

2020 OPERATING PROCEDURES USTA TEXAS SECTION TENNIS LEAGUES

All USTA Tennis Leagues in the USTA Texas Section shall follow the regulations set forth in the USTA League Regulations and in addition be governed by the USTA Texas Operating Procedures and local league operating procedures.

1. There must be at least 8 players per team in the Adult 18 & Over with the exception of the 2.5, 5.0, 5.5 and Open division, which must have at least 5 players per team. The Adult 40 & Over must have a minimum of 7 players per team. The Adult 55 & Over, Adult 65 & Over, 18 & Over Mixed, 40 & Over Mixed, 55 & Over Mixed, Tri-Level and Combo leagues must have at least 6 players per team. The Adult 18-39 teams must have a minimum of 5 players per team.

2. With the exception of the Qualifying Tournament, the following leagues must have a minimum of three teams to advance to Sectionals:

- Adult 18 & Over League- 3.5 & 4.0 levels
- Adult 40 & Over League -3.5 & 4.0 levels

The following leagues must have a minimum of two teams to advance to Sectionals:

- Adult 18 & Over League - 2.5, 3.0, 4.5 & 5.0 levels
- Adult 40 & Over League 3.0 & 4.5 levels
- Adult 55 & Over League- all levels
- Mixed 18 & Over League – all levels
- Mixed 40 & Over League – all levels
- Qualifying Tournament - all levels

The following leagues may send a team to Sectionals without having a local league:

- Adult 65 & Over League – all levels
- Ladies Lone Star League
- Tri-Level League – all levels
- Mixed 55 & Over League – all levels
- Combo League –all levels
- Adult 18-39 League – all levels

3. A local league has the option to limit the number of players on that roster that are at a specific NTRP level.

4. All USTA Texas Leagues shall register on Tennis Link. Minimum team rosters must be registered on tennis link by the following dates: Adult 40 & Over Qualifying by Apr. 10, 2020; Mixed 40 & Over League by May 1, 2020; Adult 18 & Over Qualifying by June 1, 2020; Adult 18 & Over League by July 1, 2020; Adult 40 & Over League by August 1, 2020; Adult 18-39 League by August 1, 2020; Adult 55 & Over League by August 1, 2020; Mixed 18 & Over League by August 15, 2020; Combo League by September 15, 2020; Adult 65 & Over League by September 15, 2020; Mixed 55 & Over League by

September 15, 2020; Tri-Level League by November 15, 2020. Schedules for teams advancing to Sectionals will be based on the registered leagues by the dates listed above.

5. Each team's final season roster (including adding players) must be complete at least 14 days prior to the start of the sectionals event. Additionally, Local Leagues must complete ALL regular season matches at least 14 days prior to the start of the sectionals event they are attending.

6. 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 level.

2.06A(2): Split-Up - No more than three (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, same Age Group and at the same NTRP team 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.

7. If a local league does not have a specific rule in place to cover a full team default, it must follow the National/Sectional Championship Regulation 2.03L, which states: "If a team defaults an entire team match for any reason during round robin play, that team is ineligible to continue play at that championship. All matches of the defaulting team already played shall be null and void when determining standings but will be used for ratings and advancement purposes. If all teams with a mathematical chance to advance have played the defaulting team in good faith, those matches shall stand as played when determining standings. The Sectional Association may impose further penalties on the defaulting team." If there are several round robins within the local competition, this guideline concerns the round robin in question only.

8. In the event of a local dynamic disqualification from a particular level of play, a self-rated player will have to immediately move up a level as well as a computer-rated player with an A. However, no matches will be taken away from their teams. At the Sectional level and local championship/playoff level, the Section chooses to calculate dynamic ratings and disqualify those players who meet the criteria for NTRP disqualification following the conclusion of the championship. All points earned by disqualified players at the championship will stand. Captains who have 2 or more disqualifications within 12 months may be subject to a grievance being filed against them.

9. When two players on a team show up that are members of two different doubles teams, the Section authorizes, in this case, that the two players may play together at the higher position in order to avoid an additional forfeit.

10. In the Adult 18 & Over, Adult 40 & Over, Adult 55 & Over, Mixed 18 & Over and Mixed 40 & Over, players must play 2 matches (one default received shall count) to be eligible for local league playoffs, city championships and Sectionals. Self rated (S) players and Appeal (A) rated players must play 2 matches with no defaults counting to be eligible for local league playoffs, city championships and Sectionals. All Self rated and Appeal players must play 4 times (with no defaults counting) to be eligible to play at Nationals.

11. The spread between players of an individual doubles pair may not exceed 1.0 in the Mixed Doubles, Adult 55 & Over, Adult 65 & Over, and Combo League.

12. To encourage play, when a team which is scheduled to play a Sectional tournament pulls out within 14 days of the tournament or leaves a Sectional Championship, causing a full team forfeit before completing all scheduled matches, all players on the forfeiting team can play in their local league the following year but cannot advance to any Texas Sectional Championships for a period of 12 months, including the Sectional Championship they dropped out of for the following year. The local league coordinator for the city or area in whose league the team played will be notified of the year suspension for all players on the team. The players through their local league coordinator may appeal their suspension within 14 days of notification to the Section Appeals Committee who may grant relief under extenuating circumstances.

13. A team may have only one player from outside the 50 mile radius of the center of a large city, Fort Worth, Dallas, San Antonio, Austin and Houston. Teams from all other cities can have a maximum of two players from outside the 50 mile radius of the center of the city. If a player does not have the specific league in one of our designated areas, (i.e. Abilene, Amarillo, Austin), he/she can play in another city without it counting as part of the out of city maximum.

14. All USTA Sectional or National Championship matches played by League players will take precedence over the local league matches. Teams, Players and Captains who advance to USTA League Championships, representing the city for which the local match conflict exists, shall have the right to request that their lines in a local match be played at some time other than the originally scheduled date. Only players who will attend the Sectional Championships as members of their team and play or serve as an alternate (i.e. a singles player or a member of a doubles team) may request a rescheduling of a local match. Each line played at an alternate time to accommodate the championship shall be played by at least one player who was absent due to the Championship. Captains of the players advancing are to notify their opposing captain of the conflict as soon as they know of a conflict with their advancement to a Sectional or National Championship. Teams with greater than 50% absence due to representation at a Sectional or National Championship for a city other than the one the local league is being played, will only be allowed to make up lines so their team plays a majority of the lines to constitute a valid team matches (3 lines in a 5 line league; 2 lines in a 3 line league).

15. 2.05B(3) Early Start League players must follow the procedures set forth below when they receive a year-end computer rating that places them above the NTRP level at which they are competing:

2.05B(3)a Players who are found to have valid computer ratings, after the appeal process, that place them at the clearly above level mark must immediately adjust to their new NTRP level. Prior team matches played are valid.

2.05B(3)b Players who are found to have valid computer ratings, after the appeal process, that place them above the NTRP level at which they are competing may continue their participation at the lower NTRP level through the conclusion of any Early Start League in progress or until such other date or championship level as determined by the Section. They shall not be permitted to advance to any National Championship at the lower NTRP level. Prior team matches played are valid.

The Texas Section does not allow these players to advance to sectionals at the lower NTRP level.

2.05B(3)c Players on a 2.5 team who are found to have valid computer ratings, after the appeal process, that place them above the 2.5 NTRP level may continue their participation through all championships at the 2.5 level UNLESS their year-end rating reached the clearly above level mark. If it did, they must immediately adjust to their new NTRP level. Prior team matches played are valid.

VERIFICATION

1. If a player was a Super Champ in the 16's or 18's in past five years, he/she must self rate at or above a 4.5 NTRP level; former high school players cannot play below the 3.0 level.

2. Players new to the league may self rate on Tennis Link. Self-rate Grievances must go to the Section League Grievance Committee.

3. If, during the league season, a player is moved to a higher level of play, he/she must meet the two match eligibility requirement at the higher level to advance to sectionals with that higher level team.

4. No dynamic disqualification of year-end computer rated players. Who can be dynamically disqualified? NTRP published level followed by A (appeal-all), S (self –rated), and D or E in the adult divisions through the section championships.

5. For Tri-Level (if you have a local league), Mixed 55 & Over (if you have a local league), Combo (if you have a local league) and Adult 18-39 (if you have a local league) players must play at least one match locally to be eligible to play in the Section Championships. One default received shall count.

6. The Tri-Level 4.5 & Under teams cannot have any self-rated players, mixed only, appeals or tournament rated players. Each player must be computer rated. If a computer rated player, after registering for a Tri-Level Team is double bumped at the end of the year, they must play at the higher level.

7. In the Adult 65 & Over (if you have a local league) players must play at least two matches locally to be eligible to play in the section championships.

8. For the Adult Qualifying Tournament (if you have a local league) players must play at least two matches locally to be eligible to play in the Adult Qualifying Tournament. One default received shall count.

9. A player can play on more than one team at a Sectionals event, provided they are at different levels. However, there will be no special scheduling for that player or team.