



2017 UTAH DISTRICT LEAGUE REGULATIONS

Utah Tennis Association – Intermountain Section

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Welcome to the 2017 USTA League Season

The USTA League Regulations and Interpretations, the Utah District League Regulations (this document), The Code, the Rules of Tennis and the Emergency Care Guidelines are in effect for all regular season and post season league matches in Utah. It is the responsibility of the captains, coordinators, and players to read and observe all the information included within this booklet, as well as, the other rule and regulation booklets.

NOTE: Some paragraphs included herein (In Italics) are numbered per the pertinent paragraphs of the 2017 USTA National League Regulations.

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1.00 GENERAL

Unless stated otherwise the regulations in 1.00 GENERAL shall apply to all Adult League programs in Utah. Match results in all leagues, except World Team Tennis and Fall Indoor League count toward NTRP ratings. USTA Mixed 18 & Over, USTA Mixed 40 & Over and ITA Fall Mixed results only count towards ratings for players who only have results in mixed doubles. Mixed doubles matches do not count toward ratings for players who play mixed doubles and other gender specific leagues or sanctioned tournament matches.

1.00 A Amendments Utah League Regulations may be amended with the approval of the Adult Programs Committee and or the Utah District League Coordinator.

1.00 B Interpretations of these regulations are the responsibility of the Adult Programs Committee.

1.00 C Complicit permission is not granted should any of these regulations not be enforced due to oversight of the District League Coordinator (Captains and league players are responsible to make the league coordinator aware of any regulation infractions).

1.00 D Waiver of Regulations and Procedures Prohibited Except where a waiver is specifically permitted by a USTA League Regulation or by a USTA League Procedure, no USTA League Regulation or USTA League Procedure shall be waived by any Sectional, District/Area or Local Association or by any Sectional, District/Area or Local League Coordinator. Any violation of this Regulation shall be subject to such penalties as may be imposed by the USTA League Committee. Such penalties are not subject to appeal (**See USTA Reg 1.02A**).

1.00 E Player Agreement All players participating in the USTA League, as a condition of said participation, agree to abide and be bound by the USTA Constitution and Bylaws; the USTA LEAGUE REGULATIONS; the FRIEND AT COURT - The USTA Handbook of Tennis Rules and Regulations including THE CODE and Wheelchair Rules of Tennis (unless modified by these USTA LEAGUE REGULATIONS); and the standards of good conduct, fair play and good sportsmanship (**See USTA Reg 1.04E(4)**).

1. F Waiver of Claims Players participating in the USTA League acknowledge the risks associated with playing competitive tennis, accept those risks voluntarily, and in consideration of their acceptance in the USTA League Program, assume all risks for bodily injury, waive all claims for injury and property damage and release and hold harmless the USTA and the host facility, their officials, employees and agents with respect to any injury or loss caused by negligence or otherwise to the fullest extent permitted by law (**See USTA Reg. 1.04E(5)**).

2. UTAH ADULT LEAGUE BOUND BY THESE REGULATIONS:

USTA Mixed 18 & Over, USTA Mixed 40 & Over, USTA 18 & Over, USTA 40 & Over, USTA 55 & Over, ITA Fall Mixed, USTA 65 & Over, UTA Winter, UTA Fall Outdoor, UTA Fall Indoor.

3. GENERAL MATCH REGULATIONS, PLAYER PARTICIPATION AND LEAGUE SCHEDULE

1.02 A Official Ball In USTA League matches, a standard Type 2 USTA approved ball shall be used. The use of any USTA "transition" ball is prohibited.

1.02 B USTA Membership All individuals who compete in USTA League must be current USTA members in good standing through the local season. Any individual who progresses to a championship level in USTA League must be a current USTA member through each championship progression.

1.02 C Number of Positions A player may participate in only one individual match within each team match.

1.02 D Eligibility A team shall consist of players eligible to compete at a specific level of competition in accordance with the **UTAH DISTRICT LEAGUE COMPOSITION TABLE See Page (13)**.

1.02 D (1) Player Registration The player must be registered and their name must be listed on the team roster, as shown in TennisLink, prior to participation in any match.

1.02 D (2) Non-Registered Player(s) Any match, played by a non-registered player will result in the match being declared a default.

1.02 E Adding Players Player(s) may be added to a team at any time during the local league season before the league end date.

1.02 F Switching Teams Players who have registered, but not yet played a league match, may be moved to another team.

1.02 G Minimum Number of Players A team roster must meet the minimum requirements by the 'team minimum registration deadline' for each league (*See the USTA Utah League Calendar P*). |

1.02 H USTA League Player ‘In-Level’ Requirement There are no restrictions on the number of below level players registered on a team in USTA Leagues (a below level player is determined as a 2.5 player playing on a 3.0 team, a 3.0 player playing on a 3.5 team etc.).

1.02 H (1) Utah Tennis Association Leagues Player ‘In-Level’ Requirement (Leagues that don’t progress to District/Sectional/National Championships) restrict below level players as follows:

Divisions with 5 lines: Can have 4 under level players playing in a team match.

Divisions with 4 lines: Can have 3 under level players playing in an individual match.

Divisions with 3 lines: Can have 2 under level players playing in an individual match.

1.02 H (2) Players cannot play below their recorded NTRP level except for Adult 40 & Over 4.5 teams who may register three (3) 5.0 players. The restriction of two (2) 5.0 players in each team match still applies (**See USTA Reg. 2.01A**).

1.02 I Two Team Leagues If any Adult Division Age Group consists of only two teams in a level of play each team must maintain its roster with at least 40 percent of its players at the designated NTRP level of play. The exception is the Adult Division 55 & Over Age Group that uses combined NTRP rating levels and will not be required to comply with this Regulation.

1.02 J Age Eligibility Requirements All players participating in leagues must have reached the age of participation prior to or during the calendar year in which such player participates in local league (See the PLAYER PARTICIPATION TABLE).

PLAYER PARTICIPATION

LEAGUE AFFILIATION, DIVISION AND TYPE	AGE REQUIREMENTS
USTA Adult 18 & Over USTA Mixed 18 & Over ITA Fall Mixed UTA Winter League World Team Tennis UTA Fall Outdoor UTA Fall Indoor	Leagues open to ages 18 & older. Players must have reached the age of 18 on or before December 31, 2017
USTA Adult 40 & Over USTA Mixed 40 & Over	Leagues open to ages 40 & older. Players must have reached the age of 40 on or before December 31, 2017
USTA Adult 55 & Over	Leagues open to ages 55 & older. Players must have reached the age of 55 on or before December 31, 2017
USTA Adult 65 & Over	Leagues open to ages 65 & older. Players must have reached the age of 65 on or before December 31, 2017

1.02 K Playing on More than One Team Players playing in Adult Divisions may play on more than one team at the same NTRP level (one AM team, one PM team & one Saturday Team). A player may play at their current NTRP rating and up a half level above the player’s current NTRP rating.

1.02 K (1) In the event a player participates on more than one team, wins the local league, and advances to the District Championship, player may compete on more than one team at different NTRP levels through the Section Championship.

1.02 K (2) In the event a player participates on more than one team, wins the local league, and advances to the District Championship, player may only play on one team at the same NTRP level.

1.02 K (3) No Special consideration for match scheduling will be given for players playing on multiple teams in a District Championship. It is recommended that the player choose a ‘primary’ team.

2. L LEAGUE SCHEDULE Primarily, matches will be scheduled as follows:

- 2.5 Level Play Monday
- 3.0 Level Play Wednesday
- 3.5 Level Play Tuesday
- 4.0 Level Play Thursday
- 4.5 Level Plays Monday
- 5.0 Level Plays Monday and/or Wednesday
- All LEVELS Mixed Division Play Friday/and or Saturday

2. L (1) The league coordinator can schedule any level or division on any day if deemed necessary to accommodate scheduling.

UTAH DISTRICT LEAGUE TEAM COMPOSITION TABLE

LEAGUE AFFILIATION	DIVISION	LEAGUE TYPE & LEVELS	MINIMUM # OF PLAYERS	GENDER	NTRP LEVEL
USTA	Adult	18 & Over 3.0, 3.5, 4.0, 4.5	8	Same Gender	Players NTRP rating level shall not exceed team NTRP level except 18 & Over 5.0+ and 40 & Over 4.5+
		18 & Over W 2.5 & 5.0+ M 5.0+	5	Same Gender	
		40 & Over 3.0, 3.5, 4.5, 4.5+	8	Same Gender	
		55 & Over 6.0, 7.0, 8.0, 9.0	6	Same Gender	When using straight NTRP level a player's NTRP rating level shall not exceed the team NTRP level
		65 & Over 6.0, 7.0, 8.0, 9.0	6	Same Gender	
	Mixed	18 & Over 6.0, 7.0, 8.0 9.0, 10.0	3 Men 3 Women	Men and Women	Combined NTRP rating levels of partners shall not exceed team NTRP level. NTRP difference between partners shall not exceed 1.0. The minimum NTRP level for 6.0 is 2.5, 7.0 is 3.0 8.0 is 3.5, 9.0 is 4.0
	Mixed	40 & Over 6.0, 7.0, 8.0 & 9.0	3 Men 3 Women	Men and Women	
ITA	Mixed	Fall Mixed 5.5, 6.5, 7.5, 8.5, 9.5	3 Men 3 Women	Men and Women	Combined NTRP rating levels of partners shall not exceed team NTRP level. NTRP difference between partners shall not exceed 1.0
UTAH	Adult	Winter (90 minutes) 2.5, 3.0, 3.5, 4.0, 4.5, 5.0	Weekday 9 Saturday 6	Same Gender	Straight NTRP you can only play .5 above your NTRP level
		Fall Outdoor 2.5, 3.0, 3.5, 4.0, 4.5, 5.0	Weekday 7 Saturday 5	Same Gender	
		Fall Indoor (90 minutes) 2.5, 3.0, 3.5, 4.0, 4.5	Weekday 9 Saturday 5	Same Gender	
	WTT	WTT 3.5, 4.0, 4.5	2 Men 2 Women	Men and Women	The average of the top two men and top two women on the roster determines the NTRP rating of the team which shall not exceed the league NTRP level.

3. REGISTRATION AND MATCH FEES

1.03 A League Registration Fee is \$17.00 plus the TennisLink user fee of \$3.00 for each league played.

1.03 B Individual Match Fees are payable in full, at the original scheduled match time. The team fee equates to \$12.00 per player for scheduled outside play (\$4.25 to UTA/\$7.75 to Host Facility) and \$14.00 per player for play scheduled indoors (\$4.25 to UTA/\$9.75 to Host Facility). Matches scheduled outdoors that are played indoors may be subject to an additional charge of \$2 per player. Fees are payable to the host facility prior to taking the courts.

1.03 C Unstaffed Facilities The Home Team Captain is responsible to collect all match fees and remit the amount in full to the Utah Tennis Association Office prior to the start of play (the captain or assigned party can pay by credit card over the phone). The Utah Tennis Office will distribute funds to the facility.

3. D Refunds No refunds will be issued once scheduling has been published.

4. MATCH SITE

Each facility (including parks and high schools)

- Must Have a current USTA Organizational Membership in good standing through the end of the league season.
- Must have a minimum of (5) courts available for every two teams playing on the same day and time.
- Must have a minimum of (3) courts available and split the times.
- **Each** facility must be able to host 50% of host team's league matches.
- **Each** facility must provide balls, water and restroom facilities

5. NTRP

The National Tennis Rating Program (NTRP) is the official system for rating levels of competition for USTA League. A player with a current NTRP published level (from 2014, 2015 or 2016) must use that rating to enter the program. Players who do not have a valid NTRP rating level on file in TennisLink shall self-rate in accordance with the General & Experienced Guidelines Supplement to the NTRP Guidelines and complete the self-rating process on TennisLink, when registering for a team. Self-ratings are valid for two years from the date issued or until replaced by a dynamic or computer rating. A valid NTRP rating level is in effect for two years for individuals 60 years of age or older prior to, or during, the League Year and for three years for individuals 59 years of age or under, or until another valid NTRP rating level is generated.

6. MATCH PLAY PROCEDURES

1.06 A Exchanging Line-ups Team captains shall exchange line-up cards simultaneously prior to the beginning of the match. The Point Penalty System is not in effect for un-officiated league matches. If all players are not present (**See 1.06 A (4) Exception 1**), Captains can wait up to 15 minutes from the originally scheduled match time to exchange line-ups. If courts are not available at the scheduled match time due to weather or court availability, the 15 minute grace period to exchange line-ups will start when the courts are made available. Any player can request a reschedule if play has not started within 30 minutes of the originally scheduled match time (**See 1.08 A (1)**).

1.06 A (1) At 15 minutes the line-ups **must** be exchanged immediately and the warm-up commence (**See 1.06 A (4) Exception 1A**).

1.06 A (2) After the Line-up is Exchanged Team Positions are Set No substitution of player(s), or change(s) to the playing positions of players can be made after the line-up has been exchanged, except for failure to disclose a default to the opposing Captain, injury to, illness of, or disqualification of a player prior to the start of the match (**See 1.06 A (4) Exception 2 and 1.06 A (4) Exception 3**). Failure to comply will result in the players having switched positions, defaulting their match(s) to the opposing team.

1.06 A (3) Unable to Start Play following the Exchange of Line-ups If play is unable to start following the exchange of line-ups due to weather or court availability and matches are rescheduled, line-ups can be changed and previously declared defaults can be rescheduled (**See Exception 1.06 A (4) Exception 4**).

1.06 A (4) Exception (1) Split time matches Players scheduled for later matches, are not required to be present at the earlier match start time and their absence does not qualify for a delay in exchanging line-ups.

1.06 A (4) Exception (1A) Weather or Court Problems Prior to the Exchange of Line-ups It is not required to exchange line-ups if there are obvious weather issues or courts are not available to play.

1.06 A (4) Exception (2) Weather or Court Problem Prior to the Start of the Match Following the exchange of line-ups, should the match not start (match starts with 1st service attempt, not warm-up) due to weather or court

availability, the original line-up can be changed and matches that were initially declared defaults can be rescheduled.

1.06 A (4) Exception (3) Discovering Defaults after Line-ups have been exchanged If a Captain is not aware prior to exchanging line-ups that the opposing team will be defaulting an individual match(es), line-ups can be changed.

1.06 A (4) Exception (4) Rescheduled Matches due to Championship Conflicts when Representing Utah Players who have received a waiver *must* play the rescheduled match, they cannot be replaced for any reason.

1.06 A (5) Substitution Prior to the Start of a Match If a substitution is made during the warm-up (due to injury, illness, disqualification of a player (**See 1.06 A (4) Exception 4**), or change of line-up due to a default not being declared the substitute player is entitled to a five (5) minute warm-up.

1.06 B Unable to Start Match Any player can request a match be rescheduled if a match cannot start due to Weather or Court Availability within 30 minutes of the originally scheduled match time (**See Reg. 1.08 A (1)**).

1.06 B (1) Weather or Court Availability Contact the League Coordinator within 24 hours and follow the Match Rescheduling Process (**See Reg. 1.08 A**)

1.06 B (2) Late Opponent(s) Matches need to start at their scheduled match time. All players should arrive before match time. A default will be called when a player is not on court and ready to play 15 minutes after the scheduled match start time, or 15 minutes from the time a court is made available if there are delays due to weather or court availability issues (**See Reg. 1.06 A**). **Team Defaults – DO NOT Enter Complete Team Defaults** without contacting the League Coordinator).

1.06 C Warm up is limited to 10 minutes including serves for all USTA Leagues (UTA timed leagues i.e. Fall Indoor and Winter are limited to 5 minutes). Warm-up with your opponent(s) is mandatory and begins at the start of the scheduled match time. If courts are available teams may warm-up prior to the scheduled match start time. Early warm-up is in addition to the mandatory warm-up period with your opponents (the facility might charge you).

1.06 D Matches Suspended Due To:

Weather or Court Availability (**See Reg. 1.10 A**)

Darkness (**See Reg. 1.10 B**)

Retirement (**See Reg. 1.13**)

1.06 E Coaching/Help with Scoring 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.

1.06 F Score Entry Completed Matches Scores MUST be entered into TennisLink within 48 hours of the originally scheduled match date/time (**See Reg. 1.14 A**). The Home Team Captain is responsible to enter the scores into TennisLink. Failure to enter scores for completed matches within the 48-hour deadline may result in Sanctions against the Home Team Captain (**See Reg. 1.14 B**).

6. F (1) Score Entry for Matches Not Completed as Scheduled - No Waiver If Captains have outstanding matches and do not have a waiver in writing, they must enter team scores within 48 hours of the originally scheduled match date/time and record incomplete matches as defaults (**See Reg. 1.14 C**).

7. MATCH RESCHEDULING POLICY

As a rule, matches are NOT to be rescheduled except for inclement weather (rain, snow, sleet, hail, lightning), the tennis facility is overbooked with no courts available, a conflict with a District, Sectional, National League Championship or an emergency.

1.07 A League Coordinator Approval Matches can only be rescheduled with the approval of the Local League Coordinator.

1.07 B Waivers will only be Approved for Players Representing Utah in League Championships. Waivers to reschedule UTA Local League Matches due to a conflict with a District, Sectional or National League Championship will only be approved for players playing on a Utah Team at those Championships.

1.07 C Player Availability Matches will **NOT** be rescheduled to accommodate player availability (other than for Championship Conflict (**See Reg. 1.09**), Tournament Play is not a valid reason to reschedule a Local League Match.

7. D Emergencies The Local League Coordinator can authorize a match be rescheduled due to an emergency.

8. RESCHEDULING PROCESS - WEATHER OR COURT AVAILABILITY

1.08 A All Players Must be Present Unless agreed upon by both captains, all players must be present at match time (even if a rain out is obvious).

1.08 A (1) Requesting a Reschedule Any Player can request a reschedule due to weather or court delays if a match has not started within 30 minutes of the scheduled match time.

1.08 B Exchanging Line-ups It is not necessary to exchange line-ups if it is obvious that matches will not be played (If Line-ups are exchanged See Reg. 1.06 A (3)).

1.08 C Matches Must Be Completed within 2 Weeks Matches canceled due to weather or court availability are to be made up within two weeks of the original match schedule date or prior to the end of league date whichever comes first (match(es) scheduled towards the end of the league may not provide a two-week grace period), **NO EXTENSIONS WILL BE PROVIDED** beyond the league end date (**See League Schedule Table Page 20**).

1.08 C (1) Incomplete Match(es) Match(es) not completed within 2 weeks of the originally scheduled Match Date or prior to the League End Date will be entered by the Local League Coordinator as defaults.

1.08 D Update League Coordinator within 24 Hours The Home Team Captain must inform the League Coordinator (**by email only**) of any matches not completed as scheduled within 24 hours of the original match schedule date (failure to do so may result in the Home Team defaulting all lines). The league Coordinator will acknowledge receipt and authorize the reschedule by return email (to both captains). No matches can be rescheduled without authorization (by email) from the league coordinator. **Please do not call.**

1.08 E 7-Days to Reschedule The Home Team Captain must update the Local League Coordinator with the confirmed date and time of rescheduled match(es) within 7 days of the originally scheduled match date.

1.08 F Difficulty Agreeing Upon a Reschedule Date(s) If Captains have not completed or rescheduled all individual matches within the 7-day deadline, the Home Team Captain must inform the League Coordinator that an agreement couldn't be reached and then schedule the outstanding match(es) as follows:

1.08 F (1) League End Date Within 2 Weeks of the Originally Scheduled Match Date The outstanding matches will be played at the originally scheduled location, on the Friday evening before the league end date, at 6pm (**See Exception 1.08 F(3)**). The Home Team Captain is responsible to schedule courts, confirm the match time with the Visiting Team Captain and update the League Coordinator. **Any team or player(s) unable to complete the match at that time will default that match.** The Defaulting Team Captain must inform their opponents at least 24 Hours in advance and cancel court reservations.

1.08 F (2) League End Date Is More Than 2 Weeks from The Originally Scheduled Match Date The outstanding matches will be played at the originally scheduled location on the 2nd Saturday following the originally scheduled match date, at 1pm (**See Exception 1.08 F(3)**). The Home Team Captain is responsible to schedule courts, confirm the match time with the visiting Team Captain and update the League Coordinator. **Any team or player unable to complete the match at that time, will default that match.** The Defaulting Team Captain must inform their opponents at least 24 Hours in advance and cancel court reservations.

1.08 F (3) Fixed Schedule Exception The League Coordinator can provide exceptions to this mandatory reschedule date if all parties involved reach an alternative agreed upon date and time (matches must be completed within 2 weeks of the originally scheduled match date or prior to the league end date, whichever comes first).

1.08 G Rescheduled Match Location Rescheduled Matches must be played at the originally scheduled location. The Home Team Captain is responsible to schedule courts (inform the Local League Coordinator if there are court availability issues).

8. H The Reschedule Date Becomes the Official Match Schedule Date Once Captains/Player(s) have agreed upon a reschedule date, and provided that information to the League Coordinator, that date and time becomes the Official Match Schedule Date and is subject to all rescheduling regulations moving forward (Matches still must be completed within 2 weeks of the originally scheduled match date).

9. RESCHEDULING PROCESS - LOCAL LEAGUE MATCHES CONFLICTING WITH A UTAH DISTRICT, ITA SECTIONAL OR NATIONAL CHAMPIONSHIP

Requests to reschedule any Local League Match(es) due to a conflict with a League Championship must be approved by the Local League Coordinator.

1.09 A One Week Advance Notice is required to reschedule Local League Matches No matches can be rescheduled without authorization (by email only) from the league coordinator. **Please do not call.**

1.09 B Only The Individual Match(es) Affected Need(s) To Be Rescheduled. Local League Players not participating in the conflicting Championship Event that are available to play, shall play at the originally scheduled match date and time.

1.09 C Waiver Requirements for Local League Matches Conflicting with League Championships Played in Utah Players requesting a waiver must have a direct match conflict between a Championship Match and a regularly scheduled league match. A direct match conflict occurs if there are less than 5 hours between the scheduled start time of each match.

1.09 D Waiver Requirements for Local League Matches Conflicting with League Championships Played Outside of Utah. Players requesting a waiver to reschedule a Local League Match need to play at least 1 match representing a team from Utah at the League Championship stated when applying for the Waiver.

1.09 E Requesting Waivers for Local League and Championship Match Conflicts The Team Captain requesting the waiver(s) must contact the Local League Coordinator (by email) identifying each player requiring a waiver and provide information showing the matches in conflict (**See Reg. 1.09 C**), or that the player requesting the Waiver is attending an out of state League Championship (**See Reg. 1.09 D**) The Local League Coordinator will acknowledge receipt and if approved, authorize the reschedule by return email (to both Captains). No Matches can be rescheduled without email confirmation from the Local League Coordinator.

1.09 F Matches Must Be Completed Within 2 Weeks of the Originally Scheduled Match Date Matches rescheduled due to a Championship/Local League conflict are to be made up within two weeks of the original match schedule date or prior to the end of league date, whichever comes first (matches scheduled towards the end of the league may not provide a two-week grace period), **NO EXTENSIONS WILL BE PROVIDED** beyond the end of league date (**See Local League Schedule Table**).

1.09 G (1) Match(es) Not Completed Within 2-Weeks of the Originally Scheduled Match Date Match(es) not completed within 2 weeks of the originally scheduled Match Date or prior to the League End Date will be entered by the Local League Coordinator as defaults.

1.09 H Exchanging Line-ups It is not necessary to include players for rescheduled match(es) when exchanging the line-up **at the originally scheduled match time.**

1.09 I 7-Days to Reschedule The Captain requesting the reschedule must update the Local League Coordinator with the confirmed date and time of rescheduled match(es) within 7 days of the originally scheduled match date

1.09 J Difficulty Agreeing Upon Reschedule Date(s) If Captains have not completed or rescheduled all individual matches within the 7-day deadline, the Captain requesting the reschedule must inform the League Coordinator that an agreement couldn't be reached and then schedule the outstanding match(es) as follows:

1.09 J (1) League End Date Within 2 Weeks of The Originally Scheduled Match Date The outstanding matches will be played at the originally scheduled location, on the Friday evening before the league end date, at 6pm (**See Exception 1.09 J (3)**). The Team Captain requesting the reschedule is responsible to schedule courts, confirm the match time with the opposing Team Captain and update the League Coordinator. **Any team or player(s) unable to complete the match at that time, will default their match.** The Defaulting Team Captain must inform their opponents at least 24 Hours in advance and cancel court reservations.

1.09 J (2) League End Date Is More Than 2 Weeks from The Originally Scheduled Match Date The outstanding matches will be played at the originally scheduled location on the 2nd Saturday following the originally scheduled match date, at 1pm (**See Exception 1.09 J (3)**). The Team Captain requesting the reschedule is responsible to schedule courts, confirm the match time with the opposing Team Captain and update the League Coordinator. **Any team or player unable to complete the match at that time, will default that match.** The Defaulting Team Captain must inform their opponents at least 24 Hours in advance and cancel court reservations.

1.09 J (3) Fixed Schedule Exceptions The League Coordinator can provide exceptions to this fixed reschedule date if all parties involved reach an alternative agreed upon date and time (matches must be completed within 2 weeks of the originally scheduled match date or prior to the league end date, whichever comes first).

1.09 K Rescheduled Match Location Rescheduled Matches must be played at the originally scheduled location. The Captain requesting the reschedule is responsible to schedule courts (Inform the League Coordinator if there are court availability issues).

1.09 L The Reschedule Date Becomes the Official Match Schedule Date Once Captains/Player(s) have agreed upon a reschedule date and provided that information to the League Coordinator, that date and time becomes the official match schedule date and is subject to all rescheduling regulations moving forward (Matches still must be completed within 2 weeks of the original match schedule date).

9. M Rescheduled Matches Must Have At Least One Player with a Waiver Each individual rescheduled League Match once completed, must have at least one player who was granted a waiver specific to the rescheduling of that Match.

10. SUSPENDED MATCH(ES) POLICY

1.10 A Match(es) Suspended Due to Weather or Court Availability

1.10 A (1) Match(es) Must Be Completed within 2 Weeks of the Originally Scheduled Match Date Match(es) canceled due to weather or court availability are to be made up within two weeks of the original match schedule date or prior to the end of league date, whichever comes first (match(es) scheduled towards the end of the league may not provide a two-week grace period). **NO EXTENSIONS WILL BE PROVIDED** beyond the end of league date (See League Schedule Table Page 20).

1.10 A (2) Match(es) Not Completed within 2-Weeks of the Originally Scheduled Match Date Match(es) not completed within 2 weeks of the originally scheduled Match Date or prior to the League End Date (whichever comes first), will be entered by the Local League Coordinator as defaults.

1.10 A (3) Update League Coordinator within 24 Hours The Home Team Captain must inform the League Coordinator (**by email only**) of any matches not completed as scheduled within 24 hours of the original match schedule date (failure to do so may result in the Home Team defaulting all lines).

1.10 A (4) Rescheduled Match Location Rescheduled Matches must be played at the originally scheduled location. The Home Team Captain is responsible to schedule courts (inform the Local League Coordinator if there are court availability issues).

1.10 A (5) 7-Days to Reschedule The Home Team Captain must update the Local League Coordinator with the confirmed date and time of rescheduled match(es) within 7 days of the originally scheduled match date.

1.10 A (6) Difficulty Agreeing Upon a reschedule Date(s) If Captains have not completed or rescheduled all individual matches within the 7-day deadline, the Home Team Captain must inform the League Coordinator that an agreement couldn't be reached and then schedule the outstanding match(es) as follows:

1.10 A (7) League End Date Within 2 Weeks of the Originally Scheduled Match Date The outstanding matches will be played at the originally scheduled location, on the Friday evening before the league end date, at 6pm (See Exception 1.10 A (9)). The Home Team Captain is responsible to schedule courts, confirm the match time with the Visiting Team Captain and update the League Coordinator. **Any team or player(s) unable to complete the match at that time will default that match.** The Defaulting Team Captain must inform their opponents at least 24 Hours in advance and cancel court reservations.

1.10 A (8) League End Date Is More Than 2 Weeks from The Originally Scheduled Match Date The outstanding matches will be played at the originally scheduled location on the 2nd Saturday following the originally scheduled match date, at 1pm (See Exception 1.10 A (9)). The Home Team Captain is responsible to schedule courts, confirm the match time with the visiting Team Captain and update the League Coordinator. **Any team or player unable to complete the match at that time, will default that match.** The Defaulting Team Captain must inform their opponents at least 24 Hours in advance and cancel court reservations.

1.10 A (9) Fixed Schedule Exceptions The League Coordinator can provide exceptions to this fixed reschedule date if all parties involved reach an alternative agreed upon date and time (matches must be completed within 2 weeks of the originally scheduled match date or prior to the league end date, whichever comes first).

1.10 A (10) The Reschedule Date Becomes the Official Match Schedule Date Once Captains/Player(s) have agreed upon a reschedule date, and provided that information to the League Coordinator, that date and time becomes the Official Match Schedule Date and is subject to all rescheduling regulations moving forward (matches must be completed within 2 weeks of the originally scheduled match date and players with waivers cannot be substituted).

1.10 B Matches Suspended due to Darkness

1.10 B (1) Any Player May Suspend Play due to Darkness

1.10 B (2) Record Keeping When the match is suspended, the score and who was serving and on which side needs to be noted.

1.10 B (3) Complete Match with Lights or Indoors The match will be completed that evening if outdoor lights or indoor courts are available.

1.10 B (4) Schedule Resumption of Match Immediately If no lights or indoor courts are available, Captains/Players should try to agree on a date/time to resume the match prior to leaving the facility.

1.10 B (5) Matches Must Be Completed within 2 Weeks of the Originally Scheduled Match Date Matches suspended due to Darkness are to be made up within two weeks of the original match schedule date or prior to the end of league date whichever comes first (match(es) scheduled towards the end of the league may not provide a two-week grace period), **NO EXTENSIONS WILL BE PROVIDED (See League Schedule Table Page 20).**

1.10 B (6) Match(es) Not Completed Within 2-Weeks of the Originally Scheduled Match Date Match(es) not completed within 2 weeks of the originally scheduled Match Date or prior to the League End Date will be entered by the Local League Coordinator as defaults.

1.10 B (7) Update League Coordinator within 24 Hours The Home Team Captain must inform the League Coordinator (**by email only**) of any matches not completed as scheduled within 24 hours of the original match schedule date (failure to do so may result in the Home Team defaulting the Suspended Matches).

1.10 B (8) 7-Days to Reschedule The Home Team Captain must update the Local League Coordinator with the confirmed date and time of rescheduled match(es) within 7 days of the originally scheduled match date.

1.10 B (9) Difficulty Agreeing Upon a reschedule Date(s) If Captains have not completed or rescheduled all individual matches within the 7-day deadline, the Home Team Captain must inform the League Coordinator that an agreement couldn't be reached and then schedule the outstanding match(es) as follows:

1.10 B (10) League End Date Within 2 Weeks of the Originally Scheduled Match Date The outstanding match(es) will be played at the originally scheduled location, on the Friday evening before the league end date, at 6pm (**See Exception 1.10 B (12)**). The Home Team Captain is responsible to schedule courts, confirm the match time with the Visiting Team Captain and update the League Coordinator. **Any team or player(s) unable to complete the match at that time will default that match.** The Defaulting Team Captain must inform their opponents at least 24 Hours in advance and cancel court reservations.

1.10 B (11) League End Date Is More Than 2 Weeks from The Originally Scheduled Match Date The outstanding matches will be played at the originally scheduled location on the 2nd Saturday following the originally scheduled match date, at 1pm (**See Exception 1.10 B (12)**). The Home Team Captain is responsible to schedule courts, confirm the match time with the visiting Team Captain and update the League Coordinator. **Any team or player unable to complete the match at that time, will default that match.** The Defaulting Team Captain must inform their opponents at least 24 Hours in advance and cancel court reservations.

10. B (12) Fixed Schedule Exceptions The League Coordinator can provide exceptions to this fixed reschedule date if all parties involved reach an alternative agreed upon date and time (matches must be completed within 2 weeks of the originally scheduled match date or prior to the league end date, whichever comes first).

11. TEAM MATCH AND INDIVIDUAL MATCH SCORING PROCEDURES

1.11 A A Team Format is Used for all Leagues The team winning the majority of the individual positions on the line-up, will be awarded one team point in the standings.

1.11 B Individual Match Scoring (Except Timed Matches and WTT)

1.11 B (1) Matches will be played with regular scoring.

1.11 B (2) In lieu of a 3rd set, all matches will play a 10 point Coman Match Tie-break.

The Coman Tie-break Procedure will be used for all set tie-breaks (first to 7 by a margin of two). This is used for either the first or second set that reaches 6 all. The 10 point Coman match tie-break will be used for matches that split sets. The match tie-break is the (first to 10 by a margin of two). The first server serves and the players change sides. The players change sides after every (4) points thereafter (i.e. points 1, 5, 9, 13, 17.) This tie-break procedure allows doubles players to continue serving from the same side of the court as they have been doing throughout the set.

1.11 C Scoring 90 Minute Timed Matches

1.11 C (1) Matches will be played with regular scoring.

1.11 C (2) In lieu of a third set, all matches will play a Coman Match Tie-break (**See Reg. 1.11 B (2)**).

11. C (3) Matches Not Completed With 15 Minutes Remaining Complete the game currently in progress and then:

If games are even, play a Coman tie-break (first to 7 by 2) to determine the set.

If a team is ahead by one game, play another game.

If a team is now ahead by two games, they win the set.

If sets are now tied at one all play a Coman tie-break to determine the winner of the match (first to 10 by 2).

If you are tied, and completely out of time, play a sudden death point.

UTAH DISTRICT MATCH & MATCH SCORING COMPOSITION TABLE

LEAGUE AFFILIATION	DIVISION	LEAGUE TYPE & LEVELS	NUMBER OF INDIVIDUAL MATCHES	SCORING
USTA	Adult	18 & Over 3.0, 3.5, 4.0, 4.5	Two Singles, Three Doubles	10 Point Coman Tiebreak in lieu of 3rd Set
		18 & Over 2.5 & 5.0+	One Single, Two Doubles	10 Point Coman Tiebreak in lieu of 3rd Set
		40 & Over 3.0, 3.5, 4.0, 4.5+	Two Singles, Three Doubles	10 Point Coman Tiebreak in lieu of 3rd Set
		55 & Over 6.0, 7.0, 8.0, 9.0	Three Doubles	10 Point Coman Tiebreak in lieu of 3rd Set
		65 & Over 6.0, 7.0, 8.0, 9.0	Three Doubles	10 Point Coman Tiebreak in lieu of 3rd Set
	Mixed	18 & Over 6.0, 7.0, 8.0 9.0, 10.0	Three Mixed Doubles	10 Point Coman Tiebreak in lieu of 3rd Set
		40 & Over 6.0, 7.0, 8.0 9.0, 10.0	Three Mixed Doubles	10 Point Coman Tiebreak in lieu of 3rd Set
ITA	Mixed	Fall Mixed 5.5, 6.5, 7.5, 8.5, 9.5	Three Mixed Doubles	10 Point Coman Tiebreak in lieu of 3rd Set
UTAH	Adult	Winter Week day 2.5, 3.0, 3.5, 4.0, 4.5 Saturday 2.5, 3.0, 3.5, 4.0, 4.5	Weekday 3.0 - 4.0 One Single, Four Doubles Weekday 2.5 One Single, Two Doubles Weekday 4.5 One Single, Three Doubles Saturday 2.5 - 4.5 Three Doubles	10 Point Coman Tiebreak in lieu of 3rd Set 90 minute time limit
		Fall Outdoor 2.5, 3.0, 3.5, 4.0, 4.5	Weekday 3.0 - 4.5 One Single, Four Doubles Weekday 2.5 One Single, Two Doubles Saturday 2.5 - 4.5 One Single, Two Doubles	10 Point Coman Tiebreak in lieu of 3rd Set
		Fall Indoor Weekday/ Saturday 2.5, 3.0, 3.5, 4.0, 4.5	Weekday 3.0 - 4.0 One Single, Four Doubles Weekday 2.5 One Single, Two Doubles Weekday 4.5 One Single, Three Doubles Saturday 2.5 - 4.5 One Single, Two Doubles	10 Point Coman Tiebreak in lieu of 3rd Set 90 minute time limit
	WTT	WTT 3.5, 4.0, 4.5	Six No-Ad Sets	Each no-ad set is won by the first team to reach six games. A nine-point tiebreaker will be played at five games all in any set.

12. DEFAULTS

1.12 A Individual Match Default(s) Any line or lines not completed on a team line-up, or matches that were played and a player(s) were subsequently deemed ineligible i.e. a non-rostered player or a player that is Dynamically Disqualified (**See Reg. 1.14 for information on entering scores**).

1.12 A (1) Update League Coordinator The Captain declaring the default(s) must update the Local League Coordinator (by email) and the opposing Team Captain.

1.12 A (2) Update Facility The Captain declaring the default(s) must contact the scheduled facility and cancel court reservations.

1.12 A (3) Declared Defaults Cannot be Rescheduled 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, it cannot be rescheduled (**See Exception 1.12 A (3) A**).

1.12 A (3) A When Declared Defaults Can be Rescheduled If a team match is rescheduled due to weather or court availability issues, previously declared defaults can be rescheduled. Any Player can call for a match to be rescheduled if play has not started within 30 minutes of the originally scheduled match time (**See Reg. 1.08 A (1)**).

1.12 B Entire Team Default. An Entire Team Default occurs when the majority of matches on a team line-up are not completed (if the team match consists of 5 matches, at least 3 must be completed to constitute a valid team match). For local league matches, if a team defaults an entire team match for any reason during round robin play, then all matches of that team played or to be played, shall be null and void when determining standings. A team default may cause the team to be removed from the league.

1.12 B (1) Prior to Declaring a Team Default The Defaulting Team Captain **MUST** contact the Local League Coordinator **BEFORE** contacting the Opposing Team Captain or entering Defaults into TennisLink.

1.12 B (2) Requirement to Play The Adult Programs Committee may require the team match to be played (Sanctions can be imposed on Team Captains/Players if they refuse to comply with this request, to include being refused entry into future leagues).

12. B (4) Entire Team Double Default If both teams fail to play a majority of the individual matches, it will be considered a Team Default for both teams (This can happen if both teams don't have enough players arrive to play the majority of the individual Team Matches at the Scheduled Match Time).

13. RETIREMENTS

1.13 A Retirement A Retirement occurs when an individual match has started and a player/doubles team is/ are unable to continue due to injury, loss of condition, emergency or refusal to play.

1.13 B Entering Retired Matches into TennisLink For NTRP computer data entry in TennisLink, mark as retired and submit the actual match scores at the point of retirement.

1.13 C Standings and Retirements To determine standings, the non-retiring player/doubles team shall be credited with such number of additional games as would have been won if the match was completed and the non-retiring player/doubles team won every subsequent game (The Local League Coordinator will provide Team Captains with updated standings weekly as TennisLink will show scores at the point of retirement and not the adjusted scores needed to determine standings).

13. D Update League Coordinator The Captain of the Team winning a match due to a retirement is responsible to inform the league coordinator of the retirement so that Team Standings can be adjusted.

14. SCORE ENTRY

1.14 A Responsibility for Score Entry The Home Team Captain is responsible for the initial entry of match scores into TennisLink. This must take place within 48 hours of the original (or approved rescheduled) match date and time, or prior to the league end date, whichever comes first.

1.14 B Scores Not Entered within 48 Hours The Home Team Captain may incur sanctions if scores are not entered within 48 hours of completing a Team Match (i.e. 48 hours from the originally scheduled match date/time or 48 hours from the approved reschedule date/time).

1.14 C Entering Individual Defaults To determine standings, individual defaults will be scored as a 6-0, 6-0 win for the player or doubles team receiving the default and a 0-6, 0-6 loss for the player or doubles team that defaulted the match. In the event of a default by both players or doubles teams, both sides will be given a 0-6, 0-6 loss and neither receives credit for a win.

1.14 D Entering a Default Due to an Ineligible Player i.e. Non-Registered Player Follow the directions in Reg. 1.14 C.

1.14 E Correcting Scores When a Player is Dynamically Disqualified The Local League Coordinator will be solely responsible to adjust match results.

1.14 D Entering Team Defaults Captains **MUST** contact the local league coordinator PRIOR to contacting the opposing Team Captain to declare a Team Default (A Team Default occurs when the majority of the Individual Matches cannot be completed (**See Reg. 1.12 B**).

1.14 E Confirming Scores The Visiting Team Captain is responsible to review and confirm scores recorded in TennisLink by the Home Team Captain within 48 hours of the original score entry date or the entered score will be considered valid.

1.14 F Disputed Scores It is the responsibility of the Captain disputing the score entry to contact the Local League Coordinator (by email) of any score discrepancies within 48 hours of the initial score entry or the original scores entered will stand.

14. G Score Entry Deadline Each league has a specific date identified on the league calendar by which all matches must be completed and scores entered into 'TennisLink', this date also constitutes the end of the local league (See Local League Calendar Table). All Scores must be entered by 11.59pm on the last day of the local league. Match results not entered by this deadline **will not** be included in the final standings. **NO EXTENSIONS WILL BE PROVIDED.**

15. STANDINGS

1.15 A Adjustments for Team Defaults

1.15 A (1) Single Round Robin League/Flight Following a Team Default for local league matches, if a team defaults an entire team match for any reason during round robin play, then all matches for that team, played or to be played, shall be null and void when determining standings. (**See Reg. 1.15 A (4) Exception 1**).

1.15 A (2) Multiple Complete Round Robin Leagues/Flights Following a Team Default for a local league with multiple complete round robins, if a team defaults an entire team match for any reason during round robin play, then all matches for that team, played or to be played, shall be null and void when determining standings. (**See Reg. 1.15 A (4) Exception 1, 1.15 A (4) Exception 2**).

1.15 A (3) Single/Multiple Round Robin Leagues/Flights with Additional Randomly Selected Matches Following a Team Default for a local league/flight with a single/multiple complete round robin(s) and additional randomly selected matches.

1.15 A (3) A If a team defaults an entire team match for any reason during round robin play, then all matches for that team, played or to be played, shall be null and void when determining standings (**Exception See Reg. 1.15 A (4), 1.15 A (4) Exception 2**).

1.15 A (3) B If a team default occurs following the completion of round robin play and during the additional randomly selected matches, all matches for the round robin will stand.

1.15 A (3) C If a Team default causes teams to not have an equal number of matches standings will be calculated based on a percentage of individual matches won to individual matches played, followed by head to head, followed by fewest sets lost (based on matches played) etc.

1.15 A (4) Exception 1 If all teams with a mathematical chance to advance have played the defaulting team in good faith prior to the entire team default, those matches shall stand as played when determining standings.

1.15 A (4) Exception 2 Each RR will be a tier/segment of the Local League season. Each individual tier/segment will be considered separately for the purpose of a full team default. If there is a full team default in a triple round robin only the RR tier/segments that have the full team default will be impacted. Each of the 3 Round Robin Segments will be treated as whole and separate within the Local League flight. If the first RR was finished and the full team default occurred during the 2nd RR then all matches for the first RR will stand.

15. C Breaking 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 to do so:

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

B. Head to Head. Winner of the head to head matches.

C. Sets. Loser of the fewest sets.

D. Games. Loser of the fewest games.

E. A method to be determined by the Championship Committee:

Coin toss or other procedure to be announced prior to the commencement of Championship competition.

16. CAPTAIN RESPONSIBILITIES

1.16 A (1) Notify each team member that the local and national league regulations are available on www.utahtennis.com

1.16 A Insist the players take the responsibility to know the league rules and regulations, as well as be familiar with The ITF Tennis Regulations, The Code and Friend at Court.

1.16 B Ensure that the players arrive at the proper time and place for their match each week.

1.16 C To avoid problems, the home team captain SHOULD contact the opposing team captain at least 24 hours before each match to confirm match times, court availability, court surfaces, restrooms and other pertinent information.

1.16 D Update League Coordinator Captains are responsible to keep the League Coordinator updated (by email) of ALL rescheduled or suspended matches (**See Reg. 107**).

1.16 E Retirements and Defaults Captains are responsible to update the League Coordinator within 24 hours of any Retirements or Defaults.

1.16 E Team Line-ups Captains Exchange line-ups simultaneously prior to the beginning of the match (**See Reg. 1.06 A**).

1.16 F Team Members Playing at the Correct Level Captains are responsible to ensure that the 'below level' and 'above level' player regulations are followed (**See Reg. 1.02 H, 1.02 H (1), 1.02 H (2)**).

1.16 G Maintain Records Each captain should keep a copy of the match scorecard with line-ups and scores in case of a discrepancy. Both captains should sign the scorecards at the completion of the team match.

1.16 H Score Entry To avoid sanctions, upon completion of the match, scores must be reported within 48 hours (48 hours from the scheduled match start time) (**See Reg. 1.14 A**).

1.16 I Responsibility for Entering and Confirming Scores. It is the Home Team Captains responsibility to enter scores within the 48 Hour Deadline, the visiting Team Captain is responsible to confirm the entered scores within 48 Hours of the score entry (**See Reg. 1.14 A, 1.14 E**).

1.16 J Disputing a Score If a score is disputed, it is the responsibility of the captain disputing the match to notify the League Coordinator (by email) of the reason for the dispute.

1.16 K Captaining – Co-Captaining more than one team

A team captain or co-captain cannot manage more than one team at the same level in any Division. (If you captain or co-captain a 4.0W 18 & Over day league team in flight A, you cannot captain or co-captain a team in the dayB flight, or the evening flight). Non playing facility coordinators are exempt from this regulation.

1.16 L Teams must be Managed Independently. Captains, Co-Captains have a responsibility to always have their team's best interest in mind. Captains should NEVER put themselves in a position where they have influence over any other team's line-up that is competing at the same level in the same division. Any violation of this will be viewed as poor sportsmanship and a violation of 'The Code'. Non-playing facility coordinators are exempt from this regulation.

1.16 M Sportsmanship and Fair Play. Captains and co-captains are expected to be the example and set the standard for their team to follow with regard to Sportsmanship and Fair Play.

16. N Removal. UTA Utah retains the right to remove any person from the role of captain or co-captain if it is deemed advisable to do so.

17. GRIEVANCE PROCEDURES (Standards of good conduct, fair play and good sportsmanship)

1.17 A Administration All grievances within the USTA League shall be administered in accordance with the provisions of this section.

1.17 B All Grievance Committees shall consist of no less than three persons including a chairman, to adjudicate grievances. The members of the committee may be the same as or differ in whole or part, from the committee first approved.

1.17 C Utah Tennis Local League Management (Grievance) Committee All grievance complaints must be filed by the team captain in writing on the proper grievance form. The filing captain/player(s) involved with the complaint must agree with the grievance. Complaints must be filed prior to the next scheduled match or within 24 hours of the end-date of the league season, whichever comes first. The League Coordinator may file a complaint at any time. Complaints should be concise, and include a remedy for the alleged violation. Grievance forms may be viewed and printed on-line at www.utahtennis.com or call the Utah District League Office at (801)944-8790. Grievance forms must be filed with the League Coordinator via email asundberg@utahtennis.com. Or mail to League Coordinator c/o Utah Tennis Association 2469 E. Fort Union Blvd. Suite 104, Salt Lake City, UT, 84121.

1.17 D Upon receipt of the complaint the League Coordinator will send a copy of the complaint to the parties against whom the complaint has been filed and a copy to the members of the Utah Tennis Local League Management (Grievance) Committee. Following the receipt of the complaint, the Utah Tennis Local League Management (Grievance) Committee shall, as soon as reasonable, (a) cause such investigation of the alleged violation to be made as the committee deems appropriate; and, if it deems the same to be necessary, shall (b) arrange for a hearing at which the parties involved shall have the right to appear personally and present evidence. The committee shall prepare a written decision setting forth the basis for its decision and the deadline

for any written appeal and promptly deliver copies to the parties involved. The decision of the committee shall be by majority vote.

1.17 E Grievance Appeal Committee: All Grievance Appeals Committees shall consist of no less than three persons, including a committee chair, to consider appeals of grievance committees' decisions. No member of a Grievance Appeal Committee may be a member of a Grievance Committee. The members of the committee may be the same as or differ in whole or part, from the committee first approved.

17. F Any party to the complaint may appeal the decision of the Utah Tennis League Management (Grievance) Committee within the time fixed by the committee. Upon the receipt of an appeal the Utah Tennis Local League Appeals Committee shall act promptly to resolve the appeal. If the Utah Tennis Local League Management (Grievance) Committee did not hold a hearing, the Utah Tennis Local League Appeals Committee shall do so, provided any party involved in the complaint so requests in writing. A copy of the Utah Tennis League Appeals Committee's written decision setting forth the basis of its decisions shall be final and binding.

18. NTRP GRIEVANCES

2.04A Applicability. The Regulations in this section are applicable only to the USTA Adult Division..

2.04B NTRP Dynamic Disqualification Procedures. Dynamic ratings will be calculated for all Adult Division players during local league competition and at every level of championship competition below National Championships to determine if any players have reached the NTRP Dynamic Disqualification criteria stated in the USTA NTRP Computer Rating System Procedures. Players subject to NTRP Dynamic Disqualification as described in the NTRP Dynamic Disqualification Table – (see **NTRP DYNAMIC DISQUALIFICATION TABLE**) will be dynamically disqualified if they reach the disqualification level three times based on all matches except retirements received.

2.04B (1) Local League NTRP Dynamic Disqualification. Players who are NTRP dynamically disqualified will be notified by the Section League Coordinator or designee and have the right to review in accordance with the procedures in *Reg. 2.04C NTRP Dynamic Disqualification Review Procedures*.

2.04B (2) Championship NTRP Dynamic Disqualification. There will be no NTRP Dynamic Disqualifications at National Championships. Players who are dynamically disqualified at any championship below Nationals will be notified by the Sectional League Coordinator or designee and have a right to a review in accordance with *Reg. 2.04C NTRP Dynamic Disqualification Review Procedures*.

2.04B (3) Following an NTRP Dynamic Disqualification, the player may not play at the disqualified NTRP level of play or any lower NTRP level of play in either singles or doubles for the remainder of the championship year and for the succeeding championship year. In any Division using combined levels, the combined NTRP rating of the disqualified player and partner may not surpass the level of competition. A player who has been moved up as a result of an NTRP Dynamic Disqualification in the Adult Division must immediately adjust his/her NTRP level of play in the Mixed Division.

2.04B (4) Players who are NTRP dynamically disqualified may be allowed to move up and participate on another team at a higher NTRP level during that same local league season provided registration has not closed.

1.19 NTRP DISQUALIFICATION

NTRP DYNAMIC DISQUALIFICATION

Each NTRP Level is followed by a letter indicating the type of rating.
The following identifies who can and cannot be NTRP dynamically disqualified

<p>Who <u>cannot</u> be NTRP dynamically disqualified? NTRP Level followed by the letter below: C Computer Rated Players *</p>															
<p>*Players who entered an Early Start League at an NTRP Level lower than their current year-end ratings are subject to NTRP dynamic disqualification.</p>															
<p>M Mixed Exclusive Players ** T Tournament Players **</p>															
<p>**Year-end (M) and (T) rated players are required to self-rate to enter the Adult Division, automatically become (S) rated players and therefore become subject to NTRP dynamic disqualification.</p>															
<p>Who <u>can</u> be NTRP dynamically disqualified? Participants in the Adult Division:</p> <p>NTRP Level followed by the letter below:</p> <table> <tr> <td>Players</td> <td>A</td> <td>Appealed – all granted appeals including Medical and 60 and Over Promoted</td> </tr> <tr> <td></td> <td>S</td> <td>Self-rated Players</td> </tr> <tr> <td></td> <td>D.</td> <td>Dynamic or NTRP Grievance Disqualified</td> </tr> <tr> <td></td> <td>E.</td> <td>Dynamic rated Players for Early Start Leagues</td> </tr> <tr> <td></td> <td>C</td> <td>Exceptions to C year-end ratings as noted above*</td> </tr> </table>	Players	A	Appealed – all granted appeals including Medical and 60 and Over Promoted		S	Self-rated Players		D.	Dynamic or NTRP Grievance Disqualified		E.	Dynamic rated Players for Early Start Leagues		C	Exceptions to C year-end ratings as noted above*
Players	A	Appealed – all granted appeals including Medical and 60 and Over Promoted													
	S	Self-rated Players													
	D.	Dynamic or NTRP Grievance Disqualified													
	E.	Dynamic rated Players for Early Start Leagues													
	C	Exceptions to C year-end ratings as noted above*													
<p>Players participating in the Adult Division who are promoted as a result of NTRP disqualification will be immediately required to participate at their new NTRP level in all USTA League Programs</p>															

- 19. A** The Section can choose to run dynamic calculations and produce ratings throughout Championship Events below Nationals, or following the conclusion of a Championship Event below Nationals (**see Reg. 2.04 B(2)**):
- A.** If the dynamic calculations are run during the Championship Event and any player(s) meet the disqualification criteria, the player(s) will be notified, NTRP Disqualified **and the appropriate matches will be reversed (see Reg. 2.04 B(2)a)**.
 - B.** If the dynamic calculations are run following the conclusion of the Championship Event and player(s) meet the disqualification criteria, the players will be notified, NTRP Disqualified and **matches will stand (see Reg. 2.04 B(2)b)**.

20. DISTRICT CHAMPIONSHIPS

1.20 A Progression to the District Championships

1.20 A (1) Leagues or Flights with less than Five Teams

1.20 A (1) a One Flight League The winning team will advance to the Section Championship.

120. A (1) b Multiple Flight League The winning team from each flight will advance to the District Championship.

1.20 A (2) Leagues or Flights with Five to Seven Teams The First and Second place teams will advance to the District Championship.

1.20 A (3) Leagues or Flights with Eight or More Teams The First, Second and Third placed teams will progress to the District Championship.

1.20 A (4) Wild Card Invitations The League Championship Committee reserves the right to invite wild card teams to the District Championships **(Following the Wild Card Championship Procedure.)**

1.20 B Intent to Play The District League Coordinator will contact all teams eligible to advance to the District Championship to confirm participation. Should teams that are eligible decline, the opportunity shall be offered to the next place team.

1.20 B (1) Sufficient Eligible Team Members Available Teams are expected to have sufficient players available (taking into account accident, illness and emergencies) to play all lines in each Team Match. If a team cannot field enough players for each individual match within a team match, the invitation to participate should be declined which would allow another team to participate.

1.20 C Completing the Championship Schedule Teams that agree to participate in District Championships are obligated to participate in the entire event, playing all scheduled matches even if the outcome has already been determined.

1.20 C (1) Failure to Complete the Championship Any team withdrawing early may have all matches played and to be played in the District Championships removed from the standings if it is determined it will affect the standing for any team in contention.

1.20 E Failure to Participate Following Commitment to Play If a team gives notice that it will participate in the District Championships but then fails to do so, the championship committee may impose sanctions against some or all players on the defaulting team depending upon the circumstances presented.

1.20 E (1) Penalties The maximum penalty, to be administered in egregious situations only, is disqualification of that individual or individuals from all USTA league play for a period of up to eleven months the year following any such failure to participate. In the event the Championship Committee recommends disqualification from USTA League play for any period of time, the Adult Programs Committee will review the findings and recommendation of the Championship Committee and make a recommendation to the Board of Directors, who will determine the sanction to be imposed.

USTA Utah League Calendar 2017

League (Minimum Roster) **	Minimum # of players registered by	League Starts	League Ends	Distri c t Leag u e Playo ffs	Sectional Playoffs
World Team Tennis		November 10, 2016 Fri Play	April 1	Qualifier March 4-6 Charlest on, SC	Quali fier May 6-8 Las Vegas, NV
USTA 40 & OVER Mixed Doubles(6)**	April 3	April 14 Fri & Sat play	June 23	September 8- 9 SLC, UT	October 6-8 Location TBD
W i n t e r L e a g u e W e e k d a y (8) * * S a t u r d a y (8)**	January 11	Weekday: January 23 Saturday: January 28	April 1	No Advancem ent	No Advancem ent
USTA 18 & Over Mixed Doubles (8)**	January 25	February 3	April 7	June 9-10 SLC, UT	July 14-16 Location TBD
USTA 18 & Over 2.5, 5.0 (5)** 3.0- 4.5 (8)**	March 22	April 3	June 1	July 20-22 SLC, UT	August 18-20 Location TBD
Wild Card Qualifiers: 18 & Over 40 & Over	May 31 June 23	June 16-17 July 7-8			
USTA 55 & Over (8)**	March 22	April 3	June 1	August 11-12 SLC, UT	September 22-24 Location TBD
USTA 40 & Over 3.0-4.5 (8)**	May 24	June 5	August 17	August 24-26 SLC, UT	September 15-17 Location TBD
65 & Over League (6)**		TBA			
ITA Fall Mixed Doubles (8)**	July 19	July 28	October 6	Septem ber 29-30 SLC, UT	October 27-29 Location TBD
Fall Outdoor Weekday (8)** Saturday (8)**	August 9 August 28	Weekday: August 21 Saturday: September 9	Weekday: October 26 Saturday: November 4	No Advancem ent	No Advancem ent

Fall Indoor Weekday (8)** Saturday (8)**	October 25 October 23	Weekday: November 6 Saturday: November 11	Weekday: December 21 Saturday: December 23	No Advancem ent	No Advancem ent
<p style="text-align: center;">Registration/Roster Fee \$17 + \$3 = \$20 Match Fee: Indoors \$14 / pp / per match Outdoor Fees: Outdoors \$12 / pp / per match</p>					

UTAH DISTRICT MAJOR REGULATION CHANGES FOR 2017

1.06 A Exchanging Line-ups Team captains shall exchange line-up cards simultaneously prior to the beginning of the match. The Point Penalty System is not in effect for un-officiated league matches. If all players are not present (**See 1.06 A (4) Exception 1**), Captains can wait up to 15 minutes from the originally scheduled match time to exchange line-ups. If courts are not available at the scheduled match time due to weather or court availability, the 15-minute grace period to exchange line-ups will start when the courts are made available. Any player can request a reschedule if play has not started within 30 minutes of the originally scheduled match time (**See 1.08 A (1)**).

1.06 A (1) At 15 minutes the line-ups *must* be exchanged immediately and the warm-up commence (**See 1.06 A (4) Exception 1A**).

1.06 A (2) After the Line-up is Exchanged Team Positions are Set No substitution of player(s), or change(s) to the playing positions of players can be made after the line-up has been exchanged, except for failure to disclose a default to the opposing Captain, injury to, illness of, or disqualification of a player prior to the start of the match (**See 1.06 A (4) Exception 2 and 1.06 A (4) Exception 3**). Failure to comply will result in the players having switched positions, defaulting their match(s) to the opposing team.

1.06 A (3) Unable to Start Play following the Exchange of Line-ups If play is unable to start following the exchange of line-ups due to weather or court availability and matches are rescheduled, line-ups can be changed and previously declared defaults can be rescheduled (**See Exception 1.06 A (4) Exception 4**).

1.06 A (4) Exception (1) Split time matches Players scheduled for later matches, are not required to be present at the earlier match start time and their absence does not qualify for a delay in exchanging line-ups.

1.06 A (4) Exception (1A) Weather or Court Problems Prior to the Exchange of Line-ups It is not required to exchange line-ups if there are obvious weather issues or courts are not available to play.

1.06 A (4) Exception (2) Weather or Court Problem Prior to the Start of the Match Following the exchange of line-ups, should the match not start (match starts with 1st service attempt, not warm-up) due to weather or court availability, the original line-up can be changed and matches that were initially declared defaults can be rescheduled.

1.06 A (4) Exception (3) Discovering Defaults after Line-ups have been exchanged If a Captain is not aware prior to exchanging line-ups that the opposing team will be defaulting an individual match(es), line-ups can be changed.

1.06 A (4) Exception (4) Rescheduled Matches due to Championship Conflicts when Representing Utah Players who have received a waiver *must* play the rescheduled match, they cannot be replaced for any reason.

1.06 A (5) Substitution Prior to the Start of a Match If a substitution is made during the warm-up (due to injury, illness, disqualification of a player (**See 1.06 A (4) Exception 4**), or change of line-up due to a default not being declared the substitute player is entitled to a five (5) minute warm-up.

1.06 B Unable to Start Match Any player can request a match be rescheduled if a match cannot start due to Weather or Court Availability within 30 minutes of the originally scheduled match time (**See Reg. 1.08 A (1)**).

1.06 B (1) Weather or Court Availability Contact the League Coordinator within 24 hours and follow the Match Rescheduling Process (**See Reg. 1.08 A**).

1.06 B (2) Late Opponent(s) Matches need to start at their scheduled match time. All players should arrive before match time. A default will be called when a player is not on court and ready to play 15 minutes after the scheduled match start time, or 15 minutes from the time a court is made available if there are delays due to weather or court availability issues (**See Reg. 1.06 A**). **Team Defaults – DO NOT Enter Complete Team Defaults** without contacting the League Coordinator).

1.06 C Warm up is limited to 10 minutes including serves for all USTA Leagues (UTA timed leagues i.e. Fall Indoor and Winter are limited to 5 minutes). Warm-up with your opponent(s) is mandatory and begins at the start of the scheduled match time. If courts are available teams may warm-up prior to the scheduled match start time. Early warm-up is in addition to the mandatory warm-up period with your opponents (the facility might charge you).

1.06 F Score Entry Completed Matches Scores MUST be entered into TennisLink within 48 hours of the originally scheduled match date/time (**See Reg. 1.14 A**). The Home Team Captain is responsible to enter the scores into TennisLink. Failure to enter scores for completed matches within the 48-hour deadline may result in Sanctions against the Home Team Captain (**See Reg. 1.14 B**).

1.08 RESCHEDULING PROCESS - WEATHER OR COURT AVAILABILITY

1.08 A All Players Must be Present Unless agreed upon by both captains, all players must be present at match time (even if a rain out is obvious).

1.08 A (1) Requesting a Reschedule Any Player can request a reschedule due to weather or court delays if a match has not started within 30 minutes of the scheduled match time.

1.08 B Exchanging Line-ups It is not necessary to exchange line-ups if it is obvious that matches will not be played (**If Line-ups are exchanged See Reg. 1.06 A (3)**).

1.08 C Matches Must Be Completed within 2 Weeks Matches canceled due to weather or court availability are to be made up within two weeks of the original match schedule date or prior to the end of league date whichever comes first (match(s) scheduled towards the end of the league may not provide a two-week grace period), **NO EXTENSIONS WILL BE PROVIDED** beyond the league end date (**See League Schedule Table Page 20**).

1.08 C (1) Incomplete Match(es) Match(s) not completed within 2 weeks of the originally scheduled Match Date or prior to the League End Date will be entered by the Local League Coordinator as defaults.

1.08 D Update League Coordinator within 24 Hours The Home Team Captain must inform the League Coordinator (**by email only**) of any matches not completed as scheduled within 24 hours of the original match schedule date (failure to do so may result in the Home Team defaulting all lines). The league Coordinator will acknowledge receipt and authorize the reschedule by return email (to both captains). No matches can be rescheduled without authorization (by email) from the league coordinator. **Please do not call.**

1.08 E 7-Days to Reschedule The Home Team Captain must update the Local League Coordinator with the confirmed date and time of rescheduled match(s) within 7 days of the originally scheduled match date.

1.08 F Difficulty Agreeing Upon a Reschedule Date(s) If Captains have not completed or rescheduled all individual matches within the 7-day deadline, the Home Team Captain must inform the League Coordinator that an agreement couldn't be reached and then schedule the outstanding match(s) as follows:

1.08 F (1) League End Date Within 2 Weeks of the Originally Scheduled Match Date The outstanding matches will be played at the originally scheduled location, on the Friday evening before the league end date, at 6pm (**See Exception 1.08 F(3)**). The Home Team Captain is responsible to schedule courts, confirm the match time with the Visiting Team Captain and update the League Coordinator. **Any team or player(s) unable to complete the match at that time will default that match.** The Defaulting Team Captain must inform their opponents at least 24 Hours in advance and cancel court reservations.

1.08 F (2) League End Date Is More Than 2 Weeks from The Originally Scheduled Match Date The outstanding matches will be played at the originally scheduled location on the 2nd Saturday following the originally scheduled match date, at 1pm (**See Exception 1.08 F(3)**). The Home Team Captain is responsible to schedule courts, confirm the match time with the visiting Team Captain and update the League Coordinator. **Any team or player unable to complete the match at that time, will default that match.** The Defaulting Team Captain must inform their opponents at least 24 Hours in advance and cancel court reservations.

1.08 F (3) Fixed Schedule Exception The League Coordinator can provide exceptions to this mandatory reschedule date if all parties involved reach an alternative agreed upon date and time (matches must be completed within 2 weeks of the originally scheduled match date or prior to the league end date, whichever comes first).

8. G Rescheduled Match Location Rescheduled Matches must be played at the originally scheduled location. The Home Team Captain is responsible to schedule courts (inform the Local League Coordinator if there are court availability issues).

9. RESCHEDULING PROCESS - LOCAL LEAGUE MATCHES CONFLICTING WITH A UTAH DISTRICT, ITA SECTIONAL OR NATIONAL CHAMPIONSHIP Requests to reschedule any Local League Match(s) due to a conflict with a League Championship must be approved by the Local League Coordinator.

1.09 A One Week Advance Notice is required to reschedule Local League Matches No matches can be rescheduled without authorization (by email only) from the league coordinator. **Please do not call.**

1.09 B Only The Individual Match(es) Affected Need(s) To Be Rescheduled. Local League Players not participating in the conflicting Championship Event that are available to play shall play at the originally scheduled match date and time.

1.09 C Waiver Requirements for Local League Matches Conflicting with League Championships Played in Utah Players requesting a waiver must have a direct match conflict between a Championship Match and a regularly scheduled league match. A direct match conflict occurs if there are less than 5 hours between the scheduled start time of each match.

1.09 D Waiver Requirements for Local League Matches Conflicting with League Championships Played Outside of Utah. Players requesting a waiver to reschedule a Local League Match need to play at least 1 match representing a team from Utah at the League Championship stated when applying for the Waiver.

1.09 E Requesting Waivers for Local League and Championship Match Conflicts The Team Captain requesting the waiver(s) must contact the Local League Coordinator (by email) identifying each player requiring a waiver and provide information showing the matches in conflict (**See Reg. 1.09 C**), or that the player requesting the Waiver is attending an out of state League Championship (**See Reg. 1.09 D**) The Local League Coordinator will acknowledge receipt and if approved, authorize the reschedule by return email (to both Captains). No Matches can be rescheduled without email confirmation from the Local League Coordinator.

1.09 F Matches Must Be Completed Within 2 Weeks of the Originally Scheduled Match Date Matches rescheduled due to a Championship/Local League conflict are to be made up within two weeks of the original match schedule date or prior to the end of league date, whichever comes first (matches scheduled towards the end of the league may not provide a two-week grace period), **NO EXTENSIONS WILL BE PROVIDED** beyond the end of league date (**See Local League Schedule Table**).

1.09 G (1) Match(s) Not Completed Within 2-Weeks of the Originally Scheduled Match Date Match(es) not completed within 2 weeks of the originally scheduled Match Date or prior to the League End Date will be entered by the Local League Coordinator as defaults.

1.09 H Exchanging Line-ups It is not necessary to include players for rescheduled match(s) when exchanging the line-up **at the originally scheduled match time.**

1.09 I 7-Days to Reschedule The Captain requesting the reschedule must update the Local League Coordinator with the confirmed date and time of rescheduled match(s) within 7 days of the originally scheduled match date

1.09 J Difficulty Agreeing Upon Reschedule Date(s) If Captains have not completed or rescheduled all individual matches within the 7-day dead line, the Captain requesting the reschedule must inform the League Coordinator that an agreement couldn't be reached and then schedule the outstanding match(s) as follows:

1.09 J (1) League End Date Within 2 Weeks of The Originally Scheduled Match Date The outstanding matches will be played at the originally scheduled location, on the Friday evening before the league end date, at 6pm (**See Exception 1.09 J (3)**). The Team Captain requesting the reschedule is responsible to schedule courts, confirm the match time with the opposing Team Captain and update the League Coordinator. **Any team or player(s) unable to complete the match at that time, will default their match.** The Defaulting Team Captain must inform their opponents at least 24 Hours in advance and cancel court reservations.

1.09 J (2) League End Date Is More Than 2 Weeks from The Originally Scheduled Match Date The outstanding matches will be played at the originally scheduled location on the 2nd Saturday following the originally scheduled match date, at 1pm (**See Exception 1.09 J (3)**). The Team Captain requesting the reschedule is responsible to schedule courts, confirm the match time with the opposing Team Captain and update the League Coordinator. **Any team or player unable to complete the match at that time, will default that match.** The Defaulting Team Captain must inform their opponents at least 24 Hours in advance and cancel court reservations.

1.09 J (3) Fixed Schedule Exceptions The League Coordinator can provide exceptions to this fixed reschedule date if all parties involved reach an alternative agreed upon date and time (matches must be completed within 2 weeks of the originally scheduled match date or prior to the league end date, whichever comes first).

1.09 K Rescheduled Match Location Rescheduled Matches must be played at the originally scheduled location. The Captain requesting the reschedule is responsible to schedule courts (Inform the League Coordinator if there are court availability issues).

1.09 L The Reschedule Date Becomes the Official Match Schedule Date Once Captains/Player(s) have agreed upon a reschedule date and provided that information to the League Coordinator, that date and time becomes the official match schedule date and is subject to all rescheduling regulations moving forward (Matches still must be completed within 2 weeks of the original match schedule date).

9. M Rescheduled Matches Must Have At Least One Player with a Waiver Each individual rescheduled League Match once completed, must have at least one player who was granted a waiver specific to the rescheduling of that Match.

10. SUSPENDED MATCH(ES) POLICY

1.10 A Match(s) Suspended Due to Weather or Court Availability

1.10 A (1) Match(es) Must Be Completed within 2 Weeks of the Originally Scheduled Match Date Match(es) canceled due to weather or court availability are to be made up within two weeks of the original match schedule date or prior to the end of league date, whichever comes first (match(s) scheduled towards the end of

the league may not provide a two-week grace period). **NO EXTENSIONS WILL BE PROVIDED** beyond the end of league date (See League Schedule Table Page 20).

1.10 A (2) Match(es) Not Completed within 2-Weeks of the Originally Scheduled Match Date Match(es) not completed within 2 weeks of the originally scheduled Match Date or prior to the League End Date (whichever comes first), will be entered by the Local League Coordinator as defaults.

1.10 A (3) Update League Coordinator within 24 Hours The Home Team Captain must inform the League Coordinator (**by email only**) of any matches not completed as scheduled within 24 hours of the original match schedule date (failure to do so may result in the Home Team defaulting all lines).

1.10 A (4) Rescheduled Match Location Rescheduled Matches must be played at the originally scheduled location. The Home Team Captain is responsible to schedule courts (inform the Local League Coordinator if there are court availability issues).

1.10 A (5) 7-Days to Reschedule The Home Team Captain must update the Local League Coordinator with the confirmed date and time of rescheduled match(es) within 7 days of the originally scheduled match date.

1.10 A (6) Difficulty Agreeing Upon a reschedule Date(s) If Captains have not completed or rescheduled all individual matches within the 7-day deadline, the Home Team Captain must inform the League Coordinator that an agreement couldn't be reached and then schedule the outstanding match(s) as follows:

1.10 A (7) League End Date Within 2 Weeks of the Originally Scheduled Match Date The outstanding matches will be played at the originally scheduled location, on the Friday evening before the league end date, at 6pm (See Exception 1.10 A (9)). The Home Team Captain is responsible to schedule courts, confirm the match time with the Visiting Team Captain and update the League Coordinator. **Any team or player(s) unable to complete the match at that time will default that match.** The Defaulting Team Captain must inform their opponents at least 24 Hours in advance and cancel court reservations.

1.10 A (8) League End Date Is More Than 2 Weeks from The Originally Scheduled Match Date The outstanding matches will be played at the originally scheduled location on the 2nd Saturday following the originally scheduled match date, at 1pm (See Exception 1.10 A (9)). The Home Team Captain is responsible to schedule courts, confirm the match time with the visiting Team Captain and update the League Coordinator. **Any team or player unable to complete the match at that time, will default that match.** The Defaulting Team Captain must inform their opponents at least 24 Hours in advance and cancel court reservations.

1.10 A (9) Fixed Schedule Exceptions The League Coordinator can provide exceptions to this fixed reschedule date if all parties involved reach an alternative agreed upon date and time (matches must be completed within 2 weeks of the originally scheduled match date or prior to the league end date, whichever comes first).

1.10 A (10) The Reschedule Date Becomes the Official Match Schedule Date Once Captains/Player(s) have agreed upon a reschedule date, and provided that information to the League Coordinator, that date and time becomes the Official Match Schedule Date and is subject to all rescheduling regulations moving forward (matches must be completed within 2 weeks of the originally scheduled match date and players with waivers cannot be substituted).

1.10 B Matches Suspended due to Darkness

1.10 B (1) Any Player May Suspend Play due to Darkness

1.10 B (2) Record Keeping When the match is suspended, the score and who was serving and on which side needs to be noted.

1.10 B (3) Complete Match with Lights or Indoors The match will be completed that evening if outdoor lights or indoor courts are available.

1.10 B (4) Schedule Resumption of Match Immediately If no lights or indoor courts are available, Captains/Players should try to agree on a date/time to resume the match prior to leaving the facility.

1.10 B (5) Matches Must Be Completed within 2 Weeks of the Originally Scheduled Match Date Matches suspended due to Darkness are to be made up within two weeks of the original match schedule date or prior to the end of league date whichever comes first match(es) scheduled towards the end of the league may not provide a two-week grace period), **NO EXTENSIONS WILL BE PROVIDED** (See League Schedule Table Page 20).

1.10 B (6) Match(es) Not Completed Within 2-Weeks of the Originally Scheduled Match Date Match(es) not completed within 2 weeks of the originally scheduled Match Date or prior to the League End Date will be entered by the Local League Coordinator as defaults.

1.10 B (7) Update League Coordinator within 24 Hours The Home Team Captain must inform the League Coordinator (**by email only**) of any matches not completed as scheduled within 24 hours of the original match schedule date (failure to do so may result in the Home Team defaulting the Suspended Matches).

1.10 B (8) 7-Days to Reschedule The Home Team Captain must update the Local League Coordinator with the confirmed date and time of rescheduled match(es) within 7 days of the originally scheduled match date.

1.10 B (9) Difficulty Agreeing Upon a reschedule Date(s) If Captains have not completed or rescheduled all individual matches within the 7-day deadline, the Home Team Captain must inform the League Coordinator that an agreement couldn't be reached and then schedule the outstanding match(es) as follows:

1.10 B (10) League End Date Within 2 Weeks of the Originally Scheduled Match Date The outstanding match(es) will be played at the originally scheduled location, on the Friday evening before the league end date, at 6pm (**See Exception 1.10 B (12)**). The Home Team Captain is responsible to schedule courts, confirm the match time with the Visiting Team Captain and update the League Coordinator. **Any team or player(s) unable to complete the match at that time will default that match.** The Defaulting Team Captain must inform their opponents at least 24 Hours in advance and cancel court reservations.

1.10 B (11) League End Date Is More Than 2 Weeks from The Originally Scheduled Match Date The outstanding matches will be played at the originally scheduled location on the 2nd Saturday following the originally scheduled match date, at 1pm (**See Exception 1.10 B (12)**). The Home Team Captain is responsible to schedule courts, confirm the match time with the visiting Team Captain and update the League Coordinator. **Any team or player unable to complete the match at that time, will default that match.** The Defaulting Team Captain must inform their opponents at least 24 Hours in advance and cancel court reservations.

1.10 B (12) Fixed Schedule Exceptions The League Coordinator can provide exceptions to this fixed reschedule date if all parties involved reach an alternative agreed upon date and time (matches must be completed within 2 weeks of the originally scheduled match date or prior to the league end date, whichever comes first).

1.12 DEFAULTS

1.12 A Individual Match Default(s) Any line or lines not completed on a team line-up, or matches that were played and a player(s) were subsequently deemed ineligible i.e. a non-rostered player or a player that is Dynamically Disqualified (**See Reg. 1.14 for information on entering scores**).

1.12 A (1) Update League Coordinator The Captain declaring the default(s) must update the Local League Coordinator (by email) and the opposing Team Captain.

1.12 A (2) Update Facility The Captain declaring the default(s) must contact the scheduled facility and cancel court reservations.

1.12 A (3) Declared Defaults Cannot be Rescheduled 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, it cannot be rescheduled (**See Exception 1.12 A (3) A**).

1.12 A (3) A When Declared Defaults Can be Rescheduled If a team match is rescheduled due to weather or court availability issues, previously declared defaults can be rescheduled. Any Player can call for a match to be rescheduled if play has not started within 30 minutes of the originally scheduled match time (**See Reg. 1.08 A (1)**).

1.12 B Entire Team Default. An Entire Team Default occurs when the majority of matches on a team line-up are not completed (If the team match consists of 5 matches, at least 3 must be completed to constitute a valid team match). For local league matches, if a team defaults an entire team match for any reason during round robin play, all matches of that team played or to be played, shall be null and void when determining standings. A team default may cause the team to be removed from the league.

1.12 B (1) Prior to Declaring a Team Default The Defaulting Team Captain **MUST** contact the Local League Coordinator **BEFORE** contacting the Opposing Team Captain or entering Defaults into TennisLink.

1.12 B (2) Requirement to Play The Adult Programs Committee may require the team match to be played (Sanctions can be imposed on Team Captains/Players if they refuse to comply with this request, to include being refused entry into future leagues).

1.12 B (4) Entire Team Double Default If both teams fail to play a majority of the individual matches, it will be considered a Team Default for both teams (This can happen if both teams don't have enough players arrive to play the majority of the individual Team Matches at the Scheduled Match Time).

1.14 B Scores Not Entered within 48 Hours The Home Team Captain may incur sanctions if scores are not entered within 48 hours of completing a Team Match (i.e. 48 hours from the originally scheduled match date/time or 48 hours from the approved reschedule date/time).

1.20 A (3) Leagues or Flights with Eight or More Teams The First, Second and Third placed teams will progress to the District Championship.

1.20 A (4) Wild Card Invitations The League Championship Committee reserves the right to invite wild card teams to the District Championships (**Following the Wild Card Championship Procedure.**) In multiple flight leagues, if a team declines to attend a District Championship, the invitation may not be automatically offered to the next placed team in the same flight.

INTERMOUNTAIN SECTION MAJOR CHANGES FOR 2017

E. USTA League Tennis Adult Division – 18 & over, 40 & over, and 55 & Over Age Groups All Age Groups within the USTA League Tennis Adult Division competition will comply with all USTA and ITA League Regulations. NTRP approved levels of play for all age groups shall correspond with USTA league regulation 1.04A. The 55 & over age group shall utilize combined NTRP levels. See chart; “USTA League Program Organization At the National Level”.

1) Participation a) At any District or Sectional Championship, if a player qualifies for two or more teams at the same NTRP level for an event, the individual must declare which team he or she will represent. In the absence of a declaration, the first match played will determine which team he or she will represent. Players who qualify to advance to any Sectional Championship for two or more teams at different NTRP levels may do so but should be aware that no special consideration for match scheduling will be given. It is recommended that the player choose a “primary” team. Players rostered on more than one team advancing to National Championships will be subject to national regulations

USTA MAJOR REGULATION CHANGES FOR 2017

1. **2.03A(4) 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 who are 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.