

2017

**USTA Nevada League
Tennis**



**INTERMOUNTAIN
NEVADA**

**USTA Nevada District League Regulations
And Operating Procedures**

(CHANGES FROM 2016 ARE IN RED FONT AND UNDERLINED)
V. 2017-1.2

USTA LEAGUE MAJOR REGULATION CHANGES FOR 2017

NEVADA

NTA Adult 18-39 League. We have added a league specifically for players who are 18-39 years old (as of 12/31/17). Format for each team match is 1 singles and 1 doubles. Minimum of 3 players to make a team. If teams are tied during a team match, the tie will be broken in the following order: Individual Wins, Fewest Sets Lost, Fewest Games Lost, Visiting team. Note: TennisLink is programmed to give the win to the visiting team if it is tied all the way to fewest games lost.

4.01 TEAM LINE-UPS. If a match is rescheduled after line-ups have been exchanged, the line-up would stand only for those positions that had already started (first service attempt) their match. All other positions, even those that were in warm-up may be changed including defaulted courts (USTA National Q & A Interpretations).

8.03A MATCH SCHEDULE CONFLICTS. All rescheduled matches that fall under Mandatory Reschedules (Inclement Weather, Darkness, League Championship Conflicts, National Holidays, and League Department Scheduling Conflicts) must be made up within three (3) weeks of the original match date or by the date specified on the league calendar for each league, whichever comes first.

8.01 Non-Mandatory Reschedules. All matches, that do not fall under the Mandatory Reschedule section, must be played on their scheduled date.

8.01A Requests to Reschedule. Any individual match (i.e. individual line) not played on the scheduled date shall count as a loss by default for the team that is not able to field a player or players for the individual matches involved on the scheduled match date.

USTA NATIONAL MAJOR REGULATION CHANGES FOR 2017

1. 2.03A4 and Inside Cover: allow one (1) default to count towards eligibility for National Championships.

2. Early Start Ratings are eliminated.

2.05B(3)a: Players moved up and are clearly above level must adjust to their new NTRP level immediately.

2.05B(3)b: Players will always use their most recent valid year-end rating to register for any early start leagues. Players moved up at year-end are not allowed to advance to any National Championship at the lower NTRP level

2.05B(3)c: There is an exception for players on a 2.5 team; they may continue through National Championships unless they are clearly above level.

3. 2.05E(2) Ratings for players 65&Over who are moved up will be published; automatic appeal will be granted upon request (through TennisLink auto- appeal function).

4. 2.07: Only National Championship players will not be allowed to appeal their rating down for one year after participating in a National Championship. All other Championship players will be allowed to appeal their ratings up or down. The appeal will be granted if they meet the appeal criteria.

5. 3.01 Grievance Procedures: Sections may honor sanctions imposed in another Section.

Table of Contents

Major Regulation Changes	2-3
General	5
NTRP Ratings.....	5
Eligibility.....	5
Facility Requirements	5-6
Court Surfaces/Tennis Balls/Painted Lines on Courts	6
Captain's Responsibility	6
Team Rosters	7
Individual Defaults/Team Defaults.....	7-8
Match Regulations	8-9
 Schedule Conflicts, Suspending, Rescheduling,	
Rescheduling Matches/Mandatory Reschedules	9-10
Non-Mandatory Reschedules	10
Rescheduling Deadline/Procedures	10-11
 Advancement	
District/Section Championships.....	11
Grievances and Formal Complaints	11
Move Up/Split Up of National Championship Teams	12

The USTA League Regulations and Interpretations, the USTA Nevada District League Regulations and Operating Procedures (this document) and The Code, the Rules of Tennis are in effect for all regular season and post season league matches in Southern Nevada. It is the responsibility of the captains, players and facility coordinators to read and observe all of the information included within this booklet, as well as, the other aforementioned rules and regulations booklets.

2017 SUBSTANTIVE REGULATION CHANGES ARE IN RED AND UNDERLINED

Important dates and deadlines are not included in the regulations. This information is available on www.ustanevada.com

GENERAL

Unless stated otherwise, these regulations shall apply to all Adult League programs in Southern Nevada. USTA Nevada League Regulations and Operating Procedures may be amended with the approval of the USTA Nevada Adult League Committee. Interpretations of these regulations are the responsibility of the USTA Nevada Adult League Committee. It is the responsibility of the captains and players to know the 2017 Nevada District League Regulations and Procedures, 2017 Intermountain Section League Regulations as well as the 2017 National USTA League Regulations. The USTA Nevada reserves the right to reschedule any/all 2017 Adult League matches.

[2017 USTA NATIONAL LEAGUE REGULATIONS](#)

[2017 INTERMOUNTAIN SECTION LEAGUE REGULATIONS](#)

NTRP RATINGS

Unless stated otherwise within the specific league, each league participant must have a published NTRP rating or he/she must declare a self-rating on TennisLink. **Penalties up to and including suspension may be assessed to players, captains and/or facility coordinators who answer self rate questions incorrectly or misrepresent the player's skill level.**

ELIGIBILITY

1.00 Membership and age requirements. All players participating in USTA Nevada Adult League Programs must be members of the United States Tennis Association (USTA) and have reached the age of 18 on or before December 31 of the current league year. Membership must be current through the league season, including any advancement beyond the regular season (i.e. District, Sectional, and National Championship) for players involved in post season Championship play.

1.01 Organizational Membership. All facilities participating in the USTA Nevada Adult League Programs must be current organizational members of the USTA.

1.02 Number of teams per league. A player may play on only one team in an NTRP level within an Age Group in the same local league during the same season. In local leagues where NTRP levels are divided into flights, a player may not play in more than one flight. A player may play on more than one team providing those teams are at different NTRP levels. A player may play up to one NTRP level above the player's current NTRP level.

1.03 District/Section/National Championship Eligibility. Please refer to the [USTA National League Regulations](#).

FACILITY REQUIREMENTS

2.00 Number of Required Courts. Each participating site (club/facility) must have two (2), three (3), four (4) or five (5) courts, depending on the total amount of individual matches per team match, available at the scheduled match time for all league matches. Facilities may have NO MORE than two teams for each set of two (2), three (3), four (4) or five (5) courts at their facility, including overlapping leagues, **unless additional courts can be provided.**

2.01 Blackout Dates. Facilities must provide USTA Nevada with blackout dates, but will be required to reduce the number of teams they may field based on the amount of courts available as well as blackout dates. Efforts will be made to adjust schedules to accommodate blackout dates that are submitted on time; however, they are not guaranteed. If a schedule cannot be altered to accommodate a blackout date, the home facility may require teams to reschedule the affected match(es). **The 3-week rule or score-entry deadline and reschedule rules would still apply in this situation.**

2.02 Staggering Matches. The match times *may be* scheduled based on a staggered format (i.e. singles matches followed by doubles matches). If the home facility has all courts available for the league match, all matches should be played at the same time. Order of play for staggered match times will be as follows:

#1 Singles, # 2 Singles, #1 Doubles, #2 Doubles, and #3 Doubles.

For example: 2 @ 9:00 am- #1 Singles, #2 Singles, 3 @ 10:30 am- #1 Doubles, #2 Doubles, #3 Doubles.

The 2.5 League: 2 @ 6:30 pm- Singles and #1 Doubles, 1 @ 8:00 pm- #2 Doubles

Fall Adult League: 2 @ 9:00 am- Singles, #1 Doubles, 2 @ 10:30 am- #2 and #3 doubles

Ladies Weekday League- #1 & #3 Doubles @ 9:00 am, #2 & #4 Doubles @ 10:30 am

Fall Senior (50+) League- 2 @ 9:00 am- #1 & #2 Doubles, 1 @ 10:30 am- #3 doubles

The matches MUST be played in this order unless BOTH captains have agreed to a change PRIOR to the match.

COURT SURFACES/TENNIS BALLS/PAINTED LINES ON COURTS

3.00 Alternative Court Surfaces. Alternative tennis court surfaces (i.e. clay or other USTA approved surfaces) may be used for all or some of the individual matches, except during Championship play. A hard-court surface must be used for all Championship play.

3.00A If a home team plans to play any of their individual matches on alternate court surfaces (including indoor courts), the home team captain must designate which position(s) will be played on alternate court surfaces PRIOR to the exchange of line-ups. If the home team captain fails to designate the specific matches to be played on alternative surfaces before exchanging line-ups, the visiting team captain has the ability to designate which matches will be played on the courts that are an alternative surface.

3.01 Tennis Balls. The home team will furnish new, standard Type 2 USTA approved balls. The use of any USTA "transition" ball is prohibited.

3.02 Painted Lines on Courts. Any permanent lines that are painted on tennis courts must be shown in the diagram of a tennis court, located inside the Friend at Court (Rules of Tennis). 60' and 36' lines used for 10 & Under tennis are approved lines. USTA Nevada sanctioned league matches may not be played on courts with Pickleball lines or any other unapproved lines on the court.

CAPTAIN RESPONSIBILITIES

4.00 Communications. Sign up at www.ustanevada.com to receive our e-newsletter. Notify each team member the USTA Nevada League Regulations as well as the USTA National League Regulations which are available on www.ustanevada.com. Insist the players take the responsibility to know the league rules and regulations, as well as The Code. Ensure that the players arrive at the proper time and place for their match each week. To avoid problems, if the home facility has any pertinent information regarding gate access, court surfaces, court availability, restrooms, etc it is suggested that the captain e-mail a list of that information to the visiting captain at least 48 hours in advance.

4.01 Team Line-ups. Exchange of line-ups must be done simultaneously prior to the beginning of the team match, regardless if the matches are staggered match times. (See [2.01C\(5\)USTA League Regulations](#)). The line-up is considered official after both captains (or a team representative) exchange line-ups on site. **If a match is rescheduled after line-ups have been exchanged, the line-up would stand only for those positions that had already started (first service attempt) their match. All other positions, even those that were in warm-up may be changed including defaulted courts (USTA National Q & A Interpretations).** Prior to the match, it is recommended for captains to login to TennisLink and print the scorecard that contains the opposing team's rostered players. All match scorecards must be signed by both captains (or team representative) at the completion of the match and retained for the entire season. These cards may be needed in case of a discrepancy.

4.02 Score Entry. Scores must be reported within 48 hours of match completion. Failure to report the scores within 48 hours of the completion of the team match may result in penalties to include loss of match. It is the responsibility of both team captains to make sure scores have been reported and confirmed by the 48-hour deadline. This responsibility should be discussed when line-ups are exchanged. If a score is disputed, it is the responsibility of the captain disputing the match to e-mail the District League Coordinator at adults@ustanevada.com with the following information:

- match number
- two teams participating in the match
- the reason for the dispute
- the corrections that need to be made

The error will be corrected and an e-mail response will be sent to both captains of the participating teams. Please note: an e-mail must be sent regarding a disputed match, no phone corrections will be accepted.

4.03 Removal. USTA Nevada retains the right to remove any person from the role of captain or co-captain if it is deemed advisable to do so. We expect captains to display good sportsmanship at all times and to demand the same of all players on their team(s).

TEAM ROSTERS

5.00 Minimum Number of Players. A team roster must meet the minimum number of required players by the team registration deadline. Teams registering after the deadline are subject to acceptance by the USTA District League Coordinator.

5.01 Unrostered Players. Each player's name is to be listed on the team roster, as shown on TennisLink, prior to participation in any match. Matches played by non-rostered players may result in matches being declared defaults for standing purposes. **The USTA Nevada Adult League Committee Interpretations will address when defaults will occur and when they will not. If this situation arises, Contact USTA Nevada Adult League Coordinator.**

5.02 Additions, Transfers & Refunds. Additions to rosters may be made until the last match of the local league season. Players without the required number of matches played will not be eligible for play at the District Championships (**See 2.03 Eligibility Requirements in the USTA National League Regulations**). Players who have not played a league match may be transferred to another team until the last match of the local league season, but must still meet the minimum eligibility requirements to be eligible for the District Championships. The transfer must be made via e-mail to the District League Coordinator at adults@ustanevada.com. No refunds will be issued to any players after the first match of the local league season. All refund requests must be submitted to the District League Coordinator at adults@ustanevada.com. The refund check, which is the league registration fee, minus the Active.com fee, will be mailed to the address of the player listed on TennisLink unless otherwise specified. Players who have played any matches for the team cannot be deleted, regardless of any deadlines.

INDIVIDUAL DEFAULTS/TEAM DEFAULTS

6.00 Individual Defaults. Prior to the match, if a captain notifies the opposing captain that he/she will be defaulting any of the individual matches, then the default stands, **except if the match needs to be rescheduled based on one of the Mandatory Reschedule requirements. (See 4.01 and 8.00)**

POSITIONS ALLOWED TO BE DEFAULTED
LEAGUE FORMAT
3 Doubles Positions
One or Two Players Absent: Default # 3 doubles positions, with all players moving up.
1 Singles, 2 Doubles Positions
1 Player Absent: Default #1 singles or #2 doubles position
2 Players Absent: Default #2 doubles position
1 Singles, 3 Doubles Positions
1 Player Absent: Default #1 singles or #3 doubles
2 Players Absent: Default #1 singles or #3 doubles
3 Players Absent: Default #1 singles positions and #3 doubles position or #2 and #3 doubles positions
4 Players Absent: Default #2 and #3 doubles positions
2 Singles, 3 Doubles Positions
1 Player Absent: Default #2 singles or #3 doubles
2 Players Absent: Default #3 doubles position or #2 singles and #3 doubles or both singles matches.
3 Players Absent: Default #2 singles positions and #3 doubles position or #2 and #3 doubles positions
4 Players Absent: Default #2 and #3 doubles positions.

Ladies Weekday League Only: If a team defaults a position, the default must be taken from the lowest position within the time that the match was scheduled to be played. In the 3.0-4.0 divisions: 9:00 am matches must default the #3 doubles position, 10:30 am matches must default the #4 doubles position. In the 2.5 and 4.5 divisions: 9:00 am matches must default the #2 doubles position, 10:30 am matches must default the #3 doubles position.

6.01 Team Defaults. The USTA Nevada League Coordinator must be notified if a team defaults an entire team match (i.e. 2 out of 3 positions, 3 out of 4 positions or 3 out of 5 positions), before entering a team default. The District League Coordinator may require the team match to be played. For local league matches, all scores for the defaulting team, will be reversed from standings and count as 6-0, 6-0 wins for their opponents. If there is more than a single round robin, only the scores from the round robin segment that has that had the full team default will be impacted.

6.01A If 2 out of 3 positions, 3 out of 4 positions or 3 out of 5 positions are double defaulted (i.e. defaulted by both teams), it is considered an entire team default for both teams.

6.01B For each local league and or District Championship team match, a majority of the individual matches must be played to constitute a valid team match. If both teams fail to play a majority of the individual matches, it will be considered a Team Default for both teams, (i.e. neither team is available to play; or the teams play some lines, but do not play enough lines to constitute a valid team match). The chart below determines which positions must be played if both teams are short players and their original line-ups would be in violation of this rule. If more than 2 lines are defaulted (5-line format) or 1 line default (3-line format). If the format is 3 lines of doubles, the only position that may be defaulted is the #3 doubles.

When Format is 5 Lines

# of Players (Team with fewest)	Positions that must be played
4	1S, 2S, 1D
5	1S, 1D, 2D
6	1S, 2S, 1D, 2D

MATCH REGULATIONS

***** ALL MATCHES ARE LIMITED TO A 5 MINUTE WARM-UP INCLUDING SERVES*****

7.00 Number of positions. A player may participate in only one individual match within a team match.

7.01 Match Format. All individual matches are best of two tiebreak sets (if play reaches 6 games all, a 7 point set tiebreak is used, winner being first to 7 points by a margin of 2 points) with a match tiebreak in lieu of a third set (first to 10 by a margin of 2). All match tiebreak's shall use the Coman Tiebreak procedure whereby players change sides after the first point and every four points thereafter. A 2-minute break is permitted between the end of the second set and the start of the tiebreak in lieu of the third set. It is not an option to play out the third set.

7.01A(1) Fall Adult League: At least one member of each doubles pair must have a rating of that teams NTRP division and the singles position must be played by an at level player.

7.01A(2) Ladies Weekday League: At least one member of each doubles pair must have a rating of that team's NTRP division.

7.02 Coaching. Coaching is considered to be communication, advice or instruction of any kind and by any means to a player and is not permitted at any time during local league or Championship matches. Other players and/or spectators (including team captains) may not officiate the match or help with scoring issues. All players are expected to abide by The Code.

7.03 League Season. Each league has a specific end date which is located on the bottom of each individual match schedule, That is the last date to make up matches and input scores. That date also constitutes the final day of local league play. Any scores not entered by this date may be reported as a double default. Depending on the number of teams in each flight, some flights may finish earlier than the season end date. All local leagues will consist of round robin play. If there are only two teams in a flight, the teams will be provided with a minimum of four matches against each other. In situations where the number of teams does not provide for sufficient numbers of matches based on the standard number of matches for the league, additional matches may be added to the flight, without completing another entire round robin. In these situations, the matchups for the additional matches will be randomly determined by TennisLink.

7.04 Scoring, Score Entry and Standings.

7.04A Scoring. A team match format is used in all league and Championship play. The team winning the majority of the individual positions will be awarded one team point in the standings.

For leagues with an even number of individual matches played in a team match, the winner of the league will be based on Individual Wins, not Team Wins. The scoring format in TennisLink will be set up as "Match Tiebreak" which will require all third set scores to be entered as 1-0.

7.04A(1) Scoring for Ladies Weekday League and Fall Adult League. Points will be accumulated through all rounds of play with the eventual winner being the team that has accumulated the greatest number of individual matches in the entire competition.

7.04B Score Entry. The initial entry of match scores into TennisLink must take place within 48 hours of the completion of the match. After match scores have been entered in TennisLink, they must be confirmed by the opposing team within 48 hours of the initial entry or the initial score will automatically be considered valid. Scores for make-up or rescheduled matches must be entered in TennisLink within **3 weeks** of original match date or by the score entry deadline, whichever occurs first.

7.04C Standings. 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:

[Refer to USTA League Regulation 2.03H Procedures in the Event of a Tie](#)

A. Individual Matches. Winner of the most individual matches in the entire competition.

B. Head-to-Head. Winner of head-to-head match.

C. Sets. Loser of the fewest number of sets.

D. Games. Loser of the fewest number of games.

E. A Method to be Determined by the Championships Committee. Procedure to be announced prior to commencement of championship competition.

7.05 Coman Tiebreak Procedure. The Coman Tiebreak Procedure is to be used for both singles and doubles matches throughout the local league season and District Championship play. It is to be used for set tiebreak's as well as match tiebreak's.

7.05A How to play a Coman Tiebreak. A Coman Tiebreak follows the same standard tiebreak protocol except for when players change ends of the court. Players change ends of the court after the first point is played and every four (4) points thereafter (i.e. points 1,5,9,13,17).

7.06 Lateness. [A default may be called 15 minutes](#) after the established starting time of the match. If match times are staggered, the lateness clock does not start until a court is available. If a default is taken due to lateness, the match should not be played. [If the match is played, the lateness penalty no longer applies and the score for the match shall count.](#)

7.07 Point Penalty System. The Point Penalty System is not in effect for the local league season/unofficial league matches. With the exception of District Championships, all league matches are unofficiated. Other players and/or spectators (including team captains) may not officiate the match, [even if they are UTSA certified officials](#). All players are expected to abide by The Code. The Point Penalty System is in effect for all District Championship matches.

RESCHEDULING MATCHES/MANDATORY RESCHEDULES

8.00 Mandatory Reschedules. [All rescheduled matches that fall under Mandatory Reschedule \(Inclement Weather, Darkness, League Championship Conflicts, National Holidays, and League Department Scheduling Conflicts\)](#) must be made up within **three (3) weeks** of the original match date or by the date specified on the league calendar for each league, whichever comes first.

8.00A Inclement Weather. Unless agreed upon by both captains, all players must be present at match time, even if a rain out is obvious. If courts are not playable within 30 minutes from the scheduled match time, either team may force the match to be rescheduled. Teams are not required to wait longer than 30 minutes from the scheduled match start time. [When a match is postponed following the exchange of line-ups, the line-up would stand only for those positions that had already started \(first service attempt\) their match. All other positions, even those that were in warm-up may be changed including defaulted courts.](#)

8.00B League Championship conflicts. Team captains are required to reschedule one or all of their individual matches if their opposing team's player(s) are participating in a USTA Nevada District League Championship, an ITA Sectional League Championships, or a USTA National League Championship. The USTA Nevada District League Coordinator must be notified when there is a request to reschedule a match due to conflict with a league championship. A one-week advanced notice must be given for requests to reschedule regular season matches due to league championship conflicts. Penalties may be assessed if captains do not provide a one-week advanced notice.

8.00C National Holidays. Team captains are required to reschedule one or all of their individual matches if the opposing team's player(s) cannot play a local league match scheduled

on a National Holiday. The only holidays that apply to this rule are Memorial Day, Independence Day and Labor Day. This rule does not apply for matches scheduled on Mother's Day or Father's Day. A one-week advanced notice must be given for requests to reschedule local league season matches due to a National Holiday. Penalties may be assessed if captains do not provide a one-week advanced notice.

8.00D League Department Scheduling Conflicts. There are occasions when the league department must schedule a match that is a known conflict. Such situations may include, but are not limited to, facility blackout dates, numbers of teams create the need to ass a portion of additional round robin, etc. These situations are deteremined by the league coordinator and will be communicated to the facility coordinators/captains when they occur, resulting in a mandatory reschedule situation.

NON-MANDATORY RESCHEDULES

8.01 Non-Mandatory Reschedules. All matches that do not fall under the Mandatory Reschedule section, must be played on their scheduled date.

8.01A Requests to Reschedule. Any individual match (i.e.individual line) not played on the scheduled date shall count as a loss by default for the team that is not able to field a player or players for the individual matches involved on the scheduled match date.

8.01B Requests to Play Prior to Scheduled Date/Time.

8.01B(1) Earlier Start Time. Teams may ask the opposing team to play earlier than the scheduled time if it is on the same date. This often occurs when darkness may be an issue and the match is going to be at staggered times. The opposing team is not required to accept this request.

8.01B(2) Earlier Date. Teams may ask the opposing team to play on a date prior to the scheduled match date ONLY if all the following conditions exist:

- The match is the last scheduled match of the local league season
- Inclement weather is predicted
- Home courts are not available

8.02 Tournament Conflicts. League matches do not take precedence over tournament matches, nor do tournament matches take precedence over league matches. If a player signs up for a tournament and creates a conflict with a scheduled league match, the player must choose which match he/she will play and which match he/she will default should a substitute player not be available for the league match.

RESCHEDULING DEADLINE/PROCEDURE

9.00 Deadline for Rescheduled Matches. Matches that fall under the Mandatory Reschedule section must be made up within three (3) weeks of the originally scheduled match date or the date listed on the calendar for each league to have all scores reported, whichever comes first. The USTA Nevada League Department may record unplayed matches as double defaults if the teams do not complete the matches prior to the deadline. Any Mandatory Reschedule match during the last two weeks of the season must be made up by the score entry deadline listed on the calendar for each league. **NO EXTENSIONS WILL BE PROVIDED.** If some lines have been completed and others have not, captains can input the completed match scores and input double defaults for the outstanding scores to ensure that the matches that have been played count (minimum match requirements still exist. **(see 6.01)**). If the other lines are completed prior to the deadline, the scores can be emailed to the District League Coordinator.

9.01 Procedures For Rescheduled Matches. Once a reschedule date, time and location have been agreed upon by both captains, that date becomes the official match date. It may not be rescheduled again unless a new event covered under Mandatory Reschedules occurs.

9.01A Teams/players are required to work together to find an agreeable date to make up the match within the allowed time frame **(See 9.00)**. Teams are not required to move to an alternate site to complete the match if the match has been suspended or rained out. If indoor courts are available at the same site, time, and no additional costs will be incurred, teams are required to finish the match indoors.

9.01B If teams or players do not agree on a reschedule match date within the allowed time frame **(See 9.00)**, the match date shall officially be scheduled for the third Friday following the original match date at 6:00pm. The location will be the same as originally scheduled (unless agreed upon otherwise by both captains). Any team or player(s) unable to complete the match at that time will default that match.

9.01C If the match falls within the last two weeks of the season and an agreement is not reached on a rescheduled match date prior to the end of the season, the match date shall officially be scheduled for the day after the last scheduled match date (for that league) at 6:00pm. The location will be the same as originally scheduled (unless agreed upon otherwise by both captains). Any team or player(s) unable to complete the match at that time will default the match. NOTE: this includes matches that are rained out on the last scheduled match date (i.e. the reschedule date would be the next day at 6:00pm).

DISTRICT/SECTION CHAMPIONSHIPS

10.00 Advancement to District Championships. The top two (2) teams from all divisions/flights with 6 or more teams will advance to the District Championships.

10.01 Eligibility. Players must meet all USTA National eligibility requirements to be eligible for any USTA Nevada District League Championships. [See USTA National League Regulations \(2.03A Eligibility\)](#) for more information. It is the team captain's responsibility to ensure that all players participating at the District Championships are eligible. If an ineligible player is played during the District Championships, that match shall count as a default win for the opposing team. A player is eligible to advance to championship level competition if that player has played on the same team in at least two (2) matches during the local league season. A maximum of one (1) default received by the player during local league competition shall count for advancing. A retired match shall count toward advancing for all players involved.

10.02 District Championship Team Confirmation. It is required for all first place teams, as of one week prior to the end of the local league season, to confirm with the USTA Nevada District League Coordinator (via e-mail) if they will be available to participate in the District Championships, should their team finish in an advancing position.

10.03 Inclement Weather During District Championships. The Tournament Committee may decide to make alternate plans in order to complete the tournament. Such plans may include, but are not limited to, relocating/rescheduling matches to a later date or time, and/or using alternate scoring formats.

10.04 Match Format at District Championships. Scoring in the District Championships shall be the best two of three sets with a match tiebreak (first to 10 by 20 using the Coman Tiebreak Procedure played in lieu of the third set. Only hard court surfaces will be used.

10.05 Defaults During District Championships. Teams need to have a full complement of players available throughout the District Championships to avoid defaults. If a team has a team default (as defined by each league) in the District Championships (for any reason), all players rostered on that team are subject to penalties up to and including suspension from league the following year.

10.06 Multiple Teams. If a player advances to the District Championships on two teams, scheduling accommodations will not be made. If there is a match conflict, the player must decide which team he/she will represent during the conflicting matches.

10.07 Section Championship Team Confirmation. Winning teams at the District Championships will have 48 hours to confirm that they will be competing in the Section Championships. If confirmation is not received, the second place team may be given the opportunity to compete.

GRIEVANCES AND FORMAL COMPLAINTS

11.00 Grievances. See [USTA National League Regulations](#) (3.00 Grievance Procedures) for all grievance procedures and information. For non-NTRP grievances, a \$75 fee must accompany the grievance. If the person filing the grievance wins the grievance, the \$75 fee will be refunded.

11.00A NTRP Grievances. For NTRP Grievances, a \$50 fee (payable to Intermountain Tennis Association) must accompany the grievance. If the person filing the grievance wins the grievance, the \$50 fee will be refunded.

11.00A(1) NTRP Grievances are NOT handled during Championship events. If a captain has any information relative to a self rated players background that is not consistent with their rating level, an NTRP Grievance should be filed at least 14-21 days prior to a District or Section Championship. It is not necessary to have played the individual to file a grievance.

11.01 Formal Complaint. A formal complaint may be filed with the USTA Nevada if the situation does not rise to the level of a grievance. There are no fees to file a formal complaint. Formal complaints will be kept on file at the USTA Nevada. Formal complaints may not seek punitive action against involved parties.

MOVE UP/SPLIT UP NATIONAL CHAMPIONSHIP TEAMS

When a player or team plays at this National Championship team level:	Maximum number of players who can combine to play together at that same NTRP level	Adult 18& Over: move-up level	Adult 40 & Over: move up level if eligible	Adult 55 & Over: move up level if eligible	Mixed 18 & Over: move up level	Mixed 40 & Over: move up level if eligible
Adult 18 &Over 2.5	2	3.0	3.0	6.0	*	*
Adult 18 &Over 3.0	3	3.5	3.5	7.0	*	*
Adult 18 &Over 3.5	3	4.0	4.0	8.0	*	*
Adult 18 &Over 4.0	3	4.5	4.5+	9.0	*	*
Adult 18 &Over 4.5	3	5.0+	XXXXXXXXXX	XXXXXXXXXX	*	*
Adult 18 &Over 5.0+	2	XXXXXXXXXX	XXXXXXXXXX	XXXXXXXXXX	*	*
Adult 40 &Over 3.0	3	3.5	3.5	7.0	*	*
Adult 40 &Over 3.5	3	4.0	4.0	8.0	*	*
Adult 40 &Over 4.0	3	4.5	4.5+	9.0	*	*
Adult 40 &Over 4.5+	3	5.0+	XXXXXXXXXX	XXXXXXXXXX	*	*
Adult 55 &Over 6.0 or 3.0	3	3.5	3.5	7.0	*	*
Adult 55 &Over 7.0 or 3.5	3	4.0	4.0	8.0	*	*
Adult 55 &Over 8.0 or 4.0	3	4.5	4.5+	9.0	*	*
Adult 55 &Over 9.0 or 4.5	3	5.0+	XXXXXXXXXX	XXXXXXXXXX	*	*
Mixed 18&Over 2.5	3	**	**	**	6.0	6.0
Mixed 18&Over 6.0	3	**	**	**	7.0	7.0
Mixed 18&Over 7.0	3	**	**	**	8.0	8.0
Mixed 18&Over 8.0	3	**	**	**	9.0	9.0
Mixed 18&Over 9.0	3	**	**	**	10.0	XXXXXXXXXX
Mixed 18&Over 10.0	3	**	**	**	XXXXXXXXXX	XXXXXXXXXX
Mixed 40&Over 6.0	3	**	**	**	7.0	7.0
Mixed 40&Over 7.0	3	**	**	**	8.0	8.0
Mixed 40&Over 8.0	3	**	**	**	9.0	9.0
Mixed 40&Over 9.0	3	**	**	**	10.0	XXXXXXXXXX

***ADULT DIVISION PLAYERS MAY PLAY IN THE MIXED DIVISION WITH NO RESTRICTIONS**
****MIXED DIVISION PLAYERS MAY PLAY IN THE ADULT DIVISION WITH NO RESTRICTIONS**