



**MISSOURI VALLEY
ST. LOUIS**

**USTA
ST. LOUIS
2019
LEAGUE RULES**

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USTA LEAGUE TENNIS 2019 ST. LOUIS DISTRICT LEAGUE RULES

The USTA St. Louis District League Rules and Regulations, which are supplemental and subordinate to the Missouri Valley Section and USTA National League Tennis Program Rules, shall apply to USTA League Tennis in the St. Louis District.

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1. LOCAL LEAGUES

A. For the purpose of these regulations, the term "division" refers to the league type (Adult 18+, Mixed 40+, etc.) and the term "level" refers to an NTRP level in which competition is held (3.0W, 3.5M, 7.0X, etc.):

B. With a minimum of two teams local leagues will be offered at the following divisions and levels:

- **Adult 18 & Over M/W: 2.5, 5.0+** (3 courts; 1S/2D) – FALL and Spring Leagues
- **Adult 18 & Over M/W: 3.0, 3.5, 4.0, 4.5** (5 courts; 2S/3D) – FALL and Spring Leagues
- **Adult 18 & Over W-DAY: 3.0, 3.5, 4.0** (5 courts; 2S/3D) – FALL and Spring Leagues
- **Adult 40 & Over M/W: 3.0, 3.5, 4.0, 4.5+** (5 court; 2S/3D)
- **Adult 40 & Over W-DAY: 3.0, 3.5, 4.0** (5 courts; 2S/3D)
- **Adult 55 & Over M/W Combo: 6.0, 7.0, 8.0, 9.0**, (3 courts - doubles)
- **Adult 55 & Over W-DAY Combo: 6.0, 7.0, 8.0** (3 courts - doubles)
- **Adult 65 & Over M/W Combo: 6.0, 7.0, 8.0, 9.0** (3 courts - doubles)
- **Mixed 18 & Over Combo: 6.0, 7.0, 8.0, 9.0, 10.0** (3 courts - doubles)
- **Mixed 40 & Over Combo 6.0, 7.0, 8.0, 9.0** (3 courts - doubles)
- **Tri-Level 18 & Over M/W: 3.5, 4.0 and 4.5** (one doubles court/level)

C. **Adult 18 & Over Leagues:** The Adult 18 & Over division consists of a Sunday League and a Day League and is further divided into a Fall League and a Spring League for each. District Championships are held at the conclusion of the Spring League to determine the overall division winners for each level. The Fall League shall commence prior to January 1 of the championship year and is thus referred to as an 'early start' league.

D. **Adult 40 & Over 4.5+:** allows three NTRP 5.0 level players per roster; only two 5.0 level players may play in a team match and shall be required to play in the #1 position whether singles or doubles (i.e., the two may play together on #1 doubles, or one each on #1 singles and #1 doubles).

E. **Adult 18 & Over 5.0+:** allows two NTRP 5.5 level players per roster; only one 5.5 level player may play in a team match and shall be required to play in either the #1 singles position or the #1 doubles position.

F. **Combo:** the combined rating of each doubles team cannot exceed the level and cannot have a spread greater than 1.0. Doubles teams cannot have a combined rating more than 0.5 below the league level.

2. OFFICIAL LEAGUE RATING PROGRAM

A. The National Tennis Rating Program (NTRP) is the official system for rating levels of competition for the USTA League Program. All players must compete with a valid NTRP Rating. If a player does not have a current rating they must Self-Rate.

NTRP Rating Codes:

- C – Computer Rated (player must play a minimum of three qualifying matches to generate a C rating; published at the conclusion of National Championships – a.k.a. year-end ratings)
- S – Self-Rated (player new to leagues or whose rating lapsed thus requiring a new self-rating)
- A – Appealed (all granted rating appeals including Medical)
- M – Mixed Exclusive (player ONLY participated in Mixed Doubles leagues)
- T – Tournament Exclusive (player ONLY participated in NTRP tournaments)

- B. Computer ratings (C) are valid for three years (two years for players 60+) or until replaced by a new year-end computer rating.
- C. Self-Rate (S) and Appealed (A) ratings are valid for two years from the date issued or until replaced by a computer rating.
- D. Returning players begin with their most current computer rating, or self-rated/appealed rating if they have not yet generated a valid year-end computer rating.
- E. Returning players with a lapsed computer rating or self-rated/appealed rating must complete the online self-rate questionnaire before or during online team registration and will have to return at their previous rating or file an appeal.
- F. New players must complete the online self-rate questionnaire before or during online team registration. If the player is not allowed to register at the level desired, they can complete an online appeal and MUST give a detailed reason why the appeal should be granted. Appeals may take up to 21 days to process.
- G. **Year-End Ratings** are assigned at the conclusion of the National Championships (generally available on TennisLink around December 1).
- i. A player who gets bumped UP to the next higher NTRP level can finish the 18+ (early start) Fall season with that team UNLESS the new rating is too far in to the next level, or reaches too far into the next level (a.k.a. "Clearly Above Level"), before the end of the season. Clearly above level players will be notified by the District and must immediately adjust to their new level.
 - ii. NO PLAYER who is bumped UP can advance to any district, section or national championships with that team, with the exception of 2.5 players (see item v. below for details).
 - iii. A player who gets bumped DOWN to the next lower NTRP level can finish the 18+ (early start) Fall season with that team and have no effect on the team's 65% at level standing.
 - iv. Any players bumped UP or DOWN may choose to register for an 18+ Fall team at the new level IF at least 2 unplayed team matches remain in the season.
 - v. A player with a 2.5 rating who gets bumped UP to the next NTRP level can continue through all championships at the 2.5 level UNLESS their year-end rating reached the 'clearly above level' mark. Clearly above level players will be notified by the District. The player must immediately adjust to their new NTRP level and cannot advance to any district, section or national championships.

- H. **60 and older Computer-Rated Players**, who are bumped up at year-end ratings will be granted an appeal down if their last three year-end computer ratings (without the benefit of an appeal) were at the lower level unless the player's year-end rating exceeds the clearly above level mark. The appeal will result in an A rating and NTRP DQ procedures will apply.
- I. **65 and older Computer-Rated Players**, who are bumped up at year-end ratings, will be automatically granted an appeal back to their previous valid year-end rating, if requested, unless the player's year-end rating exceeds the clearly above level mark. The appeal will result in an A rating and NTRP DQ procedures will apply.
- J. **NTRP Disqualification:** Any player with a Self-Rated (S) rating or Appealed (A) rating is subject to disqualification (DQ). Not visible to players, dynamic ratings (to the hundredth) are generated after each match based on player performance. Any match that causes an S or A rated player's dynamic rating to rise "clearly above level" will generate a "strike." Three "strikes" during the championship year will result in a DQ at the player's rated level, and immediate promotion to the next level.
- K. Players and their captains will be notified of a DQ by the Missouri Valley Section.
- L. Local League DQ: If the DQ occurs during local league play, any "strike" matches at the player's rated level will be reversed and recorded as losses for the player and his/her team. The player will be promoted to the next level immediately and not be allowed to continue play at the lower level. Any "strike" matches at the higher level will stand.
- M. Championship DQ: District or Sectional players are only subject to DQ at the conclusion of each Championship. The standings are not affected, but any DQ'd player cannot advance further with their team.

3. PLAYER ELIGIBILITY

- A. Players must reach the qualifying age for a division by 12/31 of the current **calendar year**.
- B. All players must have a current USTA membership through the end of the local league season.
- C. All players must register online via TennisLink prior to playing a match. If an unregistered player takes part in a match see Section 9 – POST MATCH PROCEDURES – for information on recording scores.
- D. At least two unplayed team matches must remain in local season leagues except Adult 65+ and Tri-Level.
- E. Players may play in multiple divisions during the championship year.
- F. Players may play on more than one team within a division provided the teams are different levels.
- G. Players may play up to 0.5 above their current NTRP rating level.
- H. Players may NOT play on any team at a level below their current NTRP rating level.

4. TEAM COMPOSITION

- A. Adult 55+, Adult 65+, Mixed 18+, Mixed 40+ teams should have at least 8 players; 6 are required.
- B. Adult 18+, Adult 40+ teams should have at least 12 players; 8 are required, and should not exceed 25.
- C. Adult 18+ and Adult 40+ teams must maintain a minimum of 65% of players at level. Please refer to the following chart to determine the number of allowable below level players on a team:

Adult 18+ and Adult 40+: Team 'At Level' Chart (65%)

Total Players on Team	Allowable Below Level	Total Players on Team	Allowable Below Level
12	4	19	7
13	5	20	7
14	5	21	7
15	5	22	8
16	6	23	8
17	6	24	8
18	6	25	9

- D. Deadlines for Adult 18+ and Adult 40+ teams to meet the at level requirement are as follows:
 - Adult 18+ Fall deadline: November 1st
 - Adult 18+ Spring deadline: February 15th
 - Adult 40+ deadline: July 15th (or 30 days after the first match of the season, whichever is later)
- E. If a team falls below 65% after the deadline the team shall designate specific below level player(s) on the roster, equal to the number over the allowable limit, that cannot play until the percentage is back within allowable limit.

5. COURT FEES AND DEFAULT FEES

- A. Indoor court fees must be paid BEFORE balls are released and players are allowed on court (\$20/player).
- B. For **Adult 18+ indoor matches**, the captain must complete a default form to cover any missing fees for a late player or a default court. The amount will be deducted from the team's default fund (see Item F below).
- C. In the event the late player shows up before the 15-minute default time expires, the player pays his/her money and the default form is discarded.
- D. **The defaulting team is responsible for paying for the courts (via the default form), even if players from the other team use the court – Adult 18+ only.**
- E. Default forms are submitted by the clubs to the District for reimbursement at the end of the season.
- F. Each Adult 18+ team is credited with \$15 per registered player from the league fee which is held on deposit by the District in a team default fund, used to reimburse the clubs for any defaulted courts.

- G. At the end of the season any money remaining in the team default fund is returned to the team captain for disbursal among the players still on the roster at the time of refund.
- H. If a team owes additional money at the conclusion of the season, the captain is responsible for submitting payment to the District.
- I. For Mixed 40+ indoor matches, no default fees are collected or paid for defaulted courts, and no default forms are completed. The defaulting team is NOT responsible for paying for the court, but should alert the club if the default is known in advance of the match so the court can be reallocated.
- J. If outdoor court fees are applicable, they will be collected by the captain and turned in to the attendant before players are allowed on the courts.
- K. No default fees are assessed for outdoor leagues and courts.

6. PRE-MATCH PROCEDURES

- A. **LINE-UPS** are to be legible and simultaneously exchanged 10 minutes prior to match time. Scorecards with team rosters can be printed from TennisLink (recommended).
- B. For indoor matches, balls are provided by the clubs and **MUST** be returned to the host club.
- C. For outdoor matches, balls are provided by the HOME team.
- D. **MATCH TIME:** Allotted court time is **two hours**, including the 15-minute warm-up/default period. Time will be called after 1 hour, 45 minutes from scheduled match start time. (See Section 8.C. for procedures to complete court matches still in progress when time is called).
- E. **MATCHES RUNNING LONG:** If a match is still in progress after the two-hour period has expired it must be played to its conclusion. Suggestions to complete these matches on shared courts are as follows:
 - i. If the prior USTA team match is still in progress at your team match start time, every effort should be made to accommodate that match (i.e. find another available court for warm-up or have all four singles players warm-up on one court together).
 - ii. If your team match runs long and is still playing when others have reserved the courts or the next USTA match is ready to begin play (no accommodations possible and/or warm-up time has expired, you must vacate the courts and find an agreeable time and place to finish the match. All games and points shall be documented and play resumes exactly where it left off. Players may take another 15-minute warm-up if desired.
- F. **WARM-UP time for all matches is 15 minutes.** Captains shall call for play to begin at the end of warm-up. Late players are limited to the remainder of warm-up time.
- G. **DEFAULT time for all matches is 15 minutes** from match start time. Late players must be on the court, ready to play, racquet in hand, ready to serve or receive to avoid a default.
- H. The home team shall designate the official clock and both captains shall agree, prior to the start of the match, who will call time.

- I. **DEFAULTS:** Lower courts are defaulted before higher courts (Singles 2 before Singles 1; Doubles 3 before Doubles 2; Doubles 2 before Doubles 1).
- i. If defaulting more than one court (5 court format), singles and doubles courts are defaulted independent of one another and teams may default any of the following combinations:
 - Singles 2 and Singles 1
 - Singles 2 and Doubles 3
 - Doubles 3 and Doubles 2
 - ii. Lower courts are to be defaulted even if the default occurs after line-ups have been exchanged by moving players on the defaulting team up to the next higher court.
 - Example: If Doubles 1 defaults, then both Doubles 2 players of the defaulting team move up to play the Doubles 1 court, and both Doubles 3 players move up to play the Doubles 2 court, resulting in a default of the Doubles 3 court.
 - Players should be informed of the necessary court changes prior to the start of warm-up and shall make the adjustments at the conclusion of warm-up if the late player does not arrive in time.
- J. In the spirit of good sportsmanship and fair play, the opposing team should be advised of a known default.
- K. Captains who cause a delay in getting to the courts may be subject to a grievance.
- L. **TEAM DEFAULT:** Teams MUST play the majority of courts in a Team Match for the match to be valid. If a team defaults a majority of courts (2 out of 3 courts, or 3 out of 5 courts), it is a TEAM DEFAULT and the team is subject to sanctions that can include disqualification from the league. The local League Committee shall review the default circumstances and may impose any and all penalties.

7. RULES OF PLAY

- A. The USTA's [FRIEND AT COURT](#) (including THE CODE) is the official rule book governing any rules of play not specifically mentioned in these District Rules.
- B. Continuous Play from the time the match starts (when the first service of the match is put in play) until the match finishes with specific time allowances shall be adhered to as follows:
- i. Players are allowed 20 seconds between points.
 - ii. Players are allowed 90 seconds during changeovers on odd-numbered games, except after the first game of each set and during a tie-break game where no rest period is allowed, though players may grab a quick drink and towel-off when changing ends.
 - iii. All players may take a two-minute break between sets.
 - iv. One bathroom break is allowed, with a reasonable time allotment (three minutes if facilities are nearby; longer if facilities are further away).
 - v. One injury time-out per injury (three minutes maximum) is allowed. All players on the court must be notified of any stoppage of play.

- C. **No coaching** is allowed at any time including changeovers, breaks, injury time-outs, etc. from any spectators, including captains. Coaching is considered to be communication, advice or instruction of any kind and by any means to a player. Captains may **ONLY** clarify rules if requested by the players on the court.
- D. Spectators never make calls, nor shall a player enlist the aid of a spectator in making a call.
- E. Polite, friendly cheering is allowed that does not celebrate opponent errors or provide player direction (e.g. "way to pound it down the line").
- F. **MAKING CALLS:** Calls shall be prompt, and shall be either audible, visible, or both.
 - i. A player calls all shots landing on or aimed at the player's side of the net.
 - ii. A ball touching any part of the line is good.
 - iii. A player shall give the opponent the benefit of the doubt - if not sure, then the ball is good.
 - iv. Either partner may make calls in doubles.
 - v. If doubles partners disagree, the ball is good.
- G. **LINE CALL HELP:** only at the request of players on the court, a maximum of one Line Assistant per team (two total) may be called to assist players making line calls. If only one person is available to help, then one Line Assistant shall be utilized. Line Assistants shall stand quietly at one net post together. They **CANNOT** make calls, they can **ONLY** confirm or overrule a line call or foot fault call, when asked by a player on the court. If there are two Line Assistants and they disagree on a call when asked, the original call stands.

8. SCORING

- A. **SCORE FORMAT:** best two out of three sets, with a match tiebreak in lieu of a third set.
- B. **SET SCORING:** first to 6 games, ahead by 2, with a set tie break at 6-6.
- C. **TIMED MATCH:** Time will be called after 1 hour, 45 minutes from scheduled match start time.
 - i. Games in progress are completed (a game is in progress when first service ball of the game is struck).
 - ii. Any player/team ahead by two games shall be awarded that set.
 - iii. If no team is ahead by two games, play a Set Tiebreak to determine the set winner.
 - iv. If sets are split, play a Match Tiebreak
- D. **SET TIEBREAK:** the first player/team to win at least 7 points and be ahead by 2 points.
- E. **MATCH TIEBREAK:** the first player/team to win at least 10 points and be ahead by 2 points.
- F. **INDOOR TIEBREAK ROTATION:** players/teams change ends after every multiple of six points (6 pts, 12 pts, 18 pts, etc.).
- G. **OUTDOOR (COMAN) TIEBREAK ROTATION:** players/teams change ends after the first point and every four points thereafter (1pt, 5 pts, 9 pts, etc.).
- H. **POST TIE-BREAK SERVING:** The player/team whose turn it was to serve first in the tie-break game shall be the receiver in the first game of the following set.

9. POST-MATCH PROCEDURES

- A. At the conclusion of the match, players from both teams report scores to their captains.
- B. Scores must be recorded from the perspective of the winning team for each court.
- C. Team captains compare scorecards and agree upon the scores before leaving the match site.
- D. Captains determine who will enter scores, which must be entered in TennisLink within 48 hours (same day entry is strongly encouraged).
- E. The opposing captain has 48 hours from time of score entry to confirm/dispute scores or TennisLink will automatically confirm scores.
- F. If a scorecard is disputed, captains must agree on the correction and inform the District of the change.
- G. Any match score not entered within 96 hours will be entered as a Double Default on each court. The District Coordinator must be notified of extenuating circumstance to extend the 96-hour period, otherwise this will be considered a TEAM DEFAULT by both teams and any and all penalties may be imposed.
- H. The team with the most individual wins (courts) is the winner of the match and will be awarded one team point in the team standings. See Section 14 for tie-break criteria to determine league winner.
- I. Timed Matches: Matches that were in progress when time was called are recorded as a TIMED match if the final set score is not complete (e.g. 5-3, 4-1, etc.).
- J. Defaults: Enter names for non-defaulting team only and leave defaulting team player name selection blank. Players winning by default are credited with a 6-0, 6-0 win, but this will not impact player ratings.
- K. Retirements: In the case of a retirement, the non-retiring player/team wins the court. Exact score of all completed games is recorded in TennisLink as played regardless of which player/team was ahead.
- L. Unregistered Player: If a player is not registered on a team prior to playing in a team match, the player is to register immediately and scores are to be entered as played. Inform the District so the scorecard can be adjusted properly as follows:
 - i. win will be given to the opponent
 - ii. match results will count toward player ratings
 - iii. individual player (and partner if doubles) will not receive credit as a match played when considering eligibility to participate in championships.

10. WEATHER / EXTENUATING CIRCUMSTANCES

- A. It is important to remember weather can vary across our District. Please give all captains and players the benefit of the doubt.
- B. **SNOW or ICE - Indoor Matches:**
 - i. If *either* captain or *any player* feels driving is too dangerous due to snow/icy roads the match, or individual courts, may be rescheduled (see Section 11).
 - ii. Club is to be notified immediately by the home team captain.

C. RAIN / RAIN DELAY / INCLEMENT WEATHER – Outdoor Matches:

- i. If rain, lightning or other inclement weather causes *either* captain to feel it is too dangerous to play, matches may be postponed, rescheduled (see Section 11) or moved inside (at players' expense).
- ii. The opposing captain must be notified, otherwise both teams must show up for the match as scheduled. No-shows will result in a default.
- iii. If only ONE captain wants to move inside, the postponed/rescheduled match must remain outdoors.
- iv. If rain or inclement weather interrupts play, all games, points and time of stoppage shall be documented and play resumes exactly where it left off. Players may take another 15-minute warm-up in addition to the remaining match time.

D. HEAT – Outdoor Matches:

- i. If the heat index reaches 105 degrees according to the National Weather Service, and *either* captain feels it is too dangerous to play, matches may be postponed, rescheduled (see Section 11) or moved inside (at players' expense).
- ii. The opposing captain must be notified; otherwise both teams must show up for the match as scheduled. No-shows will result in a default.
- iii. If only ONE captain wants to move inside, the postponed/rescheduled match must remain outdoors.

E. DARKNESS – Outdoor Matches without court lighting:

- i. If official sunset time is reached and *either* captain or *any player* feels it is too dangerous to continue play, the remainder of the match may be rescheduled (see Section 11).
- ii. All games, points and time of stoppage shall be documented and play resumes exactly where it left off. Players may take another 15-minute warm-up if desired in addition to the remaining match time.

F. EXTENUATING CIRCUMSTANCES – All Matches:

- i. When extreme situations such as interstate closures due to weather, major accidents, etc. prohibit players from arriving by match time, the match will NOT result in a default. The match can be rescheduled or delayed.
- ii. If the match start time is delayed, captains may agree, in advance, to play a shortened match by calling time based on the original scheduled start time. Alternatively, if the captains opt to play a full-length match and the match is still in progress when the next match is ready to start, the courts must be vacated, and the captains must find an agreeable time and place to finish the match.

11. RESCHEDULING MATCHES

- A. The District must be informed within 24 hours of any match not played on the original match date.
- B. Captains must reach an agreement within 7 days of the original match for the rescheduled match date, and the District must be informed of the new date.
- C. Rescheduled matches should be played within 2 weeks of the original match.

- D. If 7 days have passed and no rescheduled date has been reported to the District, the match is subject to be rescheduled by the District and played as rescheduled, under penalty of default.
- E. Any rescheduled match date more than 2 weeks from original match date, must be approved by the District.
- F. Indoor matches are to be rescheduled at the same club as the original match. The home captain shall contact the club for available dates/times and coordinate with the visiting captain.
- G. **LINE-UPS FOR RESCHEDULED MATCHES:** If a match is postponed/rescheduled, the original line-up will stand ONLY for those courts that had started match play (i.e. first service ball has been struck) in which case, the players on those courts MUST finish the match by completing play, retiring or defaulting. Any court, even those that were in warm-up, including defaulted courts, may be changed. Any player on the roster as of the new rescheduled match date/time is eligible to play in the rescheduled match.
- H. **USTA Conflicts:** It is the policy of the St. Louis District that a team shall not have to default any courts in a local league due to a scheduling conflict with a USTA Missouri Valley Sectional Championship or USTA National Championship for a Missouri Valley team. When a team cannot field a full line-up because rostered players are participating in one of these events that coincides with a scheduled local match, the district will work with both teams to reschedule courts in accordance with the following guidelines:
 - i. The District must be informed at least 48 hours in advance of the local scheduled match.
 - ii. Each rescheduled court must include at least one player from the team with the conflict that:
 - a. was unavailable due to the conflict (i.e. player was/will be a participant at the conflicting event)
 - b. and was on the roster of the local league team at the time of the originally scheduled match
 - iii. The second player on a doubles court from the team with the conflict does not have to meet the criteria in ii.a. and ii.b. above.
 - iv. The opposing team is not subject to any of the restrictions in ii.a. and ii.b. above.
 - v. Rescheduled courts must be lower courts first (i.e. Doubles 3 before Doubles 2 or Singles 2 before Singles 1 - same as the rule for default order of courts).

12. POST SEASON / PLAYER ELIGIBILITY

- A. **Playoffs:** eligible players must have a minimum of one match played in the local league season (defaults shall not count). Played, as needed, between Adult 18+ Fall Day and Spring Day Leagues to determine winning team advancing to District Championships or as otherwise determined prior to start of any league.

- B. **District Championships:** eligible players must have played a total of two matches (one can be a default) in the local league season or playoffs. Winning teams advance to Missouri Valley Section Championships.
 - C. **Section Championships*:** eligible players must have played a total of two matches (one can be a default) in the local league season, playoffs or District Championships. Winning teams advance and represent the Missouri Valley Section at National Championships.
 - D. **National Championships*:** eligible players must have played a total of three matches (one can be a default) in local league season, playoffs or District/Section championships. If a player competes on two different league teams within the same division and level (e.g., 40+ Day 3.5W and 40+ Evening 3.5W) and both teams advance to District or Section Championships, player must choose on which team to compete.
 - E. If a player competes on two different league teams within the same division but at different levels (e.g. 18+ 3.5M and 18+ 4.0M) and both teams advance to District or Section Championships, he/she may play on both teams as long as it does not put either team in jeopardy of defaulting a court.
 - F. Self-rated players may advance to Tri-Level Section Championship but cannot advance to National Championship unless they generate a computer rating at same level played during local Tri-Level league.
- * 65 & Over and Tri-Level eligibility requirements differ and will be provided at start of league.*

13. DISTRICT CHAMPIONSHIP – ADULT 18+ TEAM COUNTS

- A. Levels with ONE League (Fall League only OR Spring League only):
 - 4 or less teams – no District Championship; league winner advances directly to Section Championship
 - 5-7 teams – top 2 teams will compete
 - 8 or more – top 3 teams will compete
- B. Levels with TWO Leagues (Fall AND Spring): the number of teams in each level is the TOTAL from both Fall and Spring leagues, including DAY leagues.
 - 5 or less teams – season winners will compete; if the same team wins both seasons that team advances directly to the Section Championship, no District Championship
 - 6-10 teams – 2 teams compete
 - 11-18 teams – 3 teams compete
 - 19-24 teams – 4 teams compete
 - 25-30 teams – 5 teams compete
 - 31 or more teams – 6 teams compete

14. DISTRICT CHAMPIONSHIP – ADULT 18+ TEAM SELECTION

- A. **TEAM ELEGIBILITY REQUIREMENTS:**
 - i. The team MUST have a winning percentage of .500 or above.
 - ii. The team MUST have a sufficient number of players to participate.
 - iii. The team is NOT sanctioned by the District for rules violations.

- B. TennisLink standings are used to determine the winning team within each level using the following tiebreak criteria, in order listed:
- Team Wins
 - **Head to Head (moves to 3rd criteria in all championships)**
 - Individual Match Wins
 - Least Sets Lost
 - Least Games Lost
- C. The winners from the Sunday Fall League and the Sunday Spring League earn a spot in the District Championship. Should the same Sunday team win both leagues, the team shall choose which advances.
- D. The DAY league will be represented in ratio to the number of DAY league teams to Sunday league teams per level and WILL NOT be included in the wildcard selection.
- 1:1 ratio - 1 Day league team will be allowed for every 1 Sunday league team
 - 1:2 ratio - 1 Day league team will be allowed for every 2 Sunday league teams
 - 1:3+ ratio - 1 Day league team will be allowed for every 3 Sunday league teams
- E. If one DAY team is allowed within a level, there will be a playoff between the Fall DAY League and Spring DAY League winners to determine the team that will advance to the District Championship. If the same DAY team is the winner of both leagues, the team shall choose which advances.
- F. If two DAY teams are allowed within a level, the winners from each league earn a spot in the District Championship. If the same DAY team is the winner of both leagues, the team shall choose which advances and a second team will be selected using the wildcard rules as described below.
- G. If three or more DAY teams are allowed within a level, the division level winners from each season earn a spot in the District Championship, and there will be a play-off for the remaining spot(s). The play-off format and number of teams participating will be determined prior to the start of the spring season. Play-off teams will be selected using the wildcard rules as described below.
- H. A team shall be considered the “same team” between the Fall leagues and Spring leagues if the rosters have a minimum of 51% duplicate players between the two leagues.
- I. **WILDCARD ELIGIBILITY:** In order to reach a sufficient number of participating teams (see Section 13), wildcards may be offered within some levels.
- i. Teams will be chosen from the eligible SUNDAY league teams next in line for their level. The DAY league is NOT included in the wildcard selection for remaining spots, except to replace a DAY team should a DAY league winner pass.
 - ii. Should a league level winner pass, the eligible team next in line is NOT the league level winner but will be considered for a wildcard spot.
 - iii. Should a wildcard team pass, the eligible team next in line will be considered for a wildcard spot.

J. WILDCARD SELECTION:

- i. Wildcard teams will be determined by selecting the highest winning courts percentage (courts won/total courts played) between the next teams in line across leagues (e.g., the next in line Fall team will always be compared with the next in line Spring team.)
- ii. Teams cannot 'leapfrog' (e.g., a third place team will never be considered before a second place team within the same league).
- iii. Should two teams have the same winning courts percentage, the team with the higher winning games percentage (games won/total games played) will be selected.
- iv. Should winning games percentage not break the tie, a final tie-breaker will be selected by the League Committee.

15. DISTRICT CHAMPIONSHIP – ADULT 18+ FORMAT

- A. District Championships will be a round robin for levels with three or more competing teams, and best of three series for levels with two competing teams.
- B. District Championships will be played over a three-day period (Friday evening through Sunday afternoon). Participating teams shall be prepared to field a full team at all matches. Teams that default a match at District Championships may be ineligible to participate in District Championships the following year.
- C. **ENTRY FEE:** Teams will pay **\$50 per team match**, due prior to start of the District Championship.
- D. TennisLink standings are used to determine the winning District Championship team within each level using the following tiebreak criteria, in order listed:
 - Team Wins
 - Individual Matches Wins
 - **Head to Head (2nd criteria in local league season)**
 - Least Sets Lost
 - Least Games Lost
- E. Winning District Championship teams will advance to Section Championship.

16. DISTRICT CHAMPIONSHIPS – Adult 40+ and Adult 55+

- A. In levels with both DAY and EVENING leagues, 3 teams will advance to the District Championship (top two EVENING teams and top DAY team), if teams meet TEAM ELEGIBILITY REQUIREMENTS:
 - i. The team **MUST** have a sufficient number of players to participate.
 - ii. The team is **NOT** sanctioned by the District for rules violations.
- B. 40+ and 55+ District Championship dates will be determined at the beginning of the league season.
- C. Participating teams should be prepared to play in the District Championship on three consecutive weekday evenings or a Friday thru Sunday. Days/dates will be dependent on other USTA league and championship schedules and provided at the start of the league.

17. SECTION CHAMPIONSHIPS

- A. Missouri Valley Section Championships – Team Advancement
 - i. Adult 18+: District Championship winner or first place team if no District Championship
 - ii. Adult 40+: District Championship winner or first place team if no District Championship
 - iii. Adult 55+: District Championship winner or first place team if no District Championship
 - iv. Adult 65+: First place team in each level; automatic advancement for one team levels
 - v. Mixed 18+: First place team in each level
 - vi. Mixed 40+: First place team in each level
 - vii. Tri-Level: First place team in each league (men’s and women’s)
- B. Missouri Valley Section Championships – Wildcards
 - i. Additional wildcard spots may be available in any division level.
 - ii. Wildcard spots are rotated, in order, among the 7 districts in the Missouri Valley Section.
 - iii. Leagues must have three or more teams within a level to be eligible for a wildcard in that level UNLESS all other participating districts also only have two-team leagues in the same level.
 - iv. Wildcards, when available, will be offered to the next team in line within each division level based on final season standings for the league.
 - v. Team Eligibility rules (Section 14.A.) will apply to wildcard teams unless otherwise sanctioned by the Missouri Valley Section.
- C. Deadlines for accepting or passing the Section Championship spot will be communicated within 7 days of the conclusion of the league season.
- D. Advancing Team Captains will be notified via email of their spot in Section Championships.
- E. Captains must accept their spot in writing (email). Additional information, including team numbers, registration deadlines, etc. will be provided upon acceptance.
- F. If the acceptance deadline expires or the winning team or wildcard team passes, the Section Championship spot will be offered to the next eligible team in line.
- G. If no remaining teams are eligible or if no teams can accept, the wildcard spot will be passed.

18. NATIONAL CHAMPIONSHIPS & MOVE UP/SPLIT UP

- A. The Missouri Valley Section Championship winners will advance to National Championships.
- B. Teams and team members that advanced to, or qualified for, any Adult (except 65+) or Mixed National Championship in the previous championship year **MUST** comply with the USTA National League Move Up/Split Up rule when registering for a team in the following championship year only.

- C. If registering for a team within the same Division and Age Group, all advancing or qualified players must either:
- **MOVE UP:** Teams and team members may play together as a team, in whole or in part, if they move up one NTRP team level within the same division and age group. Advancing players on a MOVE UP team are exempt from the 65% at level calculation (see Section 4.B.) for one year.
 - **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.
- D. The Move Up/Split Up rule requirements only apply to players who participated in three (3) or more matches (one default shall count) for the advancing team during the championship year.

19. SPORTSMANSHIP

- A. All USTA league players are ambassadors of the sport of tennis and especially USTA. How we each behave on and off the court says everything about our individual character. USTA Leagues are both recreational and competitive and should be an opportunity for players to enjoy this fantastic 'sport for a lifetime.' No truer words have been spoken than "Good Sports make a Sport Great."
- B. **GOOD SPORTSMANSHIP RECOGNITION:** All USTA League players are encouraged to recognize the good sportsmanship of an opponent, a captain or an entire team! Please [CLICK HERE](#) to access our online form.
- C. If poor sportsmanship is exhibited, complaints shall be emailed to the District League Coordinator. The complaint is then sent to the captain and the player, who may respond in writing.
- D. The District League Coordinator reserves the right to file a grievance at any time based on any and all sportsmanship complaints and the egregiousness of conduct.
- E. All complaint documents will be kept on file and can be included in a future grievance.

20. GENERAL GRIEVANCE

- A. Captains must be familiar with all Local, Section and National USTA Rules to ensure that a legitimate protest is in order.
- B. An alleged violation of the USTA Constitution and Bylaws, the [FRIEND AT COURT](#) (including THE CODE), the St. Louis District League Rules, or the standards of good conduct, fair play and good sportsmanship, shall constitute a General Grievance.
- C. A general grievance against an individual or team may be filed by the team captain or a player of the team who has competed in the match where the alleged violation occurred, a league coordinator or a member of a championship committee.

- D. The general grievance must be filed prior to the commencement of the involved team's next match or within 24 hours of the end of the local league season.
- E. A league coordinator or championship committee member may file a general grievance at any time.
- F. The USTA League Grievance form is available at www.usta.com and shall be filed in writing to the District Office and include all pertinent information (teams involved, match date and number, narrative of events, rule violations and reference to appropriate league rules, etc.).
- G. The District League Coordinator will forward the grievance to the opposing captain and request a reply from the participating player/team, within 7 days. All documents will be forwarded to the Grievance Committee Chairperson.
- H. The Grievance Committee can investigate all accusations and will deliver its decision, via email, to each captain/player in a prompt and timely fashion.

21. NTRP GRIEVANCE

- A. Any self-rated player who is playing at an NTRP level lower than his/her actual skill level is subject to an NTRP Grievance. If an NTRP Grievance Committee determines that the self-rated player has an inaccurate or inappropriate self-rating, the player shall be disqualified and have his/her NTRP level adjusted by the NTRP Grievance Committee and scoring of played matches may be reversed. The NTRP Grievance Committee may additionally impose other penalties against a player who has inappropriately self-rated, including suspension. Also, a captain or others who have completed, assisted, condoned or approved an inappropriate self-rating will be subject to such penalties as the NTRP Grievance Committee may decide, including suspension.
- B. Any league captain, coordinator or member of a championship committee has the right to file an NTRP Grievance against a player and/or captain at any time up to 48 hours after the conclusion of the Sectional Championship of the player's team.
- C. The NTRP Grievance form is available at www.usta.com
- D. All NTRP grievances are mailed to USTA/Missouri Valley, 6400 West 95th St., Ste. 102, Overland Park, KS, 66212, Attn: Lori Therrien. You will be notified in writing of the committee's decision.

22. GRIEVANCE APPEAL

- A. Any party(ies) to the grievance may appeal the decision of the Grievance Committee within the time fixed by the Grievance Committee.
- B. The party(ies) appealing shall file a written notice of appeal with the appropriate coordinator or designee who shall send it to the Chair of the appropriate Grievance Appeal Committee and all other party(ies) involved in the grievance.
- C. The party(ies) appealing shall have an opportunity to submit in writing, facts and arguments in support of their respective positions. All information submitted shall be provided to all parties.

- D. General Grievance Appeals for local league and district championships shall be sent to the District Office, along with a non-refundable \$25.00 check, made payable to SLDTA.
- E. The original grievance and appeal documentation will be sent to the Grievance Appeal Committee (GAC), for consideration.
- F. The GAC is comprised of SLDTA board members. The ruling of this committee shall be final and binding. The GAC shall advise all parties of its decision.

23. NTRP DISQUALIFICATION APPEAL

- A. If TennisLink disqualifies a player, he/she may appeal that disqualification if there is an error in score entry. If a player is disqualified by a Fair Play Grievance, he/she may appeal to the Missouri Valley by sending a letter to the Section League Coordinator, who will forward the letter to the NTRP Grievance Committee (NGC).
- B. The decision of the NGC shall be final and binding. The Chairperson of the Grievance Committee will inform all parties of the decision.

USTA ST. LOUIS DISTRICT – INDOOR CLUB DIRECTORY

<p>CHESTERFIELD ATHLETIC CLUB (CAC) 16625 SWINGLEY RIDGE RD CHESTERFIELD, MO 63017 636-532-9992</p>	<p>MISSOURI ATHLETIC CLUB (MAC -WEST) 1777 DES PERES RD ST. LOUIS, MO 63131 314-539-4444</p>
<p>CREVE COUER RACQUET CLUB 12691 CONWAY RD ST. LOUIS, MO 63141 314-434-0344</p>	<p>ST. CLAIR TENNIS CLUB 733 HARTMAN LN O'FALLON, IL 62269 618-632-1400</p>
<p>EDWARDSVILLE YMCA 7348 GOSHEN RD EDWARDSVILLE, IL 62025 618-655-1460</p>	<p>SUNSET TENNIS CENTER 10911 GRAVOIS INDUSTRIAL CT ST. LOUIS, MO 63128 314-849-2327</p>
<p>FOREST LAKE TENNIS CLUB 1012 N WOODS MILL RD CHESTERFIELD, MO 63017 314-878-2722</p>	<p>VETTA RACQUET SPORTS - CONCORD 12320 OLD TESSON RD ST. LOUIS, MO 63128 314-842-3111</p>
<p>FRONTENAC RACQUET CLUB 10455 GERMAN BLVD ST. LOUIS, MO 63131 314-991-5599</p>	<p>VETTA RACQUET SPORTS - WEST 1330 HARVESTONE INDUSTRIAL DR ST. PETERS, MO 63304 636-441-0006</p>
<p>KINGS POINT SPORTS CLUB 7645 MAGNA DR BELLEVILLE, IL 62223 618-277-7715</p>	<p>WOODSMILL TENNIS CLUB 910 OLD WOODS MILL RD CHESTERFIELD, MO 63017 636-227-3385</p>



**MISSOURI VALLEY
ST. LOUIS**