

# **2025 Local Rules and Regulations**

*USTA Mission Statement: Growing tennis to inspire healthier people and communities everywhere.*

## **GOVERNING RULES**

USTA Adult leagues are divided into layers of organization: National, Sectional (Eastern), Regional (**LONG ISLAND**), District, and then Divisions. Three levels of rules apply: The USTA League Tennis Regulations (National), the USTA Eastern rules (Section), and the Local Rules (Region). In addition, the USTA Code of Conduct applies. The local rules are to be read in a manner consistent with the Section and National rules whenever possible and are not intended to supplant those rules. The local rules are intended to identify only the most essential portions of the National and Section rules and only depart from those rules (available at [2025 National and Eastern Regulations](#)) as authorized by the USTA. For the purposes of local leagues, players should refer to the appropriate section (The Code) in “[2024 Friend At Court](#)” for unofficiated matches.

Clerical error should not determine the outcome of a league. Section League Coordinator (SLC) has authority to determine how an affected match will be corrected. All interpretations of local or sectional rules are to be referred to SLC and Chair of the **Adult League** Committee.

It is expected that captains and players will treat coordinators with respect when communicating with them – whether in person, text and/or in e-mail. Respectful treatment of each other will add to an enjoyable league experience. Consequences such as suspension from league play may result if players deviate from this expectation. All captains and players shall keep in mind that their local league coordinators may not be available 24/7 to address concerns that arise outside of normal business hours.

### **A. Rosters/Player Eligibility:**

1. A minimum of 8 eligible players (18&Over Adult Division 3.0, 3.5, 4.0, and 4.5) or 5 eligible players (Adult Division 2.5, 5.0) or 9 eligible players (40&Over Adult Division) or 6 eligible players (**Adult Division 55&Over, 65&Over, Tri-Level and Mixed Division 18&Over, 40&Over and 55&Over**) at each level of championship play, must participate.
2. In **Long Island**, the maximum roster size for Adult 18&Over, Adult 40&Over, Adult 55&Over, 18&Over Mixed and 40&Over Mixed is **24** players. The **Section** League Coordinator may authorize the addition of players due to season ending circumstances.
3. Adult 18&Over and 40&Over leagues require a minimum of **65%** at NTRP level except for two team leagues which require **50%**. Minimum percentage level does not apply to any combined leagues, 55&Over and 65&Over.

4. Players must be 18 years of age prior to participating in the USTA League program. For older age groups, each player over the age of 18 shall have reached the required minimum age prior to or during the calendar year in which such player participates in his or her first local league.

All players must register through Tennis Link at [www.tennislink.usta.com/leagues](http://www.tennislink.usta.com/leagues). All participating team members must be registered prior to playing in a match. If an unregistered player participates in a match, all point(s) won on that court shall be reversed.

5. A player(s) may be added to a team within the local league season until:

**18+ Mixed - February 1st**

**40+/55+ Mixed - May 1st**

**18 & Over and 40 & Over Men's and Women's teams - July 1st**

**55 & Over and 65 & Over Men's and Women's teams - August 1st**

**Tri-Level Teams - Before the last match of the regular season**

Roster additions after these dates will require approval of the **Section** League Coordinator.

6. Requests for a registration refund, **credit** or transfer to another team must be made by the league **registration deadline noted above for each league**. Only registrants who have not played any matches can be refunded, **credited** or transferred.
7. A player shall play on only one team per age group, per NTRP level, per local league season. A player shall not play on teams having the potential to play each other during the same local season.

- Two teams in the same age local league (day and night leagues) shall not share more than 7 players.
- If a league is sub-divided into Nassau/Suffolk divisions, a player must choose which division they wish to play for. There cannot be player crossover between divisions within the same league.

8. Captains should verify a player's level of play and background before the player "self rates". **Neglect of this responsibility is grounds for removal of a captain and possible suspension from league play.**

## **B. Matches:**

1. Match format by level for local league only (not including local championships) see C6 for Post Season formats):
  - 18&Over 2.5, 5.0 = 3 courts
  - 18&Over 3.0, 3.5, 4.0, 4.5 = 5 courts
  - 40&Over = 5 courts
  - 55&Over = 3 courts
  - 65&Over = 3 courts
  - All Mixed = 3 courts
  - Tri-Level = 3 courts
2. Each League shall consist of a minimum of two (2) teams. All teams must play a minimum of six (6) matches to be eligible for championships. (Excludes Tri-Level, 55&Over Mixed and 65&Over leagues which require a minimum of 5 matches.)
3. The match format for all local, area, district, and regional matches will be best 2 out of 3 sets with a match tie break in lieu of a 3<sup>rd</sup> set (first to 10 by 2 points). All matches will utilize regular scoring, and a set-tiebreak (first to 7 by 2 points) at 6-all in each set. The 3<sup>rd</sup> set tiebreak shall be scored as 1 set and 1 game for tiebreak procedures, and it will be entered as 1-0 for the winning team. All tiebreaks (set & match) should follow "Coman" tiebreak procedure for switching sides (switch after 1<sup>st</sup> point...then every 4 points thereafter - 5, 9, 13, etc.) Play must be continuous throughout the match, including the tie-breakers.
4. The team captain for each team shall exchange their team line-up simultaneously prior to the beginning of the team match. After lineups have been exchanged, team captains are allowed to make changes and substitutions in individual matches for the following reasons only: injury to, illness of, disqualification or no-show of a player prior to the start of such match. No other player changes are allowed on that scorecard for matches played on that day.
5. Teams are encouraged to field their players for each team match in order of strength. Local regulations may utilize a point system for scorekeeping to discourage stacking.

### **Long Island Point System:**

- 18&Over/40&Over/55&Over Mixed
  - 1st Doubles - 4 points
  - 2nd Doubles - 3 points
  - 3rd Doubles - 2 points
- 18&Over 2.5 & 5.0
  - Singles - 2 points
  - 1st Doubles - 2 points
  - 2nd Doubles - 1 point

- 18&Over 3.0 - 4.5
    - 1st Singles - 5 points
    - 2nd Singles - 4 points
    - 1st Doubles - 5 points
    - 2nd Doubles - 4 points
    - 3rd Doubles - 3 points
  - 40&Over 3.0 - 4.5
    - 1st Singles - 5 points
    - 1st Doubles - 5 points
    - 2nd Doubles - 4 points
    - 3rd Doubles - 3 points
    - 4th Doubles - 2 points
  - 55&Over and 65&Over
    - 1st Doubles - 4 points
    - 2nd Doubles - 3 points
    - 3rd Doubles - 2 points
  - 5.0/4.5/4.0 Tri-Level Leagues
    - 1st Doubles/2nd Doubles/3rd Doubles - 1 point
6. There is a fifteen-minute default rule (inclusive of warm up time) in effect for all local matches. All late players are guaranteed a 5-minute warm up, and NO POINT PENALTY is allowed for a late player. In extenuating circumstances, a captain can reach out to a league coordinator regarding lateness, and the League Coordinator has the ability to extend the default time if deemed necessary. For staggered matches, a team cannot claim a default unless a court has been available to play for 15 minutes, and the opposing players are at least 15 minutes later than the arrival time. The arrival time for staggered matches shall be 75 minutes after the call time for the first courts.
  7. A 10-minute warm-up, including serves, is permitted before the match begins. If the 10 minute warmup time is over and all players are not present, the courts shall be adjusted at 10 minutes after the Tennislink start time as detailed below.
  8. Defaults must occur from the bottom up. If a doubles player is missing, the line-up must be adjusted and that team with the missing player placed in the 3<sup>rd</sup> doubles position. The 2<sup>nd</sup> and 3<sup>rd</sup> doubles teams (as designated on the scorecard exchanged) for the team with the missing player must then be moved up 1 position e.g. if the first doubles team is missing a player those players must be placed in third doubles and the 2<sup>nd</sup> doubles team moved up to first and the 3<sup>rd</sup> doubles team moved up to 2nd. No other changes in either team's line-up are allowed. Similarly, a missing singles player must be placed in the 2<sup>nd</sup> singles position. Third doubles and/or 2<sup>nd</sup> singles must be the first courts defaulted.
  9. Cell phone use on the court is considered a deliberate potential hindrance. Turn off phones. Players may wear Smart Watches for activity tracking only.

10. The match officially starts when play of the first point is begun. In the event of a rain or a stoppage of play due to circumstances beyond the control of the players, completed individual matches will stand as played. An incomplete match shall be continued by the same players and resumed at the exact point - set, game, point - when play was halted. If players (s) are unavailable to continue the match on the rescheduled time or date then the individual match will be scored as either a retirement in favor of the team whose players are available or a double default if both teams are missing a player. The original line up may be changed on a court that has **not** officially started play even if the players completed warm-up.
11. It is the responsibility of the players to make sure they are on the correct court with the proper opponents. Captains should give their players the names of their opponents when sending them to their court. If there is an error in court positions played, the home team's scorecard will take precedence. **All matches stand as played.**
12. If score confusion occurs, the players count all points and games agreed upon and replay only the disputed points. If there is no agreement on the disputed point/game, play from a mutually agreeable score. If still no agreement, spin a racquet or toss a coin to settle the dispute.
13. Playing less than 3 courts (or 2 courts for Adult 2.5, 5.0, 55 & Over, 65 & Over, Tri-level, or Mixed) constitutes an invalid match. **Any matches that impact standings must be valid matches. If a team cannot field enough players to field a valid match, only the court(s) necessary to make the match valid will be rescheduled. All remaining court(s) will be scored as defaults. The team receiving the default(s) selects the remaining court(s) to be played.**  
  
**Any team that creates an invalid match must play at least one court on the scheduled date in order to be eligible for advancement to post-season play. A team that forfeits enough courts to create an invalid match without just cause may be penalized to the extent that all matches for the season will be considered null and void when determining team standings if it affects final flight standings for the team receiving the default; the team members may not be allowed to participate in league play the following season. The Local League Coordinator has final discretion in rescheduling of matches.**
14. Players are allowed one three-minute medical timeout as needed. **If the injury involves bleeding, up to 10 minutes may be taken to stop the bleeding.**
15. Players, teammates, spectators, or coaches who interfere and/or are disruptive at matches are considered to have violated the standards of good conduct, fair play and good sportsmanship. This includes conduct before, during and after completion of the match. Teammates, spectators, or coaches may not volunteer advice on line calls, scoring, or on the conduct of the match. It is the responsibility of the teams to control spectators' conduct at all matches. Coaches are never allowed to interact with players or be present on the court during match play. Players shall inform any coach who violates this rule that they shall leave the court immediately.

## 16. TIMED MATCH PROCEDURE:

A specific time ending device must be agreed upon prior to the beginning of the match. If an alarm is being used, the device should be set with an audible sound clear to all players. When the sound goes off, play stops even if the players are in the middle of the point.

Play must be continuous throughout the match and stalling is not permitted. All tiebreaks must be continuous - no breaks allowed.

If a player leaves the court within the last 15 minutes of a match, they will be considered to have retired from the match. All points played will stand, with the win awarded to the opposing team.

Play must continue right up until the designated end time of the match. Upon reaching the 2-hour mark, play stops and the following rules are applied to allocate points: (Use the "timed match" option in the drop menu in Tennislink when entering the scores for this court.)

### Match Times Out in Second Set:

- A game in progress should not be completed and does not count.
- If the team that won the first set is on serve, tied, or ahead by 1 break or more in the 2nd set - **That team wins the match.**
- If the team that lost the first set is winning the 2nd set by 1 break or more - **the match ends in a tie.**

### Match Times Out in Second Set Tiebreak:

- If the teams are in a second set tiebreak, the team that is up by TWO or more points in that tiebreak wins the set. (If teams have then split sets, the match ends in a tie.)
- If the score in the second set tiebreak is tied or only a one point differential, the second set is deemed a tie and the team that won the first set is the winner of the Match.

### Match Times Out in Match Tiebreak (in lieu of of a third set):

- If a team is up by **TWO** or more points in the match tiebreak: that team wins the match. Otherwise, the match ends in a tie.

### **Darkness Rule**

- On outdoor unlit courts, play must continue until (and no later than) the designated match end time which is as follows:
  - April and May - 8 pm
  - June and July - 8:30 pm
  - August - 8 pm
- Matches that time out due to darkness are considered final and do not get completed on a different date. Matches that time out for darkness should use the timed match procedure once the match is completed to determine if there is a winner or if the match ends in a tie.

17. In the event of rain for outdoor matches, play stops and all players and scores are recorded. The same players for each court must find a time within one week to complete the match. During the last 3 weeks of the season, outdoor teams must have indoor backup courts within one hour of the original start time or when the rain began to complete the match. More than one indoor facility may be used.

18. Players are prohibited from leaving the court in the last 15 minutes of a timed match. Should a player leave the court during this time, it will be considered a retirement.

19. In the event of rain and a subsequent full match reschedule, any court previously defaulted must be rescheduled and played.

### **C. Advancement:**

1. All players **other than** Self-Rated and Valid Computer Rated Appealed-Down Players **including players who have been disqualified (DQ)/ promoted** are eligible to progress to championship level competition below National Championships if that player has played on the same team in at least two matches at the same NTRP level in the same Age Group during its local league season and is otherwise eligible. A maximum of one default received by the player during local league competition shall count for advancing. Players who appeal up use the same advancement criteria as Computer-Rated Players.

All Self-Rated and Valid Computer Rated Appealed-Down Players **including DQ/promoted players** are eligible to progress to Local and Regional Championship if that player has played on the same team in at least two matches (no defaults count) at the same NTRP level in the same Age Group during its local league season.

**In the Adult and Mixed Divisions, all Self-Rated and Valid Computer Rated Appealed-Down players including DQ/promoted players** are eligible to progress to Sectional Championship if that player has played on the same team in at least three matches (no defaults count) at the same NTRP level in the same Age Group during its local league season, local championships and regional championships.

Any player promoted or DQ'd, is still considered a self rate and must abide by the self rate criteria outlined for eligibility purposes.

\*Any Mixed ("M") rated players are considered computer ("C") rated players for the mixed doubles leagues only and are subject to the same eligibility criteria as C rated players. Keep in mind that M rated players will be required to self-rate should they wish to play in any other adult league, at which time they shall be subject to the eligibility criteria for self ("S") rated players.

Matches Required to Advance to Championships for Adult and Mixed Divisions				
Rating Type	Local Championships	Regionals	Sectionals	Nationals
Computer & Appealed Up	2 matches on the same team, 1 default can count	2 matches on the same team, 1 default can count	2 matches on the same team, 1 default can count	3 matches on the same team, 1 default can count
Self-Rated & Appealed Down	2 matches on the same team, no defaults count	2 matches on the same team, no defaults count	3 matches on the same team, no defaults count	4 matches on the same team, no defaults count
DQ/Promoted	2 matches on the same team, no defaults count	2 matches on the same team, no defaults count	3 matches on the same team, no defaults count	4 matches on the same team, no defaults count

- 2. Player Declaration Prior to Championship Play** - Players who play on two or more teams at the same NTRP level and age group in the Eastern Section must declare which team they will represent prior to the start of any local, regional or sectional championship should more than one team qualify to advance. This declaration is done by playing in a championship match.

If a player declares for a team and that team is eliminated from championship play, after the completion of that championship, the player is eligible to re-select and play for any other team, in any local, regional or sectional championship that has not started, as long as they meet eligibility requirements for that team, regardless of region.

Exception – If a team wins a 2025 Early Start League Local Championship and a player plays in the Local Championship, the player may choose to represent another team from another local league that started after January 1, 2025 in the same region. Prior to the start of Regional Championships in that region, the player will have to declare which team they will represent in the Regional Championships. If the player plays in a second Local Championship, the player must select one of the teams for which they played in the Local Championships. Players will not be allowed to play in a championship match for a team from another region, until all teams for which the player played in a local championship match have been eliminated.



3. If two teams are scheduled for the same championships and share more than 5 Rostered players only one team may advance. The teams must choose which team will advance, and the other team must concede their championship spot to the second-place team. If the two teams have different captains and cannot agree which team will advance, the determination will be done via a coin flip by USTA Eastern Adult League staff. The league coordinator shall be notified no later than 24 hours following the conclusion of the deciding match. Exception: For the 18&Over Mixed League and LI Day vs. Night Leagues ONLY, the limit will be 7 players.
4. If a team has at least 4 players on their Eastern championship roster that are scheduled at the same time for a local match in another Eastern league, the local match will be rescheduled if requested.
5. In the event of a tie in a league or championship that uses match wins, whether in round robin or single elimination competition, the tie shall be broken by the first of the following procedures that does so:
  - a. Individual Matches
  - b. Head-to-Head (if all teams involved in the tie have played each other the same number of times)
  - c. Least Number of Sets Lost
  - d. Least Number of Games Lost
  - e. Game Winning Percentage
  - f. Coin toss

In the event of a tie in a league or championship that uses points per position, whether in round robin or single elimination competition, the tie shall be broken by the first of the following procedures that does so:

- a. Head-to-Head (if all teams involved in the tie have played each other the same number of times)
- b. Least Number of Sets Lost
- c. Least Number of Games Lost
- d. Game Winning Percentage
- e. Winner of first doubles

Long Island will strive to have advancing rounds untimed or have the 2 hour time limit extended. In the event matches are not able to be played until completion and a match is tied when time is up, the tie shall be broken by the first of the following procedures to do so:

- Least number of sets lost
- Least number of games lost
- Winner of 1st Doubles
- Winner of 2nd Doubles
- Winner of 3rd Doubles

6. All local, regional and sectional championships will consist of the following:
- 18&Over 2.5 and 5.0 = 1 singles and 2 doubles
  - 18&Over 3.0, 3.5, 4.0 and 4.5 = 2 singles and 3 doubles
  - 40&Over all levels = 1 singles and 4 doubles
  - 55&Over and 65&Over all levels = 3 doubles
  - 18&Over Mixed, 40&Over Mixed and 55&Over Mixed = 3 doubles

**Local Playoff Format:**

- **One Division Leagues with at least 2 full Round Robins (2,3,4,5,6 teams) - No Playoff. 1st place team at the end of the regular season advances.**
- **7 - 10 Teams in One Division - Top 2 teams**
- **11 or more teams in One Division - Top 4 teams**
- **If there are 2 divisions within a level, there shall be crossover playoffs (Nassau vs. Suffolk)**

7. All local league play and local/regional championships must be completed 10 days prior to the start of that league's sectional championship. Players must register via the Eastern Section registration link. The minimum number of players necessary to compete in the championship must be registered one week prior to the first scheduled day of championship play or an alternate team will be selected.

**D. Captain's Responsibilities/Procedures:**

1. A player may only captain one team per NTRP level in each division, age group and local league season. Puppet captains/captains in name only will not be allowed. A player on the team must be listed as the captain or the co-captain, coaches and/or club staff may be listed as either the captain or co-captain, but not both. The playing captain, not club staff (including coaches), must be the main point of contact with both the opposing captains and with league administration.
2. Both home & visiting captains should make contact at least 5 days prior to the match to confirm match site, start time and number of courts. **It is the responsibility of the home team to inform the visiting team of any dress code required by the home site, as well as the court type to be played on.**

**If a facility has more than one surface, the captain must inform the opposing captain which courts will be playing on which surface 3 days prior to the match. If this information is not provided, once the available court surfaces are decided at the time of the match, the visiting captain will decide which courts play on which surfaces. It is against the rules/regulations for a team to reschedule/default a match or line due to the court surface(s) available at the time of the scheduled match.**

3. In the event a court needs to be defaulted, the opposing captain must be contacted **24 hours** prior to the start of the match or adhere to the club/facility's cancellation policy if other than 24 hours. Opposing captains must confirm receipt of the email. **If defaults are not communicated in this timeframe, the defaulting team will be responsible for covering the match fee charged by the club. The team defaulting the courts should call the facility to cancel the courts regardless of it being a home or away match.**
4. In the event a court is defaulted due to lateness, the following applies. If the court is used, the court fees continue to be the responsibility of the home team. If the court is not used, the defaulting team is responsible for the court fee if requested by the home club.
5. Captains shall be present at every match or assign someone to be acting captain.
6. Complete your line-up on your scoresheet and exchange scoresheets with the other captain simultaneously prior to the beginning of the team match. **If it is a staggered match, the players for the later matches MUST be designated on the lineup scorecard. The higher point value court shall be played before the lower point value courts. The captains may agree to change this order only by mutual consent.**
7. **Both team captains are responsible for inputting scores into TennisLink within 48 hours unless the local league coordinator requires a shorter time period to determine end of season standings.** The first team to report will input the scores, the next to report will "confirm or dispute" scores. Captains may forfeit their right to dispute a scorecard if they do not confirm match results in TennisLink within 48 hours.
8. **The home team must supply a new unopened container of USTA approved balls for each individual match.**
9. A facility must provide a minimum of **three (3) courts** for a 5-court league, and 2 courts for a 3-court or 4-court league must be available at the commencement of a team match. Facilities must provide **two hours** of court time per court.
10. **When only three courts are available for a 5-court league at the commencement of a match, the individual matches shall be played in the following order: #1 singles and #1 and #2 doubles, followed by #2 singles and #3 doubles. For a 4-court league, the two courts should be: #1 singles and #1 doubles. The captains may agree to change this order by mutual consent.**

11. If, during a league match, an irresolvable dispute arises between the players about the accuracy of calling the lines, any player may suspend the match to request a court monitor to be present for the remainder of the match. The players shall seek out their respective captains or acting captains to arrange for the mutually acceptable court monitor. If there is no acting captain available, the players shall mutually designate a person, acceptable to all players, to monitor the match. If possible, two monitors are suggested.

The monitor(s) shall stand at the net post and make a line call or resolve any other dispute only if requested by any player. The monitor(s) shall not independently make a line call or other ruling. The line call or ruling of the monitor(s) shall be final, controlling and not appealable. If there are two court monitors on the court and they disagree regarding a call, the call made by the player(s) stands. Please recall no one can leave the court in the last 15 minutes of a timed match.

12. Reschedules: Any requests for full match reschedules should be presented by dates noted below for each league:

- 18&Over Mixed - December 1st
- 40&Over Mixed - April 1st
- 18&Over/40&Over Men's/Women's Leagues - June 1st
- 55&Over/65&Over Men's/Women's Leagues - July 1st

After the dates noted above, requests for full match reschedules are not permitted. If you are struggling to field a full line-up, as many courts as possible should be played on the originally scheduled date (preferably 3 out of 5 courts or 2 out of 3 courts to make the match valid) and the highest valued courts must be played first. If fewer than 3 out of 5 courts, 3 out of 4 courts or 2 out of 3 courts are played, then only those courts needed to make it a valid match shall be rescheduled. In order for a team to advance to post-season play, at least ONE court of each match MUST be played on the scheduled date of the match.

13. The Local League Coordinator may reschedule any unplayed or incomplete matches occurring in the last two weeks of the season, which would impact the determination of a league winner. Any cost incurred would be shared by both teams.
14. Teams must participate through a facility within the Section unless prior approval has been authorized by SLC and Adult League Committee Chair. No matches or make-up courts may be played outside the USTA Eastern geographic boundaries.
15. Captains have 72 hours from the day of the originally scheduled match to agree on a reschedule date for an incomplete court (s). Two viable dates must be given as options by the home team. If a date is not confirmed within this time period, the League Coordinator will set the date. Captains must report the rescheduled date to the League Coordinator. Incomplete court (s) that occur within the last two weeks of the season may be rescheduled by the League Coordinator.

16. All leagues are \$30.00 per player per match which is to be paid prior to the club before going to the court. .

### **Administrative Processes:**

**All grievances shall be submitted to either the Section League Coordinator or the Adult League Coordinator for processing.**

**There is a \$50 fee to file a grievance and a \$75 fee to file an appeal of the grievance decision.**

### **1. NTRP Appeals:**

Computer rated players may only appeal their ratings electronically on the TennisLink website. If the decision is denied, there is no further right of appeal. If players choose to appeal and it is granted, they may NOT go back to their pre-appeal level, the decision is final and binding. **If players appeal their rating and it is granted, they must immediately begin playing at their new level.**

Self rated players may also appeal on the Tennislink website, with a decision made by the NTRP Appeals Committee. There shall be no further right of appeal from the decision of the NTRP Appeal Committee.

Please refer to the Eastern Section website for Medical Appeals forms and instructions (see link below under Self-Rate Grievances).

### **2. NTRP Grievances:**

If a captain or coordinator believes a **Self-Rated** player is competing at one level or more below their actual skill level, a grievance may be filed at the Section level only. Players with a valid computer or benchmark rating or granted an automatic appeal of a computer rating are not subject to an NTRP Grievance.

Pursuant to USTA Eastern C.5, a separate NTRP Grievance Form must be completed for each player being grieved and forms containing multiple names will be dismissed without consideration.

### **3. Local Grievances:**

Informal notification should be made within 48 hours of the incident or dispute by the captain to their coordinator.

The grievance must be filed **by the team captain or co-captain** prior to the commencement of whichever occurs first: (a) the involved team's next match listed in Tennislink, whether or not the involved player participates or (b) within 48 hours after the end of the local league season, prior to the next listed match for either team involved in the conflict or dispute.

In order for a grievance to be valid, it must state the specific rule or rules within the Local Rules, USTA Regulations or standards of good conduct, fair play and good sportsmanship that have been violated.

The Coordinator shall forward the grievance to the opposing captain, who shall have a set time limit to respond. The coordinator shall forward the grievance and response to the Chair of the Grievance Committee. The Local Grievance Committee shall review the grievance and make a determination in accordance with its procedures.

Appeals after the grievance decision may be made to the Sectional Appeals Committee within the time period and in the manner specified in the decision.

All grievance forms can be found on the USTA Eastern Website [here](#).