



**2024 USTA Missouri District League
Rules and Regulations
(Changes are in red)**

General USTA Missouri Valley League Rules: The Missouri Valley Section League Tennis Rules and Regulations, which are supplemental and subordinate to the USTA National League Tennis Program Rules and Regulations, shall apply to USTA League Tennis in the USTA Missouri Valley Section. District and Local Rules and Regulations may be developed to supplement the USTA National and Sectional Rules and Regulations. However, the District and Local Rules and Regulations must not contradict the National or Sectional established rules and regulations. **If a Section, District/Area or Local League does not have a regulation in place to address an issue and there is a National Championship Regulation on that issue, the Section, District/Area or Local League must follow the National Championship Regulation.**

It is the intent of the Missouri District to enforce all stated rules consistently with due consideration to both mitigating and aggravating circumstances. It shall be the responsibility of each Captain to fully understand all printed rules and regulations and ensure that all team members are familiar with these rules prior to participating in any league match. Any allegation of a violation of a rule must be reported by the respective team Captain to the League Grievance Committee within 5 working days of the occurrence of the alleged infraction. A copy of the League Grievance Committee process can be obtained from the League Coordinator.

1. Play format

a. Teams must have the minimum number of players to play the format specified in each division below. However, teams may play an alternative format at the local level. Any alternative format must be approved by the district league coordinator prior to the first match of the league. Alternative formats are not allowed at district championships. District championships will adhere to the formats specified below:

- i. 18 & Over 3.0, 3.5, 4.0, 4.5 – 5 court format 2s, 3d
- ii. 18 & Over 2.5 & 5.0+ – 3 court format 1s, 2d
- iii. 40 & Over 3.0, 3.5, 4.0 , 4.5+ – 5 court format 1s, 4d
- iv. 65 & Over and 55 & Over 6.0, 7.0, 8.0, 9.0 – 3 court format 3d
- v. Tri-level and all mixed – 3 court format 3d

2. 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.

3. Registration

a. Age Requirements

- i. Players must be 18 years of age prior to participating in the USTA League Program.
- ii. Reaching a minimum age. Each player over the age of 18 shall have reached the required minimum age before or during the calendar year in which the player participated in his or her first local league.

b. All individuals who compete in the USTA League must be current USTA members in good standing through the local and championship league season.

c. All players must register online, in Tennis Link, prior to playing a match.

- i. Non-refundable Tennislink user fee
 - ii. Non-refundable USTA Missouri Valley Sanction fee
- d. 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.
- e. 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. The match for the player(s) who were not registered will NOT count, however, the match WILL count for the opposing player(s).
- f. See Appendix A (pg. 11) for teams formed deadline.

4. Self-Rating

- a. **Players required to self-rate.** The following players must self-rate:
 - 1. Player without a valid computer (C) NTRP rating in TennisLink;
 - 2. Returning player with an expired NTRP rating;
 - 3. Tournament Exclusive (T) rating;
 - 4. Mixed Exclusive (M) rating;

The above players are assigned a new rating, their last expired rating, or a higher rating based on their playing history.
- b. Any submission of false information regarding a player's tennis history will subject the player, the captain, and/or others who condone inaccurate self-rating to sanctions and disqualification. Any Self-Rating Player Appeals will be processed by the Section NTRP Appeals Committee. The appealing player is responsible for justifying the request for the appeal. If no justification is given, appeal will be denied.
 - i. Captains cannot fill out the NTRP self-rate questionnaire for another player.
- c. **3.03B(3)a** Based on eligibility of simple fact (e.g., age, USTA membership, TennisLink registration, below-level player in a plus (+) league), a USTA league coordinator may declare a player ineligible and disqualify that player without filing a grievance. (See Regs.1.04C(1) Official League Registration, 1.04E(2) Membership, 1.04E(3) Age, and 1.04F Official League Rating Program, and 2.01A1(b, c, e, f. NTRP Levels of Play).

5. NTRP

- a. Year End Ratings are published at the beginning of December and take effect on publication date. A player may play only one NTRP level above the player's current NTRP level in the Adult or Mixed Divisions.
- b. All Adult Divisions will include teams that maintain at least 40% of players who are rated the level of the NTRP flight that they play. Ex: a 3.0 Adult 18 & Over team must have 40% or more players registered on said team that are rated 3.0.
- c. Self-ratings are valid for two years from the date issued or until replaced by a dynamic or computer rating. If there is a change in playing experience, the player may promptly appeal to request a higher rating (an appeal up) or may be promoted by the Sectional League Coordinator.
- d. Adult NTRP Year End Ratings for players 59 years or younger will be valid for 3 years or until the player participates in another sanctioned league.

6. Appeals

- a. All medical appeals will be reviewed by a National Committee. Any player wishing to submit a medical appeal must meet all criteria for a medical appeal. The player must submit documentation to the District League Coordinator, who will review the information to see if it meets the criteria. If and only if, it meets the criteria will it be forwarded to the Section League Coordinator. If it does not, the District League Coordinator will mail it back to the player.
- b. If a player contacts any coordinator to report that a captain or player has used the Auto-

Appeal Function to appeal the players' rating without the player's permission, a grievance will be immediately filed by the coordinator, with a recommendation of suspension of 1 year for the person using the appeal function.

7. Dynamic Disqualification and Promotions

- a. A player may be dynamically disqualified based on match results from the Adult 18 & Over, Adult 40 & Over and Adult 55 & Over divisions.
- b. Players who are subject to NTRP Disqualification are: A (Appealed players), T (Tournament-exclusive players), M (Mixed-exclusive players), and S (Self-rated players). A Computer-Rated Player will not be subject to NTRP Disqualification.
- c. During local league competition, computer ratings will be calculated for all players to determine if any players have reached the disqualification criteria using the USTA NTRP Computer Methodology Procedures. Players will be NTRP disqualified if they reach the disqualification level three times based on all matches reported in the national database for All Adult Divisions, except 65 & Over. Only if the player is self-rated will the individual matches that produced the three strikes in the level in which they were disqualified be deemed wins for the opponent and any subsequent matches shall be considered losses.
- d. If the player is competing in two NTRP levels, results from the higher-level matches are considered in Dynamic Ratings and may cause strikes disqualifying a player at the lower NTRP level (with the exception of Computer-rated players).
- e. Players who are NTRP Disqualified may not play at the disqualified NTRP level of play (or any lower level) in either singles or doubles for the remainder of the championship league year and for the succeeding league year. A disqualified player becomes a benchmark. Players who are NTRP disqualified may be allowed to move up and participate on another team at a higher NTRP level during the same league season.
- f. **2.04B(2)b** After ANY District or Section Championship, Dynamic Ratings are run. Following the conclusion of the event, those players who received their third strike will be disqualified and notified by the Section League Coordinator, and if their team is advancing to sectionals or nationals, disqualified players will not be able to compete with their team. Following an NTRP Disqualification, the player may not play at the disqualified level of play in either singles or doubles for the remainder of the championship year and for the succeeding league year.
- g. **2.05E Promotion of Players 60 or Over and 65 or Over**
 - i. 2.05E(1) Any player who is 60 years of age or older prior to, or during, the calendar year in which such player plays his or her first local league match and has achieved the same rating level or lower for his or her three most recent year-end ratings, without benefit of appeal of the player's year-end rating, will be granted an appeal if promoted.
 - ii. 2.05E(2) Any player 65 or Over who receives a higher or lower Year end Rating than their prior computer rating may appeal and that appeal shall be granted. Player will then continue the championship year as an "A" designated player, who is subject to the NTRP Dynamic System.
- h. **2.05E(3)** Any player who is clearly above level under the applicable Computer Methodology procedures, as defined in the Glossary, will be denied an appeal of his or her year-end rating under 2.05E(1) and 2.05E(2).
 - i. "Clearly above level" refers to situations in which the NTRP computer program determines that the rating is outside appealable parameters.
- i. Ratings may change due to Dynamic Disqualification, Appeals, or Year End Ratings.
 - i. A player, whose rating goes down after the season has begun, may move to another team.
 - ii. A player whose rating goes up after the season has begun, cannot continue to play at the lower level, and must move to a team at his/her new level.
 - iii. After playing in one match, players may not change teams without a change in their rating.

8. Grievances

- a. A player who is designated with an SA, M, D, T, or S is subject to an NTRP Grievance.
- b. **3.02B NTRP Grievance Complaint.** Any captain, coordinator, or committee member may file a Grievance against any player and/or captain they feel has entered, or condoned entering, below their actual skill level. The Section League Grievance Committee having jurisdiction, augmented as necessary by experts in NTRP ratings, will review the alleged violator's completed USTA Player Electronic Self-Rate questionnaire. If NTRP Grievances are filed during a Sectional Championship, they will be held and then forwarded to the Section League Grievance Committee within 48 hours of the conclusion of the championship. After review, and in consultation with the NTRP experts who have augmented the committee, they will take action as they deem appropriate, including, but not limited to, disqualification, suspension from league play, or other league sanction. NTRP Grievances may be filed by a League Coordinator, Captain or Committee member, at any time, for free. Parties included in the original grievance, wishing to submit a League Grievance Decision Appeal, regarding any Section League Grievance Decision, may do so by completing the official form, accompanied by a Check, payable to USTA Missouri Valley for \$50.00, and submitting it to the Adult League Manager, at the USTA Missouri Valley section office by the deadline stated on the grievance decision form.
- c. **3.02A** All complaints alleging a violation by an individual or team during local league competition shall be filed in writing with the Local or District League Coordinator (or designee) having jurisdiction. The complaint must be filed prior to the commencement of the next team match in that flight involving such individual or team, or within 24 hours after the end of local league play, whichever occurs first.
- d. **3.03D(4)** The decision of the USTA League Grievance Committee shall conform to the USTA League Suspension Point System (see Appendix B), which shall be established prior to each League Year by the USTA National League Committee.

9. Team Composition /Residency Requirements

- a. A team shall consist of a minimum of **9 players for a 5 court format (1s, 4d)**, 8 players for a 5 court format (2s, 3d), 7 players for a 4 court format (1s, 3d), and 6 players for a 3 court format (3d or 1s 2d).
- b. Missouri District Teams must have at least 50% of roster players residing in the USTA Missouri District and are allowed to have no more than 50% of players outside of the District or Section.
 - i. The residency requirement is waived for 55 & Over Mixed, 65 & Over, and Trilevel Teams in Missouri District for which advancement to sectionals applies to an invitational tournament. The residency requirement is also waived for flights/levels in which there are only enough players in the district to form a single team with at least 50% of roster players residing in the district.
 - ii. The residency requirement is also waived for flights/levels in which there are only enough players in the district to form a single team with at least 50% of roster players residing in the district.
 1. However, the residency requirement is only waived for league play. Any team representing Missouri District at the sectional level must have at least 50% of roster players residing in the USTA Missouri District, even if the sectional tournament is an invitational event.
- c. 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.
- d. Players may be added to a team throughout the season. The deadline to add players will be prior to the last 2 matches of the **local** league season.
- e. **All combined NTRP levels may not combine players with more than 1.0 difference between ratings. This applies to all levels of Mixed Doubles, 55 & Over, and 65 & Over adult leagues that play a combo format.**

10. Local Competition

- a. See Appendix A for teams formed deadlines.
- b. **Each NTRP level will consist of a round robin format where each team plays every other team an equal number of times.**
 - i. 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.
- c. **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 (National 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
- d. 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.
- e. The captain should make themselves familiar with the schedule and the scheduled locations. The designation of Home and Visitor does not dictate the location.
- f. 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.
- g. 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.
- h. Indoor Back-up Courts
 - i. In the case of inclement weather or for some other reason the home team captain wishes to move a match indoors or reschedule a match, **the home team captain must initiate communication with the opposing team captain in a timely manner (taking into consideration travel time of the opposing team)**. If the opposing team captain agrees to move a match indoors or reschedule a match, the home team captain must notify the District League Coordinator for approval of match changes.
 - ii. **The District League Coordinator makes all court reservations and cancellations.**
 - iii. 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.
 1. If alternative courts cannot be found or agreed upon by both captains, then the match will be rescheduled for a later date. The District League Coordinator shall schedule the new date and courts.
- i. **Rescheduling Matches**
 - i. **It is the captain's responsibility to schedule a makeup for any match that did not get played or completed on the scheduled date.**
 1. Matches must be rescheduled within 7 days.
 - a. The captains must notify the District League Coordinator of when the makeup is scheduled. If the two captains cannot agree, then the District League Coordinator will set the makeup

- date and time.
- b. 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.
- j. It is the responsibility of the home team to provide balls for all league matches.
- k. The district will provide balls at district championship events.

I. TWO TEAM LEAGUES:

- i. Two-Team Leagues from all League formats must schedule and publish that schedule on TennisLink with a minimum of 3 matches in the Missouri District.
- ii. All two team leagues, in any division, must have two viable teams participating, including any combination rating league types.
- iii. No accommodation matches will be created for local league advancement.
 - “Viable” would mean a minimum number of combination rated players to fill court formation.
 - 1. EX: 3 courts of 9.0 combination doubles teams, minimum, to participate in Adult 55 & Over 9.0 league.

m. Maximum Number of Rostered Players

- i. 17 players maximum for adult 18 & Over
- ii. 15 players maximum for adult 40 & Over
- iii. 12 players maximum for Tri-Level
- iv. 12 players maximum for 55 & Over, 65 & Over, and Mixed Doubles 18 & Over, 40 & Over, 55 & Over

11. Rules of Play

- a. **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.**
- b. A match is defaulted if it has not started 15 minutes after match time **unless both captains agree to start the match late.**
- c. Warm-up time should take a maximum of 10 minutes. In the event that a player must be replaced prior to the start of the match, see National substitution rules 2.03F, the new player is entitled to a 5 minute warm up.
- d. Penalties for lateness should follow USTA rules as outlined in Friend-At-Court (unless both Captains verbally agree to delay the start time)
 - i. 5 minutes or less – loss of toss and one game
 - ii. 5:01-10 minutes – loss of toss and two games
 - iii. 10:01-15 minutes – loss of toss and three games
 - iv. After 15 minutes – default awarded
- e. Play should be continuous and no coaching is allowed.
 - i. Players are allowed 20 seconds between points
 - ii. Players are allowed 90 seconds during changeovers, except after the first game of every set, where players shall change ends without a rest period.
 - iii. Players are allowed a 2 minute break between first and second set and prior to the match tiebreak
- f. 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 Regulations.
- g. Individual Match: An individual match is any singles or doubles match played as part of the team match.
- 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.

12. 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.)
- 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.

i. The home team's captain (or designated player) must enter scores within 48 hours of match completion.

1. The opposing (away) team's captain has 48 hours to dispute or confirm the scores. After 48 hours from match completion, Tennislink will automatically confirm the score.

- 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:

- i. **Individual Matches.** Winner of the most individual matches in the entire competition.

- ii. **Head-to-Head.** Winner of head-to-head match.

- iii. **Sets.** Loser of the fewest number of sets.

- iv. **Games.** Loser of the fewest number of games.

- v. **A Method to be Determined by the Championship Committee.**

- vi. **40 & over 4 court format tiebreaker: winner of #1 doubles court f.**

Majority of Matches Not Played:

- i. 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.

- ii. 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.

13. Defaults and Retirements

a. Default Flow

b. For a match played on 5 courts:

- i. **One player missing:** the #2 singles position must be forfeited before the #1 singles position **and the #1 singles position must be forfeited before the #4 doubles position.**

- ii. **Two players missing:** the #3 **(or #4 doubles position for 40 & over leagues)** must be forfeited

- iii. **Three players missing:** the #3 doubles and #2 singles must be forfeited **(or the #4 doubles and #1 singles)**

- iv. **Four players missing:** the #2 and #3 doubles **(or #3 and #4 doubles)** must be forfeited

c. For a match played on 4 courts:

- i. **One players missing:** #1 Singles position must be forfeited

- ii. **Two players missing:** #3 doubles position must be forfeited
- d. **For a match played on 3 courts:**
 - i. **One or two players missing:** the # 3 doubles must be forfeited
- e. **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 League Coordinator. The non-playing player does not have to be present.**
- f. 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.
- g. **All players listed on the line up should be present.**
 - i. If the player(s) have not arrived at the time the lineup should be turned in, then that player(s) should be listed on the line indicated above for default flow. The maximum number of players present should be allowed to play.
- h. **All courts in a scheduled league match must be played on the same date at the scheduled match time. If a court is unable to play on the scheduled date and time, the match may only be rescheduled if both captains agree AND with the approval of the district league coordinator. If both captains do not agree to reschedule or the district league coordinator does not approve the alternate match time, the court(s) unable to play must take a default.**

14. Championship Advancement Qualifications

- a. **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.**
- b. See Appendix A for intent and registration deadlines.
- c. Advancement to Districts
 - i. When a league is separated into divisional play by geographical area, there will be a District Championship to determine which team will advance to the Sectional Championships.
 - ii. For leagues with three or more teams in a geographical area, the top two teams will be eligible to play in the district championship.
 - iii. Format and requirements for district championship advancement will be determined by the Adult Competition Committee.
 - iv. Captains advancing to Section Championships must abide by the deadlines listed on page 10.
- d. Advancement to Sectionals
 - i. Leagues with five or fewer teams must play a minimum of 3 team matches to qualify for Sectional Championship play. **No total team defaults count for the 3 match minimum.**
 - ii. A league must have a minimum of two teams to qualify for Sectional Championship play.
 - iii. In order for a team to go to section championships they must send a full team
 - 1. Eight or more for a standard five court format
 - 2. Six or more for an abbreviated three or four court format.
 - 3. If a team cannot field a full roster for any championship event, they must defer to the next team in line.
 - 4. Penalties will apply for any team showing up with short rosters without having the district and section league coordinators' prior approval.
 - iv. Individual players on teams advancing to Sectional Championships are required to complete registration for the sectionals, rather than the captain, by the set deadline on page 10.
 - 1. 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.

2. Any player who has missed the Sectional Registration Deadline, set by the section, and who wishes to participate in the championship, must contact the Section League Coordinator 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.
 - v. Should a team withdraw after registering the Section/District will not refund the entry fee.
 - vi. Computer rated players must have played at least two matches, one default counts.
 - vii. Self-rated and computer-rated appealed players must have played at least 3 match; no defaults count.
 - viii. **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).**
- e. No team may advance to a section championship or invitational if that team does not include the required amount of players needed to fill all courts for each match scheduled or if that team does not intend to advance to nationals in good faith. This includes any teams that are eligible to advance to more than one national championship of USTA or any other organization or league as well.
 - i. If the district's winning team in the division cannot attend with the required number of players needed, then the district will invite another team in the order of finish in the division until a team is found with the required number of players needed to represent the district. If no representative is found, the district will decline to send an advancing team.

15. Teams Qualified/Advancing to National- 2.06 MOVE-UP/SPLIT-UP. (from national rules and regulations)

- a. 2.06A National Championship Teams.
- b. 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
- c. 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 two (2) or more matches (no defaults counting) for that team during the championship year.
- d. 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.

16. TRI-LEVEL LEAGUES

- a. Tri-Level Format: The local league 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.** All Tri-Level Local league play and district playoffs must be concluded by the date in Appendix A 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. The winners of that event are eligible to represent their section at a National Invitational

- c. Teams must have at least 2 rostered players in each of the required NTRP levels.
- d. 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 or self-rated players.**
 - i. Self-Rated players are eligible to participate in a Section Invitational, but are not eligible to compete at the National Invitational.**
 - 1. i.e., all players competing in the National Championship must have a computer rating.**
 - ii. Players must play at least one match with their team to be eligible to play at the section invitational. Defaults do not count for matches played.**
- e. 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.
- f. ALL TRI-LEVEL MATCHES WILL BE USED FOR YEAR END RATINGS.**

Appendix A (District/Section Deadlines)

District League Dates and Deadlines: <https://www.usta.com/en/home/play/adult-tennis/programs/missourivalley/local-district-adult-leagues.html#/missouri>

Section Championship Locations and Dates: <https://www.usta.com/en/home/play/adult-tennis/programs/missourivalley/league-section-championships-sites.html>

Section and National Championship Locations, Dates, and Deadlines: https://drive.google.com/file/d/12GGXChCXFJvA96ZRV9zhwdxXsF8A0Ch5/view?usp=share_link

Appendix B (Suspension Points Table)

USTA League Suspension Points			
Type	Violation	Suspension Points Player	Suspensi on Points Captain
General	Changing the line-up after it has been presented/exchanged	2 – 4	2 – 4
	Failing to comply with a USTA League Regulation or Guideline	2 – 10	2 – 10

Sportsmanship (Player)	Equipment Abuse (e.g. throwing racket, hitting balls out of the court) 2	2
	Unsportsmanlike Conduct/Violations of The Code (e.g. intentional/retaliatory bad line calls, refusing to call out the score, 2 – 4 "quick" serving, stalling, feinting, grunting, tanking/not using best efforts to win; obscene/profane language or gestures)	2 – 4
Sportsmanship (Associated with Player)	Flagrant unsportsmanlike conduct (e.g. hitting balls at opponent or spectators, ethnic slurs, threat of physical violence, 8 – 10 <u>destruction of property</u>).	8 – 10
	Unsportsmanlike conduct by a person associated with the team, incl. non-playing Captains and teammates not playing in 2 that match (e.g. cheering opponent's errors, service faults, obscene/profane language or gestures, etc.)	2
Gross Misconduct	Flagrant unsportsmanlike conduct by a person associated with the team, incl. non-playing Captains, and teammates not 8 – 10 playing in that match (e.g. ethnic slurs, threat of physical <u>violence, destruction of property</u>).	8 – 10
Self-Rating	Gambling activity as defined in USTA Regulation IV.C.19. 8 Self-rating lower than true playing ability 2 - 5	8
	Failure to self-rate in accordance with the Guidelines, or omission of information regarding player's tennis history 8 - 10	
	Any USTA League player, or Captain, who knowingly assists or condones of another player's inaccurate or inappropriate self-rating (including guiding that player to omit information) 10	10
Extreme Circumstances	Misrepresenting scores (incl. intentionally entering inaccurate scores or representing scores without playing the match) 18	18
	Misrepresenting identity (incl. intentionally registering under different names or versions of the same name, playing and entering scores under someone else's name) 24	24
	Playing while suspended 24	24
	Physical violence against another person on or off court 24	24