

## 2020 USTA LEAGUE REGULATIONS (ULR) - MAJOR CHANGES

- 1) **1.04A Changing Adult 40 & Over format for National Championships to 1 singles, 3 doubles. Conforming changes to the following regulations: 1.04D(4); 2.01A(1)b, c, e, f; 2.03A(5); 2.03D; 2.03E; 2.03H(2)e; 2.03K; 3.03B(3)a.**

Section Championships will also use this format. Local leagues can use any format that suits their Area.
- 2) **1.04E(3) Players must be 18 years of age prior to participating in the USTA League program. Validation is only in nationally advancing programs and Adult 65&Over. For all other league types there is no NTRP or Age validation. Must be monitored manually.**
- 3) **1.04F(1) Clarifying language regarding players re-entering leagues with expired NTRP ratings.**
- 4) **2.01A Below level players are not allowed to play #1 positions when participating in plus (+) level matches.**

**Adult 18 & Over – 5.0+ level:**  
At both National and Sectional Championships, the format will be 1 Singles and 2 Doubles lines. Local leagues can choose any format that fits their Area.

  - Up to 2 plus players can be rostered on a team.
    - o For 4 or less line formats: a) Only 1 plus (+) player may play in a team match; b) Must play at either #1 positions; c) No 4.5 players at the #1 Singles line.

**Adult 40 & Over – 4.5+ level:**  
At both National and Sectional Championships, the format will be 1 Singles and 3 doubles lines. Local leagues can choose any format that fits their Area.

  - Up to 3 plus (+) players can be rostered on a team.
    - o For 4 or less line formats: a) Only 1 plus (+) player can play in a team match; b) Must play at either #1 positions; c) No 4.0 players at the #1 Singles line.
    - o For 5 line formats: a) No more than 2 plus (+) players may play in a team match; b) Must play at either #1 positions; b) No 4.0 players at either #1 positions.

Note: This will be "waived" if there are no "at level" players available on site.
- 5) **2.03A(4) Eligibility to advance to National Championships for self-rated and computer-rated appealed players requires playing at least four (4) matches on the same team at the same level in the same Age Group. No defaults received count.**

Section Championships will still only require 2 matches played (one of which can be a default received). Retirements count as matches played.
- 6) **2.03E Sectional Associations may use alternate scoring methods to determine championship winners.**

An unflighted, random draw may be used. The top four teams will move on to the semi-final bracket and then to the Finals.
- 7) **2.03H Sectional Associations may determine the order of tie-break procedures for their championships. Tie-break procedures for National Championships are clarified.**

ULR 2.03H will be followed at all Section Championships. If there is a Tie across the board, the team with the highest game win % will be the championship winner. (Team and Individual defaults are not included in the game win % calculation)
- 8) **2.03K The Championship Committee has the authority to file a grievance when match default(s) given by a team has a material impact on the Championship's standings.**

## 2020 SECTION LEAGUE REGULATIONS (SLR) - MAJOR CHANGES

- 1) **1.04A Changing Adult 40 & Over format for Sectional Championships to 1 singles/ 3 doubles.**
- 2) **1.04C: If a match score is not entered within 48 hours of the completion of the match, the ALC has the authority to record it as a Double Team Default.**
- 3) **1.04D: In all straight level leagues, the roster must have the required minimum percent (%) of players at level by their first match, otherwise, any matches played "out of compliance" will be disqualified.**
- 4) **Weekend/Weekday Policy: Minimum of 4 teams needed in order to be considered a separate area. Added: TriLevel**
- 5) **Combined League Policy: Players cannot be registered on teams in both Areas.**
- 6) **2.01 Local Competition. Confirming Match Play: Team matches must be played on the scheduled dates unless they have been rescheduled or postponed due to Unplayable Conditions. Match confirmation must be communicated no later than 3 days prior to the match by both captains.**
- 7) **2.01C(2) Team Match:**
  - 1) Procedures to determine the Flight Standings in the event of:
    - a) A Team Default occurring in round robin play: No changes. (See SLR for details)
    - b) A Team Default occurring during "additional match play option:" The standings will be adjusted by taking out only that team default.**
    - c) A Double Team Default: Neither team receives credit for a win. No adjustment needed.**
    - d) Unplayed Team Matches: Matches are left unplayed. No adjustment needed.**

- e) A Tie: ULR 2.03H will be followed. If there is a Tie across the board or when the number of team matches are uneven: The team with the highest game win % will win the league.
- 8) **Procedure for Individual defaults:** If no default lines were identified prior to the match or if a team shows up to a match with fewer players than originally promised, the team that has the most players available at the time of the match will decide which lines will be defaulted. (See ULR 2.03K Team Defaults)
- **4-Line Format:** Three of the four lines must be played to be considered an eligible match.
- 9) **Reschedule Policy:** Teams must do their best to complete all scheduled matches (See the LLR for penalties).  
**NO PENALTY:** Added: (Teams should try all possible means to play the match before having to reschedule: Play at the visitor's site or Alternate site (Hosting site pays any court fees))

**PENALTY:**

- The Team that was asked to reschedule will decide which line(s) will be defaulted. In a 3 and 4 line league, one line is defaulted. In a five line league, two lines are defaulted.
  - If the team who asked for a reschedule needs to reschedule that team match again, penalties will carry over.
  - If the team match needs to be postponed due to unplayable conditions, penalties will carry over.
- 10) **Unplayable Conditions Policy:** (See Glossary for definition)
- If unplayable conditions are forecasted within 2 hours prior to match time, the match may be postponed. (Any previously announced line defaults will be voided).
  - Team matches or individual matches not started, may use a different line-up when it's postponed.
- 11) **The following procedure will be followed when team matches cannot be completed within the league season:**
- Regular unplayed scheduled match: Will be left unplayed, scored as a team default or a double team default, whichever applies.
  - Rescheduled match: It will be entered as a team default against the team that originally asked for a reschedule (whether it fell under Penalty or No Penalty).
  - Postponed match: The Timed Match Procedure will be used to determine a match winner. If a winner cannot be determined, it will be left as unplayed.
- 12) **2.03D Championship Competition Formats:**
- If a wildcard is needed it will go to the best second and/or third place team in the Section based on games winning percentage.
  - An unflighted, random draw may be used. The top four teams will move on to a semi-final bracket and then to the Finals.
- 13) **2.03M Retirement.**  
In local league play, one Medical Time Out (MTO) for each treatable medical condition is allowed during warmup and one during the match.  
Only one MTO for loss of condition (heat related issues such as cramps) is allowed even if it's in different parts of the body. Each treatable condition is a maximum of 3 minutes, except for bleeding. Bleeding time-outs are a maximum of 15 min. (Visible bleeding must be completely stopped).
- 14) **2.04 NTRP DYNAMIC DISQUALIFICATION AND REVIEW PROCEDURES.**

**Local League:**

- All matches played at the Self Rated or Appealed level will be reversed in all "live" leagues including Mixed Doubles.
- Matches played at or above promoted level will stand.

**Sectional Championships:**

- The Section will run dynamic calculations and produce ratings throughout the championship.
- Through the conclusion of the championship event, notify and disqualify any player who meets the criteria for NTRP Dynamic Disqualification and reverse appropriate matches played. (See National Regs 2.04E(2)a and b).