

2022

USTA League Tennis



Colorado District League Regulations

Operating Procedures
(Changes from 2021 are in red font and underlined)

v. 2022-1.5

MAJOR REGULATION CHANGES - 2022

USTA Colorado Regulation Changes

5.02A Match(es) Played on Unapproved Courts. If a home team is unable to provide the minimum number of required courts ([See 4.02](#)) without pickleball lines, the visiting team may refuse to play on the unapproved court(s) and claim a win by default for the impacted line(s). If the players agree to play on an unapproved court, the points played will stand.

11.00A Inclement Weather. In the event of inclement weather (i.e. lightning), players should observe the USTA's Emergency Care Guidelines. Unless agreed upon by both captains, all players should be present at match time, even if a rainout is obvious. If outdoor courts are not playable and indoor courts are not available ([See 12.01A](#)) within 30 minutes from the scheduled match time, all lines are to be rescheduled. Teams are not required to wait longer than 30 minutes from the scheduled match time to start play, which may include traveling to a different location for indoor courts. [See 12.00](#) for information on rescheduling matches.

12.01A Teams / players are required to work together to find an agreeable date to make up the match within the allowed time frame ([See 12.00](#)). If indoor courts are available within 30 minutes at the same site and one or both teams agree to pay any additional costs, teams are required to finish the match indoors. ([See 11.00E\(4\) for Flight Playoffs](#)). The home team has the first right to acquire indoor courts onsite or at an alternate location, but if the home team is unable, the visiting team may acquire indoor courts at an alternate location. These alternate courts must be available within 30 minutes of the stoppage of play and one or both teams agree to pay any additional costs.

“Courtesy is expected. Tennis is a game that requires cooperation and courtesy.”
(The Code of Tennis, Principle #1)

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The USTA League Regulations and Interpretations, the Colorado 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 Colorado. It is the responsibility of the coordinators, captains and players to read and observe all of the information included within this booklet, as well as, the other aforementioned rule and regulation booklets.

2022 SUBSTANTIVE REGULATION CHANGES ARE IN RED FONT AND UNDERLINED

Important Dates and Deadlines are not included in the regulations. This information is available on our website (COLORADOTENNIS.com).

GENERAL

1.00 Unless stated otherwise, these regulations shall apply to all Adult League programs in Colorado. USTA Colorado League Regulations may be amended with the approval of the USTA Colorado Adult Programs Committee. Interpretations of these regulations are the responsibility of the USTA Colorado Adult Programs Committee.

NTRP RATINGS ([See USTA National Regulations, Page 6](#))

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

2.01 NTRP Division Eligibility

2.01A When using straight NTRP levels, a player cannot have an NTRP rating higher than the NTRP level in which the player is competing.

2.01B When using combined NTRP levels, the combined NTRP rating levels of the doubles team cannot exceed the combined NTRP level in which the players are competing. ([See Appendix D](#))

2.01C In leagues with straight NTRP levels, no more than 25% of each team roster may be comprised of players who are playing up.

ELIGIBILITY

3.00 Membership and age requirements. All players participating in Colorado Adult League Programs must be members of the United States Tennis Association (USTA). Players must be 18 years of age prior to participating in the USTA League program. Each player over the age of 18 shall have reached the required minimum age prior to or during the calendar year in which such player participates in his or her first local league. Membership must be current through the league season, including any advancement beyond the regular season (i.e. Flight Playoffs, District, Sectional, and National Championship) for players involved in post season Championship play. USTA Colorado Flex Leagues, World Team Tennis, and Denver Tennis Social League do not require a USTA Membership.

3.01 Organizational Membership. All teams participating in USTA Colorado Adult League programs must have a home facility that has a USTA organizational membership that is current through the end of the league season.

3.02 Number of teams per league. A player may play on only one (1) team within Colorado with exception to the following leagues, in which players may play on two (2) teams within Colorado in different NTRP levels: USTA Adult 65 & Over, USTA Mixed 18 & Over, USTA Mixed 40 & Over, USTA Adult 55 & Over, ITA Mixed. USTA Colorado does not prohibit players from playing on league teams within another state, even if they have played in the same league within Colorado. If a player violates this rule before playing matches on both teams, the player can be removed from one team without penalty. If a player violates this rule after playing matches on both teams, the player will be disqualified from the team they most recently registered and matches played on that team will be reversed and count as 6-0, 6-0 wins for their opponents. Matches played on the original team will not be affected.

3.03 Flight Playoff, District, Sectional, National Championship Eligibility. ([See charts on page 18](#) and [USTA National League Regulations](#)).

FACILITY REQUIREMENTS

4.00 Number of Required Courts. Each participating site (club / facility) must have three (3) courts available at the scheduled match time for all league matches except USTA Adult 40 & Over, CTA 2.5 Women's League, CTA Twilight and CTA Adult 18-39, which all require at least two (2) courts.

4.01 Blackouts. Blackout dates will only be accepted for court maintenance, a sanctioned USTA event, or a facility closure. If the blackout cannot be avoided, the home facility may require teams to reschedule the affected match(es). The 3-week rule or score-entry deadline and reschedule rules would still apply in this situation.

4.02 Staggering Matches. Certain leagues are set up based on a staggered match format. At least three (3) courts must be provided for use at the scheduled start time of the match for all leagues, except those listed in 4.02A. Unless captains agree to a different order, the 3 doubles matches shall be played first, followed by the 2 singles matches. If the home site has five courts available for the league match, all matches should be played at the same time.

4.02A USTA Adult 40 & Over, CTA 2.5 Women's League, CTA Twilight, and CTA Adult 18-39 matches may be staggered on two (2) courts if necessary. Lights or indoor courts must be available if staggering CTA Twilight.

4.02B If the format for the local league is four (4) lines per team match, the match may be staggered on two (2) courts. If staggering, unless captains agree to a different order, the doubles matches shall be played first (highest positions first), followed by the singles match.

4.02C If a team match will be staggered, players in the staggered matches are required to be at the facility by 7:00pm (i.e. one hour after the team match begins). A lateness clock can only be started if a court is open and it is after 7:00pm.

4.03 Facility Coordinator. Each facility must appoint a league facility coordinator who shall serve as the primary contact person with USTA Colorado for all teams participating in that facility. The facility coordinator must ensure that there are sufficient courts available based on the number of teams they have. All facility coordinators are required to attend a facility coordinator meeting and/or view online materials each year.

COURT SURFACES / TENNIS BALLS / PAINTED LINES ON COURTS

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

5.00A If a home team plans to play any of their individual matches on alternative court surfaces, the home team captain must designate which position(s) will be played on alternative court surfaces prior to the exchange of line-ups. If the home team captain fails to designate the specific matches to be played on alternative surfaces before exchanging line-ups, the visiting team captain has the ability to designate which individual matches will be played on the courts that are an alternative surface.

5.01 Tennis Balls. The home team will furnish new, high altitude, pressurized, optic yellow USTA approved balls. A list of approved balls can be found on USTA.com.

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

5.02A Match(es) Played on Unapproved Courts. If a home team is unable to provide the minimum number of required courts ([See 4.02](#)) without pickleball lines, the visiting team may refuse to play on the unapproved court(s) and claim a win by default for the impacted line(s). If the players agree to play on an unapproved court, the points played will stand.

CAPTAIN RESPONSIBILITIES

6.00 Communications. Sign up to receive Adult League *Alerts!* on COLORADOTENNIS.com. Notify each team member that the local and national league regulations are available on COLORADOTENNIS.com. Insist the players take the responsibility to know the league rules and regulations, as well as The Code and Friend at Court. Ensure that the players arrive at the proper time and place for their match each week. To avoid problems, the home team captain **MUST** call the opposing team captain at least 48 hours before each match to confirm match times, court availability, court surfaces, restrooms and other pertinent information.

6.01 Team Line-ups. Exchange line-ups simultaneously prior to the beginning of the match ([See 2.01C\(5\) USTA National League Regulations](#)). The line-up is considered official after both captains exchange line-ups on site. If a match is rescheduled after line-ups have been exchanged, the line-up would stand only for those positions that had already started (first service attempt) their match. All other positions, even those that were in warm-up may be changed including defaulted courts ([USTA National Q & A Interpretations](#)). Prior to the match, it is recommended for captains to login to TennisLink and print the scorecard that contains both teams' rostered players. 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.

6.02 Score Entry. ([See 9.05B](#)).

6.03 Flight Playoff / District Championship Team Confirmation. ([See 14.02](#))

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

TEAM ROSTERS

7.00 Minimum Number of Players. A team roster must meet the minimum number of required players by the minimum player requirement deadline to be included in the league schedule. [See Appendix C](#) for minimum roster requirements for each league. All league deadlines are available on the deadlines calendar on COLORADOTENNIS.com. Teams registered after the deadline are subject to acceptance by the USTA Colorado League Director.

7.01 75% In-level Requirement. At least 75% of all players **on** each team roster must be playing "in level" (i.e. on a 3.5 team, 75% of the players must have a valid 3.5 NTRP rating). This rule does not apply to leagues with a combined NTRP format (i.e. 6.0, 6.5, 7.0, etc.). Teams must reach this percentage no later than the first scheduled match date within

each league and maintain that percentage throughout the entire season. All rostered players on teams not meeting the 75% requirement (without a waiver granted by USTA Colorado) may be suspended from the same league the following league season. Teams below the 75% in-level requirement, without being granted a waiver, will not be eligible to participate at Districts. NOTE: This percentage does not apply to the specific set of players in a line-up for a team match. It only applies to the total number of players on the team roster. [See Appendix A](#) for specific numbers of players allowed to play up depending on the total number of players on the team.

7.01A 75% Waiver. If a team desires a greater percentage of out-of-level players, a waiver request for the team to be below the 75% "in-level" requirement may be submitted by the team captain or facility coordinator. All waiver requests must be submitted to the USTA Colorado league department by the first match of the season for each league.

7.02 Unrostered Players. Each player's name is to be listed on the team roster, as shown on TennisLink, prior to participation in any match. Matches played by non-registered players may result in matches being declared defaults for standings purposes. The USTA Colorado Adult Programs Committee Interpretations address when defaults will occur and when they will not. If this situation arises, Contact USTA Colorado league department staff.

7.03 Additions, Moves & Deletions. Additions to rosters may be made until the last regular season match. Players without the required number of matches will not be eligible for the Flight Playoffs or District Championships ([See Appendix B](#)). Players who have not played a league match may be moved to another team up until the last regular season match, but must still meet minimum eligibility requirements to be eligible for the Flight Playoffs and/or District Championships. Players who submit a player deletion form prior to the deletion deadline stated on the league calendar will receive a partial refund of their league fee, less the deletion fee and Active.com fee. Deletions requested after the deadline will not receive a refund. Players who have played any matches for the team cannot be deleted, regardless of any deadlines. If an entire team withdraws after the minimum roster deadline, players on that team will not receive a refund, cannot apply the fee to another league and may face additional penalties.

INDIVIDUAL DEFAULTS / FULL TEAM DEFAULTS

8.00 Individual Defaults. Prior to the match, if a captain notifies the opposing captain that he/she will be defaulting any of the individual matches, then the default stands, except if the match needs to be rescheduled based on one of the Mandatory Reschedule requirements. ([See 6.01 and 11.00](#)).

POSITIONS ALLOWED TO BE DEFAULTED	
LEAGUE FORMAT	
1 Singles, 1 Doubles Position	
1 Player Absent:	Default the singles position
2 Players Absent:	Default the doubles position
- Defaulting more than one position is a Full Team Default.	
3 Doubles Positions	
1 or 2 Players Absent:	Default # 3 doubles positions, with all players moving up.
- Defaulting more than one position is a Full Team Default.	
1 Singles, 2 Doubles Positions	
1 Player Absent:	Default #1 singles or #2 doubles position
2 Players Absent:	Default #2 doubles position
- Defaulting more than one position is a Full Team Default.	
2 Singles, 1 Doubles Positions	
1 Player Absent:	Default #2 singles position
2 Players Absent:	Default #1 doubles position
- Defaulting more than one position is a Full Team Default.	
1 Singles, 3 Doubles Positions	
1 Player Absent:	Default #1 singles or #3 doubles
2 Players Absent:	Default #1 singles or #3 doubles
- Defaulting more than one position is a Full Team Default. At least 3 lines have to be played.	
2 Singles, 3 Doubles Positions	
1 Player Absent:	Default #2 singles or #3 doubles
2 Players Absent:	Default #3 doubles position or #2 singles and #3 doubles or both singles positions.
3 Players Absent:	Default #2 singles positions and #3 doubles position or #2 and #3 doubles positions
4 Players Absent:	Default #2 and #3 doubles positions.
- Defaulting more than two positions is a Full Team Default.	

8.01 Full Team Defaults. The USTA Colorado District League Coordinator or Area Coordinator (outlying areas) must be notified if a team defaults an entire team match (i.e. **2 out of 3 positions, 2 out of 4 positions, or 3 out of 5 positions**), before entering a full team default. For local league matches, all scores for the defaulting team, will be reversed from standings and count as 6-0, 6-0 wins for their opponents. If there is more than a single round robin, only the scores from the round robin segment that has the full team default will be reversed. ([See USTA National League Regulations 2.03I – 2.03L](#)).

8.01A If 2 out of 3 positions, 2 out of 4 positions, or 3 out of 5 positions are double defaulted (i.e. defaulted by both teams), it is considered a full team default for both teams.

8.01B For each local league, Flight Playoff and/or District team match, a majority of the individual matches must be played to constitute a valid team match. If both teams fail to play a majority of the individual matches (i.e. neither team is available to play; or the teams play some lines, but do not play enough lines to constitute a valid team match), the entire team match (all lines played or not played) will be considered a double default for both teams for team standings. The chart below determines which positions must be played if both teams

are short players and their original line-ups would be in violation of this rule. If captains agree, they may play other positions than what is specified below as long as no more than 2 lines are defaulted (5-line format) or 1 line defaulted (3-line or 4-line format). If the format is 3 lines of doubles, the only position that may be defaulted is the #3 doubles.

When Format is 5 Lines

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

When Format is 4 Lines

# Players (Team with fewest)	Positions that must be played
5	1S, 1D, 2D
6	1D, 2D, 3D

When Format is 3 Lines (1 is Singles)

# Players (Team with fewest)	Positions that must be played
3	1S, 1D
4	1D, 2D

MATCH REGULATIONS

9.00 Number of positions. An individual may only participate in either one singles or one doubles match during each team match.

9.01 Match Format. Warm-up time for all regular season league matches is not to exceed 10 minutes. Play will be best two of three sets, with a set tiebreak (first to 7 by 2) if play reaches 6 games all. For all league matches in Colorado, a match tiebreak (first to 10 by 2) must be played in lieu of a third set. A 2-minute break is permitted between the end of the second set and the start of the tiebreak in lieu of the third set. It is not an option to play out the third set.

9.02 Tiebreak Procedure. The standard tiebreak is to be used for set tiebreaks as well as match tiebreaks. The Coman Tiebreak is no longer used (since 2019) for league matches in Colorado.

9.03 Coaching. Coaching is not permitted at any time during a local league match, a flight playoff match or a District Championship match in Colorado. This includes the break between split sets.

9.04 League Season. All leagues in Colorado, except USTA Adult 55 & Over shall consist of a local league season that is up to 7 weeks. Most teams will receive 6-7 weeks of matches. USTA Adult 55 & Over is a 6-10 week league depending on the number of teams in each division. Depending on the number of teams in each flight, some flights may finish earlier than the season end date. All local leagues will consist of round robin play. If there are only two teams in a flight, they will be provided with at least four matches against each other. In situations where the number of teams does not provide for at least 6 matches, additional

matches may be added to the flight, without completing another entire round robin. In these situations, the matchups for the additional matches will be randomly determined by TennisLink.

9.05 Scoring, Score entry and standings.

9.05A Scoring. A team match format is used for all leagues. The team winning the majority of the individual positions will be awarded one team win in the standings. The scoring format in TennisLink will be set up as “Match Tiebreak” which will require all third set scores to be entered as 1-0. NOTE: Recording a score as 1-0 instead of the actual set score has a negligible effect on NTRP ratings.

9.05A(1) No-Ad Option. For CTA Twilight, players are allowed to use no-ad scoring if all players on the court agree.

9.05B Score entry. It is the responsibility of both team captains to make sure scores have been reported and confirmed by the 48-hour deadline. This responsibility should be discussed when line-ups are exchanged. If a score is disputed, it is the responsibility of the captain disputing the match to notify the League Coordinator promptly of the reason for the dispute. The initial entry of match scores into TennisLink must take place within 48 hours of the completion of the match. After match scores have been entered in TennisLink, they must be confirmed by the opposing team within 48 hours of the initial entry or the initial score will automatically be considered valid. Scores for make-up matches must be entered in TennisLink within 3 weeks of the original match date or by the score entry deadline, whichever occurs first ([See 12.00 and 12.01](#)). Each league has a specific date on the league calendar that is the last date to make up matches and input scores. This date also constitutes the end of the local league season. To avoid a double default, scores must be entered by 11:59pm. **The deadline will not be extended.** See the league calendar on COLORADOTENNIS.com for specific dates.

9.05C Determining Winner of a Team Match. In a team match, the team to win the most individual matches (lines) wins the team match and is awarded one (1) team win in Flight Standings. In the event of a tie in individual matches during a team match, the tie shall be broken by the first of the following procedures that does so:

- A. **Sets.** Loser of the fewest sets
- B. **Games.** Loser of the fewest games
- C. **Game Winning Percentage** (Total games won divided by the total games played)
- D. **Winner of the #1 Doubles position**
- E. **Winner of the #1 Singles position**

9.05D Local League and Championship Standings. In a team match, the team to win the most individual matches (lines) wins the team match and is awarded one (1) team win in Flight Standings. In the event of a tie in the number of Team Wins, whether in round robin or single elimination competition, the tie shall be broken by the first of the following procedures that does so:

- A. **Individual Wins.** Winner of the most individual matches in the entire competition.
- B. **Head-to-Head.** Winner of head-to-head matches only if all tied teams have played each other and one team defeated all the teams that are tied.
- C. **Sets Lost.** Loser of the fewest number of sets.
- D. **Games Lost.** Loser of the fewest number of games.
- E. **Games Won Percentage.** Total games won divided by the total games played.
- F. **A method to be determined by the Championships Committee:** Coin toss or other procedure announced prior to commencement of championship competition.

9.06 Lateness. A default may be called 15 minutes after the established starting time. If matches are being staggered, the lateness clock does not start until a court is available. A lateness clock for staggered matches starts one (1) hour after the scheduled start time for the team match ([See 4.02C](#)). If a default is taken because of lateness, the match may not be played. If the match is played, the lateness penalty no longer applies and the scores for the match shall count.

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

NON-MANDATORY RESCHEDULES

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

10.00A Requests to Reschedule. Any individual match (i.e. individual line) not played on the scheduled date shall count as a loss by default for the team that is not able to field a player or players for the individual matches involved on the scheduled match date.

10.00B Requests to Play Prior to Scheduled Date / Time.

10.00B(1) Earlier or Later Start Time. Teams may ask the opposing team to play earlier or later than the scheduled time if it is on the same date. This often occurs when darkness may be an issue and the match is going to be staggered. The opposing team is not required to accept this request.

10.00B(2) Earlier Date. Teams may ask the opposing team to play on a date prior to the scheduled match date **ONLY if all of the following conditions exist:**

- The match is the last scheduled match of the league and/or a flight playoff match
- Inclement weather is predicted
- Indoor courts are not available

10.00C Tournament Conflicts. League matches do not take precedence over tournament matches, nor do tournament matches take precedence over league matches. If a player signs up for a tournament and creates a conflict with a scheduled league match, the player must choose which match he/she will play and which match he/she will default should a substitute player not be available for the league match.

MANDATORY RESCHEDULES

11.00 Mandatory Reschedules. All rescheduled matches that fall under Mandatory Reschedules (Inclement Weather, Darkness, Flight Playoff Conflicts, League Championship Conflicts, National Holidays, and League Department Scheduling Conflicts) must be made up **within three (3) weeks** (i.e. 21 days) of the original match date or by the date specified on the league calendar for each league, whichever comes first. ([See 12.00](#)). **No extension requests will be granted.**

11.00A Inclement Weather. Rain is the most common reason that a league match may need to be rescheduled. Unless agreed upon by both captains, all players **should** be present at match time, even if a rainout is obvious. If outdoor courts are not playable **and indoor courts are not available** ([See 12.01A](#)) within 30 minutes from the scheduled match

time, all lines are to be rescheduled. Teams are not required to wait longer than 30 minutes from the scheduled match time to start play, which may include traveling to a different location for indoor courts. There are no provisions for wind. Play should be stopped and players should seek shelter if lightning is less than 6 miles away. [See 12.00](#) for information on rescheduling matches.

11.00A(1) Natural Disasters. If natural disasters, such as forest fires, tornados, etc. affect players such that they are unable to complete matches as scheduled, players have until the league score entry deadline to reschedule and complete the matches, even if it requires more than three weeks from the originally scheduled match date. USTA Colorado has the authority to determine if this rule is being misapplied by anyone. Matches that have not been played and input by the league score entry deadline will be input as double defaults. If teams or players do not agree on a reschedule match date that will complete the match prior to the score entry deadline, it is the captains' responsibility to contact the USTA League Coordinator for their area and request assistance. The League Coordinator will assign a mandatory match date and time for teams to play. The League Coordinator may alter the match location or use the same as originally scheduled. Any team or player(s) unable to complete the match at that time will default that match.

11.00A(2) Air Quality. The airnow.gov website identifies the various levels of air quality and the associated health risks at each level in the chart below.

Daily AQI Color	Levels of Concern	Values of Index	Description of Air Quality
Green	Good	0 to 50	Air quality is satisfactory, and air pollution poses little or no risk.
Yellow	Moderate	51 to 100	Air quality is acceptable. However, there may be a risk for some people, particularly those who are unusually sensitive to air pollution.
Orange	Unhealthy for Sensitive Groups	101 to 150	Members of sensitive groups may experience health effects. The general public is less likely to be affected.
Red	Unhealthy	151 to 200	Some members of the general public may experience health effects; members of sensitive groups may experience more serious health effects.
Purple	Very Unhealthy	201 to 300	Health alert: The risk of health effects is increased for everyone.
Maroon	Hazardous	301 and higher	Health warning of emergency conditions: everyone is more likely to be affected.

- Local League Matches.** The air quality as displayed by airnow.gov index shall determine if a match is required to be rescheduled or not.
 - Green/Yellow:** Ok to play.
 - Orange:** May be rescheduled if players agree, but opposing team is not required to accept request.
 - Red:** Mandatory reschedule if any player requests to reschedule for any outdoor matches.
 - Purple/Maroon:** USTA Colorado recommends a reschedule for any outdoor matches. Mandatory reschedule if any player requests to reschedule, unless indoor courts are available ([See 11.00E\(4\) and 12.01A](#))
- District Championship Matches.**
 - Green/Yellow:** Ok to play.
 - Orange:** Matches will continue to be played as scheduled, utilizing outdoor courts as necessary. Players are not required to play, but if a team does not have enough eligible players willing to play, the team would have to default any lines for which they are short players.

- **Red/Purple/Maroon:** No matches will be played outdoors. Indoor courts will be utilized only if there are sufficient numbers of available indoor courts to complete all matches in all divisions. Change of match format will likely be necessary, including, but not limited to: 2 out of 3 Short Sets, Single Pro Set, No-ad scoring, abbreviated warmup, modified tiebreak in lieu of 3rd set, etc. If the event cannot be completed on the available indoor courts, the event will be cancelled and winners will be determined by a method approved by the Championship Committee (see below).

3. These rules apply to the airnow.gov air quality measurement in the zip code of the match location.

11.00B Darkness. If players cannot agree on the suspension of play due to darkness (in the absence of lighted courts), a decision should be made at the end of any even number of games, or any set, by the spin of a racquet. The spin of the racquet determines:

1. Whether two (2) more games (or one, if it ends the set) will be played OR
2. The match is suspended immediately.

11.00B(1) If it is decided to play two (2) more games, at the conclusion of those two games or the set (whichever comes first), the match is suspended due to darkness.

11.00B(2) A tiebreak is considered a game

11.00B(3) Examples:

1. One player is within winning the set by two games (6-1, 5-7, 4-0) and wants to continue. The other player wants to suspend play. A spin of a racquet will decide whether the players play two games, and only two games (to try and finish the set) or whether the match should be suspended. The racquet spin determines two more games to be played. At the conclusion of those two games, or the set, (whichever comes first), the match is suspended due to darkness.

2. If the score is 1-1 and one player wants to suspend play, while the other player wants to continue, a spin of the racquet would determine if they play two more games or the match is suspended. If it is decided to play two more games, at the conclusion of those two games, the match is suspended due to darkness.

11.00B(4) Moving matches indoors ([See 12.01A](#)).

11.00C League Championship Conflicts. Flight Playoffs, District, Sectional or National Championships take precedence over local league conflicts. If players are involved in a Flight Playoff or League Championship on the same day as a local league match, the opposing team for the local league match is required to reschedule the specific positions that are affected for the local league match. Excluding Sectional Championships, ITA Mixed local league matches may not be rescheduled based on league championship conflicts since the majority of the season has conflicting championship events.

11.00C(1) This rule is in effect for any possible championship matches that may conflict with the local league match, including final rounds, even if the team involved in the playoff has not yet advanced to that round. ([See 11.00E Flight Playoff or Championship Conflict Procedure](#)).

11.00D Flight Playoff & League Championship Conflicts. Flight Playoff matches take precedence over local league matches.

11.00D(1) District, Sectional or National Championships take precedence over Flight Playoff conflicts. If players are involved in a League Championship on the same day as a Flight Playoff match, the opposing team for the Flight Playoff match is required to reschedule the specific positions that are affected for the Flight Playoff match. ([See 11.00E Flight Playoff or Championship Conflict Procedure](#)).

11.00E Flight Playoff or Championship Conflict Procedure.

11.00E(1) Notification of Reschedule. A four-day advanced notice must be given for requests to reschedule regular season matches due to a flight playoff conflict, or to reschedule flight playoffs due to a championship conflict. If captains do not provide a four-day advanced notice of the conflict, the opposing captain is not required to reschedule the match. To determine 4-day notice, subtract 4 from the original match date. For example, if the match was originally scheduled on March 25, you must notify the opposing team by the end of the day on March 21. Wild card teams have 24 hours to notify opposing team of any conflicts.

11.00E(2) Line-ups. Only the individual match(es) affected need(s) to be rescheduled. Players not participating in the conflicting event and are available to play shall play at the originally scheduled match date and time. Makeup / rescheduled matches must include a player who participated in the conflicting Flight Playoff or District Championship. If the makeup match does not include a player who participated in the conflicting Flight Playoff or District Championship, the match is considered a default for the team that requested to reschedule.

11.00E(3) Rescheduling Makeup Match. The positions that are being moved may be played early. If an agreement to play the match(es) early is not made between the teams, the affected matches are to be played on the first Sunday following the Flight Playoff date at 6:00pm. If that match cannot be played due to weather and no other reasonable option is available to play the match, the team that caused the reschedule will default the match(es) that had to be rescheduled.

11.00E(4) Moving Flight Playoff Match Indoors Due to Weather. If indoor courts are available within 30 minutes of the scheduled match time, the match must be moved indoors. This includes moving to another location. The home team has the first right to acquire indoor courts onsite or at an alternate location, but if the home team is unable, the visiting team may acquire indoor courts at an alternate location. Indoor court fees may be paid by either or both teams, but if neither team wants to pay any applicable fees, the match shall be rescheduled.

11.00F National Holidays. Team captains are required to reschedule one or all of their individual matches if their opposing team's player(s) cannot play a regular league season match scheduled on a National holiday (Does not apply for "Federal holidays"). The only holidays that apply to this rule are Memorial Day, Independence Day and Labor Day. Rule does not apply for matches scheduled on Easter, Mother's Day or Father's Day. A five-day advanced notice must be given for requests to reschedule regular season matches due to a National holiday conflict. If captains do not provide a five-day advanced notice of the conflict, the opposing captain is not required to reschedule the match.

11.00G League Department Scheduling Conflicts. There are occasions when the league coordinators must schedule a match that is a known conflict. Such situations may include, but are not limited to, facility blackout dates, District Championships, etc. These situations are determined by the league coordinators and will be communicated to the facility coordinators / captains when they occur, resulting in a mandatory reschedule situation.

RESCHEDULING DEADLINE / RESCHEDULING PROCEDURE

12.00 Deadline For Rescheduled Matches. Matches that fall under the Mandatory Reschedule section must be made up **within three (3) weeks** (i.e. 21 days) of the originally scheduled match or by the date listed on the calendar for each league to have all scores reported, whichever comes first. The USTA Colorado League Department may record unplayed matches as double defaults if the teams do not complete the matches prior to the

deadline. Any Mandatory Reschedule match during the last two weeks of the season must be made up by the score entry deadline listed on the calendar for each league. **NO EXTENSIONS WILL BE PROVIDED.** If some lines have been completed and others have not, captains can input the completed match scores and input double defaults for the outstanding scores to ensure that the matches that have been played count (Minimum match requirements still exist. (See 8.01B). If the other lines are completed prior to the deadline, the scores can then be emailed to the League Coordinator or Area Coordinator. Matches that have started, and are not able to be completed by the score entry deadline, shall be entered as a double default.

12.01 Standard Procedure For Rescheduling Matches. Teams / players are required to work together to find an agreeable date to make up the match within the allowed time frame (See 12.00). Once a reschedule date, time and location have been agreed upon by both captains, that date becomes the official match date. It may not be rescheduled again unless a new event covered under Mandatory Reschedules occurs.

12.01A Moving to Indoor Courts. If indoor courts are available within 30 minutes at the same site and one or both teams agree to pay any additional costs, teams are required to finish the match indoors. (See 11.00E(4) for Flight Playoffs). The home team has the first right to acquire indoor courts onsite or at an alternate location, but if the home team is unable, the visiting team may acquire indoor courts at an alternate location. These alternate courts must be available within 30 minutes of the stoppage of play and one or both teams agree to pay any additional costs.

12.01B Third Friday Rule – Mandatory Reschedule Date. If teams or players do not agree on a reschedule match date within the allowed time frame, the match date shall officially be scheduled for the third Friday following the original match date (See 12.00). For example, if the match is originally scheduled for Thursday the 1st, the third Friday would be the 16th. Unless agreed upon by both captains, the match location and time will be the same as originally scheduled, except Mixed Doubles leagues, which will be set at 6pm. Any team or player(s) unable to complete the match at that time will default that match.

12.01B(1) If courts are unplayable and indoor courts are not available on the mandatory reschedule date and time, then the match will officially be appointed to the following day. This will be repeated each day if necessary until the 3-week score entry deadline.

12.01C Last Two Weeks of the Season. If the match falls within the last two weeks of the season and an agreement is not reached on a reschedule match date prior to the end of the season, the match date shall officially be scheduled for the day before the score entry deadline. The location will be the same as originally scheduled (unless agreed upon otherwise by both captains or mandated by the District League Coordinator). Any team or player(s) unable to complete the match at that time will default that match. NOTE: this includes matches that are rained out on the last scheduled match date (i.e. the reschedule date would be the next day at the original match time until the score entry deadline).

12.01D Inclement Weather During Flight Playoffs. If weather requires the Flight Playoff match to be rescheduled (See 11.00E(4)), the match must be played on the "Flight Playoff Score Entry Deadline" at 6:00pm, unless an alternate agreement is made between the captains. Regardless, scores must be reported by midnight on the score entry deadline. An extension will not be provided. The location will be the same as originally scheduled (unless agreed upon otherwise by both captains or mandated by the District League Coordinator). Any team or player(s) unable to complete the match at that time will default that match.

FLIGHT PLAYOFFS

13.00 Applicability. Only applies to USTA Adult 18 & Over, USTA Adult 40 & Over. First place teams and selected wild card teams from regular season flights will be randomly matched up for a single elimination “Flight Playoff” round. Matches will be scheduled on a Saturday (see league calendar for specific dates). Each Flight Playoff match will be scheduled to be played at one of the team’s home sites. The home team is responsible for securing courts and providing balls. If the home team is unable to host, then the match will be moved to the visiting team’s courts. If neither team can host the match, then the match shall be moved to a neutral site. The home team has the first right to acquire courts at an alternate location, but if the home team is unable, the visiting team may acquire courts at an alternate location. These alternate courts must be available within 30 minutes of the original match location. If there are issues with acquiring an alternate site, contact the District League Coordinator. All winning teams from the Flight Playoff round will advance to the District Championships.

13.01 Eligibility. Players must have played in at least two (2) matches during the regular season (a default can count for one match, retirements count) to be eligible to participate in the Flight Playoff or Districts. It is the team captain’s responsibility to ensure that all players participating in the Flight Playoff or Districts are eligible. If an ineligible player is played during Flight Playoffs or Districts, that match shall count as a default win for the opposing team.

13.02 Suspended or rained out matches. [See 12.01D](#) for information about suspended rainouts or rescheduled matches during the Flight Playoff round.

13.03 Match Format for Flight Playoffs. Play will be best two of three sets with a match tiebreak (first to 10 by 2) using the standard tiebreak procedure ([See 9.02](#)) played in lieu of the third set. Hard court surfaces will be used. Flight Playoff scores must be reported by the “Flight Playoff Score Entry Deadline” stated on the league calendar. Scores not input by midnight on this date will be recorded as double defaults. If a double default occurs, the advancing team will be determined by a coin toss.

13.04 Defaults during Flight Playoffs. If a team submits a line-up with a defaulted line(s), the opposing team will be allowed to receive their line-up back, be notified which line(s) is being defaulted, and make any changes to their line-up. If both teams are defaulting a different line, they are both allowed to make any changes to their line-up; however, their default will stand. Both teams may agree to put the default in the same line, but are not required to do so as long as it constitutes a valid team match. ([See 8.01B](#)).

13.05 Wild card selection. It will be the sole discretion of the Championship Committee to decide if wild card teams are invited to participate; including if a first place or wild card team is unable to participate. If a team withdraws, the next place team in that flight does not automatically get to go. The Championship Committee will determine the wild card team to fill the vacancy if needed.

13.06 Flight Playoff Conflicts with Other Leagues. ([See 11.00C and 11.00E](#)).

DISTRICT CHAMPIONSHIPS

14.00 Advancement to District Championships. For all [advancing](#) leagues, regular season first place teams and any wild card teams will advance to the next round of competition. For USTA Adult 18 & Over and USTA Adult 40 & Over, the next round may be a single elimination Flight Playoff to determine which teams will advance to Districts. For all other advancing leagues, the next round is usually Districts. In some rare situations, teams

may advance directly to Sectionals and/or Nationals if there are no other teams in the District or Section to compete against after the local league.

14.01 Eligibility. Players must meet all USTA eligibility requirements to be eligible for any Colorado District League Championship. ([See USTA National League Regulations 2.03A Eligibility](#)). It is the team captain's responsibility to ensure that all players participating at Districts are eligible. If an ineligible player is played during Flight Playoffs or Districts, that match shall count as a default win for the opposing team, even if the discovery is made upon the conclusion of that match. A player is eligible to progress to Flight Playoff and/or District Championship competition if that player has played on that same team in at least two (2) matches during its local league season. A maximum of one default received by the player during local league competition shall count for advancing. A retired match shall count toward advancing for all players involved. ([See Appendix B - Eligibility Chart](#))

14.02 Flight Playoff / District Championship Team Confirmation. It is required for all first-place teams, to submit an online team confirmation form to confirm with USTA Colorado if they will be available to participate in Flight Playoffs and District Championships, should their team finish in an advancing position (i.e. 1st place or wild card). The team confirmation form is located on COLORADOTENNIS.com.

14.03 Inclement weather during District Championships. The tournament format, number of matches and scoring format may change due to inclement weather. Extreme weather conditions could cause delays, relocating/rescheduling matches to a later date or time, and possible cancellation of the tournament. These decisions will be at the discretion of the Championship Committee.

14.04 Match Format during District Championships. Scoring in the District Championships shall be the best two of three sets with a match tiebreak (first to 10 by 2) played in lieu of the third set. The Coman Tiebreak is no longer used for league matches in Colorado. Only hard-court surfaces will be used.

14.05 Wild Card Selection. Wild card teams may be invited to participate should the Championship Committee determine that it would improve the numbers for the event. It will be the sole discretion of the Championship Committee to decide if wild card teams are invited to participate, including if an advancing team is unable to participate. NOTE: If a team withdraws, the next place team in that flight does not automatically get to go. The Championship Committee will determine the wild card team to fill the vacancy if needed. Wild card teams will be randomly drawn. Specific wild card information is available on COLORADOTENNIS.com.

14.06 Defaults during District Championships. Teams need to have a full complement of players available throughout the District Championships to avoid defaults. If a team submits a line-up with a defaulted line(s), the opposing team will be allowed to receive their line-up back, be notified which line(s) is being defaulted, and make any changes to their line-up. If a team has a full team default (as defined by each league) in the District Championships (for any reason), all players rostered on that team are subject to penalties up to and including suspension from that league the following year. ([See 2.03L USTA National Regulations](#))

14.07 Championship Standings. [See 9.05D](#)

14.08 Multiple Teams. If a player advances to Districts on two teams (allowed in combo leagues only), scheduling accommodations will not be made. If there is a match conflict, the player must decide which team he/she would like to represent during the conflicting matches. Standard rest periods do not apply for players playing on two teams.

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

GRIEVANCES AND FORMAL COMPLAINTS

15.00 Formal Complaint. A formal complaint may be filed with USTA Colorado for Code of Conduct violations in situations that do not rise to the level of a grievance. Formal complaints do not require a response from the party complained against, nor do they require a committee decision. These complaints will be kept on file at USTA Colorado. Formal complaints may not seek punitive action against involved parties.

15.01 Grievances. [See USTA National League Regulations Grievance Procedures Section 3.00](#) for all grievance procedures, deadlines and other information. Grievances may seek punitive action, but require a committee decision after receiving information from both parties.

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

Appendix A

75% IN-LEVEL REQUIREMENT [See 7.01](#)

Number Players on Roster	Number Required to be in Level	Number Can be Playing Up
5	4	1
6	5	1
7	6	1
8	6	2
9	7	2
10	8	2
11	9	2
12	9	3
13	10	3
14	11	3
15	12	3
16	12	4
17	13	4
18	14	4
19	15	4
20	15	5

This rule does not apply to leagues with a combined NTRP format (i.e. 6.0, 6.5, 7.0, etc.).

Appendix B – Eligibility Requirements to Advance

MATCHES REQUIRED TO ADVANCE TO DISTRICTS, SECTIONALS, NATIONALS

DISTRICTS / SECTIONALS			NATIONAL CHAMPIONSHIPS	
League Division	LOCAL MATCHES REQUIRED TO ADVANCE TO DISTRICTS AND/OR SECTIONALS	# DEFAULTS THAT COUNT TOWARD ELIGIBILITY	MATCHES REQUIRED TO ADVANCE TO NATIONALS	# DEFAULTS THAT COUNT TOWARD ELIGIBILITY
USTA Leagues All players other than self-rated & computer-rated appealed players:	2 matches on the same team	1 default received shall count	3 matches	1 default received shall count
USTA Leagues Self-rated and computer-rated appealed players	2 matches on the same team	1 default received shall count	4 matches	No default received shall count
ITA Mixed Doubles	2 matches on the same team	1 default received shall count	N/A	N/A
RETIRED matches shall count for all players.				

MATCHES REQUIRED TO PARTICIPATE IN FLIGHT PLAYOFFS

FLIGHT PLAYOFFS		
League	LOCAL MATCHES REQUIRED	DEFAULTS
	To be eligible to participate in the Flight Playoffs	Defaults received counting to advance to Flight Playoffs
All Leagues with Flight Playoffs	2 matches on the same team	1 default received shall count
RETIRED matches shall count for all players.		

Appendix C – General League Information

USTA Colorado League Information				
League Name/Format/ NTRP levels/Advancement	Minimum Age Requirement**	# of Teams Allowed for Each Player	Minimum Roster Requirement	# of Defaults Permitted in a Team Match
Trio (4-5 Matches) – Does not count toward NTRP				
Format: 1 Singles & 2 Doubles Positions Straight NTRP: 2.5, 3.0, 3.5, 4.0, 4.5 Advancement: None	18	1	5	1
USTA Mixed 18 & Over (6-7 Matches)				
Format: 3 Doubles Positions * Combined NTRP: 6.0, 7.0, 8.0, 9.0, 10.0 Advancement: District, Sectional, National	18	2	6	1
USTA Mixed 40 & Over (6-7 Matches)				
Format: 3 Doubles Positions * Combined NTRP: 6.0, 7.0, 8.0, 9.0 Advancement: District, Sectional, National	40	2	6	1
USTA Adult 18 & Over (6-7 Matches)				
Format for 2.5 & 5.0 Divisions: 1 Singles, 2 Doubles Positions Format for 3.0-4.5 Divisions: 2 Singles, 3 Doubles Positions Format for Open: 1 Singles, 1 Doubles Straight NTRP: 2.5, 3.0, 3.5, 4.0, 4.5, 5.0, Open* Advancement: District, Sectional, National <i>* Open Level-No National Advancement</i>	18	1	3 (Open) 5 (2.5&5.0) 8 (3.0 – 4.5)	1 (2.5, 5.0, Open) 2 (3.0 – 4.5)
USTA Adult 40 & Over (6-7 Matches)				
Format for 3.0-4.5 Divisions: 1 Singles, 3 Doubles Positions Format for 5.0: 1 Singles, 1 Doubles Straight NTRP: 3.0, 3.5, 4.0, 4.5, 5.0* Advancement: District, Sectional, National <i>* 5.0 Level-No National Advancement</i>	40	1	7	1
USTA Adult 55 & Over (6-10 Matches) – depends on numbers of teams				
Format: 3 Doubles Positions * Combined NTRP: 6.0, 7.0, 8.0, 9.0 Advancement: District, Sectional, National	55	2	6	1
CTA 2.5 Women's League (6-7 Matches)				
Format: 1 Singles, 2 Doubles Positions Straight NTRP: 2.5 Advancement: None	18	1	5	1
CTA Adult 18-39 (6-7 Matches)				
Format: 2 Singles, 1 Doubles Positions Straight NTRP: 3.0, 3.5, 4.0, 4.5, 5.0 Advancement: None	18 Max age=39	1	4	1

USTA Colorado League Information				
League Name/Format/ NTRP levels/Advancement	Minimum Age Requirement	# of Teams Allowed for Each Player	Minimum Roster Requirement	# of Defaults Permitted in a Team Match
CTA Women's Daytime Doubles (6-7 Matches)				
Format: 3 Doubles Positions Straight NTRP: 2.5, 3.0, 3.5, 4.0, 4.5, 5.0 Advancement: None	18	1	6	1
CTA Women's Summer Daytime (6-7 Matches)				
Format: 1 Singles, 2 Doubles Positions Straight NTRP: 2.5, 3.0, 3.5, 4.0, 4.5, 5.0 Advancement: None	18	1	5	1
CTA Twilight (6-7 Matches)				
Format: 1 Singles, 2 Doubles Positions Straight NTRP: 2.5, 3.0, 3.5, 4.0, 4.5, 5.0 (Men), 5.0+ (Women) Advancement: None	18	1	5	1
USTA Adult 65 & Over (6-7 Matches)				
Format: 3 Doubles Positions * Combined NTRP: 6.0, 7.0, 8.0, 9.0 Advancement: District, Sectional Invitational, National Invitational	65	2	6	1
ITA Mixed (6-7 Matches)				
Format: 3 Doubles Positions * Combined NTRP: 6.5, 7.5, 8.5, 9.5 Advancement: District, Sectional	18	2	6	1
* See below for minimum levels for combined leagues. ** Players must be 18 years of age prior to participating in the USTA League program. Each player over the age of 18 shall have reached the required minimum age prior to or during the calendar year in which such player participates in his or her first local league.				

Appendix D – Minimum Levels for Combined Leagues

MINIMUM LEVELS FOR COMBINED LEAGUES	
○ 6.0 minimum level=2.5	○ 8.5 minimum level=3.5
○ 6.5 minimum level=2.5	○ 9.0 minimum level=4.0
○ 7.0 minimum level=3.0	○ 9.5 minimum level=4.0
○ 7.5 minimum level=3.0	○ 10.0 minimum level=4.5
○ 8.0 minimum level=3.5	

* Combined Leagues also require partners to have a rating spread not greater than 1.0.

USTA COLORADO LEAGUE DEPARTMENT

Jason Rogers (League Programs Director) 303-695-4116 x202 jason.rogers@coloradotennis.com	Taylor McKinley (League Operations Director) 303-695-4116 x210 taylor@coloradotennis.com
Mary Brennan (District League Coordinator) 303-695-4116 x208 mary@coloradotennis.com <u>Mary is League Director for these leagues:</u> Trio USTA Adult 55 & Over USTA Adult 65 & Over CTA Twilight JTT (Junior Team Tennis) JTT Fall League	Jarret Sutphin (District League Coordinator) 303-695-4116 x207 jarret@coloradotennis.com <u>Jarret is League Director for these leagues:</u> USTA Adult 18 & Over CTA Women's Daytime Doubles USTA Mixed 40 & Over USTA Adult 40 & Over CTA Adult 18-39 CTA Women's 2.5 CTA Women's Summer Daytime
Nikki Hala (District League Coordinator) 303-695-4116 x304 nikki@coloradotennis.com <u>Nikki is League Director for these leagues:</u> USTA Mixed 18 & Over ITA Mixed USTA Colorado Flex League	

USTA COLORADO OUTLYING AREA COORDINATORS

<u>ASPEN VALLEY / MOUNTAINS</u> Shelley Lundh Freeman 970-927-7668 email: sladvent@rof.net	All Adult Leagues
<u>NORTHERN COLORADO</u> Diane Westlind 970-222-5147 email: dmwestlind@gmail.com	All Adult Leagues
<u>SOUTHERN COLORADO</u> Jean Orton 719-592-1581 email: jean.orton@yahoo.com	Trio, USTA Adult 18 & Over, CTA Twilight
Susan Swarmer 719-282-3540 email: sswarmer@msn.com	USTA Mixed 18 & Over, USTA Mixed 40 & Over, ITA Mixed, USTA Adult 40 & Over, USTA Adult 55 & Over, USTA Adult 18-39, USTA Adult 65 & Over, CTA Women's 2.5, CTA Women's Daytime Doubles, CTA Women's Summer Daytime, World Team Tennis
<u>WESTERN SLOPE</u> Carla Kohls 970-270-8754 email: ctawesternslope@gmail.com	All Adult Leagues



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