

USTA/SOUTHEAST MICHIGAN DISTRICT RULES TO SUPPLEMENT 2024 NATIONAL AND MIDWEST SECTION LEAGUE REGULATIONS

The USTA League Program and its policies shall be governed by the USTA League Committee appointed by the President of the USTA/Southeastern Michigan District and subject to the control and direction of the USTA/Southeastern Michigan District Board of Directors. The USTA/Southeastern Michigan District League Coordinator(s), under the employ of the USTA/Southeastern Michigan District shall be responsible for the day-to-day administration of the USTA League Program including the interpretation of the USTA League Regulations.

All players participating in the USTA League Program as a condition of their participation, agree for themselves, their executors, administrators, heirs and personal representatives, that all claims of every kind, nature and description are WAIVED, including past, present and future claims, if any, for injuries sustained in traveling to or from participating in the USTA League Program, against the USTA, its officers, committees and employees, the USTA Sectional and District Associations, and all sponsors, coordinators, and members of all committees relevant to the USTA League Program.

All players participating in the USTA League Program, as a condition of their participation, agree to abide by and be bound by the 2024 USTA League Regulations, the USTA/Midwest Section Standing Orders, the USTA/Southeastern Michigan District USTA League Regulations and the standards of good conduct, fair play and good sportsmanship.

Underlined items are additions or changes in League Rules for 2024 Season

2/14/24 update Match Play Reg XII.

4/3/24 update – Summer Match Fees to \$20 per player.

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GENERAL ORGANIZATIONAL RULES - DISTRICT LEAGUE COORDINATOR (DLC), SEM OFFICE ADMINISTRATION

- I. Season Ending Dates
 - a. All USTA Leagues offered in Southeast Michigan end 24 hours after the last scheduled match in each flight.
 - b. This date appears on the Team Summary page in TennisLink.
- II. Leagues Offered – Vary by Season – See Chart
 - a. Winter Season (January thru April)
 - b. Summer Season (May thru July/August)
 - c. August Season (Monday & Wednesday Tri-Level)
 - d. Fall Season (September thru December)
- III. **Team Minimum Deadline**
 - a. A deadline for team minimums is set for each season. This is shared with all facility coordinators.
 - b. Once that deadline passes, but prior to the beginning of scheduling, additional teams may be added if the addition fits into the flight break outs for the upcoming league.
- IV. Summer USTA League matches are played on indoor and outdoor courts.
- V. Match Fees
 - a. Summer USTA matches for all leagues are **\$20** per player per match.
 - b. Team Singles (both seasons) matches are \$20 per player per match.
 - c. Winter and Fall Leagues (other than Team Singles) matches are \$18 per player per match.
- VI. Outdoor courts must have access to restrooms and water. Restrooms may be a port a potty.

LEAGUES OFFERED BY SEASON

WINTER LEAGUES	DIVISION	MINIMUM AGE	LEVELS OFFERED	DAY OF PLAY	GENDER	WOMEN DAY LEAGUE	DAY OF PLAY	PLAYOFF
	40 & Over Mixed	40	6.0, 7.0, 8.0, 9.0	Possible Friday PM Saturday, Sunday	MIXED	NA	NA	YES
	Team Singles	18	2.5, 3.0, 3.5, 4.0, 4.5+	Possible Friday PM Saturday, Sunday	2.5 COED OTHERS ARE MEN OR WOMEN	YES 2.5, 3.0, 3.5	Wednesday	NO
	Tri-Level	18	7.0, 6.0, 5.5 M 3.5, 3.0, 2.5 W 4.5, 4.0, 3.5 M 4.5, 4.0, 3.5 W	Possible Friday PM Saturday, Sunday	MEN OR WOMEN	TBD	TBD	YES

SUMMER LEAGUES	DIVISION	MINIMUM AGE	LEVELS OFFERED	DAY OF PLAY	GENDER	WOMEN DAY LEAGUE	DAY OF PLAY	PLAYOFF
	18 & Over Adult	18	2.5, 3.0, 3.5, 4.0, 4.5, 5.0	Varies by level Monday thru Thursday	MEN OR WOMEN	2.5, 3.0, 3.5, 4.0	Varies by level	YES
	40 & Over Adult	40	2.5, 3.0, 3.5, 4.0, 4.5	Varies by level Monday thru Thursday	MEN OR WOMEN	3.0, 3.5, 4.0	Varies by level	YES
	55 & Over Adult	55	6.0, 7.0, 8.0, 9.0	Monday thru Thursday	MEN OR WOMEN	6.0, 7.0, 8.0	Varies by level	YES
	65 & Over Adult	65	6.0, 7.0, 8.0	Friday - Day League	MEN OR WOMEN	6.0, 7.0, 8.0	Friday	YES
	18 & Over Mixed	18	6.0, 7.0, 8.0, 9.0, 10.0	Friday thru July Tuesday in August	MIXED	NA	NA	YES

AUGUST LEAGUES	DIVISION	MINIMUM AGE	LEVELS OFFERED	DAY OF PLAY	GENDER	WOMEN DAY LEAGUE	DAY OF PLAY	PLAYOFF
	18 & Over Tri-Level	18	3.5, 3.0, 2.5 M 3.5, 3.0, 2.5 W 4.0, 3.5, 3.0 M 4.0, 3.5, 3.0 W 5.0, 4.5, 4.0 M 5.0, 4.5, 4.0 W	Monday & Wednesday	MEN OR WOMEN	NA	NA	YES

FALL LEAGUES	DIVISION	MINIMUM AGE	LEVELS OFFERED	DAY OF PLAY	GENDER	WOMEN DAY LEAGUE	DAY OF PLAY	PLAYOFF
	COMBO DOUBLES	18	5.5, 6.5, 7.5, 8.5	Possible Friday PM Saturday, Sunday	MEN OR WOMEN	YES 5.5, 6.5, 7.5	Thursday	YES
	TEAM SINGLES	18	2.5, 3.0, 3.5, 4.0, 4.5+	Possible Friday PM Saturday, Sunday	2.5 COED OTHERS ARE MEN OR WOMEN	YES 2.5, 3.0, 3.5	Wednesday	NO
	55 & OVER MIXED	55	6.0, 7.0, 8.0	Sunday	MIXED	NA	NA	YES

VII. Minimum Registered Players

- a. For a team to be scheduled, a minimum number of players must be registered on TennisLink by the Team Minimum Deadline.
- b. **As stated earlier, after the deadline passes, but prior to the beginning of scheduling, additional teams may be added if the addition fits into the flight break outs for the upcoming league.**
- c. Adult 18 & Over and Adult 40 & Over teams must also have and maintain 40% of their rosters at level.

LEAGUE	LEVEL	MINIMUM PLAYERS
Adult 18 & Over	3.0 thru 4.5	8 players - 4 or more must be at level
Adult 18 & Over	2.5 & 5.0	5 players - 2 or more must be at level
Adult 40 & Over	3.0 thru 4.5	9 players - 4 or more must be at level
Adult 55 & Over	all levels	6 players - 3 or more courts that can combine
Adult 65 & Over	all levels	6 players - 3 or more courts that can combine
Mixed Doubles - all ages	all levels	3 men & 3 women – that can combine
Combo Doubles	all levels	6 players - 3 courts that can combine
Tri-Level	all levels	6 players - 2 or more at each level
Team Singles	all levels	3 players - all must be at level

FACILITY ADMINISTRATION

I. Organizational Membership and Fees

- a. Each facility must designate a Facility Coordinator for their league teams. This person will be familiar with all aspects of the league program and will be able to assist team members with routine needs. This person will also serve as the contact for all matters pertaining to teams or players at their facility. The name and contact information must be provided to the DLC.
- b. Host facilities must register as an organizational member. This is free and can be completed at www.usta.com
- c. Summer USTA Facilities are responsible for a team fee for each summer team.
- d. Fees are \$40 per 5-court teams and \$20 per 3-court teams. Fees are payable to the USTA/SE Michigan District office.
- e. There are no team fees for Winter or Fall USTA teams.

II. Court Availability

- a. All playing surfaces in good condition are eligible for USTA League play. Specifics must be provided with court availability to the DLC. Examples: number of courts, type of surface, which levels play on which surfaces, etc.
- b. Outdoor facilities must have accessible restrooms and water.
- c. Any special situations (staggering match times, etc.) must be provided in writing to the DLC. All special situations are subject to approval of the SEM League Committee and the DLC. This information must be included with court availability.
- d. Facilities with 5 or more indoor and outdoor courts cannot stagger match start times. A combination of both types of courts must be made available for play. Facilities can only stagger matches if all facility courts are used by USTA League matches.
- e. Facilities are required to have an adequate number of courts and start times to accommodate all teams. **This generally means 1 start time for every 2 teams. If there are blackout dates, additional times may be needed.**
- f. All attempts are made to schedule equal home and away matches; however black-out dates may result in a shortage of courts. In those cases, the DLC will make the final decision in placing

teams to match times and sites. This may result in uneven home and away matches or could result in matches scheduled at a neutral facility.

III. Match Start Times

Unless agreed upon by both captains, match start times are as follows:

- a. Summer League Night Matches – scheduled start no earlier than 6:30 pm
- b. Summer League Day Matches – scheduled start no earlier than 9:00 am
- c. All Weekday League Matches – scheduled start no later than 2:00 pm
- d. Fall/Winter League Weekday Matches – scheduled no earlier than 9:30 am
- e. Fall/Winter League Weekend Matches – scheduled no earlier than 11:00 am

CAPTAIN & TEAM ADMINISTRATION

I. General Information

- a. Each team must appoint a captain to handle administrative affairs and to represent the team in the USTA League program.
- b. Captains must be registered members of the team.
- c. One Captain per team is entitled to a \$19.85 registration discount – this **must be taken at the time of registration on TennisLink**.
- d. The new Team Management Tool on TennisLink allows a Captain to add a co-captain to the team. The co-captain will also appear on the Captains Report and the Team Summary Page.
- e. Captain, Co-Captain, or designee must be present during each match.
- f. Captain and/or designee must attend the season's Team Captains Meeting.

II. Registration and Eligibility

- a. Players must register on TennisLink prior to participating in a match.
- b. Registration fees are \$23.00 per team. THIS FEE IS NOT REFUNDABLE. However, if a player has not played and finds another team within the same league calendar year, the registration can be moved to another team.
- c. All new players are encouraged to self-rate well before their first match. Players that receive higher self-rates must wait for the Midwest Appeal Committee to review the appeal. If the appeal is granted, the player must return to TennisLink to complete the registration process. S/he will then be eligible to play.
- d. The DLC may declare ineligible any player that participates in a match who is not registered on a team. Any matches played by an ineligible player will be defaulted and the opposing team wins the court with a 6-0, 6-0 score.
- e. In the event of a system problem with TennisLink, the DLC may allow a player to play prior to registration. **Approval by the DLC must be received prior to the league match.**
- f. Players must meet all eligibility criteria before playing in a match.
- g. Players in Adult 18 and Adult 40 Leagues may play up 1 level from their rating.
- h. Players in our combined leagues must fall within a range of ratings acceptable for the level at which they play. Example: in a 7.0 league, only 3.0, 3.5, 4.0 players are allowed to play. A combination of 4.5 and 2.5 is not allowed. This rule does not apply to Combo Doubles.
- i. Players in our Team Singles League are required to play at level. Exception to this is our 4.5+ League which allows 5.0 players to play on the first court of the league.
- j. Ineligible players who register for inappropriate teams will be removed from the team roster. This occurs when the ineligible player is discovered. A team that uses an undiscovered ineligible player will lose the court position by default. That player will then be removed from the team roster. After a first offense, if a team plays another ineligible player, the entire team match in question will become a defaulted match.
- k. **Ineligible players are not entitled to a refund of their registration fees.**

- I. The SE Michigan League Committee requires all teams in the Adult 18 & Over and Adult 40 & Over Leagues to maintain their roster at a minimum of 40% of players at the team level.
 - i. If a below-level player causes a team to drop below 40% plays a match before the team is brought back up to 40%, that player's match becomes a default.
 - ii. Match results stand for player ratings, but they will not be included in the team standings.
- m. Impersonation of a registered player will result in the disqualification of the entire match for the guilty team. A second such occurrence will result in a grievance filed by the DLC. The Grievance Committee will decide if further penalties or suspensions points are needed.

III. Rescheduling Matches

- a. Matches are to be played as scheduled. The original date, time and site should be adhered to.
- b. **If a team is short of a full team, but has enough to field a legal match, the match must be played as scheduled.**
 - i. Being short of the players you want to play is different from having enough players to play.
 - ii. Those captains who request reschedules because they do not have their best lineups are engaging in gamesmanship and unsportsmanlike behavior.
 - iii. If you have players to field a match, you are not entitled to reschedule to another date or time.
- c. All efforts to field the minimum number of courts should be exhausted.
- d. If a team is short players, a legal match can be played with fewer courts.
 - i. Five-court leagues may default up to 2 courts
 - ii. Three-court leagues may default 1 court.
- e. In the event that a rare reschedule is needed, the Captain requesting the reschedule is responsible for approaching the other Captain.
- f. The requesting Captain must email/text the opposing Captain and the DLC PRIOR to the original scheduled date.
 - i. The new date and time must be at the originally scheduled facility.
 - ii. The email must include 2 choices for the new date and time.
 - iii. The match must be played prior to the last match scheduled in the flight or by the published season ending date.
- g. The opposing Captain will select 1 of 3 options:
 - i. Play as scheduled – at the original facility, date and time.
 - ii. Date/time #1
 - iii. Date/time #2
- h. If one of the two date/time choices is selected, both Captains email the DLC with the updated information.
 - i. If neither date is acceptable, the match will be played as scheduled.
 - j. If the match is not played as scheduled and is not rescheduled, the team requesting the change will be charged with a total match default.
 - k. Consequences of a total match default are described in Match Play Regulations Number XIX in our local rules.

MATCH PLAY REGULATIONS

I. Pre-season Organization of Teams

- a. Teams are divided into flights by the SEM League Committee and the District Office Staff. Only the facility name is visible during this process.
- b. Examples of information used to divide flights is randomly listed below:
 - i. Distances between facilities.
 - ii. Number of teams from the same facility.
 - iii. Requests from indoor teams that request to play with outdoor teams.
 - iv. To create more equitable flights, the committee may combine indoor and outdoor teams.
 - v. To create more equitable Championship situations, the League Committee and DLC will determine the need for wildcards.

II. Local Flight Format

- a. Each flight plays at least one round robin in which each team plays every other team in the flight.
- b. Flights with 2 teams play a minimum of 6 matches.
- c. Flights with 3 teams play 2, 3 or 4 rounds = 4, 6 or 8 matches.
- d. Flights with 4 teams play either 2 or 3 rounds = 6 or 9 matches.
- e. Flights with 5 teams play at least 2 rounds = 8 matches.
- f. Flights with 6 teams play at least 2 rounds = 10 matches.
- g. Flights of 7-8-9-10 teams = matches vary based on league timeline. To increase the number of local matches, additional matches beyond a single round robin may be added. All teams will play the same number of matches.
- h. Larger sized flights, or league play that is compressed into a short playing season, (example: August Tri-Level) may play an unbalanced round robin. After 1 round is played, an equal number of additional matches will be scheduled to fill the remaining available dates.

III. Flight Winner Determination

- a. All flight winning teams qualify to the next level of Championship play.
- b. If there is a tie within the local league flight, the criteria below will be used to break the tie:
 - i. The winner is the team with the most individual courts.
 - ii. The winner is the team with the fewest sets lost.
 - iii. The winner is the team with the fewest games lost.
 - iv. The winner is the team with an advantage in head-to-head match(es).
 - v. The winner is the team with the highest games winning percentage on TennisLink.
 - vi. If this is tied, the DLC, League Committee Chair and the SEM Executive Director will hold a ZOOM call and conduct a best 2 out of 3 coin toss to determine the flight winner.

IV. Match Fees

- a. Summer USTA Matches for all leagues are **\$20** per player per match.
- b. Team Singles Winter and Fall matches are \$20 per player per match.
- c. Winter and Fall Leagues (other than Team Singles) matches are \$18 per player per match.

V. Team Line-Ups

- a. Both Captains simultaneously exchange team line-ups. This happens at or before the scheduled match time.
- b. If staggered start times are used, all players for the later matches must be included in the line-up exchange.
- c. No substitution may be made in an individual match after the line-up has been presented except for injury to, illness of, or disqualification of a player, prior to the start of a match.

- d. The USTA/Midwest Section authorizes that in the event of a “no show,” a rostered player may be substituted in the position of a missing player.
 - i. This applies only to local league matches.
 - ii. At the time of the substitution, the player must be dressed, equipped and ready to play.
 - iii. The substitution may be made no later than at the end of the ten-minute warm-up.
 - iv. The substituted player is entitled to a five-minute warm-up.
- e. **Once the line-up is exchanged, any substitute must play in the position where the injured, ill, disqualified, or missing player was to have played.**

VI. Score Reporting

- a. Either Captain may report scores. Both Captains equally share this responsibility.
 - i. The first Captain in TennisLink reports the scores.
 - ii. The second Captain verifies or disputes the scores.
 - iii. We encourage scores to be reported within 24 hours of the completion of the match.
- b. National League Regulations require match scores to be reported within 48 hours of the completion of the match.
- c. **Captains that dispute a score must email the DLC and the other captain with the following information:**
 - i. Match number in question.
 - ii. Reason for the dispute.
- d. **Scores are considered final once 48 hours have passed since the input of scores.**

VII. Match Scoring – All leagues Except Team Singles

- a. **Prior to warm-up, players spin to serve/receive; select your side or defer.**
- b. **Warm up on the side where the match will begin. All practice serves are taken during the warm-up.**
- c. Matches consist of two sets with regular scoring and a 12-point tiebreak at 6-6.
- d. In the event of split sets, a match tiebreak is used in place of a third set. The first player/team to reach 10 points by a minimum margin of 2 points wins the tiebreak (ex 10-3, 10-8, 13-11).
- e. Coman Tiebreak procedures are used for the set and match tiebreak. When using these procedures, players exchange ends after the first point and every four points thereafter.
- f. There is no rest period after the first game of each set.
- g. A two-minute break is available between any set. NO coaching is permitted.
- h. **Order of strength is encouraged, but not required.**
- i. New balls are not provided for the match tiebreak.
- j. The team winning the most individual matches wins the team match and earns one team point.

VIII. Match Scoring – Team Singles – Winter and Fall Seasons

- a. In this league, players must play at their rating.
- b. **Prior to warm-up, players spin to serve/receive; select your side or defer.**
- c. **Warm up on the side where the match will begin. All practice serves are taken during the warm-up.**
- d. Matches are the best of 2 sets with a match tiebreak (10-point) played if each player wins a set before time is up.
- e. Matches are 1.5 hours timed. This includes a 5 minute warm-up.
- f. The match time of 90 minutes begins at the **scheduled** match **start** time.
- g. The home captain sets a cell phone alarm for 5 minutes before the match end time.
- h. Set one alarm to cover all 3 singles courts.
- i. With 5 minutes remaining, play stops. If you are playing a point, stop play, this point does not count.
- j. One of 2 things happen:

i. Have you scored at least 1 point in the 3rd set tiebreak?

1. If no, follow the tiebreak procedures below in ii.
2. If one player is ahead in the tiebreak, this player wins the match.
3. If the score is tied in the tiebreak, one more point is played.
4. If a point was interrupted by the alarm, this point is replayed as the final point of the match.
5. If it is a new point, the player that is due to serve will serve the point, but the receiver decides to receive on either the ad or deuce side.
6. The winner of this point wins the match.

ii. Are you in an unfinished 2nd set or are you still in the 1st set?

1. Add up the total completed games for each player.
2. The player with the most completed games wins the match.
3. If games are tied, the current server will serve one more point.
4. The receiver decides to receive on either the ad or deuce side.
5. The winner of this point wins the match.

IX. Tri-Level Match Requirements

- a. Three courts play in each match.
- b. The highest rated court plays #1, the next highest rated court plays #2, and the next highest court plays #3.
- c. Ideally both players will be at the rating of the court on which they play. However, it is acceptable to have 1 player play up with a partner of the correct playing level. Players cannot play below their rating.
- d. Matches played with inappropriate pairs are to be entered as a win by default for the opponents.
- e. Individual court defaults occur at the rating level in which the team is short a court. Example: in the 4.5, 4.0, 3.5 league, if a 4.5 team is not available, the 4.5 spot is forfeited. The 4.0 and 3.5 courts do not slide up. The default occurs in the 4.5 spot.

X. Warm-Up – All Except Team Singles

- a. Each individual match includes a 10-minute warm-up. This is taken during the first 10 minutes of the scheduled match time. (Team Singles uses a 5-minute warm-up.)
- b. Prior to warm-up, players spin to serve/receive; select your side or defer.
- c. Warm up on the side where the match begins. All practice serves are taken during the warm-up.
- d. If a player arrives late, but during the warm-up time, s/he is entitled to the time remaining from the initial warm-up or 5 minutes, whichever is longer.

XI. Order of Play

- a. At the scheduled match time, if only some courts are available, this order of play is followed:
 - i. 5-courts - 1st singles, 2nd singles, 1st doubles, 2nd doubles, 3rd doubles.
 - ii. 3-courts – 1st singles, 1st doubles, 2nd doubles.
 - iii. 3-courts – 1st doubles, 2nd doubles, 3rd doubles.
 - iv. Team Singles – 1st singles, 2nd singles, 3rd singles.
 - v. Tri-Level – highest level court, middle level court, lowest level court.
- b. If both captains agree, this order can be adjusted to best utilize the available players, however, if either captain disagrees with a change, the order of play listed previously must be followed.

XII. Court Assignments

- a. Home facilities assign matches to courts.
- b. Other programs or recreational play may be on adjacent courts.
- c. At the discretion of the home site, divider curtains (if available) may be closed.

XIII. Bathroom Breaks

- a. Bathroom breaks may be taken at any time; however it is strongly encouraged this happens between sets.
- b. There is no time limit; however, players should go directly from the court to the bathroom and back in a reasonable amount of time.
- c. Ideally only the player requesting the break should leave the court.
- d. No conversation with anyone other than a doubles partner or the match opponents should occur during a bathroom break.**

XIV. Injury

- a. An injured player should never feel pressured to continue play OR to retire. The player's well-being should be the only concern when a player is hurt.**
- b. During local play, a period of 10 minutes is allowed for a player to treat an injury. After this, the injured player shall either continue or retire.**
- c. If play continues, the injured player cannot take another injury timeout for the same injury. The injured player must continue to play or decide to retire.
- d. If the injured player chooses to retire, the match is awarded to the opponent. Enter scores in TennisLink exactly as they stood at the time of the retirement. Select "retired" instead of "complete" to finish input on TennisLink.
- e. Example: Player A retires. Player A was ahead in the match: set 1: 6-4, set 2: 3-0. The correct score input is Player B wins 4-6, 0-3.**

XV. Electronic Devices

- a. All electronic communication devices including, but not limited to, cell phones and watches, must be turned off before warm-up.
- b. If a player's electronic device activates during play, the opponent may claim the point as a deliberate hindrance. The players on adjoining courts may call a let.

XVI. Coaching and On-Court Viewing

- a. Coaching is not permitted at any time during the match, between sets or during bathroom breaks.
- b. Players, teammates, or spectators who interfere or are disruptive at matches have violated the standards of good conduct, fair play, and good sportsmanship. This includes conduct before, during and after the completion of a match. It is the responsibility of each team to control their spectators' conduct at all matches.**
- c. Only active participants are permitted on-court during match play. Once a match is finished, all players must immediately leave the court.

XVII. On-Court Disputes – Unofficialized Matches

- a. All Local league matches are unofficialized matches.
- b. Players may not solicit outside help to call lines, foot faults, or to resolve on-court disputes. Teammates, spectators, or coaches may not volunteer advice about line calls, scoring, or ask about the status of the match.**
- c. Only the match players can resolve disputes for their match.
- d. If requested by both teams, Captains may offer guidance on rules but are not part of the final decision.**

e. With scoring disputes, the match players review the score and resume play from a mutually agreed upon score. If there is no agreement, players will spin a racquet or toss a coin to settle the dispute.

XVIII. Darkness

a. Darkness – Outdoor Facilities without Lights

- i. Any player in an outdoor match may decide if it is too dark to continue to play.
- ii. Play must be suspended at the end of an even number of games in the set or at the end of a set (i.e. 2-4, 4-0, or 6-4).
- iii. Additional costs involved with moving indoors are shared by all players in the match.
- iv. If a match is suspended, play must be resumed indoors the same night unless both captains agree to an alternate date and time.
- v. The alternate date and time must be immediately forwarded to the DLC.
- vi. A suspended match must be completed within one week of the match date or no later than the last match date of the season – whichever occurs first.
- vii. When entering scores for a suspended match, use the date of the last match to finish as the date the match was played.

XIX. Outdoor Teams-Indoor Backups & Rain Outs

a. Indoor Back Up – Same Night – 2-hour Notification

- i. Indoor backup is encouraged but not required.
- ii. The home team is responsible for securing indoor courts. The home captain must inform the visiting captain at least 2 hours before the scheduled match time. **If a new site and time is given within this time frame, the visiting team is required to play at the new site and time.**
- iii. Due to the size of our league, prime time court space is difficult to secure. Same night back-up could start as late as 9:30 pm.
- iv. Staggered start times are authorized for matches that are moved indoors.
- v. If both teams choose to move indoors, any additional cost is to be shared equally by all match players.

b. Indoor Back Up – less than 2-hour Notification - or on-site Rain Out

- i. If notification is less than 2 hours before match time, the visiting captain can decline the indoor back up plan.
- ii. If both teams are on site and it is raining, the visiting team may also decline the indoor back up plan.
- iii. If there is no agreement, teams must follow the District requirement for make-up matches.
 1. The match will be played on the upcoming Saturday or Sunday.
 2. The date and time are set by the home team.
 3. This information is to be emailed or voice mailed to the DLC.
- iv. An alternate date can be used if BOTH Captains agree to a new date and time within 24 hours of the rained-out match.
 1. Email to or leave a voicemail for the DLC.
 2. The new date and time cannot be later than the last match in the flight.
 3. This information must be shared by email or voicemail with the DLC.
 4. If an agreement cannot be made, the upcoming weekend is the required makeup date.
- v. If the match is scheduled during the final week of the league season, the home team MUST secure indoor courts. There are potential playoff implications that must be finalized.

- c. Miscellaneous
 - i. **Defaults on the night of a rain out do not carry over to the makeup date. If matches do not start, all courts are to be played on the makeup date.**
 - ii. If play begins, but matches are interrupted by weather, the rain date match starts at the point of interruption and the same players must play.
 - iii. New balls may be used if there is a day or more delay in resumption of play.
 - iv. The playing of individual courts at separate times is **STRONGLY DISCOURAGED. This must be a last resort and requires prior approval by the DLC.** Complete information of dates, times and sites must be provided for each court prior to the approval of this method of completing a rained-out match.

XX. Late Arrivals and Individual Court Defaults

- a. In local league play, a player arriving more than 10 minutes after the match is placed on court is subject to default. No penalties for lateness are incurred prior to the 10-minute limit.
- b. If a Captain/Player decides to take the court as a win by default, the scorecard should be immediately marked as such. Players are encouraged to play for fun; if so, all players must pay the appropriate match fee for use of the court.
- c. If line-ups are exchanged, and both teams have defaulted in different positions, both captains may agree to adjust to utilize all players present. If captains cannot come to a complete agreement, all listed defaults stay as presented on the original team line-up.
- d. If a team is short players and must default court(s) in a local league match, the team captain is required to contact both the opposing captain and the host facility. This communication must be made at least 24 hours in advance of the scheduled match. **This decision is final.**
- e. Calling at least 24 hours prior to the match relieves the defaulting team of financial responsibility for those individual positions.
- f. If 24 hour notice is not given, full payment for on-site, individually defaulted courts is expected to be paid prior to the start of the team match.
- g. **The maximum number of positions a team may default:**
 - i. **5-court leagues - 2 bottom positions.**
 - 1. **Can be both singles courts.**
 - 2. **Can be 3rd doubles and 2nd singles.**
 - 3. **Can be 2nd and 3rd doubles.**
 - ii. **3-court leagues - 1 bottom position.**
 - 1. **Doubles Leagues**
 - a. **Must be 3rd doubles.**
 - 2. **2.5 & 5.0 Leagues**
 - a. **Can be singles.**
 - b. **Can be 2nd doubles.**
 - 3. **Team Singles**
 - a. **Must be 3rd singles.**
 - iii. **Tri-Level Leagues**
 - 1. **Forfeit occurs on the court missing the proper level of players.**
- h. **Teams that do not field the minimum number of court positions lose the match as a total match default.**

XXI. Total Match Defaults

- a. A total match default is a serious offense. Facilities suffer a loss of income and opponents miss an opportunity to play a match.
- b. Any team committing a total match default cannot advance to District Playoffs.
- c. Total match defaults severely impact the standings for all teams in the flight.
 - i. All matches played by the defaulting team do not count in the standings for the round in which the default occurred.

- ii. If a total match default occurs in a flight that plays one round robin, none of that team's matches will count in the standings. However, this team is expected to play the remaining matches. Failure to do so will result in a Grievance.
- iii. Actual matches played remain in TennisLink and are used for Dynamic Rating calculations and year-end NTRP ratings.
- d. When a total match default occurs, the DLC will file a Grievance with the SE Michigan USTA League Grievance Committee. This Committee will determine if further disciplinary action is required.
 - i. Grievance Committee may impose penalties.
 - ii. Captains and team members may be penalized.
 - iii. Penalties are at the discretion of the Grievance Committee and could include suspension points, financial penalties shared by the team, or other penalties to be determined.

YEAR-END & SELF-RATE APPEALS

- I. **Year-End Computer Rated Appeals**
 - a. These appeals are handled online at TennisLink and can be filed at any time.
 - b. All appeals must be approved prior to playing any matches at a lower level.
 - c. These appeals are granted or denied based on USTA Computer Methodology National Guidelines. These are not available to the public.
 - d. **All computer rating appeals are final. A warning appears on TennisLink prior to the final submission. After an appeal is granted, a player cannot request to be moved back to the original rating.**
- II. **Self-Rate Appeals**
 - a. Self-Rate appeals are handled online at TennisLink.
 - b. This process must be completed electronically and should be requested at the time of the initial self-rate.
 - c. A link is provided during the self-rate process. This connects to the Player History Form. Complete and submit this form online.
 - d. Decisions on self-rate appeals may take up to 21 days; however, every effort is made by the USTA/Midwest Section Self-Rate Appeal Committee to reach a decision within 1 week of receiving the request.
 - e. The decision of the Committee is emailed to the player. If the appeal is granted, the player must return to TennisLink to complete the registration process. Registration must be completed prior to participating in a league match.

NTRP DISQUALIFICATION & NTRP GRIEVANCE

- I. **NTRP Disqualifications**
 - a. All self-rate and all computer appealed players are at risk of dynamic disqualification.
 - b. Match results from these leagues are used to create dynamic ratings: Adult 18 & Over, Adult 40 & Over and Adult 55 & Over.
 - c. Match results from these leagues are not included in the dynamic ratings calculations: Adult 65 & Over, all Mixed Doubles Leagues, all Combo Doubles, Tri-Level Leagues, Team Singles.
 - d. When a player's dynamic rating is substantially above a player's self-rate, the player will produce "strikes".
 - e. If a player produces 3 strikes, s/he is dynamically disqualified and moved to at least the next higher level of play.

- f. Prior notification of the first and second strikes is not given.
- g. When a disqualification occurs, the captain is notified by the DLC.
- h. The captain or player can request a review of the disqualification process; however, **this is not an appeal.** Only the following will be reviewed:
 - i. Was the dynamic rating report run by National in a timely manner?
 - ii. Were there any issues during the calculation process?
 - iii. Was the captain/player notified of the disqualification?
- i. More information regarding NTRP Disqualifications can be found in the National USTA League Regulations located at Regulations 2.04 at this link: <https://www.usta.com/en/home/play/adult-tennis/programs/national/usta-league-resources.html>
- j. All matches played at the disqualified NTRP level (along with any lower NTRP level matches) will become default wins for the opposing player(s).
- k. Match reversals occur for all matches played during the same Local League Season.
- l. Matches played prior to the DQ in mixed doubles or combo are exempt from reversal.
- m. All future mixed doubles or combo matches must be played at the higher NTRP level. After a disqualification, any matches played will be reversed if the rating combination exceeds the level in which the match occurred.

II. **NTRP Grievance**

- a. An NTRP Grievance alleges that a self-rated player is playing well below the correct skill level. This claim asserts there were improprieties during the completion of the self-rate process.
- b. Only self-rated players may be grieved.
- c. All NTRP Grievances are filed with the Midwest Section.
- d. A filing fee of \$100 per player is required and it must be paid online before the Midwest Section will process a grievance.
- e. The filing party is responsible for providing evidence to support the claim that the player is out of level.
- f. Additional information about NTRP Grievances and payment forms are located on the Midwest website at: <https://www.usta.com/en/home/play/adult-tennis/programs/midwest/league-documents.html>

GENERAL GRIEVANCES

- I. Grievances alleging a violation by an individual or team during local league competition are filed with the DLC.
 - a. This type of grievance must be filed prior to whichever occurs first: the involved team's next match or within 24 hours of the end of the local league season.
 - b. All grievances in SE Michigan must include a \$50 filing fee and the complaint must be filed on an official Grievance Form.
 - c. Paperwork and filing fees can be emailed, faxed, or mailed to the district office at 17280 Farmington Rd, Livonia MI 48152. Filing fees can be paid by check or with a credit card. Contact the District Office at 734-421-1025 to make a credit card payment.
 - d. Once all paperwork and fees are received, the following steps are taken:
 - i. The grieved party and captain will receive notification of the grievance.
 - ii. Each will see the claim filed and will be given a deadline to respond to the claim.
 - iii. Once both sides have submitted information, or the deadline for submission has passed, the Grievance Committee Chair will receive the information and instruct the DLC how the grievance will proceed.

- iv. The Grievance Committee is comprised of a minimum of 3 people from our USTA League Committee or others involved with the SEM District. This committee will review all information and reach a decision regarding the claim.
- v. Once a decision is reached, all parties will receive an email with the decision. A deadline will be provided to all parties should either wish to file a Grievance Appeal.
- vi. If a Grievance Appeal is filed, the party must submit it in writing and pay a \$50 filing fee.
- vii. All parties will be informed of this; the other party will have an opportunity to submit a response. Once this information is received, the Grievance Appeal Committee Chair will receive all information and proceed with the appeal. This committee is comprised of 3 people from SEM who were not involved in the grievance decision.
- viii. Once a decision is reached, all parties will be informed via email.
- ix. More information about USTA League Grievance procedures can be found in the National Regulations under section 3.00.

CHAMPIONSHIP ADMINISTRATION

- I. **District Championships**
 - a. District Championships are held for all leagues that advance beyond local league play.
 - b. If there is no State, Midwest, or National events, no District Championships are held.
- II. **Team and player eligibility for Championships**
 - a. All flight winning teams advance to the District Championships. If a flight winner is unable to compete or field a full team, a reasonable effort will be made to replace this team with the second-place team.
 - b. Wildcards may be available for divisions that have an odd number of flight winners advancing to playoffs. The tiebreak method used to select the wild card will be:
 - i. The team with the highest winning percentage of courts won compared to the number of courts played.
 - ii. The team with the highest game winning percentage as posted on the standings in TennisLink.
 - iii. If this is tied, the DLC, League Committee Chair and the SEM Executive Director will hold a ZOOM call and conduct a best 2 out of 3 coin toss to determine the wildcard recipient.
 - c. At Districts, a player can play on only one team of the same age group and rating level.
 - i. Players on more than one team in the same age group and rating level must select one team. This selection is binding through the Midwest Championships.
 - ii. **The deadline for players on teams that are in contention is NOON two Mondays before playoffs.**
 - iii. Any player that selects a team that fails to advance is eligible to play on the other team.
 - iv. Any player that fails to select a team will be assigned to the first team on which s/he registered. The order of assignment is as follows:
 1. Team with first date of registration will be the assigned team.
 2. Team with the earliest time of registration will be the assigned team.
 3. If date and time are the same, the first match played will be the assigned team.

v. Tri-Level Teams allow championship participation on only 1 team.

1. This choice is binding through the Midwest Championships.
2. For District Championships, the deadline for players on multiple teams that are contention is NOON two Mondays before playoffs.

III. Match Play at Districts

- a. Teams pay match fees at all District Championships.
- b. A Captains call will be held prior to each District Championship.
- c. If a captain is unable to attend, a teammate may attend to represent the team.
- d. When there are more than 5 teams, sub-flights will be blindly drawn with winners of the sub-flights advancing to a final or a single elimination draw to determine which team advances to the next level of Championship competition.
- e. Entry fees are based on the number of matches to be played during flight play.
- f. Teams are expected to field a full team for all matches.
- g. Should a team default courts, the opponent(s) will receive a refund of the match fees. The defaulting team will not receive a refund. Refunds to the opponent are made after the completion of the Championship.
- h. Prior to each Championship, captains receive a pack of information that includes additional rules and requirements for that specific event.

IV. Entry fees and Championship Stipend Support

- a. Payment for entry fees or a team stipend is available to teams that advance beyond the District Championships.
- b. Entry fees are paid for State and Midwest Championships. This includes wildcards.
- c. Teams that qualify for National Championships or Invitationals receive a stipend of \$800. The Captain receives the check and determines how the money is used for team expenses.
 - i. If a team does not attend, no stipend will be provided.
 - ii. If a check is sent before it is known that the team will not play, the Captain is responsible for returning the check to the District Office.
 - iii. Should a Captain fail to return a stipend check, s/he will be declared as ineligible for all current USTA League teams. Captains will be reinstated once the check has been returned.
- d. To receive financial support, at least 50% of the eligible players must reside in Southeast Michigan.
- e. All teams are expected to field full teams at these events.
 - i. If a team does not field a full team for all matches, the District may require the team to pay back half of the entry fee.
 - ii. If repayment is requested and is not paid within 30 days of the request, all players eligible to play at the Championship will be declared ineligible for current and future USTA League teams. Players will be reinstated once the payment has been received.