



2019 USTA Missouri District League Rules and Regulations

The following rules apply only to leagues that have advancement opportunities to a Section Championship or Section Invitational.

1. Official League Rating Program

The National Tennis Rating Program (NTRP) is the official system for rating levels of competition for the USTA Adult League Program.

2. Player Eligibility

- A. Players participating in the Adult 18 & Over League must reach the age of 18 during the calendar year in which such player plays his/her first local league match.
 - 1. Adult 18 & Over Levels: - 2.5, 3.0, 3.5, 4.0, 4.5, 5.0
 - 2. Mixed 18 & Over Levels: - 2.5, 6.0, 7.0, 8.0, 9.0, 10.0
- B. Players participating in the Adult 40 & Over League must reach the age of 40 during the calendar year in which such player plays his/her first local league match.
 - 1. Adult 40 & Over Levels: 3.0, 3.5, 4.0, 4.5
 - 2. Mixed 40 & Over Levels: 6.0, 7.0, 8.0, 9.0
- C. Players participating in the Adult 55 & Over League must reach the age of 55 during the calendar year in which such player plays his/her first local league match.
 - 1. Adult 55 & Over Levels: 6.0, 7.0, 8.0, 9.0, 10.0
 - 2. Mixed 55 & Over Levels: 6.0, 7.0, 8.0
- D. Players participating in the Adult 65 & Over League must reach the age of 65 during the calendar year in which such player plays his/her first local league match.
 - 1. Adult 65 & Over Levels: 6.0, 7.0, 8.0, 9.0
- E. All individuals who compete in the USTA League must be **current USTA members** in good standing **through the local league season**. Any individual who progresses to a championship level in the USTA League must be a current USTA member through each championship progression.
- F. **All players must register online, in Tennis Link, prior to playing a match.**
 - 1. Non-refundable Tennis Link user fee (\$3)
 - 2. Non-refundable USTA Missouri Valley Section fee (\$5)
- G. A player, whose rating goes down after the season has begun, may move to another team. A player whose rating goes up after the season has begun, cannot continue play at the lower level, and must move to a team at his/her new level. After playing in one match, players may not change teams without a change in their rating.
- H. **SELF RATED PLAYER receiving three strikes anytime during the 2019 local league season, will be immediately disqualified and promoted to the next level. Only matches won that generated strikes in the players self-rated level will be reversed.**
- I. Players may play on more than one team of different levels in one season. Players may not play below their computer rating or self-rating, but they may "play up" one level. They may also play below their age level.
- J. The Missouri Valley League Committee has approved players to play on ALL teams they are eligible for any championship. The Champion Schedule will not be adjusted to accommodate players on multiple teams. Teams and captains are required to have enough players attending SECTION CHAMPIONSHIPS to fill all courts for all matches WITHOUT using any double rostered players to prevent any defaults due to a shortage of players. If the team doesn't have enough players to do so, they shall decline the invitation and the next team in the final standings would be invited to attend section championships.

3. Team Composition /Residency Requirements for Missouri District

- A. A team shall consist of a minimum of 8 players for a standard format (five courts – 18 & Over, 40 & Over 3.0, 3.5, 4.0, 4.5), and a minimum of 6 players for an abbreviated format (three courts- 2.5, 5.0 (18 & Over), 55 & Over (6.0,7.0,8.0,9.0,10), 65 & Over (6.0,7.0,8.0,9.0), Mixed Doubles (18 & Over, 40 & Over and Tri Level). **RESIDENCES on Missouri District Teams must have 50% of roster players residing in the USTA Missouri District and allowed to have 50% of players outside of the District or Section. For Example: (See Table 1 for exact breakdown of how many players you may have within the District and how many outside the District.)**
- B. CHANGES: 5.0 NTRP level to 5.0 Plus (+) NTRP level in Adult Division, 18 & Over League Type, and changes 4.5 NTRP level to 4.5 Plus (+) NTRP level in Adult Division, 40 & Over League Type.
- *Allows 18 & Over 5.0 Plus (+) NTRP level team rosters to include up to two players from the next higher NTRP level.
 - *Allows 40 & Over 4.5 Plus (+) NTRP Level team roster to include up to three players from the next higher NTRP level.
 - *Requires Plus (+) players to always play in the #1 position, either #1S or #1D. Allows only one Plus (+) player to compete in a team match when the Plus (+) NTRP level utilizes only three individual matches within a team match. Allows two Plus (+) players to compete in a team match when the Plus (+) NTRP level utilizes five individual matches within a team match.
- C. Players may be added to a team throughout the season, but **to play at district and sectional championships, the player must have played at least two matches. Deadline to add players will be before the last 2 matches of the NTRP level.**
- D. In order to advance to section championships, a team must have the minimum number of eligible players to fill the required number of courts (3.0, 3.5, 4.0, 4.5 adults – 8 players); 2.5, 5.0 (18 & Over, Mixed, 55 & over, 65 & Over) Tri Level -6 players).
- E. **All combined NTRP levels may not combine players with more than 1.0 difference between ratings. (all levels of Mixed Doubles, 55 & over and 65 & over adult leagues that play a combo format.)**
- F. **If a player in a singles or doubles match has failed to register, the players may still play the match and record the score as is. The captain of the team whose player(s) was not registered must notify the District League Coordinator who will then notify the Section League Coordinator. The match for the player(s) who were not registered will NOT count, however, the match WILL count for the opposing player(s).**
- G. A league must have a minimum of two teams to qualify for Sectional Championship play.

4. Competition

- A. Each NTRP level will consist of round robin competition wherein every team plays every other team an equal number of times. To accommodate an equal number of team matches, double headers and/or timed matches may occur in the schedule. A bye is not considered a match.
- B. Team Match: Each team match will consist of five courts, two singles and three doubles, (18 & over, 40 & over (3.0, 3.5, 4.0, 4.5) unless an abbreviated format is used. The abbreviated format is three courts (one singles and two doubles for 2.5 and 5.0 levels (18 & Over). Three courts will be used for 55 & over, 65 & over, Mixed Doubles (18 & Over, 40 & Over, 55 & Over) and Tri Level leagues.
- C. Individual Match: An individual match is any singles or doubles match played as part of the team match.
- D. **Double header and timed match procedures: A team is scheduled for two team matches on the same day or evening. Both matches will be declared a Timed Match. The players will be allowed at least a 30 minute rest period between matches. The timed match procedure (Missouri Valley League Rules & Regulations) states: At 15 minutes before the scheduled end**

of play, no new game will begin. All games “in play” are completed. If a player/team is ahead by two games, they have won the set. If no player/team is ahead by two games, they shall play a set tiebreak. If the sets are then split, a set tiebreak shall be played, in lieu of a third set. A game is “in play” once the server has struck the first ball.

- E. Indoor Courts** – The USTA Missouri District Leagues are **OUTDOOR** leagues. If, for any reason, including but not limited to inclement weather, opposing league team captains mutually agree to move their match indoors or reschedule, both teams are responsible for adhering to the court reservation policies of that facility including the payment of court fees and any applicable guest fees for players that are non-members of that facility. The teams are responsible for completing the match within the facility’s hours of operation. If opposing team captains agree to move a match indoors, a captain **MUST** notify the Local League Coordinator or District League Coordinator so the coordinator can reserve indoor courts. USTA Missouri can **NOT** guarantee indoor courts will be available, the above is contingent on court availability.

NOTE-The policy for Cooper Tennis Complex is as follows: For USTA League matches that choose to move indoors due to inclement weather, Cooper members will be charged \$5.00 and non-members will be charged \$10.00. Guest fees will be waived.

- F. In the event of inclement weather, Captains should notify the Local League Coordinator or the District League Coordinator. If both captains agree to move indoors the District League Coordinator shall schedule the courts. If both captains agree to reschedule the match for a later date, the District League Coordinator shall schedule the courts. (See 8 G.)**
- G.** Teams are not required to set lineups in order of strength unless there is a **plus player** which is allowed in 4.5 (40 & Over) and 5.0 (18 & Over)
- H.** When a league is divided into geographic divisional play, there will be a District Championship to Determine which team will advance to the Sectional Championships. Guidelines for District Championships are currently being discussed and will be decided on at the ACC meeting in November.
- I. Leagues with five or fewer teams must play a minimum of 5 team matches to qualify for Sectional Championship play. No total team defaults are allowed. (See 4A.)**
- J. Leagues may be divided into geographical areas if each area has at least two or more teams of the same league type and/or NTRP level.**
- K. Existing or newly forming leagues must accept additional teams that request to join the league regardless of location or number of teams presently in the league. However, no team will be required to travel more than ninety minutes as the result of a new team joining an existing or newly forming league. Any team may travel beyond this time limit if they voluntarily choose to do so.**
- L. All matches will be played at alternating home courts or an alternative site if both captains agreed to do so. USTA Missouri staff shall provide potential locations and other assistance finding alternative sites to assist Captains in the process. Every attempt will be made by staff to identify sites that have adequate facilities and as much as possible are located equal distance from the participating teams home locations. If both Captains cannot agree on an alternative match site the teams shall play home and home schedules.**

5. Rules of Play

- A.** Balls are provided by the district for all league matches played.
- B. Five minutes before the scheduled match time, Captains will simultaneously exchange written line-ups. Once exchanged, no changes to the lineup may occur except for injury to, illness of, or disqualification of, a player prior to the start of such match.**
- C.** A team must have a minimum of four eligible players to play a local league match. (See section 7.A.)
- D.** Warm-up time should take a maximum of 10 minutes. In the event that a player must be replaced prior to start of match (5. B.), the new player is entitled to a warm up.

E. Penalties for lateness should follow USTA rules as outlined in Friend-At-Court, with the loss of toss and one game for 5 minutes or less, the loss of toss and two games for 5.01 to 10 minutes, the loss of toss and three games for 10.01 to 15 minutes, and a default being awarded after 15 minutes, unless both Captains verbally agree to delay the start time.

F. Play should be continuous and no coaching is allowed. Players are allowed 20 seconds between points. Players are allowed 90 seconds during changeovers, except after the first game of every set, where players shall change ends without a rest period. All players may take a two-minute break between first and second sets, and prior to the match tiebreak.

G. The USTA's *Friend At Court* will be the official rulebook governing any rules not specifically mentioned in the Missouri District, the Missouri Valley Section, or the USTA National League Tennis Rules & Regulations.

H. Cell phones should be turned off during play. Per *Friend At Court*, points may be claimed by the opponent for a ringing cell phone when the ball is in play.

I. The MOVE-UP/SPLIT-UP rule for teams who have gone to National Championships has been amended. Please see the 2019 Missouri Valley Rules & Regulations 2.06 Move UP/Split Up 2.06A National Championship Teams.

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.
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.

J. The District League Coordinator has a right to summarily suspend the captain, player, or team whose behavior has been found not to be in compliance with the regulations and/or violates the standards of good conduct, fair play and good sportsmanship, including egregious, disruptive or abusive behavior that interferes with the administration of the league.

6. Scoring

A. All scoring will consist of two sets, with a set (7-point) tiebreak at 6-all in each set. At one-set-all, a match tie-break (first to 10 points by 2) shall be played in lieu of a third set, with the two-minute set break (with no coaching allowed). Any Tiebreak, be it a set or a match, will use the **Coman Tiebreak Procedure** (Players change ends after the first point and then again after every four points.)

Deleted: 1

- B. A match tiebreak counts as one game for the winner, and it is recorded as 1-0 in TennisLink.
- C. At the end of the match, the scorecard shall be completed, verified, and signed by both team's captain or acting captain(s).
- D. Entering Scores (see Captains Responsibilities).
- E. **Procedures in the Event of a Tie.** In the event of a tie, whether in round robin or single elimination competition, the tie shall be broken by the first of the following procedures that does so:
 - (1) **Individual Matches.** Winner of the most individual matches in the entire competition.
 - (2) **Head-to-Head.** Winner of head-to-head match.
 - (3) **Sets.** Loser of the fewest number of sets.
 - (4) **Games.** Loser of the fewest number of games.
 - (5) **A Method to be Determined by the Championship Committee.**

F. Majority of Matches Not Played: Each team must have the minimum number of players available to play the majority of individual matches. If one team does not have the minimum number of players, the opposing team will be credited with winning each individual match. If neither team has the minimum number of players, the match shall be scored as a double team default, and neither team receives credit for a win. In the case of a team default or double team default any individual matches actually played will only count for NTRP ratings and eligibility for advancement and cannot count for determining standings. If both teams have the minimum number of players available, but the combination of individual defaults given by the two teams would result in the majority of matches not being played, the teams must reschedule the match within 7 days and notify the District League Coordinator and the match must be completed before the match completion deadline.

7. Defaults and Retirements

- A. A team must have a minimum of four eligible players to play a local league match. A team may default a maximum of two courts in a match without defaulting the entire match (five courts). **The 4 eligible players must play the match on 3 courts, #1 singles, #2 singles and #1 Doubles, per USTA National rules.**
- B. **For a match played on 5 courts:**
 - One player missing:** the #2 singles position must be forfeited before the #1 singles position. **Two players missing:** the #3 doubles position must be forfeited. **Three players missing:** the #3 doubles and #2 singles must be forfeited. **Four players missing:** the #2 and #3 doubles must be forfeited.
- C. **For a match played on 3 courts:**
 - One or two players missing:** the #3 doubles must be forfeited.
- D. **In the case of a default, a Captain who cannot field a full team must notify the other Captain they are playing the match against and agree to give the non-defaulting players(s) the credit with the 6-0, 6-0 win. The Captain must send an email to confirm they have communicated with their opponents and agreed for this action to the District and Local League Coordinator. The non-playing player does not have to be present.**
- E. In the case of a retirement, the non-retiring player(s) win the individual match. The score of every completed game is recorded, regardless of which side is ahead.
- F. **All players listed on the line up should be present.** If the player(s) have not arrived at the time the lineup should be turned in, then that player(s) should be listed in the #2 singles position or the #3 doubles position in order for a forfeited match to be defaulted from the "bottom up." The maximum

number of players present should be allowed to play.

- G. A match is defaulted if it has not started 15 minutes after match time **unless both captains agree to start the match late.**
- H. **All courts in a scheduled league match must be played on the same date. If a court is unable to play on the scheduled date and both captains agree, the match may be re-scheduled. If both captains do not agree to reschedule, the individual(s) court that is unable to play must take a default.**

8. Captains' Responsibilities

- A. **To maintain the integrity of USTA League competition, the captain should maintain for all teams to be at least 40% at level.**
- B. **TWO TEAM LEAGUES: 18 & Over and 40 & Over in the Gender flights/levels the roster must maintain its roster with at least 40% of its players at the designated NTRP level of play. All combo leagues do not follow the 40% rule. Two-Team Leagues from all League formats must schedule and publish that schedule on TennisLink with a minimum of 5 matches in the Missouri District.**
 - 1. **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. EX: 3 courts of 9.0 combination doubles teams, minimum, to participate in Adult 55 & Over 9.0 league.**

C. MAXIMUM NUMBER OF PLAYERS:

**15 players maximum for adult leagues 18 & Over, 40 & Over
11 players maximum for 55 & Over, 65 & Over, and Mixed Doubles (18 & Over, 40 & Over, 55 & Over).**

- D. **The winning team's Captain (or designated player) must enter scores within 48 hours of match completion. The opposing team's Captain has 48 hours to dispute or confirm the scores. After 96 hours from match completion, Tennislink will automatically confirm the score.**
- E. In order for a team to go to section championships they must send a full team, eight or more for a standard format and six or more for an abbreviated format. If a team cannot field a full roster at any championship event, they must defer to the next team in line. Penalties will apply for any team showing up with short rosters without having the district and section league coordinators' prior approval.
- F. All Missouri District teams eligible to advance to a Section Championship must provide the USTA Missouri District League Coordinator with written commitment to attend by the following dates:
 - June 16, 2019...**Adult 18 & Over 3.0, 4.0, 5.0+; Adult 55 & Over 7.0, 9.0: Must have teams registered and a schedule published in Tennis Link to participate in Sectional Championships
 - July 21, 2019...**Adult 18 & Over 3.0, 4.0, 5.0+; Adult 55 & Over 7.0, 9.0: All local leagues and district play offs must be completed

 - June 16 2019...**Adult 18 & Over 2.5, 3.5, 4.5; Adult 55 & Over 6.0, 8.0; Must have teams registered and a schedule published in Tennis Link to participate in Sectional Championships
 - July 21, 2019...** Adult 18 & Over 2.5, 3.5, 4.5; Adult 55 & Over 6.0, 8.0: All local leagues and district play offs must be completed

 - July 28, 2019...**Adult 40 & Over 3.0, 3.5, 4.0, 4.5+; Must have teams registered and a schedule published in Tennis Link to participate in Sectional Championships

August 18, 2019... Adult 40 & Over 3.0, 3.5, 4.0, 4.5+; All local leagues and district play offs must be completed

June 18, 2019...Adult 65 & Over 6.0-9.0: Must have teams registered and a schedule published in Tennis Link to participate in Sectional Championships

June 30, 2019 Adult 65 & Over 6.0-9.0: If you have a league and not just going on invitation All local leagues and district play offs must be completed

July 28, 2019 ...Mixed Doubles 18 & Over 6.0-9.0; 40 & over 6.0-9.0; Must have teams registered and a schedule published in Tennis Link to participate at Sectional Championships

August 25, 2019... Mixed Doubles 18 & Over 6.0-9.0; 40 & over 6.0-9.0; All local leagues and district play offs must be completed

September 30, 2019 ... Tri-Level 3.5, 4.0, 4.5; Must have teams registered and a schedule published in Tennis Link to compete at Section Invitational

October 27, 2019 ... Tri-Level 3.5, 4.0, 4.5; All local leagues and district play offs must be completed

Individual players on teams advancing to Sectional Championships are required to complete registration for the sectionals, rather than the captain, by the set deadline above. Any team that does not have the minimum players registered by the deadline, will be contacted by the District League Coordinator and the second-place team will be invited.

Should a team withdraw after registering the Section/District will not refund the entry fee.

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 tournament host, at the captains check –in, to be eligible to play if they did not pay the fee. Cash or check will be accepted.

- G. It is the captain's responsibility to schedule a makeup for any match that did not get played or completed on the scheduled date. It is imperative the makeup match is scheduled within 7 days and the captain notifies the District of when the makeup is scheduled. If the two captains cannot agree, then the District & a Local League Coordinator will set the makeup date and time. If a local league coordinator is playing on one of the teams in question they will not be able to work with the District League Coordinator making the decision of date and time. A team cannot be considered the winning team in the local league and advance to District or Sectional Championships if they have not completed all of their scheduled matches.**
- H. A team must be willing to play matches at any scheduled location within the USTA Missouri District. The captain should make sure there are a minimum of four players available to play a match.**
- I. The captain should make themselves familiar with the schedule and the scheduled locations. The designation of Home and Visitor does not dictate the location.**
- J. There is mandatory representation at the annual captain's meeting by the captain, co- captain or a designated player. The captain is responsible for obtaining all information covered at the meeting and communicating all pertinent information to their players.**
- K. Captains should not fill out the NTRP self-rate questionnaire for another player.**

9. District Championships

A. Format and requirements for district championship advancement will be determined by the Adult Competition Committee following the receipt of the Letters of Intent.

2018 TRI-LEVEL LEAGUES 3.5, 4.0, 4.5

- A. Tri-Level Format:** The local league shall determine which approved levels will be available for Tri-Level teams in local league competition. **For 2019, Tri-Level Leagues will consist of 3.5, 4.0, 4.5 NTRP levels, all doubles.** All 2019 Tri-Level Local league play and district play offs must conclude by October 27, 2019 to be eligible to compete in the sectional invitational.
- B. Winners of the 3.5, 4.0, 4.5 Tri-Level leagues are eligible to advance to the Tri-Level Section Invitational TBD.** The winners of that event are eligible to represent their section at a National Championship.
- C. Tri-Level league teams competing in District play must have a minimum of two courts at level, and a minimum of one player with each of the three designated NTRP ratings. These may be computer rated players or self-rated players. Self-Rated players are eligible to participate in a Section Championship, but are not eligible to compete at the National Championship. (i.e., all players competing in the National Championship must have a computer rating). 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.)**
- D. Teams wishing to compete at the 2019 Section Invitational must have at least 2 rostered players in each of the NTRP levels able to attend the invitational. If not, the team will not be invited to attend. (see Missouri Valley Tri Level Rule #17 for the 3.5, 4.0, 4.5)**
- E. To grow leagues, tri-level teams will be limited to 12 players maximum.**
- F. ALL TRI-LEVEL MATCHES WILL BE USED FOR YEAR END RATINGS**

MISSOURI DISTRICT TABLE FOR THE NUMBER OF PLAYERS YOU MAY HAVE ON YOUR TEAM IN THE DISTRICT AND OUTSIDE THE DISTRICT/SECTION			
CALCULATION OF PLAYERS ON A TEAM		DISTRICT PLAYERS	OUTSIDE DISTRICT/SECTION
5 COURTS	15 PLAYERS	8	7
	14 PLAYERS	7	7
	13 PLAYERS	7	6
	12 PLAYERS	6	6
	11 PLAYERS	6	5
	10 PLAYERS	5	5
	9 PLAYERS	5	4

	8 MINIMUM PLAYERS ON 5 COURTS	4	4
3 COURTS	11 PLAYERS	6	5
	10 PLAYEERS	5	5
	9 PLAYERS	5	4
	8 PLAYERS	4	4
	7 PLAYERS	4	3
	6 MINIMUM PLAYERS ON 3 COURTS	3	3