

**2026 NWOTA
USTA League Local
Rules & Regulations
Captain's Information**



**MIDWEST
NORTHWESTERN OHIO**

2026 NORTHWESTERN OHIO USTA LEAGUE COMMITTEE

NWOTA League Coordinator: Amy Beaverson 317-941-3509
amy@midwest.usta.com

Executive Director: Sheryl Birch 419-297-7134
sheryl.birch@midwest.usta.com

COMMITTEE MEMBERS

Chair Brenda Irwin,
Liz Moulton, Dan Barden, Jillian Kirby, Mary Gray, Jen Walton

Home Matches

Every team wishing to participate in the **summer** league must specify a “home court” for a minimum number of matches during the season. Each facility summer Club memberships vary at each facility to participate in the USTA League summer season programs. Please contact the individual facilities in your area for specific details. Some sites require permits that need to be secured by the captains for schools or parks and any fees required must be paid by the teams.

Awards

Awards will be given to all members of flight winning teams at the District Championships. District Champions advancing to State Championships will also receive a Championship Award. In addition, the District pays for all entry fees for teams at District, State and National advancements.

USTA Leagues Rules deferred to Local Leagues

A copy of the National 2025 USTA League Regulations can be found at www.usta.com A copy of the USTA/Midwest Section USTA League Standing Orders Rules and Regulations can be found at www.midwest.usta.com Northwest Ohio (NWOTA) District rules are located on our website online www.northwesternohio.usta.com

All rules below apply to all divisions: Adult 18 & Over, Adult 40 & Over, Adult 55 & Over, Adult 65 & Over and Mixed 18 & Over, Mixed 40 & Over, Combo and Tri-Level.

General

CHECK THE SCHEDULE FOR STARTING TIMES, DATES AND LOCATION

All matches should be played on the scheduled day and time. The exception(s) to this rule are:

- **Holidays –**Memorial Day, July 3rd and 4th, Easter (All efforts will be made not to schedule on Holidays or Holiday weekends)
- **Conflicts with any USTA League Championships-** teams must accommodate
- **Mutually agreed upon changes in Match day/time**
Matches may be rescheduled in their entirety or partially, when both captains agree there is a conflict and agree on the time and date(s) for the rescheduled match (es).
- **Electronic Devices and Video Recording:** The use of any electronic line calling systems is strictly prohibited during NWOTA USTA League match play; players must instead adhere to the standard Code of Ethics for all line calls. Additionally, video recording of matches is **only** permitted if explicit consent is obtained from every player on the court.

The District League Coordinator (DLC) **MUST** be immediately notified in writing of any rescheduled matches. This should be in email to amy@midwest.usta.com prior to the originally scheduled match.

If DLC is not notified, the rescheduled date/time may not be considered an official match.

Whole Team Default

In the case of a whole team default, the non-defaulting team will get credited with such number of games as would have been won if the match was played and scored as such 6-0, 6-0. A whole team default will result in a warning being issued, avoiding a sanction, provided the defaulting captain contacts the District League Coordinator AND the opposing team captain. Each team will only be allowed one warning per season. A **monetary*** sanction** will automatically be issued to any team that neglects to notify both the League Coordinator and the opposing team captain. A monetary sanction will be imposed for any subsequent whole team defaults and team which will be determined by the NWOTA USTA League Committee before the start of the next playing season.

The following applies to the USTA Summer League Tennis Season

1. Facilities that do not have sufficient courts due to the number of home matches have the option to have starting times vary but courts available at the normal starting time/outside must be utilized.
2. Rain scheduled matches can start as late as 9:30 p.m. at night or 11:30a.m. for day matches.
3. All matches must be completed by the season end date on Tennislink.
4. If a rescheduled time cannot be agreed upon between the two opposing teams, the District League Coordinator will choose the time and place for the match to be played.

The District League Coordinator (DLC) must be immediately notified, in writing, of any rescheduled matches. If the DLC is not notified, a grievance of the rescheduled date/time/location will not be considered.

Court Surfaces/location: Visiting captains will determine which of their teams will play on what surface if two different surfaces are being used for the match, who plays inside or out, or at different locations or times. **This should be stated prior to the exchange of lineups.**

In the case that it rains, or darkness becomes an issue, court safety is to be taken into account. All players on the court and/or captains agree to suspend play and go indoors or complete at a later date.

Rain Arrangements: For each match, 48 hour notice of where teams will play if it rains will be given by the home captain (or team rep) to the visiting captain (or visiting team rep.). If the visiting captain does not receive notice 48 hours prior, the visiting captain will contact the home captain to determine the rain plan. Both captains are responsible for finalizing a rain plan. Court cost is \$20 per player.

The home captain shall obtain courts for a rain match. If the home captain is unable to obtain courts, the visiting captain may arrange courts on the scheduled day. Teams that refuse to play on rain secured courts (which require indoor court fees) are in violation of the whole team default rule. Should neither captain be able to secure courts on the scheduled day the match must be **played within 2 weeks or rescheduled to a future date prior to the published last date of the league on Tennislink.** The date and time should be sent to Amy to change in Tennislink.

For matches scheduled at facilities **with indoor courts.**

1. If scheduled inside and it is raining the rain court cost fee is still assessed.
2. If playing outside but then coming in due to rain prior to an hour from the starting time the cost is still \$20 After an hour into play, there is no charge.

For matches scheduled at non-indoor facilities

If rain comes after the match has started **both** teams must agree to move a location to finish the match otherwise the match must be rescheduled. This rule also applies to matches that become too dark to play.

Teams may be charged the full amount in order to complete the match

All matches must be played by the last day of league in Tennislink. If rescheduling is necessary, not all positions in that match need to be played at the same time. **District League coordinator must be informed of any rescheduling immediately.**

Alcohol Policy: Please be aware of each location's policies. Many schools and parks prohibit the consumption of alcohol on property. Some Clubs have Liquor Licenses that do **not** permit alcohol to be brought onto their property.

NTRP 3.0-4.5 (Adult18 & Over) Regulations

League Season. The local league season will begin as early as May 1, 2026 and matches will be completed by July 31,2026

Roster Deadline. A minimum of eight players of the same gender must be registered by April 8, 2026 for NTRP Levels 3.0-4.5. **The final date to add players is 14 days prior to the last scheduled match in the flight.**

Team Match: Each team match will consist of three individual doubles matches and two individual singles. The team with the MAJORITY of individual matches shall be awarded one team point. In the case of a tie between two or more teams a winner will be determined by the first of the following USTA League procedures:

Procedures in the Event of a Tie: In the event of a tie, whether in round robin or single elimination competition, the tie shall be broken by the first of the following procedures that does so:

- (1) Individual Matches:** Winner of the most individual matches in the entire competition.
- (2) Sets:** Loser of the fewest number of sets.
- (3) Games:** Loser of the fewest number of games.
- (4) Head-to-Head:** Winner of head-to-head match.

Scoring, Rest and Coaching: A completed match consists of best of 3 tiebreak sets won on a doubles/singles court with regular scoring and a set tiebreak (first to 7 by a margin of 2) at 6 all in sets 1 and 2 using the Coman tiebreak procedure. In the event of split sets, a MATCH Tiebreak (first to 10 by margin of 2) shall be played in lieu of a third set using the Coman Tiebreak procedure. The third set Match tiebreak shall be scored as winner – 1, loser - 0. There is no rest after the first game of any set; however, a two-minute set break is permitted between sets. Coaching is not permitted at any time during the match or set breaks.

- a) **Lineups should be exchanged when all players are present or at the designated match time. Use a commonly agreed upon clock between the captains. If a player has not arrived by the 10 minute default time that**

position is considered a default. In the event of a no show, a rostered player, who is ready to play immediately, may be substituted in the position of a missing player after the exchange of lineups but before the 10 minutes.

- b) The duration of regular play in any match is not to exceed 2 hours. This includes up to ten minutes of warm-up time. Any game in progress at the end of 2 hours must be completed. A tiebreaker is not to be started until the 2-hour match time has expired. The exception is : If the captains and players agree to start a tiebreaker prior to the 2 hour mark due to lack of sunlight on outdoor courts this is permitted.
- c) If one set is completed, and the second set is in progress, the team ahead by at least two games is the winner of the set. If a team is ahead by only one game, one more game is played. At this point, a team will either be ahead by 2 games, or tied. If tied, a set (first to seven, win by two) tiebreak is to be played to determine the winner of the set.
- d) If the sets are split, you automatically play a MATCH tiebreak (first to 10 by margin of 2) to determine the winner of the match.
- e) Scores should be entered as incomplete scores with the “**Timed Match**” option on the scorecard for an individual match that is limited by time.

Team Defaults: A team must have a minimum of four (4) eligible players available for play in each match or the entire match must be defaulted. A team may default a maximum of two positions in a match without defaulting the entire match. In such cases, defaults shall be determined by the team captain in accordance with the following:

- (1) **Singles.** The No. 2 singles must be defaulted before the No. 1 singles.
- (2) **Doubles.** The No. 3 doubles must be defaulted before the No. 2 doubles and the No. 2 doubles must be defaulted before the No. 1 doubles.

Adult 18 & Over NTRP 2.5 and 5.0 Regulations

Team Match: Each team match will consist of two individual doubles matches and one individual singles match.

Roster Deadline: A minimum of five players of the same gender must be registered April 8th 2026 for the adult 2.5 and 5.0 levels. **The final date to add players to the team is 14 days prior to the last scheduled match**

Team Defaults: A team must have a minimum of three (3) eligible players available for play in each match or the entire match must be defaulted. A team may default a maximum of one position in a match without defaulting the entire match either the No. 1 singles position or the No. 2 doubles position.

At no time may the No. 1 doubles position be defaulted.

Adult 40 & Over 3.0-4.5 Regulations

Local League Season: The local league season will begin as early as May 1, 2026 and matches will be completed July 31, 2026

Roster Deadline: A minimum of 8 players of the same gender must be registered April 8th 2026 for the 40 and over . **The final date to add players to team rosters is 14 days prior to the last scheduled match in the flight .**

Men & Women: USTA League NTRP levels for 40 and over -3.0, 3.5, 4.0 and 4.5

Competition, District format is: **1 singles/ 4 doubles for Women and Men**

Team Match:

Each team match will consist of four individual doubles matches and one individual singles. The team with the MAJORITY of individual matches shall be awarded one team point. In the case of a tie between two or more teams a winner will be determined by the first of the following USTA League procedures:

Procedures in the Event of a Tie: In the event of a tie, whether in round robin or single elimination competition, the tie shall be broken by the first of the following procedures that does so:

- (1) Individual Matches:** Winner of the most individual matches in the entire competition.
- (2) Sets:** Loser of the fewest number of sets.
- (3) Games:** Loser of the fewest number of games.
- (4) Head-to-Head:** Winner of head-to-head match.

Scoring, Rest and Coaching: A completed match consists of best of 3 tiebreak sets won on a doubles court with regular scoring and a set tiebreak (first to 7 by a margin of 2) at 6 all in sets 1 and 2 using the Coman tiebreak procedure. In the event of split sets, a MATCH Tiebreak (first to 10 by margin of 2) shall be played in lieu of a third set using the Coman Tiebreak procedure. The third set Match tiebreak shall be scored as winner – 1, loser - 0. No rest after the first game of any set, however, a two-minute set break is permitted between sets. Coaching is not permitted at any time during the match or set breaks.

- a) **Lineups should be exchanged when all players are present or at the designated match time. Use a commonly agreed upon clock between the captains. If a player has not arrived by the 10 minute default time that position is considered a default. In the event of a no show, a rostered player, who is ready to dressed and ready to**

play immediately, may be substituted in the position of a missing player after the exchange of lineups but before the 10 minutes.

- b) The duration of regular play in any match is not to exceed 2 hours. This includes up to ten minutes of warm-up time. Any game in progress at the end of 2 hours must be completed. A tiebreaker is not to be started until the 2-hour match time has expired. The exception is : If the captains and players agree to start a tiebreaker prior to the 2 hour mark due to lack of sunlight on outdoor courts
- c) If one set is completed, and the second set is in progress, the team ahead by at least two games is the winner of the set. If a team is ahead by only one game, one more game is played. At this point, a team will either be ahead by 2 games, or tied. If tied, a set tiebreak is to be played to determine the winner of the set.
- d) If the sets are split, you automatically play a MATCH tiebreak (first to 10 by margin of 2) to determine the winner of the match.
- e) Scores should be entered as incomplete scores with the “**Timed Match**” option on the scorecard for an individual match that is limited by time.

Adult 55 & Over

Local League Season: The local league season will begin in June. Matches will be completed by August 31, 2026

Roster Deadline: A minimum of six players of the same gender must be registered for the Adult 55 & Over. The deadline to register a minimum of 6 players is April 8, 2026. **The final date to add players is 14 days prior to the last scheduled match in the flight.**

Men & Women: USTA League NTRP levels for Adult 55 & Over - 6.0, 7.0, 8.0 & 9.0. (Combined)

Competition Format:

Team Match: Each team match will consist of three individual doubles matches. The team with the MAJORITY of individual matches shall be awarded one team point. In the case of a tie between two or more teams a winner will be determined by the first of the following USTA League procedures:

Procedures in the Event of a Tie: In the event of a tie, whether in round robin or single elimination competition, the tie shall be broken by the first of the following procedures that does so:

- (1) **Individual Matches:** Winner of the most individual matches in the entire competition.
- (2) **Sets:** Loser of the fewest number of sets.
- (3) **Games:** Loser of the fewest number of games.
- (4) **Head-to-Head:** Winner of head-to-head match.

Scoring, Rest and Coaching: A completed match consists of best of 3 tiebreak sets won on a doubles court with regular scoring and a set tiebreak (first to 7 by a margin of 2) at 6 all in sets 1 and 2 using the Coman tiebreak procedure. In the event of split sets, a MATCH Tiebreak (first to 10 by margin of 2) shall be played in lieu of a third set using the Coman Tiebreak procedure. The third set Match tiebreak shall be scored as winner – 1, loser - 0. No rest after the first game of any set, however, a two-minute set break is permitted between sets. Coaching is not permitted at any time during the match or set breaks.

- a) **Lineups should be exchanged when all players are present or at the designated match time. Use a commonly agreed upon clock between the captains. If a player has not arrived by the 10 minute default time that position is considered a default. In the event of a no show, a rostered player, who is dressed and ready to play immediately, may be substituted in the position of a missing player after the exchange of lineups but before the 10 minutes.**
- b) **The duration of regular play in any match is not to exceed 2 hours. This includes up to ten minutes of warm-up time. Any game in progress at the end of 2 hours must be completed. A tiebreaker is not to be started until the 2-hour match time has expired. The exception is : If the captains and players agree to start a tiebreaker prior to the 2 hour mark due to lack of sunlight on outdoor courts.**
- c) **If one set is completed, and the second set is in progress, the team ahead by at least two games is the winner of the set. If a team is ahead by only one game, one more game is played. At this point, a team will either be ahead by 2 games, or tied. If tied, a set tiebreak is to be played to determine the winner of the set.**
- d) **If the sets are split, you automatically play a MATCH tiebreak (first to 10 by margin of 2) to determine the winner of the match.**
- e) **Scores should be entered as incomplete scores with the “Timed Match” option on the scorecard for an individual match that is limited by time.**

Team Defaults: A team must have a minimum of four (4) eligible players available for play in each team match or the entire match shall be defaulted. A team may default a maximum of one position in a match without defaulting the entire match. In such cases, defaults shall be determined by the team captain in accordance with the following:

Doubles: The No. 3 doubles must be defaulted before the No. 2 doubles.

Mixed 18 & Over/ Mixed 40 & Over

Local League Season: The local league season will begin as early as January 4, 2026 and matches will be completed by end June 2026. Players may be added to teams up to 14 days prior to the last scheduled match.

Roster Deadline: A minimum of six players (three women and three men) must be registered by December 19, 2025 Mixed 40&Over and February 20, 2026 for 18&Over Mixed. **The final date to add players to team rosters is 14 days** prior to the last scheduled match.

Mixed 18 & Over : USTA League NTRP levels of play are: 6.0, 7.0, 8.0, 9.0

Mixed 40& Over: USTA League NTRP levels of play are 6.0, 7.0 ,8.0

Team Match: Each mixed doubles team match will consist of three individual doubles matches. The team with the MAJORITY of individual matches shall be awarded one team point. In the case of a tie between two or more teams a winner will be determined by the first of the following USTA League procedures:

Procedures in the Event of a Tie: In the event of a tie, whether in round robin or single elimination competition, the tie shall be broken by the first of the following procedures that does so:

- (1) Individual Matches:** Winner of the most individual matches in the entire competition.
- (2) Sets:** Loser of the fewest number of sets.
- (3) Games:** Loser of the fewest number of games.
- (4) Head-to-Head:** Winner of head-to-head match.

Scoring, Rest and Coaching: A completed match consists of best of 3 tiebreak sets won on a doubles court with regular scoring and a set tiebreak (first to 7 by a margin of 2) at 6 all in sets 1 and 2 using the Coman tiebreak procedure. In the event of split sets, a MATCH Tiebreak (first to 10 by margin of 2) shall be played in lieu of a third set using the Coman Tiebreak procedure. The third set Match tiebreak shall be scored as winner – 1, loser - 0. No rest after the first game of any set, however, a two-minute set break is permitted between sets. Coaching is not permitted at any time during the match or set breaks.

Team Defaults: A team must have a minimum of four (4) players available and eligible to combine and compete for play in each match or the entire match must be defaulted. A team may default one position in a match without defaulting the entire match

In such cases, defaults shall be determined by the team captain in accordance with the following:

Doubles: The No. 3 doubles must be defaulted before the No. 2 doubles.

1. **Lineups should be exchanged when all players are present or at the designated match time. Use a commonly agreed upon clock between the captains. If a player has not arrived by the 10 minute default time that position is considered a default. In the event of a no show, a rostered player, who is dressed and ready to play immediately, may be substituted in the position of a missing player after the exchange of lineups but before the 10 minutes.**
2. **The duration of regular play in any match is not to exceed 90 minutes. This includes up to ten minutes of warm-up time. Any game in progress at the end of 75 minutes must be completed. A tiebreaker is not to be started until the 75 minutes match time has expired.**
3. **If one set is completed, and the second set is in progress, the team ahead by at least two games is the winner of the set. If a team is ahead by only one game, one more game is played. At this point, a team will either be ahead by 2 games, or tied. If tied, a set tiebreak is to be played to determine the winner of the set.**
4. **If the sets are split, you automatically play a MATCH tiebreak (first to 10 by margin of 2) to determine the winner of the match.**
5. **Scores should be entered as incomplete scores with the “Timed Match” option on the scorecard for an individual match that is limited by time.**

Combo /Tri-Level

Local League Season:

Men & Women: USTA League NTRP levels for Combo League Type-5.5W only, 6.5, 7.5 & 8.5. (Combined) Fall weekend combo deadline to add additional players is November 30.

Spring Combo Day League: The local league spring league will begin in February 2026 and completed by May 31st 2026.

FALL Combo League : The local league season will begin in October 2026 and matches will be completed January 2027.

Roster Deadline: A minimum of six players of the same gender must be registered to be scheduled for the league.

Men & Women USTA League NTRP levels Tri-Level 3.0/3,5/4.0 Season will run in January and February. Another season can be added if interest is high or can be added for a 3.5/4.0/4.5 division.

Team Match: Each doubles team match will consist of three individual doubles matches. The team with the MAJORITY of individual matches shall be awarded one team point. In the case of a tie between two or more teams a winner will be determined by the first of the following USTA League procedures:

Procedures in the Event of a Tie: In the event of a tie, whether in round robin or single elimination competition, the tie shall be broken by the first of the following procedures that does so:

- (1) Individual Matches:** Winner of the most individual matches in the entire competition.
- (2) Sets:** Loser of the fewest number of sets.
- (3) Games:** Loser of the fewest number of games.
- (4) Head-to-Head:** Winner of head-to-head match.

Scoring, Rest and Coaching: A completed match consists of best of 3 tiebreak won on a doubles court with regular scoring and a set tiebreak (first to 7 by a margin of 2) at 6 all in sets 1 and 2 using the Coman tiebreak procedure. In the event of split sets, a MATCH Tiebreak (first to 10 by margin of 2) shall be played in lieu of a third set using the Coman Tiebreak procedure. The third set Match tiebreak shall be scored as winner – 1, loser - 0. No rest after the first game of any set, however, a two-minute set break is permitted between sets. Coaching is not permitted at any time during the match or set breaks.

- 1. Lineups should be exchanged when all players are present or at the designated match time. Use a commonly agreed upon clock between the captains. If a player has not arrived by the 10 minute default time that position is considered a default. In the event of a no show, a rostered player, who is dressed and ready to play immediately, may be substituted in the position of a missing player after the exchange of lineups but before the 10 minutes.**
- 2. The duration of regular play in any match is not to exceed 90 minutes. This includes up to ten minutes of warm-up time. Any game in progress at the end of 75 minutes must be completed. A tiebreaker is not to be started until the 75 minutes match time has expired.**
- 3. If one set is completed, and the second set is in progress, the team ahead by at least two games is the winner of the set. If a team is ahead by only one game, one more game is played. At this point, a team will either be ahead by 2 games, or tied. If tied, a set tiebreak is to be played to determine the winner of the set.**
- 4. If the sets are split, you automatically play a MATCH tiebreak (first to 10 by margin of 2) to determine the winner of the match.**
- 5. Scores should be entered as incomplete scores with the “Timed Match” option on the scorecard for an individual match that is limited by time.**

Team Defaults: A team must have a minimum of four (4) players available and eligible to combine and compete for play in each match or the entire match must be defaulted. A team may default one position in a match without defaulting the entire match

In such cases, defaults shall be determined by the team captain in accordance with the following: **Doubles:** The No. 3 doubles must be defaulted before the No. 2 doubles. In the case of Tri-Level default any of the courts for the NTRP level can default but only one position

NWOTA USTA LEAGUE COMMITTEES

GRIEVANCE COMMITTEE

Jan Stamm, Chair

Jeff Harst

Mary Kay Minder

GRIEVANCE APPEALS

Jerri Banks, Chair

Lisa Bialorucki

Doug Rice

If there is a conflict of interest, the committee members will recuse themselves.

Grievance Filing Fee: A non-refundable check for \$100 made out to NWOTA must accompany said grievance and appropriate paperwork or sent to NWOTA PayPal account

Grievance Appeal Fee: A non-refundable check for \$100 made out to NWOTA must accompany said grievance and appropriate paperwork or sent to NWOTA PayPal account.

NTRP Grievance Filing Fee: A filing fee is \$100.00 made out to USTA/Midwest Section with said grievance and appropriate paperwork.

A grievance against an individual or team may only be filled by the team captain of the team.

Any grievances alleging a violation by an individual or team during local league competition shall be filed in writing with the District Coordinator or designee having jurisdiction. The grievance must be filed prior to the commencement of whichever occurs first ; the involved team's next match in that flight, whether or not the involved player participates or (b) within 24 hours after the end of the local league season except for Administrative Grievances.

Please send grievance forms to Amy at amy@midwest.usta.com

District Championships Format

If teams within a single flight play each other two or more times during the season, the top team will advance to the next level of championship play.

In single flights consisting of 8 or less teams playing each other 1 time (shortened format) only the top 2 teams will advance to a flight playoff

In single flights consisting of 9 to 10 teams, the top 2 teams will advance to the District Championships.

In single flights consisting of 11-17 teams the top 3 teams will advance to the District Championships,

In the case that the total number of teams will not fit within the time frame of the season, scheduling will go to a random draw with the number of teams going to Championships is still based on the number of teams and not the number of weeks played.

In the case that the total number of teams is 18-29, the teams will be split into 2 sub-flights. Each winner of the sub-flights will progress to District Championships.

Championships format for multiple flights/sub-flights/sub-flights within a level

If there are multiple flights and or sub-flights, (Day leagues/ night leagues/ separate local leagues) and the teams play each other once within the flight/sub-flight, the number 1 team of each flight/sub-flight will automatically advance to a position in the District Championships. **A maximum of 3 teams** will be invited to District Championships UNLESS there are 4 flights/sub-flights for a particular level of play. In that instance, 4 teams will advance to the district championships.

If a team declines a spot in District Championships, teams with **winning records** within the flight will be invited to fill spots.