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The League Guide provides answers to some of the most frequently asked questions about “how to” and “what to do” when participating in USTA League. This information applies to ALL League Types and ALL (8) Local Areas in the Pacific Northwest Section.

ALL PLAYERS’ RESOURCES & GUIDELINES:

Guide to Important links

- National USTA website: www.usta.com
- Pacific Northwest Section home page: www.pnw.usta.com
- TennisLink: http://tennislink.usta.com
- TennisLink Leagues home page: http://tennislink.usta.com/Leagues
- USTA League Resources (an extremely helpful link with virtually every document National can put out to help make your league experience better): http://www.usta.com/Adult-Tennis/USTA-League/Information/resources
- Friend at Court: http://assets.usta.com/assets/1/15/2013_Friend_at_Court.pdf

New League Player

- Go to www.USTA.com.
- Click on the Adult Tennis tab and then USTA League in the drop down menu.
- Click anywhere in the “New to USTA League?” box and following the easy “Steps to Join a USTA League” found on this page. It’s as easy as 1-2-3!

How do I Update My USTA Membership Information?

- Login at http://tennislink.usta.com/Leagues (If this is the first time, you will need to Create a USTA Account.)
- Go to My Tennis Page through TennisLink and click on Manage Account. Update your profile as needed. (Located in the upper right hand corner)
- To renew your membership, you may do this from the Manage Account page or go to http://www.usta.com and click on Join Today or Renew to member services on the top bar.
- Follow the steps to renew your membership.

How to Register For a Team

- All USTA League Registration is through the TennisLink Registration system: http://tennislink.usta.com/Leagues.
- You will need your team number and your USTA membership number to complete your registration. Your team captain will provide you with the team number. You will also need a valid NTRP rating. See below about Self-Rating if you do not have a valid NTRP rating.
- Login. (If this is the first time, you will need to Create a USTA Account.)
- Go to My Tennis Page. (We suggest you save this page in your Favorites. This page has all the fun stuff about your team as well as all other teams. Win/loss record, match schedule, rosters, etc.)
- Click on “Register for a Team” and follow the instructions. (You will need the team number from your captain.).
- The player fee to register for a team is $22. (Includes $3.00 TennisLink administration fee.)
- All players are required to be a member of the USTA throughout the entire season. Players may renew or join the USTA when registering on TennisLink.
- If a player cannot locate his or her USTA membership number, he/she will need to contact the local coordinator or USTA membership services at 1-800-990-usta (8782) prior to registration.

**About Self-Rating**

Players who are new to playing USTA League, players with an expired National Tennis Rating Program (NTRP) rating or USTA Adult League players who have only played USTA Mixed Leagues or USTA Tournaments will be asked to self-rate prior to registering for their team.

The self-rate system is designed to place the player at the appropriate NTRP level by asking a series of questions about their tennis playing history. It is very important that the player answer all of the questions accurately and honestly. Failing to do so can result in immediate disqualification.

If the rating assigned to the player at the end of the self-rate process does not fit their true playing ability they are able to immediately appeal the rating. This is a great service and insures that USTA Leagues remain competitive and compatible according to the guidelines set by the NTRP Rating system. Even if you know you will receive a higher rating than you are, it is best to be truthful upfront and allow the USTA/PNW Self Rate Appeals Committee to appropriately self rate you based on additional information provided by the player or other sources. Players, captains, and others who intentionally falsify information on self rate forms simply to achieve a lower rating may be disqualified or suspended from USTA League play.

Some references at NTRP are:

**May I Play on More Than One Team in the Same League Type?**

Yes, if:
- the teams are at different NTRP levels you may play up one level higher (0.5) than your published NTRP rating.
- the teams are in different Local Areas, e.g., Northern Oregon and Willamette Valley. Keep in mind that players whose teams at the same NTRP level qualify to advance to Sectional or National Championships may play on only one team at the Sectional or National Championships. You are not allowed to play on both teams.

**Team Management Tool (TMT)**

This is a very useful tool for captains and team members to utilize. Captains can view their teammates’ availability, set practice times, establish match line-ups and email teams from the TMT link. Captains and players can also view match result summaries on TMT. Instructions on its use & benefits are detailed at:

For players: [http://assets.usta.com/assets/1/15/8666_League_Team_Mgt_guide.pdf](http://assets.usta.com/assets/1/15/8666_League_Team_Mgt_guide.pdf)
For captains: [http://assets.usta.com/assets/1/15/8666_League_Team_Mgt_guide-Capt.pdf](http://assets.usta.com/assets/1/15/8666_League_Team_Mgt_guide-Capt.pdf)
Day Leagues?

In some areas, Day Leagues are offered as an additional option within a League Type. Players may play on a day league or a weekend league at the same NTRP level, but may not play on both (see: May I Play on More Than One Team in the Same League Type? on page 4). Day Leagues and Weekend Leagues, within the same division, will play in one playoff to determine who will advance to the Sectional Championships. Please contact your Local Area Coordinator for more information as to which leagues, if any, offer daytime only flights.

Some divisions, such as Adult 65 & Over, will be offered as a weekday division.

What is the 50% In-Level Rule?

At least 50% of a team’s roster must be at the specified NTRP level flight level (“in-level”) at the time of the first local league match and all subsequent matches. Teams that have advanced to National Championships are exempt from complying with the 50% rule for one year if they ‘play up’. (See below)

The 50% rule does not apply to combined rating leagues (6.0, 7.0, etc.).

National Championship Teams must Move up or Split UP?

Any team that qualifies to advance to National Championship must split up the team with no more than three players (or two from a 2.5 or 5.0) on the new season’s team. The team may choose to stay together in whole or in part and play up one NTRP level. See National Regulations or the USTA/PNW FAQ regarding Move-Up/Split-Up.

Match Play

Are there Rules about the Warm up?

Yes. Warm up is not practice. (The Code 3) A player should provide the opponent a warm-up. If a player refuses to warm up the opponent, the player forfeits the right to a warm-up.

Some players confuse warm-up and practice. Each player should make a special effort to hit shots directly to the opponent. If partners want to warm-up each other while their opponents are warming up, they may do so.

Warm-up serves and returns are taken before the first serve of the match. (The Code 4) A player should return them at a moderate pace in a manner that does not disrupt the server.

There is a 7-minute time limit for the warm-up period.

Do we have to Change Sides for Games and Sets?

Yes. We change sides at the end of each odd-numbered game in Sectional and National Championships and will use this practice at the local area level. Change after game 1, then after game 3, 5, 7, etc. If a set is completed on an even-numbered game, you play the first game of the next set on the side you played your last game. Then change ends.
Rest breaks

After each odd game beginning after the third game, you may have a rest break up to 90 seconds. After each set, the rest period is up to two minutes. The time begins when the last point has concluded and ends when the first serve of the next game begins. (In other words, the actual time on the side of the court is about 30 seconds short of the 90 seconds or two minutes.)

Tiebreaks

Set tiebreaks: play to first to seven points win by at least two points.
Match tiebreaks (in the event of split sets): play first to ten points win by at least two points.

What Tie-Break Procedure Do We Use?

Coman Tie Break Procedure - The first server serves once, and then change ends. One server serves two points, the other side serves two points, and then change ends again. (Change ends after points total: 1, 5, 9, 13, 17, etc.)

The 3rd set Match tiebreak is a new set and the order of servers in double pair’s may change for either or both teams.

When May I Call a Ball Out?

(Review The Code “Making Calls” §5-21. The Code can be found in the Friend at Court.)

Only after the ball bounces, not before, and you see it clearly out of the court. A ball 99% out is 100% good.

During a point if a player thinks a ball is going out he/she should say “bounce it” or “watch it” before it bounces on your side of the court because you might find that the ball actually falls in.

The Code:

- During a point, when a player calls a ball out and then reverses the call, the point is awarded to the opponent and is not replayed.
- During a serve, when a receiver reverses a fault call on a serve that hit the net, the server is entitled to two serves.
- Partners’ disagreement on calls. If one partner calls the ball out and the other partner sees the ball as good, the ball is good. If the out call is reversed, the point is awarded to the opponent.

May I Call Foot Faults?

Yes. If you are absolutely certain the server is committing a foot fault, the receiver or receiver’s partner may call foot faults only after all reasonable efforts, such as warning the server and attempting to get an official to the court, have failed and the foot fault is so flagrant as to be clearly perceptible from the receiver’s side. Foot faults are difficult for the untrained eye to clearly see because of the timing of the ball being struck and the foot actually touching or going over the baseline so it is important to be absolutely certain a foot fault has occurred prior to calling it.

What If We Disagree On Line-Calls?

One Line Assistant from each team may be called to the court at any time to assist players when making line calls. Line Assistants cannot make a line call. Line Assistants can confirm or over-rule a line call when
asked by a player. Line Assistants cannot call foot faults or interpret any other rule of tennis. Line Assistants will stand quietly at both ends of the net. If two Line Assistants disagree after their opinion is solicited on a call, a let is played.

Often, players wait until the situation is out-of-hand before they call for help. We know that when a Line Assistant steps to the net, eyesight improves. Getting help early will improve your playing experience. Don’t wait for an issue to escalate.

**What If A Cell Phone Rings?**

If a cell phone rings during the point, the opponent may stop the point and claim the point based on a deliberate hindrance.

If the cell phone rings between points, there is no violation. Also, if the phone only vibrates, there is no penalty.

In all cases the player shall turn off the cell phone.

A hindrance cannot be called when a phone rings on another court or in the stands. The infraction must happen on your court.

In some cases it may be necessary for a player to have their phone on during a match (i.e. on call doctor). If this is the case, you may have it in vibrate mode and notify your opponent and/or official. If the phone vibrates during a point, the opponent may still claim a let based on unintentional hindrance. If the phone rings instead of vibrates, the opponent may claim the point.

**What do I do if a Ball Rolls onto the Court?**

The Code 18 – When a ball from another court enters the playing area, any player on the court affected may call a let as soon as he player becomes aware of the ball. The player loses the right to call a let if the player unreasonably delays in making the call.

The Code 30 – When the server’s second service motion is interrupted by a ball coming onto the court, the server is entitled to two serves. When there is a delay between the first and second serves:

- The server gets one serve if the server was the cause of the delay;
- The server gets two serves if the delay was caused by the receiver or if there was outside interference.

The time it takes to clear a ball that comes onto the court between the first and second serves is not considered sufficient time to warrant the server receiving two serves unless this time is so prolonged as to constitute interruption. The receiver is the judge of whether the delay is sufficiently prolonged to justify giving the server two serves.

**What Is The Length Of Time Between Points, Games & Sets?**

We encourage continuous play and times should NOT exceed:

- Between points: 20 seconds
- Between odd-numbered games beginning after game 3: 90 seconds
- Between sets: 2 minutes
May I Coach?

No. There is no coaching allowed at any time during a USTA League match and that includes between sets and games.

Examples of coaching are:
- Nice shot, way to come in
- Great serve to the backhand
- Keep poaching
- Good move forward

Examples of encouragement (not coaching) are:
- Great shot
- Great game
- Way to go
- Nice playing

How Do I Take a Medical Time-Out?

If a player is injured or becomes ill prior to or during warm up, then a team may substitute a player for the injured/ill player. This is the only time a scorecard line-up may be changed.

If a player becomes injured or ill during play, a defined Medical Time-Out, as listed in Friend a Court, may not be taken as an official is required to allow an actual Medical Time-Out and there are no officials at local league matches. Instead, players need to use common sense. If needed, take a reasonable amount of time to determine if you can continue playing or not. If not, then it will be necessary to retire from the match.

Do I Have to Announce the Game Score When I Serve?

Yes. The Code states that the server shall announce the game score before the first point of a game and the point score before each subsequent point of the game.

Scoring Disputes—What If We Disagree On The Score Or We Can’t Remember It?

The score shall be determined by using one of the following methods, in this order:
- Count all points and games agreed upon by the players and replay only disputed points or games;
- Play from a score mutually agreeable to all players;
- Spin a racket or toss a coin.

All Points Played In Good Faith Count. (The Code 2) For example, if after losing a point, a player discovers that the net was four inches too high, the point stands. If a point is played from the wrong court, the point is not replayed; players simply change to the correct start position. If during a point, a player realizes that a mistake was made at the beginning (for example, service from the wrong court), the player shall continue playing the point. Corrective action may be taken only after a point has been completed.

How do we Correct an Error in Procedure?

As a principle, when an error in respect of the Rules of Tennis is discovered, all points previously played shall stand. (See Friend at Court §27 for more explanation.)

Shaking hands at the end of a match is an acknowledgement by the players that the match is over.

What Do I Do If We Run Out Of Court-Time?

Each local area and within a local area, facilities have their respective court limitations. Some facilities allow an overflow court after each match, some offer overflow time at the end of the match day, and
yet others do not allow any extra time or court. Home captains are responsible to advise the visiting
captain of the home venue restrictions prior to the match. (Visiting team captains should inquire if the
Home team captain has not advised of the overflow policy.) As the last matches finish, players should
finish the match on the court they started on, unless the facility requires the match to be moved for
scheduling accommodations.

If you have a limited match time and have not completed your match, both teams need to agree to a
date, time and venue to complete the match before you leave the premises. The venue defaults to the
original home court unless courts are not available within a reasonable time. A reasonable time is within
the next seven days and before either team’s next match, whichever comes first.

The captains must note the scores on the scorecard, completed and partial. Note the point score if in
the middle of a game, and note who is serving and the serving order. Notify your local area coordinator
if you have an unfinished match that will not be completed within that day and explain the plans to
complete the match. After all courts have completed the match, then record the match scores on
TennisLink.
**CAPTAINS’ GUIDE**

**Match Reschedule Policy**

Northern Oregon and NW Washington Local Areas each have a reschedule policy. The local area coordinators will advise their respective captains of the policy.

In SW Washington, teams are requested to submit Exception Dates for dates they know they will not be able to field the requisite number of courts. These dates are incorporated in the scheduling program. Only if a requested date is missed by the league coordinator, will the league coordinator become involved in rescheduling matches.

Matches may be rescheduled by the team captains if a match cannot be played due to extenuating circumstances, such as inclement weather, natural disaster, building/courts not available. This will be decided by the two captains and the local league coordinator is advised of the agreed change.

**I. BEFORE THE MATCH**

One week prior to Match:

- Home team captains confirm the courts are reserved for your match.
- Send a confirming email to the Visiting team captain (contact information is accessed through your Team Summary page. Click on the “Captain’s Report” tab) about:
  - Date, time & venue of the match
  - Include anything specific for your facility, such as:
    - Fees,
    - Split match times,
    - Match duration,
    - What happens when the match time ends but a match is not completed,
    - Are spectators allowed, under what conditions, where may they sit/stand?
- Visiting Team captain: If you have not received an email at least five days before the match, send an inquiry to the Home team captain.
- Verify on Tennis Link that your players are on your team roster. All players must be registered on the team before they begin the warm-up for the match.
- Appoint an acting captain if you are playing or will not be at the match. This person will have the captain’s authority to:
  - exchange line-ups
  - send players to available courts,
  - make decisions during the match,
  - record the scores on the scorecard as matches are completed,

**II. DAY OF MATCH**

**What is the Official Match Start Time?**

The match schedule published on TennisLink is the official match schedule. If the match has split court/two start times, this will be entered on TennisLink.

The official match clock is the time determined by cell phones.

It is very important that captains confirm the official match start time prior to the day of the match.
Who Brings the Balls?
The home team provides new, USTA approved tennis balls for each match.

Fees?
If team or court fees are due, the captain shall collect money from your team and pay your team’s court fees to the facility.

Day of Match – Review Match Rules:
Meet with opposing captain to:
- discuss official clock
- review 7-minute warm-up
- color of scoring cards for each team (unless specified as “Home” and “Away” or “Visitor”
- what to do if/when court time is up.

What is the Procedure for Exchanging the Line-up?
- All players should arrive 30 minutes prior to scheduled match start time (exception: split match times).
- Captains should be ready to exchange line ups at that time.
- If a court opens up, either from a prior USTA match or lack of use, begin a match at that time. Do not use the court for team warm-up if you can start a match.

All players should arrive before exchanging the line-up (exception: split match times). In the event that player(s) have not arrived at the time of the scheduled match; the captain must place the missing player(s) at either the second singles and/or third doubles positions. If that player never shows up after line-ups have been exchanged, it will be recorded as a default for that position.

For Split Court times that are sequential, without a time interruption, line-up cards for entire match must be completed and exchanged prior to the first session’s court start time. The lateness clock for the second session starts at the second scheduled court time.

1. Enter your team’s line-up on your scorecard.
2. Physically exchange your scorecard with your opponent’s scorecard
3. Enter your team’s line-up on the opponents’ scorecard.
4. Exchange the scorecards back to the original captain.
5. Review simultaneously that the line-ups match. Be sure they do!

Remember, once this exchange process is complete, the scorecards cannot be changed unless there is injury or illness prior during the warm-up. If at the match start time, one captain has not exchanged his/her complete line-up, the opposing captain can enact the point penalty system for lateness.

Report all scores within 48 hours after your match completed,

Can I Change My Scorecard?
Only if you have not exchanged your scorecard with your opponent, otherwise, NO. The only exception to this is if a player becomes injured or ill or is disqualified prior to the start of the match, including during the warm-up.
**What Should I Do When My Player is Late?**

When a player is late, and the official match start time is eminent and courts will be available for play, and you have not yet exchanged your line-up, place the late player in 2nd singles or 2nd or 3rd doubles, determined by the number of courts that are available. This will accommodate the individual match default rules in the event they do not show up at all. Keep in mind that once you have exchanged the line-up it cannot be changed.

**Lateness Penalty**

The following rules are adopted for *un-officiated* matches of local league and apply when one singles player or doubles team is on the court and the opponent is not.

The lateness penalty is applied at the time the court is available for play and a player is on the court ready to play. The lateness clock does not start earlier than the official match start time.

- 5 minutes or less late: Loss of service toss plus one game
- 5:01 – 10 minutes late: Loss of service toss plus 2 games
- 10 or more minutes late: Default

These penalties are in place to motivate players to be punctual and to keep the matches moving along. If a match begins late, you need to be mindful that the courts might be reserved for other use or for subsequent matches with specific times that must be adhered to. Imposing the point penalty system for lateness is at the team captain’s discretion. If there are extenuating circumstances, the captains may agree to not impose the penalties.

Late players receive the benefit of a full 7-minute warm-up.

Local League Playoff or Sectional Championship matches may defer to Friend at Court for lateness penalties.

**What if I can’t Field a Full Team for the Match?**

Although you are not required to let your opponent know when you cannot field a full team, it is appreciated if you do so. You may be able to cancel the court and avoid fees and the opponents will appreciate your respect of their time.

Opposing captains should always approach a scheduled match expecting your full team to play. If a captain calls you about an expected default, the default does not take effect until the time of the actual match. The opponent may still bring a full team to play the match, so be prepared.

Remember to default from the bottom (i.e. the third doubles position or second singles position).
A minimum number of eligible players must be available for play in each team match or the entire match must be defaulted. You must field more than 50% of the court positions.

<table>
<thead>
<tr>
<th>League Type</th>
<th>Minimum # Eligible Players per Match</th>
<th>Maximum positions that can be defaulted</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adult 18 &amp; Over 2.5 and 5.0</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>Adult 18 &amp; Over 3.0, 3.5, 4.0, 4.5</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Adult 40 &amp; Over 3.0, 3.5, 4.0, 4.5</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Adult 55 &amp; Over</td>
<td>4 players combined for two courts</td>
<td>1</td>
</tr>
<tr>
<td>Adult 65 &amp; Over</td>
<td>4 players combined for two courts</td>
<td>1</td>
</tr>
<tr>
<td>Mixed Doubles—all age groups</td>
<td>4 players combined for two courts</td>
<td>1</td>
</tr>
</tbody>
</table>

Individual matches must be defaulted from the bottom, up, e.g., #3 doubles or #2 singles is defaulted first.

If a captain is unable to field a full team, that captain shall provide notice via phone and e-mail to the opposing team’s captain as soon as possible and no less than 24 hours prior to the match time.

Such notice shall be considered binding, unless a subsequent agreement is made.

It is important that courts be cancelled in order to avoid extra payment.

What is a Team Default?

If you are unable to field at least 60% of the courts (at least three courts for a 5-court division and at least two courts for a 3-court division), this is called a Team Default. Teams that default will not be able to advance to the next level of play. See PNW Regulations.

It is far better to play the match, even with the minimum number of players than to forfeit it entirely.

II. After the Match

- Obtain the scores, note winner and score from winner’s perspective.
- If the match is not complete (not completed due to lack of court time), finalize the details as to when this will be resumed and note the score, including a game score, who is serving and the service order.
- Get opposing captain’s signature after match is over.
- Meet with your players - air any questions? Disputes?

Go have a meal or refreshments together - promote team bonding!

Who is Responsible for Recording the Score?

Both captains are responsible to record the score on TennisLink. Don't wait for the winning team or home team to do it. The first captain who logs onto TennisLink records the scores. The other captain should check to make sure the names and scores are correct and then confirm or dispute the entry. If there is an incorrect entry, you may click on the “Dispute” button and send an email to your local league...
coordinator and the other captain that explains the discrepancy. The receiving captain needs to gather the facts disputed and respond to the initiating captain and the coordinator.

TennisLink does not allow you to go back and change information once it is entered. The local league coordinator needs to do this. S/he will need the information to determine the correct action.

If scores are not verified within 48 hours, they will be automatically confirmed by the computer.

**How do I File a Grievance?**

When you believe a player or captain has violated USTA regulations or standards of good conduct, fair play and good sportsmanship a filing a grievance may be necessary.

**First Step:** Contact your League Coordinator and explain the specifics of the alleged violation. Your League Coordinator can provide guidance and also the necessary forms if moving forward with the grievance process is the recommended avenue for resolution.

There is a $50 filing fee, refundable if the complaint is upheld (no fee for NTRP Grievances).

Refer to Section 3.0 of the USTA League Regulations for more information on the different types of grievances and the national guidelines for filing.

In addition to the USTA League Regulations, the USTA/PNW has these specific filing guidelines that also apply:

**NTRP Grievances:**

- Can be filed against all players except those with an A, B, or C rating designation and asserts that the player is playing below their true playing ability or has falsified or omitted information when self-rating. This assertion must be proven by verifiable match results or other tennis related information as defined in the NTRP Grievance Protocol.

- Can be filed at any time up to 48 hours following Sectional Championship play.

- Claims that a player has falsified or omitted information when self-rating will be processed immediately without time limitations.

- Claims based on playing ability MUST be filed TWO WEEKS prior to the start of local league playoffs and THREE WEEKS prior to the start of Sectional Championships. This provides the grievance committee the time necessary to conduct a thorough investigation. —

- Complaints that are filed after the TWO and THREE WEEK window will still be accepted, but will be processed after the completion of the local league playoffs or Sectional Championships, which ever applies.

**III. TECHNICAL INFORMATION FROM THE USTA [NATIONAL] LEAGUE REGULATIONS**

- Every team needs a team caption (1.04B(4))

- Every player agrees to abide by the USTA Constitution and Bylaws; the Friend at Court; The Code; and both National and PNW Section USTA League Regulations. (1.04E(4))
Players who have an “M” designation from playing mixed division exclusively or a “T” designation from playing tournaments exclusively will be asked to self-rate when registering for any adult league. (1.04F(1)b and c).

A player may play at their published rating and a maximum of one level higher during the same season and in the same league. (1.04G(4)).

A player may play in only one individual match within each team match (1.04G(8)).

**How Many Matches Do I Need to Play in Order to Advance to Play-offs, Sectionals and Nationals?**

These rules for advancement apply to all leagues that are a part of the National Championship Program.

- See PNW Regulations for details on Local League Playoffs.
- A player must play Two (2) Matches to be eligible to compete in a Sectional Championship. One of these matches may be a default.
- A player must play Three (3) Matches to be eligible to compete in a National Championship. Defaulted matches DO NOT count towards. You must actually play all three matches. These matches can be played at the Local Level, Local Playoffs, or Sectional Championships.

**When are NTRP Rating Published?**

Player ratings are published twice each year.

- Early Start Ratings are published early summer. This rating identifies trends in a rating change and only applies to those players whose ratings are going up or down into the next level. They are only used for leagues that start the following Championship Year prior to the release of the Year End Ratings.
- Year-end Ratings are published near the end of the year and are final. Notification will be sent to you on your USTA My Tennis Page. These ratings are typically released on or around December 1.

Players are required to register for a team using their most recent published rating,

**How do I Appeal My Rating?**

Year-end ratings may be appealed on-line. Simply click on the Appeal button located next to your rating in the upper right-hand corner of your USTA My Tennis Page.

**Early Start ratings cannot be appealed on-line.** Complete instructions for appealing an Early Start rating can be found here: [http://www.pnw.usta.com/USTA-League/appeals/?intloc=headernavsub](http://www.pnw.usta.com/USTA-League/appeals/?intloc=headernavsub)

More information is also found inside back cover of the USTA League Regulations booklet.

If your dynamic rating falls within the appealable criteria it will automatically be granted. Once you do this you cannot go back. A player with a local benchmark can appeal. Any player who participated in either Sectionals or Nationals and received a Benchmark rating **CANNOT** appeal.

**What is the Rating Disqualification Process? (3 Strikes and You’re Up!)**

The Dynamic National Tennis Rating Program (DNTRP) is the governing rating program for the USTA League Tennis program.
Each player enters a League using their current computer rating or self-rating. As you play matches, your rating changes, up and down. These “dynamic” ratings are calculated after each match played during the local league season. (2.04B)

This change is not based on whether you win or lose. Instead it is a calculation of the dynamic rating(s) of match results, the ratings of you, your partner (if playing doubles), your opponent(s) and your match results.

The following players are subject to NTRP Dynamic Disqualification:

- A – All granted appeals including Medical Appeals and Players 60 and over who have granted appeals.
- S – Self Rated Players
- D – Dynamic or NTRP Grievance Disqualified
- E – Dynamic Rated Players for Early Start Leagues
- C – Computer Rated players who enter an Early Start League at a level lower than their current Year End Rating (all other C rated players are not subject to Dynamic Disqualification).
- B – Benchmark Rated player who enter an Early Start League at a level lower than their current Year End Rating (All other B rated players are not subject to Dynamic Disqualification).

There are no dynamic disqualifications at a National Championship. (2.04B(2).

Important additional information regarding who is protected and subjected to dynamic disqualification is found in Section 2.04 and also inside the back cover of the National USTA League Regulations.
PLAYOFF FORMAT

All areas within the Pacific Northwest Section will follow the same Playoff Format:

- Single bracket division that play two or more round robins:
  Team that is #1 in standings advances to Sectionals. No Playoff.
- Single bracket division that plays only one round robin will advance the top three teams to local area Playoffs.
  The teams that are #2 & #3 in standings will play each other; #1 in standings has a bye.
  The winner of #2 vs #3 advances to finals vs #1.
  The winner advances to Sectionals

- When there are two or more sub-flights in a division, the following chart will be followed:
<table>
<thead>
<tr>
<th>Four sub-flights</th>
<th>#1 - 1st Place, Best Record</th>
<th>#2 - 1st Place, Second Best Record</th>
</tr>
</thead>
<tbody>
<tr>
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<td>#3 - 1st Place, Third Best Record</td>
<td>#4 - 1st Place, Fourth Best Record</td>
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<tr>
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<td>#5 - 2nd Place, Best 2nd Place Record</td>
<td>#6 - 2nd Place, Second Best 2nd Place Record</td>
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<td>#7 - 2nd Place, Third Best 2nd Place Record</td>
<td>#8 - 2nd Place, Fourth Best 2nd Place Record</td>
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#2 - 1st Place, Second Best Record
#3 - 1st Place, Third Best Record
#4 - 1st Place, Fourth Best Record
#5 - 1st Place, Fifth Place Record
#6 - 2nd Place, Best 2nd Place Record
#7 - 2nd Place, Second Best 2nd Place Record
#8 - 2nd Place, Third Best 2nd Place Record
#9 - 2nd Place, Fourth Best 2nd Place Record
#10 - 2nd Place, Fifth Best 2nd Place Record
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#5 - 1st Place, Fifth Place Record
#6 - 1st Place, Sixth Best Record
#7 - 2nd Place, Best 2nd Place Record
#8 - 2nd Place, Second Best 2nd Place Record
#9 - 2nd Place, Third Best 2nd Place Record
#10 - 2nd Place, Fourth Best 2nd Place Record
#11 - 2nd Place, Fifth Best 2nd Place Record
#12 - 2nd Place, Sixth Best 2nd Place Record