
- F. If a player competes on two different league teams within the same division but at different levels (e.g., 18+ 3.5M and 18+ 4.0M) and both teams advance to District or Section Championships, the player may play on both teams as long as it does not put either team in jeopardy of defaulting a court.
- G. Self-rated players may advance to the Tri-Level Section Championship but cannot advance to the National Championship unless they generate a computer rating at the same level played during local Tri-Level league.

** Invitationals do not require a minimum of 2 matches (currently Tri-Level, Mixed 55+ and Adult 65+).*

13. DISTRICT CHAMPIONSHIP – ADULT 18+, 40+ and 55+ TEAM COUNTS

- A. The number of teams playing in District Championships shall be determined by the number of teams in each level.
- B. Levels with TWO Leagues or more (Fall, Spring, Day, Evening, etc.): the number of teams in each level is the TOTAL from all the leagues.
 - 5 or less teams – league winners will compete; if the same team wins both leagues that team advances directly to the Section Championship, no District Championship
 - 6-10 teams – 2 teams compete
 - 11-20 teams – 3 teams compete
 - 21-40 teams – 4 teams compete
 - 41 or more teams – 6 teams compete

14. DISTRICT CHAMPIONSHIP – ADULT 18+, 40+ and 55+ TEAM SELECTION

- A. TEAM ELIGIBILITY REQUIREMENTS:
 - i. The team MUST have a winning percentage of .500 or above for both team wins and individual wins.
 - ii. The team MUST have enough players to participate.
 - iii. The team is NOT sanctioned by the District for rules violations.
 - iv. The team cannot have a full Team Default during the season
- B. TennisLink standings are used to determine the league winner within each level using the following tiebreak criteria, in order listed:
 - Team Wins
 - Individual Wins
 - Head-to-Head
 - Least Sets Lost
 - Least Games Lost
- C. The winner from each league earns a spot in the District Championship. For 18+, the winner of Fall, Spring, Fall Day and Spring Day, each earns a spot. For 40+ and 55+, the winner of Day league and the winner of Evening/Weekend league each earns a spot. Should the same team win more than one league, the team shall choose which advances and the released spot becomes a wildcard.
- D. A team shall be considered the “same team” within a division if the rosters have a minimum of 51% duplicate players within the leagues.

- E. **WILDCARD ELIGIBILITY:** In order to reach a sufficient number of participating teams (see Section 13), wildcards may be offered within some levels based on number of teams registered.
- F. **WILDCARD SELECTION:**
- i. Wildcard teams will be determined by selecting the highest individual wins percentage (courts won/total courts played).
 - ii. Teams cannot "leapfrog" a team that is higher in the standings from the league (e.g., a third-place team will never be considered before a second-place team within the same league).
 - iii. Should two teams have the same individual wins percentage, the team with the higher games won percentage (games won/total games played) will be selected. The games won percentage will include defaults.
 - iv. Should games won percentage not break the tie, a final tiebreaker will be head-to-head and then selected by the League Committee.

15. DISTRICT CHAMPIONSHIP – ADULT 18+, 40+ and 55+ FORMAT

- A. District Championships format:
- i. Best of three series for levels with 2 competing teams
 - ii. Round robin play for levels with 3 to 6 competing teams
- B. District Championships for 18+: Teams shall be prepared to play over a three-day period (Friday afternoon through Sunday afternoon).
- C. District Championships for 40+ and 55+: Teams shall be prepared to play on three consecutive weekday evenings or Friday through Sunday.
- D. District Championships are considered "no default events" as described in the 2024 Missouri Valley League Rules and Regulations, Section 15 f 2. Defaults.
- E. Participating teams shall be prepared to field a full team at all matches. Teams that default a match at District Championships may be ineligible to participate in District Championships the following year.

If a team defaults a position for any reason during round robin play:

- The position should not play additional matches in that round robin.
- For all matches already played at the position, the opponents will be awarded a 6-0, 6-0 win.
- The position matches already played will be used for both player ratings and championship advancement purposes.
- If all teams with a mathematical chance to advance have played the defaulting team in good faith, those matches must stand as played when determining standings.
- If a player(s) is/are defaulted for circumstances outside the control of the player(s) and the team, then the Tournament Committee has discretion to not impose the above-listed sanctions against the team.
- If a team defaults a second position, this regulation also applies to the second position in a 5-position championship.

EXCEPTIONS:

- If a player is defaulted by an official due to the point penalty system, this regulation does not apply. The match will be recorded as a retirement as long as play has started. If play has not started, then it will be recorded as a default.

- If a player is injured or becomes ill during the warm-up, and no replacement is available, this regulation does not apply. The match is a retirement but will be recorded as a default due to TennisLink capabilities.
- F. ENTRY FEE: Entry fees will be announced no later than team selection announcement for each District Championship.
- G. TennisLink standings are used to determine the winning District Championship team within each level using the following tiebreak criteria, in order listed:
- Team Wins
 - Individual Wins
 - Head-to-Head
 - Least Sets Lost
 - Least Games Lost
- H. Winning District Championship teams will advance to Section Championships.

16. SECTION CHAMPIONSHIPS

- A. Missouri Valley Section Championships – Team Advancement
- i. Adult 18+: District Championship winner or first place team if no District Championship
 - ii. Adult 40+: District Championship winner or first place team if no District Championship
 - iii. Adult 55+: District Championship winner or first place team if no District Championship
 - iv. Adult 65+: First place team in each level if there is a local season or by invitation of the 65+ Championship committee
 - v. Mixed 18+: First place team in each level
 - vi. Mixed 40+: First place team in each level
 - vii. Mixed 55+: First place team in each level
 - viii. Tri-Level: First place team in each league (men's and women's)
- B. Missouri Valley Section Championships – Wildcards
- i. Additional wildcard spots may be available in any division level.
 - ii. Wildcard spots are rotated, in order, among the 7 districts in the Missouri Valley Section.
 - iii. Leagues must have three or more teams within a level to be eligible for a wildcard in that level UNLESS all other participating districts also only have two-team leagues in the same level.
 - iv. Wildcards, when available, will be offered to the next team in line within each division level based on final season standings for the league.
 - v. Team Eligibility rules (Section 14.A.) will apply to wildcard teams unless otherwise sanctioned by the Missouri Valley Section.
 - vi. Team must have a winning record to advance to Section Championship.
- C. Deadlines for accepting or passing the Section Championship spot will be communicated within 7 days of the conclusion of the league season.
- D. Advancing Team Captains will be notified via email of their spot in Section Championships.
- E. Captains must accept their spot in writing (email). Additional information, including team numbers, registration deadlines, etc., will be provided upon acceptance.
- F. If the acceptance deadline expires or the winning team or wildcard team passes, the Section Championship spot will be offered to the next eligible team in line.

- G. If no remaining teams are eligible or if no teams can accept, the wildcard spot will be passed.

17. NATIONAL CHAMPIONSHIPS & MOVE UP/SPLIT UP

- Missouri Valley Section Championship winners will advance to National Championships.
- Teams and team members that advanced to, or qualified for, any Adult or Mixed National Championship in the previous championship year MUST comply with the USTA National League Move Up/Split Up rule when registering for a team in the following championship year only.
- For all leagues except 65+ and Mixed 55+, if registering for a team within the same Division and Age Group all advancing or qualified players must either:
 - **MOVE UP:** Teams and team members may play together as a team, in whole or in part, if they move up one NTRP team level within the same division and age group. Advancing players on a MOVE UP team are exempt from the 65% at level calculation (see Section 4.E.) for one year.
 - **SPLIT UP:** No more than 3 players who were on the roster of any team that advanced to, or qualified for, any National Championship team the previous year may play together in the same division, age group and at the same NTRP level as the National Championship team(s), if their NTRP rating allows.
 - The Move Up/Split Up rule requirements only apply to players who participated in three (3) or more matches (one default shall count) for the advancing team during the championship year.
- **65+ League**
 - **MOVE UP:** Teams and team members who advanced to or qualified for the 65 & Over National Invitational may play together as a team, in whole or in part, if they move up one NTRP team level.
 - **SPLIT UP:** 65+ level only: No more than 50% of players on the roster of any team that advanced to or qualified for the 65 & Over National Invitational the previous year may play together in the same Division, same Age Group, and at the same NTRP team level as the National Invitational team(s), if their NTRP rating allows.
 - These Split-Up requirements only apply to players and rating types who participated in at least two matches (only one default may count as a played match) for that team during the championship year.
- **Mixed 55+ League**
 - **MOVE UP:** Teams and team members who advanced to or qualified for the 55 & Over Mixed National Invitational may play together as a team, in whole or in part, if they move up one NTRP team level.
 - **SPLIT UP:** No more than 6 players on any team that advanced to or qualified for the 55 & Over Mixed National Invitational the previous year may play together in the same Division, same Age Group, and at the same NTRP team level as the National Invitational team(s). This assumes their NTRP rating allows them to play at this level.
 - If a district has a regulation that limits the number of players on a roster at a specific level, this regulation is automatically suspended for one year for any team that advances to or qualifies for the 55 & Over Mixed National Invitational the previous year and moves up one NTRP team level.

18. SPORTSMANSHIP

- A. All USTA league players are ambassadors of the sport of tennis and especially USTA. How we each behave on and off the court says everything about our individual character. USTA Leagues are both recreational and competitive and should be an opportunity for players to enjoy this fantastic 'sport for a lifetime.' No truer words have been spoken than "Good Sports make a Sport Great."
- B. **GOOD SPORTSMANSHIP RECOGNITION:** All USTA League players are encouraged to recognize the good sportsmanship of an opponent, a captain, or an entire team! Please [CLICK HERE](#) to access our online form.
- C. If poor sportsmanship is exhibited, complaints shall be emailed to the District League Coordinator. The complaint is then sent to the captain and the player, who may respond in writing.
- D. The District League Coordinator and/or Executive Director has a right to file a grievance at any time against a captain, player, or team, whose behavior is non-compliant with these regulations and/or violates the standards of good conduct, fair play, and good sportsmanship, including egregious, disruptive, or abusive behavior directed at USTA St. Louis staff, volunteers, or facility representatives.
- E. All complaint documents will be kept on file and can be included in a future grievance.

19. USTA LEAGUE SUSPENSION POINT SYSTEM

- A. USTA St Louis follows the USTA League Suspension Point System regarding sportsmanship violations. A grievance must be filed and submitted to the league coordinator at leagues@ustastl.com.
- B. The suspension points table is listed in Appendix I (most recent at the time of this publication). **The most current USTA League Suspension Point System in effect shall take precedence at the time of any violation.** Visit the [USTA League Resources & Regulations](#) for more information.

20. GENERAL GRIEVANCE

- A. Captains must be familiar with all Local, Section and National USTA Rules to ensure that a legitimate protest is in order.
- B. An alleged violation of the USTA Constitution and Bylaws, the [Friend at Court](#) (including [THE CODE](#)), the St. Louis District League Rules, or the standards of good conduct, fair play and good sportsmanship, shall constitute a General Grievance.
- C. A general grievance against an individual or team may be filed by the team captain or a player of the team who has competed in the match where the alleged violation occurred, a league coordinator or a member of a championship committee.
- D. The general grievance must be filed prior to the commencement of the involved team's next match or within 24 hours of the end of the local league season.
- E. A league coordinator or championship committee member may file a general grievance at any time.
- F. The USTA League Grievance form is available at USTA.com and shall be filed in writing to the District Office and include all pertinent information (teams involved, match date and number, narrative of events, rule violations and reference to appropriate league rules, etc.).

- G. The District League Coordinator will forward the grievance to the opposing captain and request a reply from the participating player/team, within 7 days. All documents will be forwarded to the Grievance Committee Chairperson.
- H. The Grievance Committee can investigate all accusations and will deliver its decision, via email, to each captain/player in a prompt and timely fashion.

21. NTRP GRIEVANCE

- A. Any self-rated player who is playing at an NTRP level lower than his/her actual skill level is subject to an NTRP Grievance. If an NTRP Grievance Committee determines that the self-rated player has an inaccurate or inappropriate self-rating, the player shall be disqualified and have his/her NTRP level adjusted by the NTRP Grievance Committee and scoring of played matches may be reversed. The NTRP Grievance Committee may additionally impose other penalties against a player who has inappropriately self-rated, including suspension. Also, a captain or others who have completed, assisted, condoned, or approved an inappropriate self-rating will be subject to such penalties as the NTRP Grievance Committee may decide, including suspension.
- B. Any league captain, coordinator or member of a championship committee has the right to file an NTRP Grievance against a player and/or captain at any time up to 48 hours after the conclusion of the Sectional Championship of the player's team.
- C. The NTRP Grievance form (via USTA League Grievance Form) is available at [USTA.com](https://www.usta.com).
- D. All NTRP grievances should be emailed to Alyssa Stelmach, Manager of Adult Leagues, USTA Missouri Valley at astelmach@movalley.usta.com for processing.

22. GRIEVANCE APPEAL

- A. Any party(ies) to the grievance may appeal the decision of the Grievance Committee within the time fixed by the Grievance Committee.
- B. The party(ies) appealing shall file a written notice of appeal with the appropriate coordinator or designee who shall send it to the Chair of the appropriate Grievance Appeal Committee and all other party(ies) involved in the grievance.
- C. The party(ies) appealing shall have an opportunity to submit in writing, facts, and arguments in support of their respective positions. All information submitted shall be provided to all parties.
- D. General Grievance Appeals for local league and district championships shall be emailed to the District League Coordinator at leagues@ustastl.com for processing along with a \$50.00 non-refundable check made payable to USTA St. Louis.
- E. The original grievance and appeal documentation will be sent to the Grievance Appeal Committee (GAC), for consideration.
- F. The ruling of this committee shall be final and binding. The GAC shall advise all parties of its decision.

23. NTRP DISQUALIFICATION APPEAL

- A. If TennisLink disqualifies a player, he/she may appeal that disqualification if there is an error in score entry. If a player is disqualified by a Fair Play Grievance, he/she may appeal to the Missouri Valley by sending a letter to the Section League Coordinator, who will forward the letter to the NTRP Grievance Committee (NGC).
- B. The decision of the NGC shall be final and binding. The Chairperson of the Grievance Committee will inform all parties of the decision.

Appendix I:

USTA LEAGUE SUSPENSION POINT SYSTEM*

USTA League Suspension Points Table (page 1 of 2)			
Type	Violation	Suspension Points	
		Player	Captain
General	Changing the line-up after it has been presented/exchanged	2 – 4	2 – 4
	Failing to comply with a USTA League Regulation or Guideline or Championship Procedure	2 – 24	2 – 24
Sports- manship (Player)	Equipment Abuse (e.g., throwing racket, hitting balls out of the court)	2	2
	Unsportsmanlike Conduct/Violations of The Code or <i>inappropriate conduct</i> (e.g., intentional/retaliatory bad line calls, refusing to call out the score, "quick" serving, stalling, feinting, grunting, tanking/not using best efforts to win; obscene/profane language or gestures)	2 – 4	2 – 4
	Unsportsmanlike conduct or <i>inappropriate conduct</i> by a player while the player is still in the playing area but not during a match, if the conduct would have resulted in a code violation had it occurred during the match	2 – 4	2 – 4
	Unsportsmanlike conduct or <i>inappropriate conduct</i> off court by a player regardless of location or medium. <i>This includes, but is not limited to, conduct at League match sites, League activities, hotels or other housing, and all forms of communication, including online medium or otherwise.</i>	2 – 4	2 – 4
	Flagrant unsportsmanlike conduct or flagrant inappropriate conduct (e.g., hitting balls at opponent or spectators, threat of physical violence, destruction of property) regardless of location or medium. <i>This includes, but is not limited to, conduct at League match sites, League activities, hotels or other housing, and all forms of communication, including online medium or otherwise.</i>	8 – 10	8 – 10
	Physical violence against another person on or off court	10 - 24	10 - 24

* Last updated **4/1/2025**; most current USTA League Suspension System shall take precedence at time of any violation.

For complete USTA League Suspension Point System information, visit [USTA.com](https://www.usta.com) and search for: **USTA LEAGUE RESOURCES & REGULATIONS**

Or visit our district website: www.ustastlouis.com/adult-leagues - and look for the link to USTA National Rules in the 'rules and regulations' section of the page.

USTA League Suspension Points Table (page 2 of 2)

Sports- manship (Associated with Player)	Unsportsmanlike conduct or <i>inappropriate conduct</i> by a person associated with a <i>player/team</i> , incl. non-playing Captains and teammates not playing in that match (e.g., cheering opponent's errors, service faults, obscene/profane language or gestures, etc.)	2	2
	Unsportsmanlike conduct or <i>inappropriate conduct</i> by a person associated with a <i>player/team</i> while the <i>player/team</i> is still in the playing area but not during a match, if the conduct would have resulted in a code violation had it occurred during the match.	2 – 4	2 – 4
	Unsportsmanlike conduct or <i>inappropriate conduct</i> off court by a person associated with a <i>player/team</i> regardless of location or medium. This includes, but is not limited to, conduct at League match sites, League activities, hotels or other housing, and all forms of communication, including online medium or otherwise.	2 – 4	2 – 4
	Flagrant unsportsmanlike conduct or <i>flagrant inappropriate conduct</i> by a person associated with a <i>player/team</i> , incl. non-playing Captains, and teammates not playing in that match (e.g., threat of physical violence, destruction of property, etc.) <i>regardless of location or medium. This includes, but is not limited to, conduct at League match sites, League activities, hotels or other housing, and all forms of communication, including online medium or otherwise.</i>	8 – 10	8 – 10
	Physical violence against another person on or off court	10 - 24	10 - 24
Gross Misconduct	Gambling activity as defined in USTA Regulation IV.C.19.	8	8
Self-Rating	Self-rating lower than true playing ability	2 - 5	N/A
	Failure to self-rate in accordance with the Guidelines, or omission of information regarding player's tennis history	8 - 18	N/A
	Any USTA League player, Captain, or other person who knowingly assists or condones of another player's inaccurate or inappropriate self-rating (including guiding that player to omit information)	10-18	10-18
Extreme Circumstances	Misrepresenting scores (incl. intentionally entering inaccurate scores or representing scores without playing the match)	24	24
	Misrepresenting identity (incl. intentionally registering under different names or versions of the same name, playing and entering scores under someone else's name)	24	24
	Playing while suspended	24	24

A League Grievance Committee may choose to issue a Warning Letter in some situations to a Player/Captain/Spectator, for which 1 Suspension Point will be assessed. **The Warning Letter for self-rating lower than true playing ability for Players and Captains is between 1 and 3 Suspension Points as determined by a League Grievance Committee.**

General & Experienced Player Guidelines

Supplement to the NTRP Guidelines

	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0 - 7.0
Player new to tennis who have had competitive experience in other sports should consider the rapid improvement anticipated and not rate below 3.0								
I am new to tennis and play one of the following racket sports at a competitive level: squash, racquetball, badminton, paddle/patients tennis, pickleball								
Recreational Tennis Players	I'm just getting into tennis. I have no previous tennis experience	I have played for at least 10 years at a recreational level	I have a reliable, solid game built over years of match play					
High School Tennis: played varsity tennis within last 20 years		Played recreationally, varsity doubles or played junior varsity or played less than four years on varsity	Advanced to state championships semi-finals or final in singles or doubles					
Current or former Junior with a year and national ranking of 451-800 but did not play in college or four professionally				31 and Over	30 and Under			
Current or former player with a year and national ranking in the Junior 165 or 185 in the range 151-450 and/or top 20 sectional ranking				Age 46 and Over	Age 31 to 45	Age 30 and Under		
Current or former player with a year and national ranking in the Junior 165 or 185 in the top 150 and/or top 20 sectional ranking				Age 54 and Over	Age 46 to 55	Age 31 to 45	Age 30 and Under	
Played or committed to play for a Junior/Community College		Age 51 and Over (Men and Women)	Age 26-50 (Women)	Age 25 and Under (Women)	Age 25 and Under (Men)	Age 25 and Under (Men)	Age 25 and Under (Men)	Age 25 and Under (Men)
Played or committed to play for a Division III or NAIA college team?		Age 36 and Over (Women)	Age 36 and Over (Men)	Age 36-35 (Women)	Age 36-35 (Men)	Age 36-35 (Men)	Age 36-35 (Men)	Age 36-35 (Men)
Played or committed to play for a Division I college		Age 63 and Over	Age 63 and Over	Age 63 and Over	Age 63 and Over	Age 63 and Over	Age 63 and Over	Age 63 and Over
Played for DIII, III or NAIA college and/or my team was unranked or ranked out of the top 10 in the rankings		Age 36 and Over (Women)	Age 36 and Over (Men)	Age 36-35 (Women)	Age 36-35 (Men)	Age 36-35 (Men)	Age 36-35 (Men)	Age 36-35 (Men)
Played for DIII, III or NAIA college team and/or my team was ranked in the top 10 in the rankings and I regularly played 85 singles or fewer		Age 41 and Over (Women)	Age 41 and Over (Men)	Age 41 and Over (Women)	Age 41 and Over (Men)	Age 41 and Over (Men)	Age 41 and Over (Men)	Age 41 and Over (Men)
Played for a Division III, III or NAIA college team and you or your team were ranked in the top 10 in the rankings and you played #1 or #2 Singles or #1 Doubles		Age 51 and Over	Age 51 and Over	Age 51 and Over	Age 51 and Over	Age 51 and Over	Age 51 and Over	Age 51 and Over
Division I college and college was ranked in the Top 75 teams, or you played #1 or #2 singles or #1 doubles at an unranked Division I college				Age 51 and Over	Age 41 to 50	Age 31 to 40	Age 30 and Under	Age 30 and Under
Played for a Division I college and ranked in the top 125 players				Age 61 and Over	Age 41 to 50	Age 31 to 40	Age 30 and Under	Age 30 and Under
Current or former player ranked (US or foreign) in an adult age group in the top 20 in the nation or top 5 in a section					Age 51 to 60	Age 41 to 50	Age 31 to 40	Age 30 and Under
ITF Transition Tour, Pro Circuit, Sevenside or Futures player more than 5 years ago and didn't earn points					Age 39 and Over	Age 29 and Over	Age 19 and Over	Age 19 and Over
ITF Transition Tour, Pro Circuit, Sevenside or Futures player more than 5 years ago and earned points					Age 40 and Over	Age 30 and Over	Age 20 and Over	Age 20 and Over
ITF Transition Tour, Pro Circuit, Sevenside or Futures player less than 5 years ago and didn't earn points					Age 39 and Over	Age 29 and Over	Age 19 and Over	Age 19 and Over
ITF Transition Tour, Pro Circuit, Sevenside or Futures player less than 5 years ago and earned points					Age 40 and Over	Age 30 and Over	Age 20 and Over	Age 20 and Over
A World Class ranking outside the top 400 in the ATP or WTA more than five years ago					Age 55 and Over	Age 46 to 55	Age 36 to 45	Age 26 to 35
A World Class ranking outside the top 1000 in the ATP or WTA in the last five years								
A former World Class player ranked in the top 400 in the ATP or WTA more than five years ago					Age 66 and Over	Age 56 to 65	Age 46 to 55	Age 36 to 45
A ranking in the top 1000 in the ATP or WTA in the last five years								

NOTES: For more details concerning specific playing characteristics, see NTRP-Specific Characteristics on www.usta.com/league. All assigned ratings may be immediately appealed electronically on TennisLink. Individuals with expired NTRP ratings will be limited to their last published rating. Players in which should use these same General Characteristics to determine their NTRP self-rating. The only difference observed is mobility and power on the serve based on the severity of the injury. The very best World Class players in wheelchair have an NTRP rating in the low 4.5 range. The USTA League Committee has approved these guidelines as a tool for accurate self-rating and NTRP self-rating. Governance decisions. These guidelines will be available to players and captains and will be considered for future self-rating. USTA League Governance Committee may support applying for conditions of rating above. Governance Committee has the authority to dismiss complaints when they deem appropriate. The USTA League Committee will be bound to maintain the integrity of the NTRP Rating System. Current and past college team rankings for the USTA II, DIII, III, NAIA and Junior College may be found at www.usta.com. Updated February 2019.

Appendix III:

MATCHES REQUIRED TO ADVANCE TO CHAMPIONSHIPS**

<u>2026 Minimum Match Requirement for Championships**</u>									
Players Rating Type (located next to your NTRP level in your Tennislink account)		St. Louis Play-Offs		St. Louis District Championships		Missouri Valley Section Championships		National Championship	
		Total matches required through local league season		Total matches required through Local Play		Total matches required through District Championships		Total matches required through Section Championships	
S	Players who self-rated	1 match	No defaults count	2 matches	1 default counts	3 matches	No defaults count	4 matches	No defaults count
	Players who appealed their self-rating	1 match	No defaults count	2 matches	1 default counts	3 matches	No defaults count	4 matches	No defaults count
A	Computer-rated players who auto appealed their rating	1 match	No defaults count	2 matches	1 default counts	3 matches	No defaults count	4 matches	No defaults count
D	Players who were dynamic disqualified or promoted	1 match	No defaults count	2 matches	1 default counts	3 matches	No defaults count	4 matches	No defaults count
C	Computer-rated players	1 match	No defaults count	2 matches	1 default counts	2 matches	1 default counts	3 matches	1 default counts
M*	Mixed exclusive*	1 match	No defaults count	2 matches	1 default counts	2 matches	1 default counts	3 matches	1 default counts
T*	Tournament Exclusive*	1 match	No defaults count	2 matches	1 default counts	3 matches, No defaults count		4 matches	No defaults count
<u>RETIRED matches shall count for all players.</u>									
*Applies only to mixed leagues. Other leagues must have a Self-rating or Computer-rating before participating. **Not including Section and National Invitationals. See separate chart for Invitational requirements.									

USTA ST. LOUIS DISTRICT – INDOOR CLUB DIRECTORY

CHESTERFIELD ATHLETIC CLUB (CAC) 16625 SWINGLEY RIDGE RD CHESTERFIELD, MO 63017 636-532-9992	ST. CLAIR TENNIS CLUB 733 HARTMAN LN O'FALLON, IL 62269 618-632-1400
LIFETIME/CREVE COEUR RACQUET CLUB 12691 CONWAY RD ST. LOUIS, MO 63141 314-434-0344	VETTA RACQUET SPORTS - CONCORD 12320 OLD TESSON RD ST. LOUIS, MO 63128 314-842-3111
FOREST LAKE TENNIS CLUB 1012 N WOODS MILL RD CHESTERFIELD, MO 63017 314-878-2722	VETTA RACQUET SPORTS - SUNSET 10911 GRAVOIS INDUSTRIAL CT ST. LOUIS, MO 63128 314-849-2327
FRONTENAC RACQUET CLUB 10455 GERMAN BLVD ST. LOUIS, MO 63131 314-991-5599	VETTA RACQUET SPORTS - WEST 1330 HARVESTONE INDUSTRIAL DR ST. PETERS, MO 63304 636-441-0006
MISSOURI ATHLETIC CLUB (MAC -WEST) 1777 DES PERES RD ST. LOUIS, MO 63131 314-539-4444	WOODSMILL TENNIS CLUB 910 OLD WOODS MILL RD CHESTERFIELD, MO 63017 636-227-3385