

USTA Iowa 2022 Regulations for USTA League Team Meets **Changes from 2021 in RED**

GENERAL:

1. Format for league matches:
 - a. Adult League 18 & Over: 3.0, 3.5, 4.0, 4.5 NTRP is two courts of singles and three courts of doubles
 - b. Adult League 18 & Over: 2.5 & 5.0 NTRP is one singles court and two doubles courts.
 - c. 18 & Over **Open** division 1 Singles & 2 Doubles
No Plus division
 - d. Adult League 40 & Over does not have 2.5 NTRP levels
40 & Over format: 5 courts – 2 singles and 3 doubles
No Plus division
d(1). All Championship matches will use format adopted by Missouri Valley and USTA National regulations
 - e. **Tie-Break rule for 40 & Over Leagues using 4 Court Format**
The criteria for tiebreakers in the **4-court format** is as follows.
 1. 3 individual matches won
 2. if tied 2-2 the following methods are followed
 - a. sets- loser of the fewest number of sets.
 - b. games- loser of the fewest number of games.
 - c. game winning percentage- total games won divided by total games played. If it comes out to 50/50 the winner is the winner of #1 doubles.
 - e(1) 40 & Over 5 court format tie-break in descending order:
winner of match (3 of 2 courts)
winner of most individual courts
head-to-head
fewest courts lost
fewest games lost
 - f. **40 & Over 5.0 NTRP**; format 1 singles & 1 doubles
 - g. Adult 55 & Over; and 65 & Over Leagues are 3 courts of doubles
 - h. Adult Mixed Doubles League (18+ & 40+) is 3 courts of doubles
 - i. Tri-Level: The format for an USTA Iowa Tri-Level team meet is three courts of doubles, with each court being a different NTRP level (for example: 3.5, 4.0, and 4.5).
 - i. Team standing is determined by, in descending order:
winner of most team matches; individual match wins; winner of head-to head matches; fewest sets lost; fewest games lost; total games won divided by total games played.
2. USTA Iowa League Tennis Rules and Regulations are supplemental to the USTA Missouri Valley and the USTA National League Tennis Program Rules and Regulations.
 - The USTA official publication "The Code" (USTA Friend at Court) shall be used for all matches played without officials. "The Code" is available on the USTA national website and in the publication "Friend at Court". Principles in "the Code" shall be in effect except where USTA/MV/Iowa Regulations specifically apply.
3. Match tie break format will be used. Matches are regular scoring with set tie-breaks (first to 7 by 2) played at 6-6. Should sets be split after 2 sets are completed, a match tie-break (first to 10 by 2) will be played in lieu of a 3rd set.



- a. All tiebreak sets use the Coman Tiebreak Procedure. The Coman Tiebreak Procedure is the same as the procedure described for a set or match tie-break except that ends are changed after the first point, then after every four points, and at the conclusion of the Tiebreak. ([USTA Friend at Court USTA Comment 10.1](#))
4. Teams must maintain at least **30%** of registered players at level except for combo-leagues. *EG: a 4.0 team with 16 players would need at least 4 out of 16 players on the roster with a 4.0 rating.*
- **If an Adult League Consists of only two teams in a level, each team must maintain its roster with at least 40% of its players at the designated NTRP level of play.** The exception is the Adult Division 55 and Over Age Group that uses combined NTRP rating levels. [Nat'l 1.04D\(5\)](#)

Eligibility:

5. A player must meet all eligibility requirements for USTA Iowa, USTA Missouri Valley, and USTA and must be registered on the team's TennisLink roster before he or she may play as a legal player for any team. [Nat'l 1.04C\(1\)](#)
- a. Each player shall have reached eighteen (18) years of age prior to participating in the USTA league program [Nat'l 1.04E\(3\)](#)
- b. Players in 40& Over leagues shall have reached 40 years of age prior to, or during the calendar year in which such player plays his/her first local league match in the 40 & Over league. Players in the 55 & Over and the 65 & Over leagues shall have reached the minimum age requirement for the league type (55 or 65) prior to, or during the calendar year in which such player plays his/her first local league match.
- c. USTA Iowa does not require any residency requirement other than that established under National USTA rules.
- d. No more than **20** players may be registered on any 1 team roster without the Approval of the District Coordinator. Exceptions could be allowed for players promoted at year-end after teams are formed; National Championship players who are required to move-up split-up; injuries or health conditions that prevent a player from completing the league.
- e. A player without a valid NTRP rating level in TennisLink, a returning player with an expired NTRP rating level, a Tournament Exclusive (T) rated player or a Mixed Exclusive (M) rated player who does not have a valid computer (C) rating from a previous year and chooses to participate in the Adult Division, must self-rate to be assigned a new rating, reassigned to their last expired rating or a higher rating based on their playing history to enter the USTA League Program. [Nat'l 1.04F\(1\)](#)
- f. Self-rated players are subject to strikes, players with 3 strikes will be promoted to the next higher NTRP level and may not continue play at a lower NTRP level.
- g. **The cost to register for a USTA Iowa team is \$25.**

League Structure

- 8.
- a. **Year-end Computer Ratings are effective immediately upon publication.**
- b. Any USTA Iowa Adult League beginning before publication of year-end ratings is an Early Start League and subject to Early Start Rating rules and regulations.**
- Players entering an Early Start League will use his or her most current year-end



NTRP or new players will self-rate and use the NTRP assigned to register for an Early Start League.

- **Players who are moved up at Year End Ratings Publication may continue with their Early Start Teams at their previous lower level until the end of the local league season, unless they are clearly above level. They may not participate at the lower level in any championships.**
- After publication of year-end ratings, players not registered on an ESL team may do so, using their new year-end NTRP. Year-end ratings are effective immediately upon publication.
- ESL players receiving a lower NTRP at year end must continue to play at the NTRP rating used to register for the ESL team for any remaining local league matches. Championship matches will be played using the most current year end NTRP rating.
- If a player reaches the "clearly above level" with promotion at year end, he/she would **not** be eligible to continue to play with the team, whether they were rated a C or any other designation. NTRP levels have specific parameters within which a player's dynamic ratings are considered valid. When a player's dynamics are outside of the established parameters (the strike level) they are deemed to be "clearly above level". These parameters are not disclosed.
- DQ'd players are required to immediately play at his or her promoted NTRP level. (Self-rated players should review self-rate rules)
- Combo league players: Players entering an Early Start League will use his or her most current year-end NTRP to register for an Early Start League. Combo players will follow same eligibility rules as Adult League players; combos must always be within NTRP level for the league.
- Players promoted at year-end may complete the local league season.
- Should a combo league team advance to any Championship, players promoted at year-end would have to play at his or her most current year-end rating to form a valid line-up.
- Players promoted above the NTRP level of the team on which they are registered may NOT advance to any Championship.
- The NTRP difference between players of combo leagues may not exceed 1.0.

c. Leagues that begin after publication of year-end ratings

- Year-end Ratings are effective **immediately upon publication**.
- Players registering for a league that begins after publication of year-end ratings must register at his or her current year-end rating.

d. All two team leagues, in any division, must have two viable teams participating, including any combination rating league types. No accommodation matches will be created for local league advancement. "Viable" would mean a minimum number of combination rated players to fill court formation.

League Types:

9. There are different League Types within the USTA League tennis system.

- Adult 18 and Over Adult 18 and Over Mixed Doubles
- Adult 40 & Over Adult 40 and Over Mixed Doubles
- Adult 55 & Over Adult 55 and Over mixed doubles
- Adult 65 & Over
- Tri-Level Advancing 3.5-4.0-4.5 Tri-Level Non-Advancing 3.0-3.5-4.0



For example, Adult 18 and Over is a different League type than Adult 40 and Over. A player may be on one and only one league type team at a given NTRP level during a playing season.

- a. A player may be on more than one USTA Iowa team roster for the same League Type if and only if the teams are different NTRP levels. Players must register on TennisLink and pay a registration fee for each team rostered. Players should be aware that there may be meets scheduled concurrently for both teams. Scheduling will not be adjusted to accommodate players on more than one team roster.
- b. A player may play only one (0.5) NTRP level above his or her published self-rate or computer rating.
- c. **Tri-Level:** A player may be on more than one USTA Iowa team roster for the Tri-Level League if and only if the teams are different local leagues (do not play each other in regular scheduled match play). A player should be aware that there may be meets scheduled concurrently for both teams. Scheduling will not be adjusted to accommodate players on more than one roster. If such a player's local teams both advance and play each other in a District playoff, the player must declare (before championship play begins) the team for which he or she will play.
 - **The Tri-Level National Invitational is not a USTA event, nor is it sponsored by USTA. This event is run by the tournament director of the host facility. Tri-Level league is not subject to Move-up/Split-up regulation.**
 - Self-rated players in Tri-Level leagues may not play at any event offered at a National Invitational event.
 - Self-rated players may play local league and may play at Section Championship.
 - Tri-Level: A player is eligible to play at their NTRP level or one level (0.5 NTRP) higher, but only in one individual match within each team match. For example, a player may not play at the 3.5 doubles court, then again at the 4.0 doubles court within the same team match. ([USTA Missouri Valley Tri-Level # 11](#)).
 - Players must play at least one match with their team to be eligible to play at the section event. Defaults do not count for matches played.
 - **All Tri-Level Matches will be used for Year End Ratings Calculations.**
 - **Players who self-rate during the local league season and receive a published NTRP at year-end prior to the National event may play the Tri-Level National event using his or her year-end rating provided their year-end rating is the same as the NTRP level they played at during the local league season. A 4.0 "S" who is a 4.0 "C" when year-end ratings are published may play the National event as a 4.0. A 4.0 "S" who is promoted to 4.5 "C" at year-end, may only play the National event as a 4.5 player. A 4.5 promoted to 5.0 would not be able to play at the National event.**

10. Captains and players are responsible for checking NTRP ratings and ensuring that all players for each match are eligible to play. An ineligible player results in disqualification for that individual court.
 - a. For combo level teams, it is the captain's responsibility to ensure that all doubles partners are within the combined level of play during each match. There may be no more than a 1.0 point difference between partners on the court.
 - For example, a 4.5/3.5 combo is legal for an 8.0 team. A 4.5/3.0 combo would not be legal for an 8.0 team. [Nat'l 2.01A\(2\)](#) and [2.01A\(3\)](#)
 - Each combo NTRP level has a minimum NTRP level for participation which may not be more than .05 lower than the league NTRP level. A 3.5 / 3.5 = 7.0 may



not play together for an 8.0 match. A 3.5 /4.0 = 7.5 may play together for an 8.0 match. A 3.0 player would be ineligible to play in an 8.0 match.

SCHEDULING:

11. Meets are arranged and scheduled by the District Coordinator or League Coordinator according to the calendar guidelines established by the USTA Iowa League Tennis Committee, USTA Missouri Valley and the USTA.
12. Captains will be notified that the schedule has been published on TennisLink and will be able to access the schedule on-line. All meets must be played as scheduled. The District Coordinator or League Coordinator will notify captains of any change to the published schedule.
13. If a team has 2 or more players attending a Section or a National Championship after publication of the schedule, the team with players attending such an event may request a match be rescheduled to a date not in conflict with such Championship.
14. **INDOOR meet rescheduling:**
 - a. The District Coordinator or designee may cancel meets if road conditions or weather conditions are hazardous.
 - b. Decisions to cancel will be made only by the District Coordinator or designee. In case of inclement weather, the team captain or designee should contact the District Coordinator or designee the morning of the meet to see if your meet has been cancelled. Decisions to cancel are based on current information from the Iowa Highway Patrol, the National Weather Service and weather reports in both teams' cities. No match will be cancelled more than 24 hours in advance of the scheduled match time.
 - c. If the District Coordinator or designee cancels your meet, it will be rescheduled for the next available date.
15. **OUTDOOR meet rescheduling:**
 - a. If the match has begun (first service ball struck) and the match is halted because of rain, the match is considered incomplete. Within 7 days of the rained out match, the specific players involved will set dates to complete their individual matches. The match does not need to be completed within 7 days, but the match completion date must be DECIDED and the District Coordinator notified within 7 days. Match scores resume at the point of rain delay. For example, if a team won the 1st set 6-3 and is up 3-2 in the 2nd set, the match resumes at 6-3, 3-2. The District Coordinator should be notified immediately of incomplete matches and the final scores should be entered on TennisLink when the match is concluded.
 - b. If the match has NOT yet begun (no service ball has been struck) due to rain the match is cancelled before it starts. The entire match will be rescheduled with new line-up scorecards. The captains within 7 days must select a mutually acceptable new date to play the makeup match. The makeup match does not need to be played within 7 days, but the reschedule date must be DECIDED and the District Coordinator notified within 7 days. If captains are unable to agree on a date the District Coordinator will reschedule the match. New line-up scorecards will be exchanged at the time of the rescheduled match.
15. If a match is not played as scheduled (except in OUTDOOR rain reschedules as noted above) and the District Coordinator has not approved rescheduling that match is considered



a **total team default** and may not be rescheduled. The defaulting team(s) will lose its default deposit at this time.

16. Back-to-back matches may be scheduled within the same division/league.
 - Any team may request a rest period before the start of their next back-to-back match. This rest period shall not exceed 30 minutes. ([Friend at Court Table 11](#))
 - Teams should try to start matches as close to the scheduled match time as possible.
 - The requested rest period begins for all teammates playing in both matches when the last player completes their first match.
 - Teams that do not request a rest period will begin the next scheduled match on time. New players – players who did not play in the first match – should start their match without a rest period.
 - *Within the same division/league could be: 7.0 55+ back-to-back matches; 8.0 18+ Mixed back-to-back matches; or similar. It would NOT include a 7.0 match followed by an 8.0 match within the same age league - 7.0 and 8.0 are different divisions even when played within the same age league and are not covered by this rule.*

MEET TIME:

17. Home captains/designees should check with their clubs at least 24 hours prior to all meets to be sure courts have been reserved.
18. The home team captain/designee shall determine individual match order and court assignments. The visiting team captain/designee may request a certain individual match be played first or later. The home team captain/designee may or may not honor that request.
19. For facilities with less than 5 courts for a 5-court match, courts will be assigned in this order: 1 singles; 2 singles; 1 doubles; 2 doubles; 3 doubles. The only allowance for change in this order would be to have both captains agree in writing (via email) 24 hours in advance that a different order of assigning courts would be allowed.
20. Each captain/designee is responsible to see all court fees are paid to the facility prior to the start of the team meet. The court fee is **\$15 per player**. The \$15 fee includes sales tax.
21. Prior to submitting line-up scorecards, captains MUST remind one another of any default courts: either ineligible players or empty courts. See Defaults section for further information.
22. Both team captain/designees MUST exchange line-ups simultaneously OR submit team line-up scorecards to the facility desk PRIOR to the beginning of the team match.
Introduction of players & courts should not be made until each captain has exchanged line-ups. Printed scorecards should be used to record scores. Captains can be “put on the clock” if they do not have a prepared scorecard using “lateness for starting a match” rule and subsequent penalties until the captain prepares said scorecard. See Rule 22; and Table 16 in Friend at Court.
 - a. Once line-ups have been exchanged/submitted, no substitution may be made in an individual match, except for injury to, illness of, or disqualification of a player prior to the start of such match. If the substitution is made during the warm-up, the substitute player is entitled to a five (5) minute warm-up. [Nat’l 2.01C.5 & 2.03F](#)
 - In this instance, another player present who is on the team roster but not in that line-up may be substituted. For example, if during warm-up, one of the #2 doubles team players is injured, a teammate who came to watch may



- take the injured player's place.
- The #2 doubles team may NOT move a player up into that spot and substitute the new player into the #3 spot.
- Play will not be delayed to wait for a player to come from outside the facility where the meet is being played.

b. USTA penalties required for lateness before a match or resumption of a suspended match will apply. THE CLOCK STARTS AT MEET TIME. [USTA Friend at Court IV.D Table 16](#)

5:00 minutes or less	Loss of toss plus one game
5:01 – 10:00 minutes	Loss of toss plus two games
10:01 – 15:00 minutes	Loss of toss plus three games
More than 15:00 minutes	Default

22. After 15 minutes, any scheduled match not already underway on court will be defaulted. If a team or player calls during this period with a valid extenuating circumstance, like a flat tire or car trouble, the time limit may be extended, and the matches may go on as soon as the players arrive. However, if any such delayed individual court is not completed within the allotted time scheduled for the meet (two hours per court), the players showing up late will lose those individual courts as if it were an injury retirement.

23. At meet time if there are not enough courts (fewer than 5 for 5 court format) to start all matches simultaneously, the "lateness" clock starts for the lag match(es) when a court becomes available. Players must be at the tennis facility and ready to play when a court becomes available. The lateness clause would apply if players were not available when a court became available.

24. Back-to-back matches may be scheduled within the same division/league. SEE IA #16 for more details.

25. Home teams must provide each court with one can of new championship-quality balls. Players will warm up with their opponents for 10 minutes, including serves.

26. All electronic communication devices (cell phones, pagers, etc.) must be OFF while on court. If a player's phone/pager rings during a point the opponent may stop the point and claim the point based on deliberate hindrance. The player should immediately turn off the phone. There is no penalty for a vibrating phone. [Friend at Court USTA 36 the Code](#)

27. All matches should be completed in continuous play. Warm up is limited to 10 minutes. Although the matches are not "timed", PLEASE be mindful of courts that are reserved to follow the meet.

- Players should adhere to USTA changeover (90 seconds) and set break (120 seconds) rules. Players not adhering to the changeover time restriction may be subject to an unsportsmanlike grievance.
- For a match tie-break there is NO 10 minute rest period after the second set. There is a regular 120 second set break during which **NO COACHING IS ALLOWED.** [Friend at Court Table 12](#)
- Play for any tie-break is to be continuous and players shall change ends without a rest. A tie-break is considered 1 game. [Friend at Court 29a](#)

28. Scorecards must be verified for accuracy and signed by both captains/designees at the completion of the meet. Players are responsible for accurately reporting match scores. Captains/designees are responsible for the submission of true and

accurate scores. If a purposefully falsified scorecard is submitted a grievance may be filed by the District Coordinator against offending captains, designees, players, & teams and serious penalties may be incurred.

30. The winning captain/designee should enter the scores on TennisLink within 48 hours of the meet. The opposing captain/designee should confirm, or dispute scores entered within 48 hours or the scores will be confirmed automatically by USTA/TennisLink and a dispute may not be filed.
31. If a team has more than one match scheduled at the same NTRP level in the same league on any given day a rest period shall be allowed if requested between matches. Rest period shall not exceed **30** minutes. Both teams may agree to a shorter break. See IA

#16 [Friend at Court III.C Table 11: Match tie-break in lieu of 3rd set](#)

DEFAULTS:

32. Captains should always make every effort to field a complete lineup for every meet.
 - In the event an ineligible player (unregistered) played a match, opponents of the ineligible player MAY receive qualifying match credit if the ineligible player immediately registers for the team in which the illegal match was played. Captains must contact the league coordinator regarding any match credit that may be allowed since this is handled at the Section level. Partners of any illegal match line-up will not receive match credit.
33. **If a team is defaulting 1 or more courts both the facility and the opposing captain shall be notified at least 24 hours in advance.**
 - a. If notification is made before 24 hours, no court fee is due for an "empty" defaulted court by either team.
 - b. If notification is not made before 24 hours, the defaulting team must pay their share of any court fee to the facility. **\$15/singles court or \$30/doubles court.** The non-defaulting team will not be charged a court fee.
 - c. If a captain has been notified ahead of time that the opposing team will default a court, his or her player may be on the scorecard and not be present. A player may accept only one default towards qualifying for post-season play. [Matches required to advance](#)
34. Any default court(s), other than Tri-Level (see 33), must be placed on the scorecard according to USTA regulations for team defaults:
 - a. #2 singles before #1 singles, or #3 doubles before #2 doubles, etc. [Nat'l 2.03K](#)
 - b. For a 5 court meet, a team may opt to default both singles & play all 3 doubles matches; a team may play 2 singles and 1 doubles. A legal match is 3 courts [Nat'l 2.03K](#)
 - c. It is recommended that if a player is not present (for any reason) when the line-up is submitted, then the player who is not present should be placed either at #2 singles or #3 doubles.
35. **Tri-Level default courts:** Players are NOT moved up to fill a defaulted court, the NTRP level court that is defaulted is left EMPTY, and the other NTRP levels stay on their respective NTRP court level. *For example: if a flight is 3.5-4.0-4.5 and the 4.0 court is defaulted, #1 doubles is 4.5; #2 doubles is empty, and #3 doubles is 3.5.*
36. A legal match is 3 of 5 courts or 2 of 3 courts depending on league/level format. Players must be a registered team member on TennisLink and eligible to play.
37. In the event of a team default, the meet will be recorded as a 5-0 win for the opponent

(3-0 win for a meet that has 3 court format). The defaulting team is dropped from the schedule and their deposit check is cashed. To resume League play they must re-enter the League by submitting a new deposit check to the District Coordinator before their next scheduled match.

38. If a **team default** occurs, the results in TennisLink will remain. Final team standings will be determined at the end of the League season by the District Coordinator. A team default received cannot be the deciding factor in determining final team standings.
- A team that defaults an entire match is not eligible to advance to Championship.
 - If all teams in contention for championship played valid matches against the defaulting team those match results stand as played in determining final team standings.
 - If any team in contention for championship received a default win none of the defaulting team's matches in that round robin will count in determining final team standings.

GRIEVANCES:

39. **NTRP Grievance** (fair play/self-rate): Players who enter the USTA League Tennis program by inappropriately self-rating at an NTRP level lower than their actual skill level are considered to have violated the standards of good conduct, fair play and good sportsmanship. These players may be subjected to a NTRP Grievance.
- A player who inappropriately self-rates, and captains and others who condone inappropriate self-rating, may be subject to possible sanctions, including disqualification and suspension. [Nat'l 3.03E\(1\)a](#)
 - A player with a valid NTRP Computer "C" or granted Automatic Appeal of a "C" rating is not subject to an NTRP grievance. Any other player is subject to a NTRP grievance.
40. **Other grievances:** a formal complaint by a captain against an opposing team or player may be filed with the District Coordinator accompanied by a \$10.00 fee.
- General complaints involving violations of USTA or District Rules and Regulations will be forwarded to the Iowa USTA League Grievance Committee for resolution. The fee will be refunded if the grievance is upheld.
 - Appeals of a grievance decision must be accompanied by a \$25 fee and will be reviewed by the USTA Iowa Grievance Appeal Committee.**
41. Local season grievances must be filed prior to the commencement of the next team match in that fight involving such individual or team, or within twenty-four hours after the end of local league play, whichever occurs first.
42. A complaint regarding failure to meet eligibility may be filed by a team captain, League coordinator or member of a championship committee at any time. [Nat'l 3.03C\(3\)](#)
43. A League Coordinator or a member of a championship committee may file a grievance against an individual or team at any time. [Nat'l 3.03A\(7\)](#)

CHAMPIONSHIPS:

44. During the USTA Missouri Valley Sectional and USTA Iowa District Championships, no substitutions may be made in an individual match after the line-up has been presented, except for injury to, illness of, or disqualification of a player prior to the start of such match, and under such future circumstances as the Championships Committee may authorize. If the substitution is made during the warm-up, the player is entitled to a warm -up. If any player is replaced under the substitution rule, then that player's status becomes ineligible (the player will not be permitted to compete in any future matches in that Championship). [Nat'l 2.03F & MV# 15f](#)



45. Teams shall not accept any USTA Iowa District Championship, USTA Missouri Valley Section Championship or USTA National Championship invitation unless they have enough players attending to fill all courts for every match. Teams are required to play all championship matches scheduled. Any team withdrawing without coordinator approval is subject to a grievance and penalties.

46. **Leagues District Championship Advancement:**

Single flight in an NTRP level:

- Flight containing 5 or fewer teams: the team with the best record in regular season play will qualify to advance directly to Adult Section Championship.
- Flight containing 6 to 9 teams: two teams with the best record in regular season play will qualify to advance to Adult District Championship tournament.
- Flight containing 10 or more teams: three teams with the best record in regular season play will qualify to advance to the Adult District Championship.

Multiple flights in an NTRP level:

- Flights with 5 or fewer teams: the team from each flight with the best record in regular season play will qualify to advance to Adult District Championship.
- Flights with 6 to 9 teams: two teams from each flight with the best record in regular season play will qualify to advance to Adult District Championship.
- Flights with 10 or more teams: three teams from each flight with the best record in regular season play will qualify to advance to the Adult District Championship.

b. Single flight League where advancement to Section Championship is not offered shall not advance to District Championship – winner of league will be determined by final team standing per TennisLink in the league at the end of the local league season.

47. **Leagues District Championship Tournament Format**

- a. Championship format will be determined by league coordinators depending on number of teams advancing from each NTRP level & League Type to Championship. The level winner will qualify to advance to Adult Section Championship.
- b. There may be matches played on Friday evening.**
- c. Captains of **Adult District Champion** teams will be asked to accept or decline the invitation to play in the Section Championships **no later than 7 days after District Championship**. If the district champion team is unable to advance to Section Championship the second-place team will then qualify to advance.
- d. Failure to register for Adult Sectional Championship **on or before any Deadline date established by the USTA Missouri Valley or USTA Iowa will result** in the 2nd place team being invited to Championship in lieu of the team not registering.

48. **TRI-LEVEL Division (League):**

- a. If there is more than one local league in the District with the same format (i.e. 3.5-4.0-4.5) the team from each local league with the best record in regular season play may be invited to play an USTA Iowa District League Playoff after the end of the regular season.
- b. If more than one District has Tri-Level League in the same format (i.e. Women 3.5-4.0-4.5) a Section playoff will be offered.
- c. Players on an Iowa Tri-Level team must have 1 qualifying match, which could be a default received, in order to advance to USTA Iowa District play-offs. USTA Missouri Valley requires 1 qualifying match, no defaults allowed, for advancement to Section Championship.



- d. National Tri-Level event: USTA Missouri Valley may be able to send 12 players (12 men/12 women), providing for one team per gender in the 3.5-4.0-4.5 NTRP levels.
- Self-rate players are not allowed at this event.
 - See USTA Iowa rule 9c for more information
49. **USTA Missouri Valley/ USTA National Championship team registration:**
A team entry fee and on-line team registration is required for players/teams attending Section or National Championship. **All Districts MUST have a deadline EARLIER than the drop-dead date published in Tennislink; the Tennislink date is the absolute last date anyone can register.**
- **Adult 18 & Over & Adult 55 & Over must have the minimum number of players registered on or before July 15 to participate at Section Championship.**
 - **Adult 40 & Over teams must have the minimum number of players registered on or before Aug 15 to participate at Section Championship.**
 - **Mixed Doubles 18 & Over; Mixed Doubles 40 & Over must have the minimum number of players registered on or before Aug 21 to participate at Section Championship.**
 - **Any player who has missed the Sectional Registration Deadline, set by the section, and who wishes to participate in the championship, must contact the Adult Program manager for permission and will submit a check of the registration fee, payable to host organization, at the captains check-in, to be eligible to play. No players will be allowed to play in the championship if they did not register or pay the fee by check.**
50. **Player Eligibility for District or Section Championship (post-season play):**
- a. **Adult and Adult Mixed Divisions:** A computer rated player is eligible to progress to championship level competition if that player has played on that same team in at least two (2) matches during its local league season. A maximum of one default received by the player during local league competition shall count towards advancing. A retired match shall count towards advancing for all players involved. [Nat'l 2.03A\(3\)](#)
- **Self-rated and computer-rated appealed players require 3 matches, no defaults allowed to advance to Section Championship**
 - **2.03A(4) Eligibility to advance to National Championships for self-rated and computer-rated appealed players requires playing at least four (4) matches on the same team at the same level in the same Age Group. No defaults received count.**
- b. **ESL players who are promoted at year-end cannot advance to any Championship on a team with a lower NTRP level than his/her current NTRP.**
- c. Players on an Iowa Tri-Level team must have 1 qualifying match, which could be a default received, in order to advance to USTA Iowa play-offs. USTA Missouri Valley requires 1 qualifying match, no defaults allowed, for advancement to Section Championship.
- d. Section Championship may not be offered to all leagues at all levels depending on participation within the Districts of the Missouri Valley Section.
51. **Player Eligibility Requirements for Advancement to National Championship:**
- a. **Adult and Adult Mixed Divisions:** A player is eligible to progress to National championship competition if that player has played on that same team in at least three (3) matches

- through Section Championships. **One default received by the player during all league competition shall count towards advancing.** A retired match shall count for all players involved. [Nat'l 2.03A\(4\)](#)
- b. All Self-Rated & valid Computer Rated Appealed players are eligible to progress to National Championship if that player has played on the same team in at least 4 matches at the same NTRP level in the same Age Group during its local league season and is otherwise eligible. No defaults received by the player during local league or championship competition shall count for advancing. Retired matches shall count toward advancing for all players involved in both USTA League Divisions. [Nat'l 2.03A\(4\)](#)
 - c. Self-rated players are not eligible to advance to a Tri-Level National event.

52. National Championship Teams – **Move-Up/Split-Up:**

2.06A(1): Move-Up - Teams and team members that advanced to, or qualified for, any National Championship may play together as a team, in whole or in part, if they move up one NTRP team level.

2.06A(2): Split-Up - No more than 3 players who were on the roster of any team that advanced to, or qualified for, any National Championship team the previous year may play together in the same Division, Age Group and at the same NTRP level as the National Championship team(s), if their NTRP rating allows. Split-Up requirements only apply to players who participated in three (3) or more matches (including one default) for that team during the championship year.

2.06A(3): If a Section has a regulation that limits the number of players on a roster that are at a specific level, the Section must suspend that regulation for one year for any team that advanced to, or qualified for, any National Championship the previous year and chooses to move up one NTRP team level.

2.06A

All 2.5 and 5.0 National Championship teams are allowed to retain 3 players who qualified or advanced to National Championships.

2.06B Section Options for Move-Up/Split-Up.

2.06B(1) All Championships Below Nationals. Sections shall have the right to decide whether a team who competes at any championship level below the National Championships must move-up or disperse to form new teams for the following championship year and under what conditions.

2.06B(2) Sections shall have the option to restrict crossover between Adult and Mixed Divisions and/or between some or all Age Groups not withstanding Section 2.06A.2.06B

- a. Adult and Mixed teams that qualify to advance to National Championships but do not participate will follow the Move-Up/Split-Up Regulations.
- b. Players that are NTRP disqualified while participating in another Division after qualifying for National Championships will not be allowed to advance to the National Championship unless participating at the higher level.
- c. Tri-Level teams advancing to National Championship are not subject to the Move-up/Split-up rule.

TRI-LEVEL: Players must play at least one match with their team to be eligible to play at the section event. Defaults do not count for matches played. Tri-Level teams advancing to National Championship are NOT subject to the Move-up/Split-up rule.

65 & Over: Teams advancing to National Invitational are not subject to move-up/split-up rule unless the Section has a rule requiring such action.

SECTIONAL CHAMPIONSHIPS AND BELOW		NATIONAL CHAMPIONSHIPS	
LOCAL MATCHES REQUIRED	DEFAULTS THAT COUNT	TOTAL MATCHES REQUIRED THROUGH SECTIONAL CHAMPIONSHIP	DEFAULTS THAT COUNT
To advance to any championship level through Sectional Championship	To advance to any championship level through Sectional Championship	To advance to National Championship	To advance to National Championship
2 matches on the same team	1 default <u>received</u> shall count	<u>All players other than self-rated and computer-rated appealed players:</u> 3 matches on the same team	1 default <u>received</u> shall count
<u>MV Section Option to require Self-rated and computer-rated appealed players to play 3 matches on the same team</u>	<u>MV Section Option to declare NO default received shall count</u>	<u>Self-rated and computer-rated appealed players</u> <u>4 matches on the same team</u>	No default <u>received</u> shall count
RETIRED matches shall count for all players.			

