



**USTA Midwest Section
USTA League Rules & Regulations
Questions and Answers**

Revision 12-2-25

The questions and answers in this document are interpretations or clarifications of the USTA Midwest Section USTA League Regulations and USTA Regulations. The districts are required to abide by these interpretations.

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3/24/15	What is the procedure a DLC must follow when an ineligible player has played in a match?	The DLC must use the player DQ function in TennisLink and make the player ineligible (as well as DQ the player; both boxes must be checked) for that particular match.
4/9/11	1.04D(4)a, 1.04D(6) and Tri-Level Section 2 b What happens if a player registers on a team roster after the local league roster deadline has passed?	The player must be removed from the team since he/she was ineligible, and any match(es) played will be defaulted to the opposing team.
10/25/21 10/17/25	1.04D(3)b Year End Rating and Playoffs Eligibility? May an ESL Player who has moved up a level as a result of their Year End Rating, play in the Local League Playoff? Year End ratings: If a player's rating moves up or down what rating do players use?	<p>No. (Prior exceptions for 2.5 Leagues no longer exist.)</p> <p>For early start leagues, a player who receives a year-end rating at a higher NTRP level may complete the local early start league, however, the player is not exempt from dynamic NTRP Disqualification (DQ) procedures at the lower NTRP level if applicable. The player will not be eligible for playoffs/championships at the lower NTRP level. This player must then play at their new year end NTRP level.</p> <p>2.05B(3)b Players who are found to have valid computer ratings, after the appeal process, that place them above the NTRP level at which they are competing may continue their participation at the lower NTRP level through the conclusion of any Early Start League in progress. They shall not be permitted to advance to any championship level. Prior team matches played are valid.</p> <p>Players who are found to have valid computer ratings, after the appeal process, that place them below the NTRP level at which they are competing may continue their participation at the lower NTRP level through the conclusion of any Early Start League in progress or until such other date as determined by the Section. They will be permitted to advance to any championship level. Prior team matches played are valid.</p> <p>Note: Players with lower or higher NTRP levels due to their new year-end rating may be at risk due to the 1.0 NTRP limit difference between partners and/or their inability to combine and compete with other team members.</p>
10/25/21	2.03A(5) Minimum Team Requirement: When does a District League Coordinator /Local League Coordinator or Tournament Director stop trying to replace a team who has pulled out of an event/championship?	<p>If a team withdraws from a championship event, the LLC, DLC, or Tournament Director must be notified. The LLC, DLC and TD may replace a team up to 48 hours prior to the championship event.</p> <p>If the withdrawal is less than 48 hours prior to the championship event, no attempt will be made to replace the team.</p>

		<p>If there is a revision to the schedule, an e-mail exchange must be made with each attending captain.</p> <p>The USTA Midwest Section and the Championship is not responsible for any expenses incurred due to a withdrawal of a team.</p>
10/25/21 12/1/24	<p>2.04 NTRP Dynamic Disqualification Are Mixed, Combo, and/or Tri-Level matches reversed if a player is disqualified from an Adult league?</p>	<p>It depends. If one of those seasons is running concurrently with an Adult league, then YES.</p> <p>Adult 18 & Over, Adult 40 & Over, and Adult 55 & Over leagues produce dynamic values. If a player produces three results deemed to be clearly above level (strikes), the player is disqualified and moved to a higher NTRP level.</p> <p>Mixed 18 & Over and Mixed 40 & Over Leagues began producing dynamic values after the publication of 2024 year-end ratings. Mixed dynamic values are a separate list from Adult dynamic values. Either list can result in disqualification and reversal of results.</p> <p>All results from prior seasons that have been completed stand.</p> <p>For Combo and Tri-Level, the disqualified party must now pair with an appropriately rated partner to continue playing if eligible.</p> <p>If a player is found to be out of level through the Grievance Process, then matches may be reversed.</p>
10/25/21	<p>3.00 Grievance Procedures Is there a filing fee for filing grievances at the Section Level?</p>	Any grievance type heard by the Midwest League Grievance Committee requires a \$100 fee. The fee is refunded if the grievance is upheld. This fee may not be waived.
4/9/11	<p>4.03 Staff plays in Local playoffs, District, State and Section Championships. May tournament staff, LLCs, DLCs, SLCs and officials play at the championships in which they are serving in an official capacity?</p>	<p>No one who is working during a championship may play on a team.</p> <p>If an LLC, DLC or SLC is running the event, they may not participate at any level.</p>

10/25/21	<p>4.03 Tournament staff, including the Local, District and Section Coordinators. At Local Playoff, District, State, and Sectional Championships, site directors, USTA Section and District staff, referees and umpires, may not play in Championships in which they are serving in an official capacity.</p>	<p>This rule does not apply to volunteers who are ONLY serving on the Tournament Championship Committee, Grievance, Grievance Appeal and NTPR Review Committee.</p> <p>We will NOT eliminate those who volunteer on championship committees as long as they are not tournament staff, referees or umpires. These championship committee volunteers <u>must recuse</u> themselves if there is a conflict of interest in a particular championship grievance, appeal or NTRP review.</p>
3/5/15	<p>Combo Doubles Is there a 1.0 difference rule between partners on a Combo team?</p>	No. Combo doubles was set up to embrace the disparity of levels between partners. Districts may not override this rule when setting up progressing combo programs. Example: a 3.0 player may play with a 4.5 player to make up a 7.5 combo team.
10/25/21	<p>Combo Mixed Doubles Set Up If districts want to offer Combo as a mixed doubles option, what division should be selected when setting up the league tree? Should it be Combo, Mixed, or Other?</p>	<p>If the district is following the 1.0 limit between partners rule, then the division must be Mixed.</p> <p>If the district allows any pairing that does not exceed the NTRP level, then the division must be Combo.</p>
12/3/24 12/2/25	<p>Combo Ratings and Appeals A participant on a Combo team appeals their rating. What rating applies to the roster?</p>	<p>Once a player is granted an appeal of their NTRP level, the player has declared they should be playing with that rating. They must play at the appealed rating until it is replaced by a valid Computer rating (or expires).</p> <p>It does not matter when the appeal occurs, the effects are immediate.</p> <p>All prior results stand.</p>
12/3/24	<p>Combo Doubles & Year-End Ratings If a player registered on a Combo team achieves a year-end rating that is different from the rating with which they registered, does their rostered rating change to the new level?</p>	<p>No unless the player has been identified as being clearly out of level.</p> <p>Players not deemed clearly out of level are not affected by the new Year End NTRP Ratings. Those players are completing the current championship year and play by their rostered rating.</p> <p>Those deemed clearly out of level must immediately adjust to their new rating and may continue to participate if a valid pairing is possible.</p> <p>A player who registers on the team AFTER the new Year-End NTRP Ratings have been published, must play with their current rating as stated in the Midwest Rules & Regulations Combo League Regulations Section 1(D) Entry.</p>

		A player without a computer rating must self-rate to enter the program. A player who has a current NTRP computer rating must use his or her current NTRP rating on the day of registration to enter the program (see Valid Computer Rating Chart in USTA League Regulations.)
3/5/15 12/3/24	Self-rated Players & Disqualification If a player has been dynamically disqualified in the following championship year, are they eligible to play in a Combo local league or championship match from the previous championship year? <i>Example:</i> John Doe self-rated as 3.0 on 11/3/24, registered, and played Combo. John Doe then registered for a 2025 Winter Adult team. He played three matches and was DQ'd. May he still play on the Combo team since it was a 2024 championship year league?	Yes; however, a dynamic disqualification is equivalent to being declared clearly above level. The player must use the disqualified rating if participating in a local league or championship match. If the local league Combo season is in play at the time of the disqualification, matches are subject to disqualification.
12/3/24	Championship Progression in Tri-Level If a player qualifies on two or more teams that will face each other at the same championship, he or she must complete the Decision of Player form. If a player qualifies for a championship on two or more teams in different NTRP divisions, does the player have to complete the form?	No. The rules governing the Decision of Player form do not apply. These players, though, are only allowed to participate on one team per championship. (See Midwest Regulations, Tri-Level Section 4. Progression.) They may switch the division in which they participate from one championship level to the next (i.e. District to State, State to Sectional, Sectional to National.) Captains should be diligent in ensuring these players do not play in multiple divisions at a championship. Coordinators should clarify in which division a player will participate prior to the start of a championship. The first division in which a player participates will be the only division in which they will be allowed for a given championship. Matches played in other divisions will be marked as default victories for the opponent.