

## **2026 USTA IOWA LEAGUE TENNIS - RULES & REGULATIONS**

### **USTA Iowa League Contacts:**

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The USTA Iowa League Regulations, which are supplemented by the USTA Missouri Valley League Rules & Regulations and USTA League Regulations, shall apply to USTA League Tennis in the district. If USTA Iowa does not have a regulation in place to address an issue and there is a USTA Missouri Valley regulation on that issue, then USTA Iowa must follow the section regulation; and if there is no section regulation on that issue, and there is a national regulation on that issue, then USTA Iowa must follow the national regulation.

**USTA League Program:** The USTA League is a team competition for men, women and mixed genders at specified National Tennis Rating Program (NTRP) levels of play. The USTA League is organized as follows:

<b>League Type</b>	<b>League Format</b>	<b>NTRP Levels</b>
Adult 18 & Over	1 – Singles 2 – Doubles	2.5 W, 5.0
Adult 18 & Over	1 – Singles 2 – Doubles	Open
Adult 18 & Over	2 – Singles 3 – Doubles	3.0, 3.5, 4.0, 4.5
Adult 40 & Over	1 – Singles 4 – Doubles	3.0, 3.5, 4.0, 4.5
Adult 40 & Over	1 – Singles 1 – Doubles	5.0
Adult 55 & Over	3 – Doubles	6.0, 7.0, 8.0, 9.0
Adult 65 & Over	3 – Doubles	6.0, 7.0, 8.0, 9.0
Mixed 18 & Over	3 – Doubles	6.0, 7.0, 8.0, 9.0, 10.0
Mixed 40 & Over	3 – Doubles	6.0, 7.0, 8.0, 9.0
Mixed 55 & Over	3 – Doubles	6.0, 7.0, 8.0, 9.0
Tri-Level	3 – Doubles	3.0 – 4.0, 3.5 – 4.5, 4.0 – 5.0

### **USTA League Type Age Requirements:**

<b>League Type</b>	<b>USTA League Participant Age Requirement</b>
Adult 18 & Over	Must be at least 18 years of age prior to participating in the USTA league program
Adult 40 & Over	Must be at least 40 years of age, or turn 40, in the calendar year in which they play

Adult 55 & Over	Must be at least 55 years of age, or turn 55, in the calendar year in which they play
Adult 65 & Over	Must be at least 65 years of age, or turn 65, in the calendar year in which they play
Mixed 18 & Over	Must be at least 18 years of age prior to participating in the USTA league program
Mixed 40 & Over	Must be at least 40 years of age, or turn 40, in the calendar year in which they play
Tri-Level	Must be at least 18 years of age prior to participating in the USTA league program

### **Matches Required to Advance to Championships:**

<b>Championships</b>	<b>Local Matches Required</b>	<b>Defaults that Count</b>
District	2 matches on the same team Applies to Self-Rated and Computer-Rated Appealed players	No defaults shall count
	2 matches on the same team All other players	1 default received shall count
Sectional	3 matches on the same team Applies to Self-Rated and Computer-Rated Appealed players	No defaults shall count
	2 matches on the same team All other players	1 default received shall count
National	4 matches on the same team Applies to Self-Rated and Computer-Rated Appealed players	No defaults shall count
	3 matches All other players	1 default shall count
<b>RETIRED matches shall count for all players</b>		

### **Official League Rating Program:**

1. 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.
2. Computer ratings are valid for three years (two years for players 60+) or until replaced by a new year-end computer rating.
3. Self-Rate and Appealed ratings are valid for two years from the date issued or until replaced by a computer rating.
4. Returning players begin with their current computer rating, or self-rated/appealed rating if they have not yet generated a valid year-end computer rating.
5. Returning players with a lapsed computer rating or self-rated / appealed rating must complete the online self-rate questionnaire and will have to return at their previous rating or file an appeal.

6. New players must complete the online self-rate questionnaire. If the player is not allowed to register at the level desired, they can complete an online appeal. Appeals may take up to 21 days to process.
7. Year-End Ratings are assigned at the conclusion of the National Championships.
8. 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.
9. 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 with results in an A rating and NTRP DQ procedures will apply.
10. 70 and older Computer-Rated players will automatically be granted an appeal of their current rating to the next lower level if they are not clearly above level.

### **Dynamic Disqualification:**

1. A player may be dynamically disqualified based on match results from the Adult 18 & Over; Adult 40 & Over; Adult 55 & Over; Adult 18 & Over Mixed, and Adult 40 & Over Mixed divisions.
2. Players who are subject to NTRP disqualification are: A (Appealed players), T (Tournament-exclusive players), M (Mixed-exclusive players), and S (Self-rated players).
3. A Computer-rated player is not subject to NTRP disqualification.
4. Any match that causes a player's dynamic rating to rise "clearly above level" will generate a "strike". Three "strikes" during the championship year will result in a DQ and immediate promotion to the next level and the player will not be allowed to continue play at the lower level.
5. If the disqualification 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. Any "strike" matches at the higher level will stand.
6. If a player strikes out in mixed or straight level, the section will reverse all matches that received strikes for both mixed and straight level. The player will then have to move up to their new level in both leagues.
  - a. For example; A self-rated 3.0 player generates 3 strikes in 18 & Over 6.0 mixed and 1 strike in 18 & Over 3.0 men's league; all 4 matches that generated strikes will be marked as wins for their opponent
7. The player and their captain(s) will be notified of a DQ by the Missouri Valley Section.
8. Championship DQ: 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.

### **Local League:**

1. Local League Season: Local league season and district playoff dates shall be determined by the District League Coordinator and must be in congruence with the dates set by the USTA Missouri Valley Section ("USTA MV"). The 2026 local league season for the USTA Iowa District begins on September 1, 2025.

2. The state will be divided into two local leagues: West and East.
  - a. NTRP levels may be combined into one local league at the discretion of the District League Coordinator.
3. All Championship matches will use format adopted by Missouri Valley and USTA National regulations.
4. 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.
5. **30% Rule:** Adult 18 & Over and Adult 40 & Over Leagues must maintain at least **30%** of registered players at the designated NTRP level of play if more than two teams are in the league. *Example: a 4.0 team with 16 players would need at least 4 out of 16 players on the roster with a 4.0 rating.*
6. If an Adult 18 & Over or Adult 40 & Over 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 55 & Over that uses combined NTRP rating levels.
  - a. 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.

### **Participation:**

1. **Individual Participation:** A player may be on more than one team roster for the same League Type if and only if the teams are different NTRP levels. 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.
2. A player may play only one (0.5) NTRP level above his or her published self-rate or computer rating.
3. **Division:** A Division is one NTRP level of one USTA League type. A league type is Adult 18 & Over, Adult 40 & Over, Adult 55 & Over, Adult 65 & Over, Mixed 18 & Over, Mixed 40 & Over and Mixed 55 & Over.
4. **Membership:** All participants must have a valid USTA membership through the league season in which they are participating.
5. **NTRP Rating Requirement:** All players must have a valid NTRP rating to participate in the USTA League.
6. Each team must compete at the level of the highest combined rated doubles team on the roster. It is the responsibility of the team captain to ensure that all doubles partners are within the combined level of play during each match. Failure to comply will result in disqualification for that individual court.
  - a. For mixed and combo level teams, there may be no more than a two-level (one point) difference between partners on the court.
    - i. For example, in a 7.0 pairing the minimum NTRP level for a player to register is 3.0 and the maximum is 4.0. So, two 3.0’s can play together (6.0), two

3.5's can play together (7.0), one 3.0 and one 3.5 can play together (6.5), and one 3.0 and one 4.0 can play together (7.0).

### **Eligibility:**

1. 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. A player not meeting these requirements will forfeit all matches played while ineligible.
  - a. 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.
2. Out of District Players: USTA Iowa does not require any residence requirement other than that established under National USTA rules.
3. No more than **22** players may be registered on any one team roster without the approval of the of the District League 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.

### **Fee:**

1. The cost for league registration is \$25 per team.
2. Indoor Court fees are \$20 per player / per match.
3. The registration fee is non-refundable with the only exception as follows: the player has a documented injury or the player moves out of the district. These exceptions are only valid if a player has not yet played a match. The refund request should be sent to the District League Coordinator. At no time will the \$3 TennisLink fee be refunded.
4. All players are responsible for their own court fees for matches played indoors (either scheduled or moved indoors due to weather).

### **League Structure:**

1. Year-end Computer Ratings are effective immediately upon publication.
2. **Any USTA Iowa Adult League beginning before publication of year-end ratings is an Early Start League ("ESL") 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 rating.
  - 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 players’ dynamic ratings are considered valid. When a player’s dynamics are outside of the established parameters (the strike level) they are deemed “clearly above level”. These parameters are not disclosed.
  - DQ’d players are required to immediately play at his/her promoted NTRP level. (Self-rated players should review self-rate rules.)
  - Combo league players: Players entering an ESL will use his/her most current year-end NTRP to register for an ESL. Combo players will follow same eligibility rules as Adult League players; combos must always be within NTRP level for the league.
  - 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
3. **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.

### **Scheduling:**

1. 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.
2. 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 on the date and time scheduled. The District Coordinator or League Coordinator will notify captains of any change to the published schedule.
3. 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.
4. Non-weather related schedule changes are not permitted.
5. If a match is not played as scheduled (except for OUTDOOR weather related reschedules) and the District Coordinator has not approved rescheduling that match, it is considered a **total team default** and may not be rescheduled. The defaulting team will lose its deposit at this time.
6. 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.
- 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.*

### **INDOOR meet rescheduling:**

1. The District Coordinator or designee may cancel meets if road conditions or weather conditions are hazardous.
2. 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.
3. If the District Coordinator or designee cancels your meet, it will be rescheduled for the next available date.

### **OUTDOOR meet rescheduling:**

1. 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.
2. 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.

3. The decision to reschedule for a different day or move inside, is up to the captains. If moved inside, the captains are responsible for securing indoor courts. Facilities may charge a higher per person court fee for matches moved from outdoors to indoors due to weather.

### **Match Procedures:**

1. Home captains/designees should check with their clubs at least 24 hours prior to all meets to be sure courts have been reserved.
2. Warm-up court availability 30 minutes prior to your match time is a courtesy of the facility and not guaranteed. If you want guaranteed warm-up courts, you will need to make a reservation directly with the facility and pay for the courts.
3. The home team captain/designee determines individual court assignments.
4. For facilities with less than 5 courts for a 5-court match **for 18 & Over**, courts will be assigned in this order: 1 singles; 2 singles; 1 doubles; 2 doubles; 3 doubles. The assigned order of courts for a 5-court match **for 40 & Over** will be: 1 singles; 1 doubles; 2 doubles; 3 doubles; 4 doubles. The only allowance for change in this order would be to have both captains agree in writing (via email or text) 24 hours in advance that a different order of assigning courts would be allowed.
5. Each captain/designee is responsible to see all court fees are paid to the facility prior to the start of the team meet.
6. Captains 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.
7. 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.
8. Both team captain/designees MUST exchange line-ups simultaneously PRIOR to the beginning of the team match. Line-ups are to be written out and be legible. **Introduction of players & courts should not be made until each captain has exchanged line-ups.** **Printed scorecards from TennisLink 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.
9. 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.
  - 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.
10. Players arriving late will be penalized according to the following time frame and game forfeits: THE CLOCK STARTS AT MEET TIME.
  - 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
11. 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.
  12. Home team must provide each court with one can of new championship-quality balls.
  13. Players will warm up with their opponents for 10 minutes, including serves.
  14. 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.
  15. All matches should be completed in continuous play. Although the matches are not “timed”, PLEASE be mindful of courts that are reserved to follow the meet.
  16. Teams are not allowed to warm-up on a court next to a match in progress unless it is the scheduled match time.
  17. 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.
  18. 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.
  19. Defaults: Enter names for non-defaulting team only and leave defaulting team player name selection blank. Players winning by default are credited with the 6-0, 6-0 win, but will not impact player ratings.
  20. Retirements: In the case of a retirement, the non-retiring player/team wins the court. Record the exact score of all completed games as played regardless of what player/team was ahead.

### **Match Scoring / Rules of Play:**

1. All matches shall be best two out of three sets with match tiebreak in lieu of a third set.
2. Sets are first to 6 games, ahead by 2.
3. A set tie-break shall be played at 6-6 in all sets.
4. Set tiebreaker is first player/team to win at least 7 points, ahead by 2.
5. Match tiebreaker is first player/team to win at least 10 points, ahead by 2.
6. Coman tie-break procedures shall be followed.
7. A two minute set break is permitted between all sets when a tie-break is used in lieu of a third set.
8. Play for any tie-break is to be continuous and players shall change ends without a rest. A tie-break is considered 1 game.

9. 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.
10. Play is continuous. Players are allowed 25 seconds between points, 90 seconds on a changeover.
11. COACHING IS NOT PERMITTED AT ANY TIME DURING USTA LEAGUE MATCHES.
12. Spectators are not permitted to make a call, nor shall a player enlist the aid of a spectator in making a call.

### **Defaults:**

1. Captains should always make every effort to field a complete lineup for every meet.
2. To avoid defaulting an entire match, the match must be “legal”, that is, players must be present to play in at least 3 of 5 courts, 3 of 4 courts, or 2 of 3 courts, depending on the league / level format.
3. For each league season, all teams will send a check to their Level Coordinator as a deposit. At the end of the season, all deposit checks will be shredded, unless cashed due to a total team default.
4. **If a team is defaulting 1 or more courts BOTH the facility AND the opposing captain(s) must be notified 24 hours in advance. Notification to the opposing captain(s) must be in writing (text or email) to be binding and cannot be changed once notified.**
  - If notification is made to the facility before 24 hours, no court fee is due for a defaulted court by either team.
  - If notification is not made to the facility before 24 hours, the defaulting team must pay their share of any court fee to the facility. \$20/singles court ; \$40/doubles court. The non-defaulting team will not be charged a court fee.
  - 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.
5. Any default court(s), other than Tri-Level (see #6), must be placed on the scorecard according to USTA regulations for team defaults: #2 singles before #1 singles, or #3 doubles before #2 doubles, etc.
6. **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.
7. In the event of a team default, the meet will be recorded as a 5–0 win for the opponent (3-0 win for 3 court format or 4-0 for 4 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 their League Coordinator before their next scheduled match.
8. 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.

### **Grievance/Appeal Procedures:**

1. **Self-Rate NTRP Grievance:** 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. NTRP Grievances should be filed in writing with the USTA Iowa League Coordinator who will forward them to the USTA Missouri Valley Section's Manager of Adult Leagues. The grievance will be administered by the USTA Missouri Valley League Grievance Committee. An NTRP Grievance may be filed at any time.

- 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.
- A player with a valid NTRP Computer "C" or granted Automatic Appeal of a "C" rating is not subject to an NTRP grievance.

2. **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.**

3. 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.

4. 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.

5. A League Coordinator or a member of a championship committee may file a grievance against an individual or team at any time.

6. Players disqualified by the Dynamic Rating System will receive a letter from the Missouri Valley Office.

7. The Missouri Valley Section NTRP Appeals Committee will process all self-rate appeals.

8. A medical appeal may be requested by a player for reconsideration of his/her NTRP rating based on a permanently disabling injury or illness that has occurred since the players generated the year-end rating. Only the player may appeal his/her computer generated rating DUE TO MEDICAL REASONS.

9. All NTRP Appeals should go through the "Auto Appeal" function in TennisLink.

### **League Standings:**

1. Team standing is determined by, in descending order:

- a) winner of most team matches
- b) individual match wins

- c) winner of head-to head
- d) fewest sets lost
- e) fewest games lost
- f) total games won divided by total games played.

2. Tie-Break rule for leagues using the 4 court format:

- a) 3 individual matches won
- b) 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.

**Championship Advancement:**

1. **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.

2. **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.

3. **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.

**District Championship Tournament Format:**

1. Championship format will be determined by league coordinators depending on the number of teams advancing from each NTRP level & League Type to Championship. The level winner will qualify to advance to Adult Section Championship.

2. **There may be matches played on Friday evening.**

3. 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).

4. 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.

5. 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 2<sup>nd</sup> place team being invited to Championship in lieu of the team not registering.

6. If there is a district championship for a given league, a team may not advance to the section championship for that league if they do not play at the district championship (e.g., a team will not be eligible for a wildcard if they did not play at districts).

7. 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.

8. Iowa teams advancing to a National Championship, will receive a monetary stipend from the Iowa District to help with cost of attending championship event. The stipend will be released to the team captain when players are registered for the National event and the amount will be determined by the number of advancing teams. The amount will be \$1,000 per team. If more than 5 teams advance to a National Championship, the total allowed stipend of \$5,000 will be equally distributed among the qualified teams.

### **National Championship Teams – Move-Up/Split-Up:**

1. Missouri Valley Section Championship winners will advance to National Championship.
2. 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 within the same division and age group.
3. 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 (no defaults counting)** for that team during the championship year.
4. 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.
5. All 2.5 and 5.0 National Championship teams are allowed to retain 3 players who qualified or advanced to National Championships.

### **Tri-Level Leagues:**

1. The district coordinator shall determine which approved levels will be available for Tri-Level teams in local league competition. Tri-Level Leagues will consist of straight NTRP levels, all doubles.

2. District league playoffs will be held for divisions with both an east and west league within the same format (i.e. 3.5-4.0-4.5).
3. Players must have 1 qualifying match, which could be a default received, in order to advance to USTA Iowa District play-offs.
4. Players must have 1 qualifying match, no defaults allowed, for advancement to Section Championship.
5. A player may be on more than one roster for the Tri-Level League if the teams are in different divisions. 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.
6. Teams must have at least 2 rostered players in each of the required NTRP levels.
7. Teams wishing to compete at the Section Invitational must have at least 2 rostered players in each of the NTRP levels able to attend. If not, the team will not be invited.
8. Self-Rated players are eligible to participate in a Section Invitational, but are not eligible to compete at the National Invitational.
9. All players competing in the National Championship must have a computer rating.
10. **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.*
11. Tri-Level teams advancing to National Championship are subject to the Move-up/Split-up rule.
12. All Tri-Level Matches will be used for Year End Ratings Calculations.
13. 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.)