

USTA/WESTERN MICHIGAN DISTRICT LEAGUE RULES
Updates to the 2023 Local League Rules are in RED (rev. 9/1/22)

The USTA Adult League Program and its policies shall be governed by the Midwest Section Adult League Committee appointed by the President of the Midwest Section to the Midwest Section Districts and subject to the control and direction of the Western Michigan District Board of Directors. The USTA gives the Midwest Section authority to delegate that authority to the Western Michigan District as defined in the following rules and regulations. The Western Michigan District League Coordinator, under the employment of the Western Michigan District, shall be responsible for the day-to-day administration of the USTA Adult League Program, including the interpretation of the USTA Adult League Rules and Regulations. All decisions by the Western Michigan League Committees are final and binding. All players participating in the USTA Adult 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 or from participating in the USTA Adult League Program, against the USTA, its officers, committees and employees, the Midwest Section and District Associations, and all sponsors, coordinators, and members of all committees relevant to the USTA Adult League Program. All players participating in the USTA Adult League Program, as a condition of their participation, agree to abide by and be bound by the National Adult League Rules, the Midwest Section Adult League Rules, the Western Michigan District Adult League Rules, and the standards of good conduct, fair play, safety, and good sportsmanship.

I. LEAGUES, DIVISIONS, FLIGHTS, AND SESSIONS

A. Leagues and Divisions

Adult 18&Over League: The NTRP rating for players on the team roster is required to be no higher than the NTRP level of play and no lower than 0.5 NTRP level below the NTRP level of play. Players are required to be at least 18 years old prior to Adult 18&Over team registration. Divisions (3.0, 3.5, 4.0, 4.5): Teams are required to have a minimum of (8) players registered by the Minimum Players Deadline. The standard team format is 8-player team format (1S/2S/1D/2D/3D). Divisions (2.5, 5.0): Teams are required to have a minimum of (5) players registered by the Minimum Players Deadline. The standard team format is 5-player team format (1S/1D/2D). Alternate team formats are allowed during sessions for Adult 18&Over.

Adult 40&Over League: The NTRP rating for players on the team roster is required to be no higher than the NTRP level of play and no lower than 0.5 NTRP level below the NTRP level of play. Players are required to be at least 40 years old or turning 40 years old during the calendar year prior to Adult 40&Over team registration. Divisions (3.0, 3.5, 4.0, 4.5): Teams are required to have a minimum of (7) players registered by the Minimum Players Deadline. The standard team format is 7-player team format (1S/1D/2D/3D). Alternate team formats are allowed during sessions for Adult 40&Over.

Adult 55&Over League: The combined NTRP ratings of team partners is required to be no higher than the NTRP level of play and the NTRP level difference between team partners is required to be no higher than 1.0 NTRP level. Players are required to be at least 55 years old or turning 55 years old during the calendar year prior to Adult 55&Over team registration. Divisions (6.0, 7.0, 8.0, 9.0): Teams are required to have a minimum of (6) players registered by the Minimum Players Deadline. The standard team format is 6-player team format (1D/2D/3D). Alternate team formats are NOT allowed during sessions for Adult 55&Over.

Adult 65&Over League: The combined NTRP ratings of team partners is required to be no higher than the NTRP level of play and the NTRP level difference between team partners is required to be no higher than 1.0 NTRP level. Players are required to be at least 65 years old or turning 65 years old during the calendar year prior to Adult 65&Over team registration. Divisions (6.0, 7.0, 8.0): Teams are required to have a minimum of (6) players registered by the Minimum Players Deadline. The standard team format is 6-player team format (1D/2D/3D). Alternate team formats are NOT allowed during sessions for Adult 65&Over.

Combo 18&Over League: The combined NTRP ratings of team partners is required to be no higher than the NTRP level of play. Players are required to be at least 18 years old prior to Combo 18&Over team registration. Divisions (5.5, 6.5, 7.5, 8.5, 9.5): Teams are required to have a minimum of (6) players registered by the Minimum Players Deadline. The standard team format is 6-player team format (1D/2D/3D). Alternate team formats are NOT allowed during sessions for Combo 18&Over.

Mixed 18&Over League: The combined NTRP ratings of team partners is required to be no higher than the NTRP level of play and the NTRP levels of team partners is required to be no higher than 1.0 NTRP level. Players are required to be at least 18 years old prior to Mixed 18&Over team registration. Divisions (6.0, 7.0, 8.0, 9.0, 10.0): Teams are required to have a minimum of (6) players (3-men and 3-women) registered by the Minimum Players Deadline. The standard team format is 6-player team format (1D/2D/3D). Alternate team formats are NOT allowed during sessions for Mixed 18&Over.

Mixed 40&Over League: The combined NTRP ratings of team partners is required to be no higher than the NTRP level of play and the NTRP levels of team partners is required to be no higher than 1.0 NTRP level. Players are required to be at least 40 years old or turning 40 years old during the calendar year prior to Mixed 40&Over team registration. Divisions (6.0, 7.0, 8.0, 9.0): Teams are required to have a minimum of (6) players (3-men and 3-women) registered by the Minimum Players Deadline. The standard team format is 6-player team format (1D/2D/3D). Alternate team formats are NOT allowed during sessions for Mixed 40&Over.

Tri-Level 18&Over League: The NTRP rating for players on the team roster is required to be no higher than the NTRP level of play and no lower than 0.5 NTRP level below the NTRP level of play. Players are required to be at least 18 years old prior to Tri-Level 18&Over team registration. Divisions (3.5-4.0-4.5): Teams are required to have a minimum of (6) players (2-3.5 players, 2-4.0 players, and 2-4.5 players) registered by the Minimum Players Deadline. The standard team format is 6-player team format (3.5D-4.0D-4.5D). Alternate team formats are NOT allowed during sessions for Tri-Level 18&Over.

B. Flights and Sub-flights

A flight consists of (2) or more teams within the same age group/division. Flights with (12) or more teams may be separated into (2) or more sub-flights by the District Scheduling Committee. The placement of teams within a sub-flight is determined by the District Scheduling Committee. Reasonable efforts will be made by the District Scheduling Committee to place teams within a sub-flight based on limiting travel time whenever possible. Reasonable efforts will be made by the District Scheduling Committee to limit travel time to (90) minutes (one way) under normal driving conditions whenever possible.

C. Sessions and Session Dates

The Fall/Winter session (FWL) consists of the following leagues: Adult 18&Over, Adult 40&Over, Adult 55&Over, Combo 18&Over, Mixed 18&Over, and Mixed 40&Over. The Spring/Summer session (SSL) consists of the following leagues: Adult 18&Over, Adult 40&Over, Adult 55&Over, Combo 18&Over, Mixed 18&Over, and Mixed 40&Over. The Summer session (SL) consists of the following leagues: Adult 65&Over and Tri-Level 18&Over. The Fall/Winter session can NOT begin play prior to September 1. The Spring/Summer session can NOT begin play prior to January 1. The Summer session can NOT begin play prior to June 1. Sessions must be scheduled for a minimum of (21) days from the first scheduled match date to the last scheduled match date. The Session End Date for the Fall/Winter session is no later than February 15 (December 31 for Fall/Winter Combo 18&Over). The Session End Date for the Spring/Summer session is no later than July 15. The Session End Date for the Summer session is no later than August 31. The District Adult League Calendar is available for review on the District website.

II. LEAGUE TEAMS AND TEAM PARTICIPATION

A. District League Coordinator, Facility League Coordinators, and Captains

The District League Coordinator (DLC) is expected to assist Captains, players, and Facility League Coordinators with any league related issues. Facilities are required to provide the DLC with a Facility League Coordinator (FLC) to contact regarding the league, their teams, and tennis related interests. FLCs are expected to assist their

Captains and the DLC with any team related issues. Teams are required to provide the DLC with a Captain to contact regarding the league, their team, and tennis related interests. Captains are responsible for managing their team. Captains are required to review their USTA account prior to team registration to ensure that their contact information is current. Captains can update their contact information on the USTA website. The DLC does NOT have access to update USTA account information in membership. Captains are required to notify the DLC about any contact information updated after team registration so that the DLC can update their contact information in team registration. Captains can request that a player on their team be designated as a co-Captain by notifying the DLC. Co-Captains are expected to assist their Captain with managing their team. Captains must be logged in and designated as a Captain to view the contact information of the opposing Captains in their flight/sub-flight. Captains are NOT required to participate in matches for their team in order to be designated as a Captain. Non-participating Captains are required to have a current USTA membership paid through the end of the session and their co-Captain is required to be a player on their team in order for the non-participating Captain to be designated as a Captain. Co-Captains are NOT required to participate in matches for their team in order to be designated as a co-Captain. Non-participating co-Captains are required to have a current USTA membership paid through the end of the session and their Captain is required to be a player on their team in order for the non-participating co-Captain to be designated as a co-Captain. Captains are required to assign a player on their team as Acting Captain to manage their team during matches in their absence. Captains who repetitively fail to meet the responsibilities of being a Captain are subject to suspension and/or removal from the session and/or the league upon review and approval of the District Adult League Committee. If a Captain is suspended and/or removed from the session and/or the league, their team registration fee for their team for that session will be forfeited and their FLC will be assigned as the Acting Captain until a new Captain is assigned by their FLC.

B. Add Teams, Team Numbers, Team Names, Team Format Requests, and Drop Teams

Captains are required to submit a Team Entry Form by the Add Teams Deadline to confirm team participation in the upcoming session. Captains are encouraged to contact their FLC prior to submitting a Team Entry Form to ensure that the facility can accommodate their team. Captains are encouraged to confirm player commitment to their team prior to submitting a Team Entry Form. The DLC will provide a team number to the Captain after there are at least (2) teams submitted in the flight. Team numbers are available for review on the team numbers spreadsheet on the District website. Players will use a team number to register for their team. Team names are created using the following designation: Facility Abbreviation/Captain's Last Name/Session/Age Group/Division/Gender. Team formats include 8-player team format (1S/2S/1D/2D/3D), 7-player team format (1S/1D/2D/3D), 6-player team format (1D/2D/3D), and 5-player team format (1S/1D/2D). Captains can submit alternate team format requests on their Team Entry Form. Team format requests are NOT guaranteed. Reasonable efforts will be made by the DLC to accommodate alternate team format requests whenever possible. The DLC may request for Captains to vote on alternate team format requests. Teams are required to play the standard team format in the championships. Captains are required to notify the DLC by the Drop Teams Deadline to withdraw team participation in the upcoming session. The DLC may allow a Team Entry Form to be submitted after the Add Teams Deadline provided that the minimum number/percentage of players requirement is met prior to session scheduling. Teams are required to be associated with an indoor facility within the District, unless approved by the District League Committee prior to session scheduling.

C. Team Registration, Team Registration Fee, Team Registration Fee Refund, and Team Transfer

Players will use a team number to register for their team. Players can only register for (1) team in the same flight in the same session. Players are encouraged to request the team number from their Captain prior to team registration to ensure that the team can accommodate the player. Facilities may require a facility membership in order for players to participate on their teams. Captains are encouraged to avoid carrying too many or too few players on their team in order to provide their players reasonable match play opportunities and avoid defaulting courts during the session. Players are required to register for their team prior to participation in any match. Players are encouraged to register for their team at least (24) hours prior to the match start time in case there is a team registration issue. Players are encouraged to notify the DLC about any team registration issue at least (24) hours prior to the match start time in order to provide the DLC reasonable time to resolve the team registration issue and notify the player. The DLC may allow an unregistered player to participate in a match provided that the unregistered player has a current NTRP rating within the NTRP level of play. Approval from the DLC must be received prior to the match start time. A team registration fee is collected for each team registration. Players can request a team registration fee refund by contacting the DLC for approval. Team registration fee refunds will be approved if 1) the player registered for a team and that team is dropped prior to session scheduling, 2) the player moved out of the District and did NOT participate in any matches for that team during the session, or 3) the player suffered an injury/illness and did NOT participate in any matches for that team during the session. A medical note stating that the player was unable to participate due to injury/illness is required for team registration fee refunds due to injury/illness. The DLC does NOT have access to refund a team registration fee back to the credit card used in the transaction. Players can request a team transfer from their registered team (or from the District Holding Team) to another team by contacting the DLC for approval. Team transfers will be approved if 1) the player did NOT participate in a match for their registered team during the session and 2) the team transfer is between teams within the same championship year. Players are encouraged to notify the DLC about any team transfers at least (24) hours prior to the scheduled match start time to provide the DLC reasonable time to complete the team transfer and notify the player. Players can register for a team between the Player Registration Start Date and the Player Registration End Date. The Player Registration End Date is (2) weeks prior to the Session End Date. The DLC may allow a player to register for a team after the Player Registration End Date (except for Fall/Winter Combo 18&Over) provided that the player has a current NTRP rating within the NTRP level of play. The Player Registration End Date for Fall/Winter Combo 18&Over is December 15. The Player Registration End Date for Summer Adult 65&Over and Summer Tri-Level 18&Over is August 15. Players are encouraged to notify the DLC about registering for a team after the Player Registration End Date at least (24) hours prior to the match start time to provide the DLC reasonable time to temporarily open team registration and notify the player. Players that register after the Player Registration End Date may be ineligible to participate in the championships for that team for that session due to lack of match play. There are NO team registration fee discounts for early/mid/late session team registrations.

D. Unregistered Players

Players are required to register for their team prior to participation in any match. Any team that uses an unregistered player in a match will result in that team defaulting that court position. If the unregistered player has a current NTRP rating within the NTRP level of play, the unregistered player is required to register for their team within (24) hours of the match end time in order for the scorecard to be entered. Player names and match scores are entered for NTRP ratings purposes. Captains are required to notify the DLC regarding the unregistered player within (48) hours of the match end time in order for the DLC to designate the unregistered player as ineligible for that match. The DLC may allow an unregistered player to participate in a match provided that the unregistered player has a current NTRP rating within the NTRP level of play. Approval from the DLC must be received prior to the match start time. Both Captains can agree to allow the unregistered player to participate in the match provided that the unregistered player has a current NTRP rating within the NTRP level of play. Captains are encouraged to allow the unregistered player to participate in the match to best utilize ALL players present for the match. If both Captains agree, then NO court default will be incurred and the unregistered player is required to register for their team within (24) hours of the match end time in order for the scorecard to be entered. If either Captain disagrees, the unregistered player is subject to court default and the DLC will designate the unregistered player as ineligible for that match after the unregistered player registers for their team. If the unregistered player has a current NTRP rating that is NOT within the NTRP level of play or decides NOT to register for their team, then enter the player names and the match scores for the defaulted court position as (6-0, 6-0) and the match status as Default.

E. Minimum Number of Players and Minimum Percentage of Players

Teams are required maintain their team roster with at least (80%) of their players residing within the District in order for the team to be eligible to advance to the District Championships. Teams are required to meet the minimum number of players for a team and the minimum percentage of players at the NTRP level of play on their team by the Minimum Players Deadline. Any team that is unable meet the minimum number/percentage of players requirement by the Minimum Players Deadline will be dropped prior to session scheduling and their players will be transferred to the District Holding Team. Captains should NOT count players with pending NTRP rating appeals towards the minimum number/percentage of players requirement in case their NTRP rating appeal is denied. Captains are encouraged to carry more than the minimum number of players requirement in order to avoid defaulting courts during the session. The DLC may allow a team to be formed after the Minimum Players Deadline provided that the minimum number/percentage of players requirement is met prior to session scheduling. The DLC may allow a Team Entry Form to be submitted after the Add Teams Deadline provided that the minimum number/percentage of players requirement is met prior to session scheduling. Flights consisting of only (2) teams are required to maintain their team with at least (40%) of their players at the NTRP level of play (except for Adult 55&Over, Adult 65&Over, Combo 18&Over, Mixed 18&Over, Mixed 40&Over, and Tri-Level 18&Over). Players that are below the NTRP level of play will be unable to complete their team registration if their team registration will result in their team consisting of less than (40%) of their players at the NTRP level of play (except for Adult 55&Over, Adult 65&Over, Combo 18&Over, Mixed 18&Over, Mixed 40&Over, and Tri-Level 18&Over). Flights consisting of (3) or more teams are NOT required to maintain their team with at least (40%) of their players at the NTRP level of play. There is NO limit on the maximum number of players on the team.

F. Facility Membership and Court Fees

Facilities may require facility membership in order for players to participate on their teams. Court fees for HOME teams is determined by the host facility. Court fees for AWAY teams is determined by the District Adult League Committee and the FLCs. Court fees are paid by the players to the host facility prior to the match start time. Teams are financially responsible for any court fees owed to the host facility as a result of court defaults without prior notice. FLCs are encouraged to request payment for court defaults without prior notice from the defaulting team prior to the match start time. FLCs are required to contact the DLC regarding unpaid court fees no later than (14) days after the Session End Date of the session that the court fees were incurred. Facilities are financially responsible for any court fees owed to the host facility as a result of a total team default regardless of prior notice. The DLC will invoice the defaulting facility for any court fees owed by their team as a result of a total team default. The host FLC may reduce or waive the court fees penalty depending on the circumstances. Payment is due within (30) days of invoice. The defaulting facility is expected to pay the invoice and then request reimbursement from their defaulting team. Any facility with a past due invoice is subject to suspension and/or removal from the session and/or the league upon review and approval of the District Adult League Committee.

III. LEAGUE SCHEDULING

A. Team Scheduling and Team Scheduling Requests

Matches during the session are scheduled on standard days/times determined by the District Adult League Committee, the FLCs, and the Captains. The number of matches that each flight/sub-flight is scheduled during the session is determined by the District Adult League Committee based on the number of teams in the flight/sub-flight. Flights with (2) teams will be scheduled a minimum of (4) matches and a maximum of (6) matches. Flights/sub-flights with (3) or more teams will be scheduled a minimum of (6) matches and a maximum of (10) matches. Reasonable efforts will be made by the District Scheduling Committee to schedule teams an equal number of home/away matches whenever possible. Reasonable efforts will be made by the District Scheduling Committee to rotate home/away matches between sessions within the same championships year whenever possible. Each flight/sub-flight will be scheduled to play at least (1) complete round in which each team in the flight/sub-flight will play every other team in the flight/sub-flight once during the session. The number of complete rounds each flight/sub-flight is scheduled during the session is determined by the District Adult League Committee based on the number of teams in the flight/sub-flight. Captains can request to be scheduled additional matches. Additional matches requests are NOT guaranteed. Reasonable efforts will be made by the District Scheduling Committee to accommodate additional matches requests whenever possible. Additional matches will be scheduled using complete rounds to avoid balance issues associated with scheduling additional matches using partial rounds. The DLC may request for Captains to vote on additional matches requests. Captains can request matches to be scheduled on alternate days/times. Team scheduling requests are NOT guaranteed. Reasonable efforts will be made by the District Scheduling Committee to accommodate team scheduling requests whenever possible. The DLC may request for Captains to vote on team scheduling requests. No weekday matches will be scheduled to begin before 10AM. No weekday matches will be scheduled to begin after 7PM. No weekend matches will be scheduled to begin before 10AM. No weekend matches will be scheduled to begin after 7PM on Saturday or 5PM on Sunday. No teams will be scheduled to play multiple matches within their flight on the same date.

B. Court Availability

Facilities are required to provide a sufficient amount of court availability to accommodate matches scheduled during the session. Facilities are required to provide a (2) hour time slot to complete each match. FLCs are required to submit a Facility League Commitment Form by the Drop Teams Deadline to confirm their court availability for the upcoming session. FLCs are encouraged to provide as much court availability as possible when submitting their Facility League Commitment Form for the session to provide the District Scheduling Committee with as much court availability as possible to schedule matches for the session. The District Scheduling Committee may request additional court availability to accommodate matches during the session. Matches are expected to be played at the scheduled host facility unless a change of venue is approved by the host FLC and/or the DLC. Approval from the host FLC and/or the DLC must be received prior to any change of venue.

C. Unofficial Schedule, Schedule Edits, and Official Schedule

The DLC will provide the UNOFFICIAL schedule for the FLCs and Captains to review prior to the Session Start Date. Any Schedule Edits due to blackout dates/times, insufficient court availability, double bookings (the same team is scheduled to play more (2) or more matches on the same date), unequal number of home/away matches, home/away rotations, and/or additional matches must be submitted to the DLC by the Schedule Edits Deadline. Reasonable efforts will be made by the District Scheduling Committee to accommodate Schedule Edits whenever possible. The DLC will notify the FLCs and Captains after Schedule Edits have been entered in the UNOFFICIAL schedule. The DLC will notify the FLCs and Captains once the UNOFFICIAL schedule becomes the OFFICIAL schedule. Reasonable efforts will be made by the District Scheduling Committee to publish the OFFICIAL schedule at least (2) weeks prior to the Session Start Date whenever possible. Once the UNOFFICIAL schedule becomes the OFFICIAL schedule, any match reschedules due to player availability must be requested with the opposing Captain. The District Scheduling Committee may need to enter additional Schedule Edits in the OFFICIAL schedule depending on the circumstances. The DLC will notify the FLCs and Captains after Schedule Edits have been entered in the OFFICIAL schedule. Teams are expected to play ALL matches during the session regardless of team standing in that session. Players are encouraged to provide their Captains with reasonable availability for home matches and away matches, regardless of team standing in the session. Any team that commits to participate in the session and then withdraws their team after the UNOFFICIAL schedule is published will forfeit their team registration fees for that team for that session. The DLC will notify the opposing Captains in the flight/sub-flight regarding any team withdraws. The District Scheduling Committee may need to enter additional matches in the OFFICIAL schedule due to team withdraws depending on the remaining number of matches scheduled for that flight/sub-flight.

D. Rescheduling Matches and Match Cancellations

Teams are expected to make reasonable efforts to play their matches as scheduled whenever possible. This includes teams playing matches without their best players available and/or teams playing matches short (1) or more players and defaulting (1) or more court positions, without exceeding the maximum number of defaulted court positions. Captains can request to reschedule a match by contacting the opposing Captain prior to the match. Captains are encouraged to honor reschedule requests when the opposing Captain provides a reasonable reason and reasonable notice prior to the match. Requesting a reschedule due to lack of players is more reasonable than requesting a reschedule due to lack of best players. Requesting a reschedule with more than (1) week notice is more reasonable than requesting a reschedule with less than (1) week notice. Captains are encouraged to notify the DLC regarding any match rescheduling issues. Reasonable efforts will be made by the DLC to assist Captains with match rescheduling issues whenever possible. The DLC may require for a match to be rescheduled to avoid a total team default. Reasonable efforts will be made by the DLC to avoid a total team default whenever possible. Approval from the DLC must be received prior to any total team default. If both Captains agree to reschedule a match, it will be the HOME Captain's responsibility to review the match schedule of the AWAY team and then provide at least (2) non-conflicting reschedule dates/times on standard match days/times (if possible) to the AWAY Captain. Requesting a reschedule earlier in the session allows for more reschedule options than requesting a reschedule later in the session. Captains can suggest alternate days/times and/or split days/times and/or double headers and/or a change of venue as possible reschedule options in order to honor the reschedule request. Teams are required to complete split days matches within (7) days of the 1st completed court position(s) and the scorecard is entered after ALL court positions are completed. When entering the scorecard, enter the match date as the date of the last completed court positions. Matches are expected to be played at the scheduled host facility unless a change of venue is approved by the host FLC and/or the DLC. Approval from the host FLC and/or the DLC must be received prior to any change of venue. Captains can request that the Captain requesting the match reschedule must default (1) or more court positions (including double defaulting (1) or more court positions), without exceeding the maximum number of defaulted court positions, in order to honor the reschedule request based on their player availability for the reschedule dates/times. Once both Captains agree to the reschedule date/time/conditions, it will be the HOME Captain's responsibility to submit a Reschedule Request Form as confirmation. The DLC will notify both Captains and the host FLC after the reschedule is entered. If both Captains are unable to agree to a reschedule date/time/conditions, the match will be played as scheduled unless the DLC requires the match to be rescheduled to avoid a total team default. If both Captains are unable to agree to a reschedule date/time/conditions for a match that the DLC required to be rescheduled, the DLC will select a non-conflicting reschedule date/time and then notify both Captains and the host FLC after the reschedule is entered. Captains are required to honor reschedule requests for match cancellations due to extenuating circumstances (inclement weather, service interruptions, and/or medical emergencies at the host facility). The Captain requesting the match cancellation is required to CALL the opposing Captain no less than (2) hours prior to the match start time. It will be the HOME Captain's responsibility to immediately notify the host facility. If a started match needs to be cancelled (rescheduled) due to extenuating circumstances (inclement weather, service interruption, and/or medical emergency), the started match must be resumed with identical lineups and the service order and match scores as played prior to the suspension of play. Teams are NOT financially responsible to pay for court fees for the rescheduled started match. The DLC will notify both Captains when a match is unreported. ALL matches must be played by the Session End Date unless approved by the DLC.

IV. LEAGUE MATCHES

A. Facility Protocols and Facility Staff Requests

Players are expected to comply with facility protocols and facility staff requests while participating in matches. Players are subject to retirement or court default and may be deemed unwelcome at the facility for failure to comply with facility protocols and/or facility staff requests. FLCs are required to notify the DLC whenever there are updates to their facility protocols. Facility protocols are available for review on the Facility Amenities spreadsheet on the District website. Captains are encouraged to review facility protocols prior to a match.

B. Pre-Match Communication

Captains are encouraged to contact the opposing Captain several days prior to a match to confirm the match date/time/venue, any Acting Captains, any post-match food/drink, any alternate order of play, any split match dates/times, any double headers, any facility protocols, any potential inclement weather and/or travel delays. Captains are encouraged to provide the opposing Captain with as much notice as possible about any known court defaults as a courtesy to the opposing team and the host facility. This provides the opposing Captain the option to deactivate scheduled players and provides the host facility the option to utilize the defaulted courts. Captains are required to immediately notify the DLC and the opposing Captain about any known total team defaults as a courtesy to the opposing team and the host facility.

C. Order of Play

If there is insufficient court availability at the host facility for a match, the order of play will be decided by the HOME Captain. **It will be the HOME Captain's responsibility to notify the AWAY Captain by 12PM the day before the match regarding the order of play.** Captains can request an alternate order of play by contacting the opposing Captain prior to the match. **It will be the AWAY Captain's responsibility to contact the HOME Captain by 12PM the day before the match to request an alternate order of play.** Captains are encouraged to honor alternate order of play requests when the opposing Captain provides a reasonable reason and reasonable notice prior to the match. If both Captains agree, the alternate order of play will be played as agreed upon. If either Captain disagrees, the order of play will be the standard order of play (1S, 1D, 2D, 2S, 3D). If there is insufficient court availability at the host facility at the match start time, the order of play will be determined by the HOME Captain. Captains may request an alternate order of play by contacting the opposing Captain prior to the match start time. Captains are encouraged to honor alternate order of play requests when the opposing Captain provides a reasonable reason prior to the match start time. If both Captains agree, the alternate order of play will be played as agreed upon. If either Captain disagrees, the order of play will be the standard order of play (1S, 1D, 2D, 2S, 3D).

D. Scorecards and Lineups

Captains are expected to use the printable scorecards provided on the USTA website whenever possible. Lineups should NOT be discussed and/or shared with the opposing team prior to exchanging scorecards. Captains are NOT required to assign their players to court positions based on order of strength. Players are encouraged to arrive at the host facility at least (20) minutes prior to the match start time. Captains are required to exchange scorecards simultaneously with the opposing Captain and ALL players present no less than (15) minutes prior to the match start time. Lineups with first and last names must be recorded on the scorecard prior to exchanging scorecards. Scorecards are exchanged in good faith in that any players NOT present when scorecards are exchanged are expected to arrive prior to court default. Captains are required to announce court assignments with the opposing Captain and ALL players present no less than (10) minutes prior to the match start time. Captains are NOT allowed to make lineup changes after scorecards have been exchanged, except for player substitutions due to 1) player late arrivals/no-shows prior to a court default, 2) player injury/illness during the (10) minute warm-up, or 3) an ineligible player is identified prior to the match start time. Captains are required to review scorecards prior to the match start time to confirm that both teams have players that are eligible to participate in the match. Players are required to report match scores to their Captain upon completion of their match. Captains are required to review scorecards with the opposing Captain upon completion of the match to confirm that the player names and match scores are recorded correctly on both scorecards. It will be the HOME Captain's responsibility to enter the scorecard within (48) hours of the completed match. Scores are entered from the perspective of the winner of the court position. It will be the AWAY Captain's responsibility to confirm or dispute the entered scorecard within (48) hours of the scorecard being entered. Entered scorecards will confirm

automatically (48) hours after the scorecard is entered. Captains must be logged in and designated as Captain in order to enter, confirm, or dispute scorecards. To confirm or dispute an entered scorecard, click on Confirm or Dispute. Captains are encouraged to keep their scorecards through the end of the championship year in case there is a match dispute involving an incorrectly entered scorecard. Entering incorrect player names and/or match scores may be considered fraudulent manipulation depending on the circumstances. The DLC will notify both Captains when a match is unreported.

E. Match Scoring

Matches consist of the best (2) out of (3) sets of regular ad scoring with a SET tiebreaker at 6-6 games in a set and a MATCH tiebreaker at 1-1 sets. The first player(s) to win (7) points by a margin of (2) points wins the SET tiebreaker. This SET tiebreaker counts as (1) game. The first player(s) to win (10) points by a margin of (2) points wins the MATCH tiebreaker. This MATCH tiebreaker counts as (1) set. The Coman Tiebreak Procedure (changeovers after the 1st point and then every (4) points thereafter) will be used for any tiebreaker. The host facility is required to provide (1) new can of tennis balls per court position prior to the match start time. Service order and starting side are determined by racquet spin prior to the (10) minute warm-up. The team winning an individual court position earns (1) individual match point. The team winning the most individual match points wins the match. 8-player format teams must win at least (3) individual match points to win the match. 7-player format teams must win at least (2) individual match points and the match decider to win the match. The match decider at 2-2 individual match points is 1) Least Sets Lost, 2) Least Games Lost, 3) Games Won Percentage, and if still tied 4) the team winning 1D decides the winner. Any sets/games won as a result of defaulted courts are counted in order to determine Least Sets Lost and Least Games Lost. Any games won as a result of defaulted courts are NOT counted in order to determine Games Won Percentage. 6-player format teams and 5-player format teams must win at least (2) individual match points to win the match.

F. Timed Matches

If a match needs to be a timed match to ensure that the match is completed within the scheduled (2) hour time slot, there must be an announcement of a timed match prior to the match start time. It will be the HOME Captain's responsibility to check with the host facility to determine whether or not the match needs to be a timed match and then announce whether or not the match is a timed match with the opposing Captain and ALL players present no less than (10) minutes prior to the match start time. Once the match is announced as a timed match or a non-timed match, the match must remain as announced. Any match that is announced as a non-timed match and then must be changed to a timed match after the match start time will result in the individual match point for any unfinished court positions being awarded to the AWAY team by retirement. When entering the scorecard, enter the player names and the match scores as played for the retired court position and enter the match status as Retired. Match time is required to remain consistent on ALL courts during the timed match. It will be the HOME Captain's responsibility to indicate which clock will be the official clock. The official clock should be visible to as many match courts as possible. The stoppage of play for a timed match must be announced simultaneously on ALL courts (10) minutes prior to the match end time ((110) minutes from the match start time). If players are in a game when stoppage of play is called, players will finish that game. If players are in a tiebreaker when stoppage of play is called, players will finish that tiebreaker. If players are in a set when stoppage of play is called, then the match decider is 1) Total Games Won and if tied 2) a SET tiebreaker must be played to determine the winner. This SET tiebreaker counts as (1) game. If players have finished the 2nd set but have NOT started the MATCH tiebreaker when stoppage of play is called, then the match decider is 1) Total Games Won and if tied 2) a MATCH tiebreaker must be played to determine the winner. This MATCH tiebreaker counts as (1) set. If an ongoing match will NOT be completed within the scheduled (2) hour time slot and the oncoming match is a timed match, the host facility must provide (110) minutes for the oncoming teams to complete their timed match. Facilities with less than (5) courts for 8-player team format timed matches must provide (110) minutes for the 1st group of players to complete their timed match and then provide (110) minutes for the 2nd group of players to complete their timed match. Facilities with less than (4) courts for 7-player team format timed matches must provide (110) minutes for the 1st group of players to complete their timed match and then provide (110) minutes for the 2nd group of players to complete their timed match. Whenever there are (2) match start times, the 2nd match start time will be (120) minutes after the 1st match start time. The 2nd group of players are encouraged to arrive at the host facility at least (20) minutes prior to the 2nd match start time. Both Captains can agree prior to the match to start the 2nd group of matches as soon as there are open courts available, but the 2nd group of players are NOT subject to the late arrival penalty until at least (5) minutes after the 2nd match start time and provided there are open courts available. When entering the scorecard, enter the player names and the match scores as played for the timed court position and the match status as Timed Match.

G. Outdoor Matches

Matches can be played on host facility outdoor courts provided that both Captains agree to play the match on host facility outdoor courts. Matches can NOT be played on non-host facility outdoor courts in order for players to avoid paying court fees to the host facility. If either Captain disagrees, the match will be played on host facility indoor courts as scheduled. Teams playing outdoor matches are encouraged to have sufficient host facility indoor backup in case of inclement weather. If an outdoor match needs to be cancelled (rescheduled) due to inclement weather and insufficient host facility indoor backup, the HOME Captain is required to CALL the AWAY Captain and the host facility no less than (2) hours prior to the match start time. Captains are required to honor reschedule requests for match cancellations due to extenuating circumstances (inclement weather, service interruptions, and/or medical emergencies at the host facility). If a started outdoor match needs to be suspended due to inclement weather, BOTH Captains will be responsible for recording service order and match scores as played prior to the suspension of play. Captains are encouraged to utilize host facility indoor backup for a suspension of play due to inclement weather. If a started outdoor match needs to be cancelled (rescheduled) due to extenuating circumstances (inclement weather, service interruption, and/or medical emergency at the host facility) and insufficient host facility indoor backup, the started match must be resumed with identical lineups and the service order and match scores as played prior to the suspension of play. Teams are NOT financially responsible to pay for court fees for the rescheduled started match.

H. Match Disputes and Scorecard Corrections

Captains can dispute an entered scorecard within (48) hours of the scorecard being entered. To dispute a scorecard, click on Dispute instead of Confirm. The DLC will notify both Captains when a match is disputed. Captains can request a scorecard correction by contacting the opposing Captain and the DLC. If both Captains agree to the scorecard correction, the DLC will enter the scorecard correction and notify both Captains. If either Captain disagrees, the scorecard dispute will be submitted to the District Adult League Committee for review and a decision. Captains can request to adjust which of their players receives any match defaults by contacting the DLC. Players are required to be registered on their team prior to the match start time in order for that player to receive a match default for that match. Captains may request scorecard corrections and match default adjustments no later than (3) days after the Session End Date unless approved by the DLC.

I. Warm-Up Times, Warm-Up Courts, and Buffer Courts

Matches are required to include a (10) minute warm-up (except for late arrival players), which must be utilized during the first (10) minutes once the match is placed on-court. If a player arrives after their match is placed on-court, but during the (10) minute warm-up, the player is entitled to the time remaining of the (10) minute warm-up, but no less than a (5) minute warm-up. Facilities are NOT obligated to provide warm-up courts prior to the match start time. Players should NOT expect warm-up courts prior to the match start time. If warm-up courts are available prior to the match start time, the HOME team is encouraged to share warm-up courts as equally as possible with the AWAY team. Warm-up courts are NOT available prior to the match start time when on-court teams are playing their match during their scheduled (2) hour time slot unless there are buffer courts available. On-court teams are entitled to a buffer court on either side of an ongoing match court during their scheduled (2) hour time slot (except for non-match courts), even if the court curtains are closed. On-court teams are NOT entitled to a buffer court on

either side of an ongoing match court after their scheduled (2) hour time slot. Facilities have the option to rent any non-match courts. Players are encouraged to close the court curtains between a match court and a non-match court to limit interference from non-match play. The host facility has the option to determine whether the court curtains will be open or closed during the match. Court curtains are required to remain consistent on ALL courts (except for the court curtains between match courts and non-match courts) during the match.

J. Rest Periods, Bathroom Breaks, Player Injuries/Illness/Issues, and Retirements

Players are expected to play at a reasonable pace during matches (especially during timed matches). A (90) second rest period is allowed after an odd game (except after the 1st game of a set or during any tiebreaker); otherwise match play is continuous. A (120) second rest period is allowed after a set; otherwise match play is continuous. A period of (5) minutes is allowed for bathroom breaks. Players are encouraged to take bathroom breaks prior to the match start time or during changeovers (except after the 1st game of a set or during any tiebreaker) or between sets whenever possible. Players are encouraged to avoid taking bathroom breaks immediately after the (10) minute warm-up and (5) minutes prior to the stoppage of play for timed matches whenever possible. A period of (10) minutes is allowed to evaluate and then treat player injuries and/or illness, after which the injured/ill player must resume match play or retire. If a player is unable to complete their match due to an issue (match issue and/or non-match issue), the player must retire. The individual match point will be awarded to their opponent(s). When entering the scorecard, enter the player names and the match scores as played for the retired court position and enter the match status as Retired. Retired matches count towards match play eligibility to participate in the championships. Players must win at least (6) games in the retired match for the retired match to be counted towards Year End NTRP ratings. Players are strongly encouraged to avoid participating in matches when feeling ill to avoid exposing other players.

K. Late Arrivals and No-Shows

Any player arriving more than (5) minutes after their match is placed on-court is subject to loss of spin, loss of (1) game, and is only entitled to a (5) minute warm-up. Any player arriving more than (10) minutes after their match is placed on-court is subject to loss of spin, loss of (2) games, and is only entitled to a (5) minute warm-up. Any player arriving more than (15) minutes after their match is placed on-court or no-shows for their match is subject to court default and the defaulting facility will be financially responsible to pay for BOTH court fees for the defaulted court. Players are subject to court default when 1) a player arrives more than (15) minutes after their match is placed on-court or no-shows for their match, 2) there is a player injury/illness during the (10) minute warm-up, or 3) there is an ineligible player identified prior to the match start time and there is NO substitute eligible player immediately available on-site to fill the court position prior to court default. If a substitute eligible player is immediately available on-site to fill the court position prior to court default, then NO late arrival penalty or court default will be incurred and the substitute eligible player is only entitled to a (5) minute warm-up. If a player is expected to arrive after the match start time, the late player is required to CALL their Captain or the host facility prior to the match start time. Captains are encouraged to allow the late player to participate in the match to best utilize ALL players present for the match. If both Captains agree, then NO late arrival penalty or court default will be incurred and the late player is entitled to only a (5) minute warm-up. If either Captain disagrees, the late player is subject to the late arrival penalty or court default. When entering the scorecard, enter the player names and the match scores for the defaulted court position as (6-0, 6-0) and the match status as Default. Captains are encouraged to accommodate players and/or teams that encounter inclement weather and/or travel delays whenever possible. Whenever there are (2) match start times, the 2nd group of players are NOT subject to the late arrival penalty until at least (5) minutes after the 2nd match start time and there are open courts available.

L. Court Defaults

Individual Court Defaults: Teams are expected to make reasonable efforts to field ALL court positions for a match whenever possible. **If a team is short players and must default a court position prior to a match, the defaulting Captain is required to CALL the opposing Captain by 12PM the day before the match.** It will be the HOME Captain's responsibility to immediately notify the host facility. **Calling the opposing Captain by 12PM the day before the match to default a court position relieves the defaulting facility of being financially responsible to pay BOTH court fees for the defaulted court. If the defaulting Captain fails to CALL the opposing Captain by 12PM the day before the match, the defaulting facility will be financially responsible to pay for BOTH court fees for the defaulted court.** When defaulting a court position prior to the match start time, the defaulting Captain decides which court position will be defaulted by their team. Captains are encouraged to default the fewest number of court positions to best utilize ALL players available and/or present for the match. When entering the scorecard, enter the player names and the match scores for the defaulted court position as (6-0, 6-0) and the match status as Default. Individual court defaults are NOT counted towards Year End NTRP ratings and are NOT counted as part of the (3) match requirement to receive a Year End NTRP computer rating. The defaulting team is required to default court positions starting from lowest court positions such as the lowest singles court position (2S) or the lowest doubles court position (3D) or both singles court positions (1S and 2S) or the lowest doubles court positions (2D and 3D) or the lowest singles court position and the lowest doubles court position (2S and 3D) or the only singles position (1S), depending on the team format without exceeding the maximum individual court defaults. Whenever there are (2) match start times, if there is a court position default for the 1st match start time, any court position or players playing at the 2nd match start time will play at the 2nd match start time unless both Captains agree to play the court position or players at the 1st match start time.

Changing Individual Court Defaults: Captains can request to change previously agreed upon defaulted court positions by contacting the opposing Captain prior to the match. Captains are encouraged to honor defaulted court position changes when the opposing Captain provides a reasonable reason and reasonable notice prior to the match. If both Captains agree, the defaulted court positions will be changed as agreed upon. If either Captain disagrees, the defaulted court positions will remain unchanged.

Same Courts Defaulted by BOTH Teams: If a Captain must default a court position and the opposing Captain must default the same court position, then both teams will be double defaulting the same court position. It will be the HOME Captain's responsibility to immediately notify the host facility. When entering the scorecard, enter the match status as Double Default.

Different Courts Defaulted by BOTH Teams: If a Captain must default a doubles court position and the opposing Captain must default a singles court position, then both teams will be defaulting different court positions prior to the match. It will be the HOME Captain's responsibility to immediately notify the host facility. When entering the scorecard, enter the player names and the match scores for the defaulted court positions as (6-0, 6-0) and the match status as Default.

Listed Individual Court Defaults: Captains are NOT allowed to change defaulted court positions after the scorecards have been exchanged unless both Captains agree to change defaulted court positions. Captains are encouraged to honor defaulted court position changes to best utilize ALL players present for the match. If both Captains agree, the defaulted court positions will be changed as agreed upon. If either Captain disagrees, the defaulted court positions will remain unchanged.

Cancelled Match Individual Court Defaults: When rescheduling a cancelled match with previously agreed upon defaulted court positions, the rescheduled match will be played with the previously agreed upon defaulted court positions. Captains can request to allow previously agreed upon defaulted court positions to be played in the rescheduled match by contacting the opposing Captain prior to the match. Captains are encouraged to allow previously agreed upon defaulted court positions to be played in the rescheduled match to best utilize ALL players available for the rescheduled match. If both Captains agree, the rescheduled match will be played as agreed upon. If either Captains disagrees, the rescheduled match will be played with previously agreed upon defaulted court positions.

Cancelled Match Double Defaults: The DLC may allow both Captains to agree to Double Default a cancelled match when reasonable efforts have been made by both Captains and the DLC to reschedule the cancelled match by the Session End Date and provided that both teams are NOT in championship contention for that session and the Double Default does NOT affect the team standings of teams that are in championship contention for that session. The DLC may require a cancelled match to be rescheduled to avoid a total team default. Reasonable efforts will be made by the DLC to avoid a total team default whenever possible. The AWAY team does

NOT lose the right to host the next match versus the HOME team and the defaulting facilities are NOT financially responsible to pay BOTH court fees for ALL defaulted courts. The DLC will enter the match status as Double Default. Both teams will lose the cancelled match. Player names and match scores are NOT entered for a Double Default.

Total Team Defaults: If a team is short players and must default ALL court positions prior to a match, the defaulting Captain is required to immediately notify the DLC and then CALL the opposing Captain by 12PM the day before the match. It will be the HOME Captain's responsibility to immediately notify the host facility. The DLC may require a match to be rescheduled to avoid a total team default. Reasonable efforts will be made by the DLC to avoid a total team default whenever possible. Approval from the DLC must be received prior to any total team default. The defaulting facility will be financially responsible to pay for BOTH court fees for ALL defaulted courts regardless of notice. The host FLC may reduce or waive the court fees penalty depending on the circumstances. When entering the scorecard, enter the player names and the match scores for ALL defaulted court positions as (6-0, 6-0) and the match status as Default. Total team defaults are NOT counted towards Year End NTRP ratings and are NOT counted as part of the (3) match versus computer rated players requirement to receive a Year End NTRP computer rating. Any team that commits a total team default is ineligible to advance to the championships for that session regardless of their team standing for that session. Any team that commits multiple total team defaults during the same session is subject to suspension and/or removal from the session and/or league upon review and approval of the District Adult League Committee. If the AWAY team total team defaults the match, the AWAY team will lose the right to host the next match versus the HOME team during the current session or a future session. Total team defaults may result in an unequal number of home/away matches during the current session or a future session. Total team defaults may affect the team standings of a flight/sub-flight as ALL matches played versus the defaulting team will be manually removed from the round in which the total team default occurred and the team standings of the flight/sub-flight will be manually calculated in order to determine the flight/sub-flight winner of that session.

Maximum Individual Court Defaults: An 8-player format team is required to field a minimum of (3) court positions and can default (1) court position (2S or 3D) or (2) court positions (2S/3D or 1S/2S or 2D/3D). A 7-player format team is required to field a minimum of (3) court positions and can default (1) court position (1S or 3D). A 6-player format team is required to field a minimum of (2) court positions and can default (1) court position (3D). A 5-player format team is required to field a minimum of (2) court positions and can default (1) court position (1S or 2D). Any match that is played with more than the maximum individual court defaults will be designated by the DLC as an ineligible match after the scorecard is entered. Player names and match scores are entered as played for NTRP ratings purposes. The DLC may require a defaulted court position to be rescheduled to avoid an ineligible match. Reasonable efforts will be made by the DLC to avoid an ineligible match whenever possible. Captains are encouraged to default the fewest court positions to best utilize ALL players available and/or present for the match.

M. Coaching, Cheering, and On-Court Viewing

Coaching (verbal and non-verbal) is NOT allowed during matches (except between on-court doubles partners). Spectators are NOT allowed to coach on-court players during matches. Only appropriate cheering from spectators is allowed during matches. If a player receives coaching during match play, their on-court opponent(s) may issue a verbal warning to the coached player. If a player receives coaching during match play after the verbal warning, their on-court opponent(s) may claim the point based on a coaching violation. Spectators are required to discontinue spectating on a specific court at the request of any match activated player(s) during their match play (for inappropriate cheering and/or inappropriate comments). Only match activated players are allowed on-court during matches. Spectators are NOT allowed on-court during matches. Match activated players are allowed to remain on-court after completion of their match to continue non-match play with their opponent(s) during their scheduled (2) hour time slot provided that their non-match play does NOT interfere with adjacent court match play. Match activated players are required to discontinue their non-match play and/or on-court spectating at the request of any match activated player(s) during their match play. Match activated players are allowed to remain on-court after completion of their match as spectators (no closer to adjacent match courts than the center service line of their court) during their scheduled (2) hour time slot provided that their presence does NOT interfere with adjacent court match play.

N. On-Court Disputes

Officials are NOT on-court during matches (except during championship matches). All points played in good faith will stand. Players are expected to resolve on-court disputes with their opponent(s) in good faith. Any resolutions agreed upon in good faith by on-court players that do NOT conflict with the current National League Rules, the current Section League Rules, and/or the current District Local League Rules will stand. Players are NOT allowed to solicit help from spectators to call lines, foot faults, and/or clarify rules for on-court disputes. Players may solicit help from either Captain or the host FLC to call lines, foot faults, and/or clarify rules for on-court disputes, provided that either Captain or the host FLC is available to assist. Captains and FLCs are expected to call lines, foot faults, and/or clarify rules in good faith. If either Captain or the host FLC is unavailable to assist, then lines and/or foot faults can only be called by the appropriate on-court player(s) and rules can only be clarified by the on-court players in good faith. Spectators are NOT allowed to comment about on-court disputes. Players are encouraged to only solicit help from either Captain or the host FLC to call lines and/or foot faults after multiple questionable calls. Captains are required to notify the DLC regarding any unresolved on-court disputes. The unresolved on-court dispute will be submitted to the District Adult League Committee for review and a decision.

O. Electronic Devices

Electronic devices (including but NOT limited to laptops, tablets, cell phones, pagers, and smart watches) must be silenced (or turned off) and stowed once their match is placed on-court to prevent communications and/or disruptions during match play. If a player views their electronic device during match play, their on-court opponent(s) can issue a verbal warning to the player. If a player views their electronic device during match play after the verbal warning, their on-court opponent(s) may claim the point based on a coaching violation. If a player's electronic device audibly activates during match play, their on-court opponent(s) may claim the point based on a deliberate hindrance and players on adjacent courts may call a let. On-call professionals can request an exemption from the opposing Captain to view their cell phone during rest periods between odd games and sets. Approval from the opposing Captain must be received prior to the match start time. Captains are encouraged to allow an exemption for on-call professionals.

V. LEAGUE ISSUES

A. Misconduct

The standards of good conduct, fair play, safety, and good sportsmanship is required by ALL players (especially FLCs and Captains) before, during, and after matches. Inappropriate attire/language/behavior, personal injury to others (accidental or deliberate, physical or verbal), property damage (accidental or deliberate), unsafe conditions, poor sportsmanship, theft, fraudulent manipulation, and/or willful impersonation are considered misconduct. Captains are required to notify their FLC and the DLC regarding any alleged misconduct. Players are subject to League Suspension Points for misconduct upon grievance review and approval of the District Grievance Committee. League Suspension Points may result in suspension and/or removal from the session and/or the league. If a player is suspended and/or removed from the session and/or the league, their team registration fees for their teams for that session will be forfeited. Teams are subject to total team default (including total team default penalties) and team disqualification for misconduct upon grievance review and approval of the District Grievance Committee. If a team is disqualified from the session, their players will forfeit their team registration fee for that team for that session. Team disqualifications may affect the team standings of a flight/sub-flight as ALL matches played versus the disqualified team will be manually removed and the team standings of the flight/sub-flight will be manually calculated in order to determine the flight/sub-flight winner of that session.

B. Grievances and Grievance Appeals

Captains alleging a violation of USTA policies, procedures, and/or rules (including misconduct) can file a grievance against a USTA member by submitting a League Grievance Form within (3) days of the alleged violation to the DLC. A \$100.00 grievance fee will be collected by the District for each grievance or grievance appeal filed. League Grievance Forms will be forwarded to the District Grievance Committee for review and a decision. Any party to the grievance can file a grievance appeal of the District Grievance Committee decision by submitting a League Grievance Appeal Form within the time determined by the District Grievance Committee to the DLC. League Grievance Appeal Forms will be forwarded to the District Grievance Appeals Committee for review and a decision. Grievance fees will be refunded if the grievance is granted.

C. Unwelcomed Players

FLCs are required to notify the DLC about any unwelcomed players on their Facility League Commitment Form. FLCs are required to notify the DLC within (48) hours of a player being deemed unwelcome at their facility. The unwelcomed player is NOT allowed to participate in matches at that facility without permission from the FLC. FLCs are encouraged to allow the unwelcomed player to participate in championship matches at their facility. Approval from the FLC must be received prior to the championship match. Reasonable efforts will be made by the District Tournament Committee to accommodate the unwelcomed player for championship matches whenever possible.

D. Special Situations, Local League Rules Updates, and Rules Change Requests

Any special situation coming to the attention of the DLC that is NOT addressed by the current National League Rules, the current Section League Rules, and/or the current District League Rules will be submitted to the District Adult League Committee for review and a decision. National League Rules updates, Section League Rules updates, and special situations may result in District League Rules updates during the championship year. District League Rules can NOT supersede Section League Rules and/or National League Rules. Players can request rules changes by contacting the DLC. Rule change requests will be submitted to the District Adult League Committee for review and approval. Submitting rule change requests to the District Adult League Committee for review and approval does NOT imply that the District is endorsing the rule change request. If the District Adult League Committee approved rule change request pertains to a Section League Rule or a National League Rule, the District Adult League Committee approved rule change request will be submitted to the Section Adult League Committee for review and approval. For National League Rules, the Section Adult League Committee approved rule change request will be submitted to the National Adult League Committee for review and approval.

VI. ACCOUNTS, MEMBERSHIPS, AND RATINGS

A. USTA Accounts and USTA Memberships

Players are required to have a current USTA membership paid through the end of the session. Players are encouraged to review their USTA account prior to team registration to ensure that their contact information is current. Players can update their contact information on the USTA website. The DLC does NOT have access to update USTA account information in membership. Players are encouraged to notify the DLC about any contact information updated after team registration so that the DLC can update their contact information in team registration. New players are encouraged to create a USTA account and then complete a Player Self-Rate Questionnaire in order to determine their NTRP self-rating prior to purchasing a USTA membership and team registration in case their NTRP self-rating is NOT within the NTRP level of play of the team. New players are encouraged to contact the DLC to assist with the NTRP self-rating process. Lapsed players with an expired USTA membership are encouraged to contact the DLC to confirm their USTA membership number prior to creating a new USTA account to avoid creating duplicate/multiple USTA accounts. Creating duplicate/multiple USTA accounts may be considered fraudulent manipulation depending on the circumstances. USTA memberships can be purchased/renewed/updated/refunded through USTA Membership Services online (usta.com), by phone (800-990-8782), or by email (memberservices@usta.com). The DLC does NOT have access to refund a USTA membership fee back to the credit card used in the transaction. USTA membership fee refunds are NOT guaranteed. For a USTA membership fee refund, players are required to contact USTA Membership Services for approval. The USTA Data Usage Policy prevents the DLC from discussing specific USTA membership/account information with anyone other than the player.

B. NTRP Ratings and Year End NTRP Ratings

Players are required to have a current NTRP rating prior to team registration. NTRP ratings use the following designations: Appeal (A), Computer (C), Dynamic (D), Mixed Exclusive (M), Self-rate (S), and Tournament (T). New players without a NTRP rating and lapsed players with an expired NTRP rating are required to complete a Player Self-Rate Questionnaire in order to determine their NTRP self-rating. Players are expected to answer the self-rate questions as accurately as possible. Answering self-rate questions inaccurately may be considered fraudulent manipulation depending on the circumstances. New players are encouraged to contact the DLC to assist with the NTRP self-rating process. Players that receive a Year End NTRP rating demotion that is lower than the NTRP level of play of their Fall/Winter team can continue to participate on that team through the end of the Fall/Winter session and the demoted player is ineligible to participate in the championships for that team if their new NTRP rating is lower than the NTRP level of play. Players that receive a Year End NTRP rating promotion that is higher than the NTRP level of play of their Fall/Winter team can continue to participate on that team through the end of the Fall/Winter session (except for Clearly Above Level players) and the promoted player is ineligible to participate in the championships for that team (except for Adult 18&Over 2.5W players) if their new NTRP rating is higher than the NTRP level of play. Clearly Above Level players can NOT continue to participate on their Fall/Winter team through the end of that session if their new NTRP rating is higher than the NTRP level of play and the promoted player is ineligible to participate in the championships for that team if their new NTRP rating is higher than the NTRP level of play and the promoted player is ineligible to appeal their Year End NTRP rating promotion. The DLC will notify Clearly Above Level players, their Captains, and their FLCs. Players that receive a Year End NTRP rating demotion can register for a Fall/Winter team with a lower NTRP level of play and are eligible to participate in the championships for that team provided that the demoted player meets the match requirement to participate in the championships. Players that receive a Year End NTRP rating promotion can register for a Fall/Winter team with a higher NTRP level of play and are eligible to participate in the championships for that team provided that the promoted player meets the match requirement to participate in the championships. Promoted players participating in Fall/Winter Adult 55&Over, Fall/Winter Mixed 18&Over, and Fall/Winter Mixed 40&Over can continue to use their old Year End NTRP rating through the end of the Fall/Winter session (except for Clearly Above Level players) and the promoted player is ineligible to participate in the championships if their new NTRP rating is higher than the NTRP level of play. Players must participate in at least (3) matches versus computer rated players in order to receive a Year End NTRP computer rating. Court defaults are NOT counted towards Year End NTRP ratings and are NOT counted as part of the (3) match requirement to receive a Year End NTRP computer rating. Players must win at least (6) games in a retired match for the retired match to be counted as part of the (3) match requirement to receive a Year End NTRP computer rating. Combo 18&Over matches do NOT count towards Year End NTRP ratings. Players that are participating in Combo 18&Over will continue to use their old Year End NTRP rating during the Combo 18&Over championship year. Mixed 18&Over matches and Mixed 40&Over matches count towards Year End NTRP ratings unless the player only participates in Mixed 18&Over and/or Mixed 40&Over. If a player only participated in Mixed 18&Over and/or Mixed 40&Over, then that player will receive a Year End NTRP Mixed Exclusive rating. Mixed Exclusive rated players are required to complete a Player Self-Rate Questionnaire in order to determine their NTRP self-rating prior to participating in Adult 18&Over, Adult 40&Over, Adult 55&Over, Adult 65&Over, Combo 18&Over, and Tri-Level 18&Over. Year End NTRP ratings are calculated using match play from November last year to November this year. Year End NTRP ratings are released annually on December 1. For computer rated players 18-59 years old, NTRP computer ratings expire from lack of match play after (3) years. For computer rated players 60 years old or older, NTRP computer

ratings expire from lack of match play after (2) years. For self-rated players, NTRP self-ratings expire from lack of match play after (2) years. The DLC does NOT determine NTRP ratings. All NTRP ratings are calculated using the NTRP computer ratings system. Players are expected to play to the best of their ability during matches in order for Year End NTRP ratings calculations to be as accurate as possible. The District does NOT condone players deliberately losing matches in order to manipulate their Year End NTRP rating. The USTA Data Usage Policy prevents the DLC from discussing specific NTRP ratings information with anyone other than the player.

C. NTRP Rating Appeals and NTRP Medical Appeals

Players can appeal their NTRP rating on the USTA website. This automated appeal process grants or denies NTRP rating appeals based on whether or not their NTRP rating is within the appealable range. A NTRP rating appeal must be granted prior to team registration and/or participation in any match for a team at the lower NTRP level of play. If their NTRP rating appeal is denied, the player is ineligible to appeal their NTRP rating until a new Year End NTRP rating is generated. Players can appeal their NTRP self-rating, following the completion of their Player Self-Rate Questionnaire and assignment of their NTRP self-rating, by submitting a NTRP Self-Rate Appeal Form to the Section NTRP Appeals Committee for review and a decision. Players are encouraged to contact the DLC to assist with the NTRP self-rating appeal process. Decisions regarding NTRP rating appeals typically take (7) business days, though may take up to (3) weeks depending on the circumstances. Any player 60-79 years old that receives a Year End NTRP rating promotion will be granted their NTRP rating appeal provided that the player has NOT been granted a Year End NTRP rating appeal in the last (3) years. Players are required to be at least 60 years old or turning 60 years old during the calendar year prior to appealing their Year End NTRP rating promotion. Any player 80 years old or older that receives a Year End NTRP rating promotion will be granted their NTRP rating appeal provided that the player has NOT been granted a Year End NTRP rating appeal in the last (5) years. Players are required to be at least 80 years old or turning 80 years old during the calendar year prior to appealing their Year End NTRP rating promotion. Players can appeal their NTRP rating based on medical reasons by submitting a NTRP Medical Appeal Form to the DLC. NTRP Medical Appeal Forms will be forwarded to the National NTRP Medical Appeals Committee for review and a decision. Decisions regarding NTRP medical appeals typically take (14) business days, though may take up to (3) weeks depending on the circumstances. The DLC does NOT determine NTRP rating appeals. All NTRP rating appeals are determined by the Section NTRP Appeals Committee based on the NTRP computer ratings system. Captains should NOT count players with pending NTRP rating appeals as part of their team just in case their NTRP rating appeal is denied. The USTA Data Usage Policy prevents the DLC from discussing specific NTRP ratings information with anyone other than the player.

D. NTRP Disqualification and NTRP Promotion

NTRP self-rated players and NTRP appealed players are subject to NTRP Disqualification or NTRP Promotion. If a NTRP self-rated player or NTRP appealed player participates in a match and their match play exceeds their NTRP rating based on the match results, that player will generate (1) strike against their NTRP rating, regardless whether or not that player won the match. If a NTRP self-rated player or NTRP appealed player generates (3) strikes against their NTRP rating, that player is disqualified or promoted, depending on their new NTRP rating. Whether or not a player generates a strike after participating in a match is NOT disclosed to the player (or the DLC) until after the player generates their 3rd strike. For NTRP Disqualification, the disqualified player is ineligible to continue to participate at the lower NTRP level of play until the player receives a Year End NTRP rating demotion to the lower NTRP level of play and any matches won by the disqualified player during that session at the lower NTRP level of play are reversed (except for Adult 65&Over, Combo 18&Over, Mixed 18&Over, and Mixed 40&Over). The disqualified player must start using their new NTRP rating. Disqualified players are still subject to NTRP Disqualification prior to Year End NTRP ratings. With Year End NTRP ratings, the disqualified player receives a NTRP computer rating and is ineligible to appeal their NTRP rating until a new Year End NTRP rating is generated. For NTRP Promotion, the promoted player is ineligible to participate at the lower NTRP level of play until the player receives a Year End NTRP rating demotion to the lower NTRP level of play (no match win reversals). There are NO match win reversals with NTRP Promotions because the player was rated lower than the NTRP level of play. The promoted player must start using their new NTRP rating. Promoted players are still subject to NTRP Disqualification prior to Year End NTRP ratings. The DLC will notify disqualified/promoted players, their Captains, and their FLCs. NTRP computer rated players are NOT subject to NTRP Disqualification or NTRP Promotion. Players can appeal their NTRP Disqualification or NTRP Promotion by submitting a Player Review Form by the Player Review Form Deadline to the DLC. Player Review Forms will be forwarded to the Section NTRP Appeals Committee for review and a decision. Decisions regarding NTRP rating appeals typically take (7) business days, though may take up to (3) weeks depending on the circumstances. All NTRP rating appeals are determined by the Section NTRP Appeals Committee based on the NTRP computer ratings system. The USTA Data Usage Policy prevents the DLC from discussing specific NTRP ratings information with anyone other than the player.

E. NTRP Rating Grievances and NTRP Rating Grievance Appeals

Captains are encouraged to notify the DLC regarding any alleged NTRP rating violation. The DLC will investigate any alleged NTRP rating violation and if fraudulent manipulation is suspected, the DLC may file a grievance by submitting a League Grievance Form to the SLC. League Grievance Forms will be forwarded to the Section NTRP Grievance Committee for review and a decision. Captains alleging a NTRP rating violation may file a grievance by submitting a League Grievance Form to the DLC. A \$100.00 grievance fee (before July 15) or a \$150.00 grievance fee (after July 15) will be collected by the Section for each NTRP grievance or NTRP grievance appeal filed. League Grievance Forms will be forwarded to the Section NTRP Grievance Committee for review and a decision. Any party to the NTRP grievance can file a NTRP grievance appeal of the Section NTRP Grievance Committee decision by submitting a League Grievance Appeal Form within the time determined by the Section NTRP Grievance Committee to the DLC. League Grievance Appeal Forms will be forwarded to the Section NTRP Grievance Appeals Committee for review and a decision. Grievance fees will be refunded if the grievance is granted. Players with Appealed and Computer NTRP rating types are NOT subject to a NTRP Grievance. Players with Dynamic, Mixed Exclusive, Self-rated, and Tournament NTRP rating types are subject to a NTRP Grievance.

VI. PLAYOFFS AND CHAMPIONSHIPS

A. Flight Playoffs

There will be a Flight Playoffs at the end of the session for any flight consisting of (2) sub-flights in order to determine the flight winner. Teams are required to play the standard team format in the Flight Playoffs. The 1st/2nd place teams in each sub-flight are eligible to participate in the Flight Playoffs. Flight Playoffs matches will be single elimination format. The DLC will generate the Flight Playoffs schedule with match numbers in order for Captains to print scorecards. Reasonable efforts will be made by the DLC to schedule Flight Playoffs matches on standard match days/times whenever possible. Court fees for the Flight Playoffs will be the same as session matches and are paid by the players to the host facility prior to the match start time. Flight Playoffs matches will be played at designated facilities within the District. For the Fall/Winter session on EVEN championship years, RED sub-flights will be designated as the HOME team when there is an EVEN number of sub-flight winners. For the Fall/Winter session on ODD championship years, BLUE sub-flights will be designated as the HOME team when there is an EVEN number of sub-flight winners. For the Spring/Summer session on ODD championship years, RED sub-flights will be designated as the HOME team when there is an EVEN number of sub-flight winners. For the Spring/Summer session on EVEN championship years, BLUE sub-flights will be designated as the HOME team when there is an EVEN number of sub-flight winners. If there is insufficient court availability at the HOME facility, the Flight Playoffs match will be scheduled at the AWAY facility or an alternate venue. The flight winners of the Fall/Winter Flight Playoffs will compete against the flight winners of the Spring/Summer Flight Playoffs in the District Championships. Flight Playoffs matches can NOT be timed matches. Flight Playoff matches are required to be played to completion. Host facilities are required to provide an open time slot to complete each Flight Playoffs match. Facilities are NOT obligated to provide warm-up courts prior to Flight Playoffs matches. Players should NOT expect warm-up

courts prior to the match start time. If warm-up courts are available prior to the match start time, the HOME team is encouraged to share warm-up courts as equally as possible with the AWAY team. The Flight Playoffs are required to be completed by the Sunday before the District Championships.

Player Eligibility: Players are required participate in (2) matches or participate in (1) match and receive (1) match default for the advancing team and have a current USTA membership paid through the end of the league session and have a current NTRP rating within the NTRP level of play in order to be eligible to participate in the Flight Playoffs. The DLC will notify any Captains with ineligible players due to lack of match play and/or expired USTA memberships and/or player NTRP ratings above/below the NTRP level of play prior to participation in the Flight Playoffs. Ineligible players due to expired USTA memberships are required to renew their USTA membership prior to participation in the Flight Playoffs.

Team Confirmations: The 1st place team in each sub-flight is required to confirm team participation in the Flight Playoffs by notifying the DLC by the Flight Playoffs Team Commitment Deadline. If the 1st place team declines, the 2nd place team in the same sub-flight will be offered the opportunity to participate provided that the 2nd place team has an even record or better in Team Wins. If the 2nd place team is ineligible or declines, then the 1st/2nd place team in the opposing sub-flight will be the Flight Playoffs winner. The 1st/2nd place teams will be determined by the most Team Wins, provided that no manual calculations are required in order to determine the 1st/2nd place teams. In the event of a tie, the tie shall be broken by 1) Individual Wins, 2) Head to Head, 3) Least Sets Lost, 4) Least Games Lost, and if still tied 5) Games Won Percentage. By confirming team participation in the Flight Playoffs, the defaulting facility will be financially responsible to pay BOTH team fees for any defaulted courts after the Flight Playoffs match is scheduled.

Scorecards: The scorecards procedure for the Flight Playoffs will be the same as the session, except that it will be the HOME Captain's responsibility to submit the scorecard to the DLC within (24) hours of the completed match and it will be the DLC's responsibility to enter the scorecard within (48) hours of the completed match.

Late Arrivals/No Shows: The late arrivals/no shows procedure for the Flight Playoffs will be the same as session matches.

Court Defaults: If a team is short players and must default ANY court positions prior to the Flight Playoffs match, the defaulting Captain is required to immediately notify the DLC. It will be the DLC's responsibility to immediately notify the opposing Captain and the host facility. Captains are encouraged to provide the DLC with as much notice as possible about any known court defaults as a courtesy to the opposing team and the host facility. This provides the opposing Captain the option to deactivate scheduled players and provides the host facility the option to utilize the defaulted courts. **The defaulting facility will be financially responsible to pay for BOTH court fees for any courts defaulted after 12PM the day before the match.** Teams that are short players are allowed to participate in the Flight Playoffs provided that there is at least the minimum number of players eligible to participate.

NTRP Ratings: After the scorecard is entered, the SLC will review NTRP ratings for NTRP disqualifications and NTRP promotions. If a NTRP self-rated player or NTRP appealed player generates a 3rd strike against their NTRP rating, that player will be disqualified or promoted, depending on their new NTRP rating, which will result in that player being ineligible to continue to participate at the lower NTRP level of play and/or their Flight Playoffs match win being reversed.

B. District Championships

There will be a District Championship for any flight consisting of (2) or more flight winners in order to determine the District flight winner. Teams are required to play the standard team format in the District Championships. The 1st/2nd place teams in each flight are eligible to participate in the District Championships. District Championships matches will be single elimination format (2 teams) or round robin format (3 or more teams). The DLC will generate the District Championships schedule with match numbers and print scorecards. Reasonable efforts will be made by the District Tournament Committee to accommodate players that are participating on multiple teams in the District Championships whenever possible. Team entry fees for the District Championships are determined by the District Tournament Committee and are paid by the team or their facility by the District Championships Team Entry Fee Deadline. District Championships matches will be played at designated facilities/sites within the District. The District Championships winners will compete against the other Michigan District Championships winners at the Michigan State Championships. District Championships matches can NOT be timed matches. District Championships matches are required to be played to completion. Tournament Sites are required to provide an open time slot to complete each District Championships match. Tournament Sites are NOT obligated to provide warm-up courts prior to District Championships matches. Players should NOT expect warm-up courts prior to the match start time. If warm-up courts are available prior to the match start time, teams are encouraged to share warm-up courts as equally as possible with other teams. The District Championships are required to be completed by the Sunday before the State Championships.

Player Eligibility: Players are required participate in (2) matches or participate in (1) match and receive (1) match default for the advancing team and have a current USTA membership paid through the end of the championship year and have a current NTRP rating within the NTRP level of play in order to be eligible to participate in the District Championships. The DLC will notify any Captains with ineligible players due to lack of match play and/or expired USTA memberships and/or player NTRP ratings above/below the NTRP level of play prior to participation in the District Championships. Ineligible players due to expired USTA memberships are required to renew their USTA membership prior to participation in the District Championships. NTRP computer rated players are required participate in (3) matches or participate in (2) matches and receive (1) match default for the advancing team and have a current USTA membership paid through the end of the championship year and have a current NTRP rating within the NTRP level of play in order to be eligible to participate in the National Championships. NTRP self-rated players and NTRP appealed players are required to participate in (4) matches (excluding any match defaults) for the advancing team and have a current USTA membership paid through the end of the championship year and have a current NTRP rating within the NTRP level of play in order to be eligible to participate in the National Championships.

Player Decisions: Players participating on more than (1) team within the same age group/division that are competing in the District Championships and players on teams that won more than (1) session during the championship year are required to decide team participation by submitting a Player Decision Form by the Player Decision Form Deadline. This includes players that may NOT be participating in the District Championships but may be participating in the State Championships, Sectional Championships, and/or National Championships. If a Player Decision Form is NOT received by the Player Decision Form Deadline, the player's decision by default will be the first team out of the competing teams that the player registered for during the championship year. Once the player has decided their team participation, the player can NOT change their decided team. After elimination of the decided team, the player can NOT advance with another team within the same age group/division. If there are (2) teams within the same age group/division with the same Captain that are competing in the District Championships, the Captain is required to decide team participation by submitting a Player Decision Form by the Player Decision Form Deadline and the opposing team is required to assign an Acting Captain to avoid a conflict of interest. The Acting Captain is required to decide team participation by submitting a Player Decision Form by the Player Decision Form Deadline. Lineups should NOT be discussed and/or shared between the Captain and the Acting Captain prior to District Championships matches as lineups are expected to be exchanged in good faith.

Team Confirmations: The 1st place team in each flight is required to confirm team participation in the District Championship by submitting a District Championships Team Entry Form by the District Championships Team Entry Form Deadline. If the 1st place team declines, the 2nd place team in the same flight will be offered the opportunity to participate provided that the 2nd place team has an even record or better in Team Wins. If the 2nd place team is ineligible or declines, then the 1st/2nd place team in the opposing flight will be the District Championships winner (except for round robin formats). The 1st/2nd place teams will be determined by the most Team Wins, provided that no manual calculations are required in order to determine the 1st/2nd place teams. In the event of a tie, the tie shall be broken by 1) Individual Wins, 2) Head to Head, 3) Least Sets Lost, 4) Least Games Lost, and if still tied 5) Games Won Percentage. For Adult 18&Over, Adult 40&Over, Adult 55&Over, Mixed 18&Over, and Mixed 40&Over, if the same team in the flight wins the Fall/Winter session and the Spring/Summer session, then that team is required to decide which team will be advancing to the District Championships by notifying the DLC by the District Championships Team Entry Form Deadline. If the 1st place team in the flight selects their Fall/Winter team, their opponent in the District Championships will be the 2nd place team in the flight from the Spring/Summer session. If the 1st place team in the flight selects their Spring/Summer team, then their opponent in the District Championships will be the 2nd place team in the

flight from the Fall/Winter session. For Combo 18&Over, if the same team in the flight wins the Spring/Summer session and the Fall/Winter session, then that team is required to decide which team will be advancing to the District Championships by notifying the DLC by the District Championships Team Entry Form Deadline. If the 1st place team in the flight selects their Spring/Summer team, then their opponent in the District Championships will be the 2nd place team in the flight from the Fall/Winter session. If the 1st place team in the flight selects their Fall/Winter team, then their opponent in the District Championships will be the 2nd place team in the flight from the Spring/Summer session. Once that team has selected their team, that team can NOT change their selected team. By confirming team participation in the District Championships, the 1st/2nd place team will be financially responsible to pay the FULL team entry fee even if that team is defaulting court positions in the District Championships. Team entry fees will be refunded if the expected number of matches for the flight decreases due to fewer teams in the flight advancing to the District Championships.

Late Arrivals/No Shows: Teams are subject to team penalties (team courts) for arriving on-site after their match is called. Players are subject to player penalties (player court) for arriving on-site after their court is called. The penalties are as follows: up to (5) minutes late (loss of toss and loss of (1) game), (5.01-10) minutes late (loss of toss and loss of (2) games), (10.01-15) minutes late (loss of toss and loss of (3) games), more than (15) minutes late (match default - team, court default - player).

Court Defaults: If a team is short players and must default ANY court positions prior to a District Championships match, the defaulting Captain is required to immediately notify the DLC. It will be the DLC's responsibility to immediately notify the opposing Captain. Captains are encouraged to provide the DLC with as much notice as possible about any known court defaults as a courtesy to the opposing team and the Tournament Site. This provides the opposing Captain the option to deactivate scheduled players and provides the Tournament Site the option to utilize the defaulted courts. Teams that are short players are allowed to participate in the District Championships provided that there is the minimum number of players eligible to participate. If a team is short players and must default a court position prior to their 1st match, the defaulting team is required to default the same court position for their 2nd/3rd matches. If a team is short players and must default a court position prior to their 2nd match, the defaulting team is required to default the same court position for their 3rd match.

Scorecards: Captains are encouraged to pick-up their scorecard at the Tournament Desk at least (45) minutes prior to the match start time. Lineups using first and last names must be recorded on the scorecard prior to submitting the scorecard to the Tournament Desk. Captains are required to submit their scorecard to the Tournament Desk with ALL players on-site and ready to play no less than (30) minutes prior to the match start time. The Tournament Desk may start District Championships matches no more than (30) minutes prior to the match start time if courts are available. Teams are subject to team penalties (team courts) for late scorecard submissions if courts are available. The penalties are as follows: up to (5) minutes late (loss of toss and loss of (1) game), (5.01-10) minutes late (loss of toss and loss of (2) games), (10.01-15) minutes late (loss of toss and loss of (3) games), more than (15) minutes late (match default). The Tournament Desk is required to check scorecards prior to the match start time to confirm that both teams have players that are eligible to participate in the District Championships match. Captains are NOT allowed to make line-up changes after their scorecard has been submitted to the Tournament Desk, except for court defaults received after their match is called and player substitutions due to 1) player late arrivals/no shows prior to a court default, 2) player injury/illness during the (10) minute warm-up, or 3) an ineligible player is identified prior to the match start time. The substitute eligible player must be immediately available on-site to fill the court position prior to court default. The Tournament Desk will NOT share lineups until ALL court positions for a match are on-court. Players are required to report match scores to the Tournament Desk immediately following completion of their match. Captains are required to review scorecards with the opposing Captain upon completion of the match to confirm that the match scores are recorded correctly on the scorecard and then sign the scorecard as confirmation. It will be the Tournament Desk's responsibility to enter the scorecard immediately following the completed match.

NTRP Ratings: After the scorecard is entered, the SLC will review NTRP ratings for NTRP disqualifications and NTRP promotions. If a NTRP self-rated player or NTRP appealed player generates a 3rd strike against their NTRP rating, that player will be disqualified or promoted, depending on their new NTRP rating, which will result in that player being ineligible to continue to participate at the lower NTRP level of play and/or their District Championships match win(s) being reversed. The DLC will notify disqualified/promoted players, their Captains, and their FLCs.

Rest Period: Players are allowed a (30) minute rest period between matches.

Grievances: Grievances must be filed within (30) minutes of the alleged violation and decisions are made by the District Tournament Committee. These decisions are NOT appealable. NTRP grievances can be filed during the District Championships, but NO District Championships match win(s) will be reversed and NO players will be disqualified or promoted during the District Championships due to NTRP grievances.

Code Violations: Players are subject to League Suspension Points from Tournament Officials for code violations during District Championships matches upon review and approval of the District Grievance Committee. Players can appeal their League Suspension Points to the District Tournament Committee. League Suspension Points will be forwarded to the District Grievance Committee for review and a decision. League Suspension Points may result in suspension and/or removal from the session and/or the league.

D. Special Situations

Any special situation coming to the attention of the DLC during the District Championships that is NOT addressed by the current National Championships Rules, the current Section Championships Rules, and/or the current District Championships Rules will be submitted to the District Tournament Committee for review and a decision. District Championships Rules can NOT supersede Section Championships Rules and/or National Championships Rules.