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NEW ENGLAND

2018 RHODE ISLAND LOCAL USTA LEAGUE REGULATIONS

Adult 18 & Over, 40 & Over, 55 & Over, 65 & Over

Mixed 18 & Over and 40 & Over

1. GENERAL

- 1.1. The following regulations shall be known as the Rhode Island (RI) Local USTA League Regulations.
- 1.2. The RI Local USTA League Regulations are supplemental and subordinate to the National and Sectional USTA League Regulations. Players are responsible for reviewing all regulations.
- 1.3. A RI USTA League Committee will vote on policy and regulation changes. Any player interested in participating on this committee should contact their League Coordinator. The captains may vote on policy and regulation changes specific to local league play for each division at the beginning of the league season which commences with the captain's Meeting in November.
- 1.4. Proposals for rule changes must be submitted by email on the official USTA Regulation/Change Proposal form to the local coordinator within 30 days of the completion of a specific league season to be eligible for consideration in the local regulations for the following season. The League Committee will review and evaluate all proposals. Those proposals accepted are subject to amendment and will be voted on by the appropriate party - refer to regulation 1.3.
- 1.5. In the event of a vote by captains, the procedure will be as follows: Information pertaining to any proposed regulations will be emailed in advance of the league season to the captains of the previous year and any captains from the current year who submit their email address to the coordinator. Discussion of proposed regulations will be addressed during the captains' meeting, if applicable, and otherwise by email. Voting will be administered through an on line ballot and must be completed by the required deadline in order to be counted. One vote is granted to each team that registers for the current season, if in progress, and otherwise from the previous Championship Year.
- 1.6. All changes to the current regulations will be in red.
- 1.7. All league dates including the timeline, deadlines (e.g., Captains' Meetings, Team Commitment Form, Player Registration) for all Divisions and Age Groups will be published on the USTA RI website, www.ustarhodeisland.net. Click on the **Adult dropdown menu**.
- 1.8. Sportsmanship is an important part of local league play. If any individual demonstrates behavior that could be interpreted as unsportsmanlike or which appears to reflect unfavorably on RI USTA League, such player may be subject to sanctions that range up to suspension from participation in league play.

2. LOCAL LEAGUE

- 2.1. **Match Format:** will consist of the following positions with no repeats:
 - 2.1.1. Adult 18 & Over 3.0, 3.5, 4.0 and 4.5 levels - 2 singles and 3 doubles matches with no repeats
 - 2.1.2. Adult 18 & Over 2.5 and 5.0 & levels – 1 singles and 2 doubles matches with no repeats
 - 2.1.3. Adult 40 & Over 3.0, 3.5, 4.0 and 4.5+ levels - 2 singles and 3 doubles matches with no repeats
 - 2.1.4. Adult 55 & Over, Adult 65 & Over, Mixed 18 & Over and Mixed 40 & Over – 3 doubles matches with no repeats
- 2.2. **Player Participation:** A player may participate at more than one NTRP level within a division (adult or mixed) and age group (18 & Over, 40 & Over, 55 & Over, 65 & Over) in the same local league during the same season. A player can only play at or .5 above their particular NTRP level of play except:
 - 2.2.1. In Plus (+) NTRP levels utilizing 3 individual matches within a team match, no more than one Plus (+) level player may play in a team match and shall be required to play in the #1 position, either singles or doubles.
 - 2.2.2. In Plus (+) NTRP levels utilizing 4 or more individual matches within a team match, no more than two Plus (+) level player may play in a team match and shall be required to play in the #1 position, either singles or doubles.
 - 2.2.3. 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.

- 2.3. Eligibility:**
- 2.3.1. In order to be eligible to play for a team, each player must be a USTA member and such membership must extend through the end of the local season.
 - 2.3.2. Minimum Age Requirement: Players must turn 18 (Mixed 18 & Over and Adult 18 & Over), 40 (Adult 40 & Over), 55 (Adult 55 & Over), and 65 (Adult 65 & Over) within the championship calendar year.
 - 2.3.3. Each player must be registered on his or her team roster on TennisLink before playing a match. The League Committee reserves the right to decide on exceptions.
 - 2.3.4. Each player must have a valid computer NTRP rating or must self-rate. A player cannot self-rate if he/she has a valid computer rating. A new player will be prompted to complete a questionnaire as part of the team registration and self-rate process. Upon completion of the questions the player will be assigned a self-rate and can choose to self-rate at a higher level. If the assigned self-rate is higher than what the player had intended to self rate at, the player will be given the opportunity to file an electronic appeal before exiting from the registration page.
 - 2.3.5. For combined level leagues, players must comply with the combined level of that particular NTRP level of play. A maximum of 1-point difference in NTRP levels is allowed between partners.
 - 2.3.6. A player must complete 3 matches from a prior season's play in order to generate a Year End NTRP computer rating.
 - 2.3.7. A player must play a minimum of 2 matches (1 default may count) during the local league season as a rated player in order to qualify for District or Sectional Championship play. In order to advance to National Championships a player must have played a minimum of 3 matches (no defaults may count toward the total of the 3 matches). Retirements count as a match played.
- 2.4. Fees & Balls:** Each player will be assessed a one time registration fee of \$22 upon registration on TennisLink. A standard Type 2 USTA approved yellow ball shall be provided by the home facility for the Adult and Mixed divisions. The match fee of \$18 per match is paid directly to the hosting club and covers court fee and balls.
- 2.5. Roster Size Limits:**
- 2.5.1. Adult 18 & Over and 40 & Over men and women 3.0, 3.5, 4.0 and 4.5 – maximum number of players 17
 - 2.5.2. Adult 55 & Over and 65 & Over men and women 6.0, 7.0, 8.0 and 9.0 – maximum number of players 13
 - 2.5.3. Mixed 18 & Over and 40 & Over 6.0, 7.0, 8.0 and 9.0 – maximum number of players 16
- 2.6. In - Level NTRP Requirements:** Teams who do not meet these requirements will be deemed ineligible. The League Committee reserves the right to approve any exceptions.
- 2.6.1. Adult 18 & Over and Adult 40 & Over Age Groups:
 - 2.6.1.1. A team consists of 8 players at the 3.0, 3.5, 4.0 & 4.5 and 4.5+ NTRP level. Teams must have a minimum of 8 players on their roster at their published NTRP level of play by the declared registration deadline to be eligible as a valid team.
 - 2.6.1.2. A team consists of 5 players at the 2.5 and 5.0+ NTRP levels. NTRP levels 2.5 and 5.0+ do not have an in-level requirement.
 - 2.6.2. Adult 55 & Over and Adult 65 & Over, must have a minimum of six (6) players eligible to compete as 3 pairs at the Team NTRP level of competition on their roster by the declared registration deadline. 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 and the combined rating of the doubles team may total less than, but not higher than the NTRP rating of the league. No more than 1.0 may separate the rating of the partners in each individual doubles match.
 - 2.6.3. Mixed 18 & Over, Mixed 40 & Over and Mixed 55 & Over; a team consists of a minimum of six players (three men and three women). 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 and the combined NTRP rating of the doubles team may total less than, but not higher than the NTRP rating of the league. No more than 1.0 may separate the rating of the partners in each individual doubles team.
 - 2.6.4. Failure to meet the deadline for player registration which can be found on the RI League Timeline may render the team ineligible to participate in the current Championship Year.
 - 2.6.5. There are no in-level requirements for combined rating leagues.
- 2.7. Player Registration Timeline:**
- 2.7.1. Minimum Player Registration:
 - In - level NTRP requirements must be met prior to the team's first match (refer to Regulation 2.6). Failure to meet the deadline for player registration may render the team ineligible to participate in the current championship year. Exceptions to the deadline may be approved by the League Coordinator.
 - 2.7.2. Players may be removed from a team roster at the captain's request only if the player has not played a match for the team requesting removal. The player removed from a team's roster may be 'dragged' to a different team by the League Coordinator to avoid additional registration fees.

2.7.3.Final Player Registration:

Players may be added to the team roster at any time during the season if the team has not met their maximum roster quota.

2.7.4.Local League Season:

Matches cannot be re-scheduled after the end of the season unless approved by the League Coordinator.

2.8. Attire:

2.8.1.If a host club has dress code requirements, those requirements must be adhered to by all players; home team and visitors.

2.8.2.If a host club does not have dress code requirements it is the responsibility of the captain using the facility as a home court to notify all of their scheduled opponents of those requirements prior to the beginning of season play.

3. MATCH REGULATIONS

- 3.1. The team captain for each team shall exchange their line-up simultaneously prior to the beginning of each match. No substitution may be made in an individual match after the line-up has been presented, except for injury to, illness of, or disqualification of a player prior to the start of such match. Captains must designate another player on the team to submit the complete line-up in their absence.
- 3.2. **Warm-up time limit:** 10 minutes, including serves begins at the scheduled time the match is to be played.
- 3.3. **Tardiness:** The point penalty system will be enforced with the late player(s) losing toss plus 1 game for each 5 minutes late. Penalties begin at the scheduled time of the match. The match is a default at 15:01 minutes late and considered a 6-0, 6-0 win for the player(s) present. If the player arrives after 5 minutes past the scheduled start time but before the default time, he is to receive a 5-minute injury prevention warm-up. Appeals of a defaulted match based on lateness must be in writing to the local grievance committee.
- 3.4. Players should determine before the start of the match whether to **change ends** on the odd games. USTA regulations state that if 1-person requests to switch on odd games, then all players will do so on that court. If players choose to not change ends on the odd games during the set then they will not change ends during any tiebreak.
- 3.5. **Curtains** on adjacent courts will be governed by club policy as to whether they are to remain open or closed.
- 3.6. Each match has a **time limit** of 2 hours. Captains are to determine before the start of the match, how the end of time is signaled (bell, clock on court, timer, etc.). In the event that a match has to start later than the scheduled time it will still be 2 hours in length. Under no circumstances can an unfinished match be stopped before the time limit of 2 hours.
- 3.7. **Coaching** is not allowed.
- 3.8. **Match Scoring Format:**
 - 3.8.1.Scoring will be the best two (2) out of three (3) sets using ad scoring with a 7 point set tiebreak (1st to 7 by 2) at 6-6 in each set. The Coman Tiebreak procedure will be applied for all tiebreaks; players will change ends of the court after the first point and every 4 points thereafter.
 - 3.8.2.Play will be continuous throughout the match. There is no rest after the 1st game of any set but players will change ends if players agreed to change ends prior to the start of the match (refer to regulation 3.4). A 2 minute set break between sets may be taken if requested by any player on the court.
 - 3.8.3.TennisLink requires a declared winner for every individual match played. Players must agree on a match winner prior to leaving the court.
 - 3.8.4.**Determining the Winner of a Match Using the Ten Minute Rule.**

Under no circumstances can match points be split. A game is considered in progress once the server has begun their normal service motion for the 1st point of the game.

 - 3.9.4.1 If a match is not completed and sets are split with 10 minutes remaining in the allotted time, play a 7 point set tiebreak to determine the winner of the match.
 - 3.9.4.2 If the match is not completed and any set is in progress with 10 minutes remaining in the allotted time, the following procedure will be used. The Ten Minute Rule goes into effect at the end of the last point of the previous game.
 - a) The set in progress will be decided by declaring the winner of that set to be the team that is ahead by at least two games (ex: 2-0, 1-3, 5-1).
 - b) If there is not a two game advantage and the game score is not tied (ex: 2-1, 3-4, 5-6) one additional regular scoring game will be played using the normal service sequence. At the completion of that game either (a) above will apply or (c) below will apply.
 - c) If the game score is tied, a 7 point set tiebreak will be played to determine the winner of the set.
 - 3.9.4.3 If, after determining the winner of the set in progress, neither team has won two sets, a 7 point set tiebreak will be played to determine the winner of the match.

3.10 How the winner of a flight will be determined:

Each position of a team will be awarded 1 point per position win. The team that has the most position wins at the end of the season is the flight winner. The TennisLink registration and score reporting system will be used to record match results. RI will use the 'Indiv. Score' column, **not** the 'Team Score' column, to determine team standings. In the event of a tie at the end of the season refer to Regulation 7.5.

3.11. Entering Scores & Scorecards:

At the conclusion of the match, both captains must verify the correctness of the score sheet, sign the bottom and keep a copy for their records. If a grievance is filed for a match and captains have not complied with this regulation the League Committee can render the grievance null and void. Match results must be entered and confirmed (or disputed) on TennisLink, within 48 hours of the match. Either the home or visiting captain can enter the match results first. After match results have been entered the 2nd captain must confirm or dispute the match information. Any team not complying with this requirement will lose their right to dispute their match results. TennisLink will confirm matches 48 hours after the match results have been entered. Do not wait until the last minute in the event of unforeseen situations or other conflicts.

3.11.1 If a match is disputed by the 2nd captain, that captain must notify the League Coordinator and provide the Match #, the disputed position, the names of the players involved and the match score. The League Coordinator will resolve the issue accordingly or direct it to the appropriate entity for resolution, such as the Grievance Committee or the League Committee.

3.11.2 If some positions of a match are not played or matches are started but not finished (ex: match had to be stopped before the 2 hour time limit due to weather or unforeseen circumstances) on the same date, the finished matches should be entered on TennisLink. The positions that are unfinished or have not been played should be entered as a double default. The captain must notify the League Coordinator, on the date of the originally scheduled match, of any rescheduled or incomplete matches. After the remaining positions have been completed, both captains must email the match number, player names, position played, date played and match results to the League Coordinator. The League Coordinator will update the TennisLink score sheet.

3.11.3 A scorecard cannot be entered if the minimum number of individual positions played are not equal to the required number of individual positions needed to constitute a team match. Examples include individual positions scheduled on different days or matches which are not completed as described in 3.11.2. Both captains should retain a record of the positions that were played (match #, player names, position, scores who won/lost), send a copy to the League Coordinator and notify the League Coordinator with dates that the other positions will be played.

3.12. For stoppage of play due to weather or other circumstances beyond the control of the players:

3.12.1 Completed individual matches will stand as played and entered into TennisLink.

3.12.2 An incomplete match shall be continued by the same players and resumed at the exact point where it was suspended – set, game, point, server, receiver, time in match remaining to play – as existed when play was interrupted. (Any point played was played in good faith. The point is counted and is never replayed.) If players are unavailable to continue the match on the rescheduled date then the individual match will be scored as either a retirement in favor of the team whose players are available, or a double default if both teams are missing a player. The positions that have not been completed or not played should be entered as a double default.

3.12.3 The home captain must notify the League Coordinator on the date of the originally scheduled match, of any rescheduled or incomplete matches. After the remaining positions have been completed both captains must email the League Coordinator and provide the match number, player names, position played, date played and match results. The League Coordinator will make all updates to the TennisLink score sheet.

3.13. Schedules, Rescheduled Matches and Weather:

3.13.1 After the scheduling meeting, a two week period is allowed for any time or date changes. Once the schedule has been posted on TennisLink, the majority of positions in a team match must be played on the scheduled date.

3.13.2 Each captain is responsible for confirming their court schedule times with their respective clubs within the allowed time.

3.13.3 If a team cannot field all positions on the scheduled date, the team must play the minimum number of positions required to constitute a legal match (enough positions to win the match) and may request to reschedule the remaining positions. The opposing team is under no obligation to grant the request.

3.13.4 When a match is cancelled and must be re-scheduled, notify the League Coordinator within 24 hours of the scheduled match date with the **match number**, date, time and location of the re-scheduled match.

The rescheduled date must be provided to the League Coordinator within one week. Any team that is not in contention by way of themselves or other teams they have yet to play can request a waiver from the League Committee to extend their make-up week to one week later than the designated make-up week.

3.13.5 All positions of a team match do not have to be played at the same time. The home captain should provide the visiting team with 3 non-conflicting (i.e., the dates cannot be on the same date as matches already scheduled for either team) alternate dates from which to choose. The League Coordinator should be contacted if the captains are unable to agree upon a mutual date.

3.13.6 In the event of dangerous driving weather (snow, hurricanes), either captain may postpone the match. The League Coordinator must be notified within 12 hours via email concerning all postponements.

3.14. **Outdoor Facilities:**

3.14.1 Teams choosing to designate outdoor facilities as the site for their home matches may not schedule or reschedule home matches during the last seven (7) days of the season without an indoor backup.

3.14.2 Outdoor clubs are encouraged to provide back-up dates at the scheduling meeting.

3.14.3 In the event of inclement weather, any postponement of a match must be communicated to the visiting team captain two (2) hours before the scheduled match start time.

3.14.4 If the postponement of a match is not communicated to the visiting team, the rescheduled match will be hosted at the visiting team's choice of site.

3.14.5 Any communication concerning a match postponement must be confirmed by the visiting team.

3.15 **Surfaces, Match Times and Order of Play:**

3.15.1 A home team choosing to use more than one type of court surface for their match (i.e. hard and har tru) must provide 24 hours notice to the opponent as to which position(s) (i.e. 1st doubles etc.) is scheduled on which surface.

3.15.2 Weekday match start times may not begin earlier than 6:00pm. Exception; the Adult 65 & Over matches may start earlier providing all captains are in agreement.

3.15.3 The home team must give the visiting team captain notice of at least one week before the scheduled match date and indicate which positions will play at which time in the event of split matches (i.e. 6:00/8:00).

3.16. **Electronic Devices:**

3.16.1. The use of any electronic device (includes cell phones, wearable technology) during warm-up or match play is considered coaching. Wearable Tech must be set on airplane mode or silent equivalent.

3.16.2. A point is lost each time a device rings during warm-up or match play.

3.16.2.1 If a device rings during play, the point is awarded to the opponent.

3.16.2.2 If a device rings before or between points, the next point is awarded to the opponent.

4. **GRIEVANCES**

4.1 Grievances must be completed by the team captain on the official USTA Grievance Form and submitted by email to the League Coordinator prior to the commencement of whichever occurs first: (a) the involved team's next match in that flight, whether or not the involved player participates or (b) within 24 hours after the end of the local league season. The grievance facilitator will inform all teams involved of the grievance. Within a timeframe provided by the grievance facilitator, the captain of the team that was grieved against may submit a letter to the facilitator in defense of his/her team's position.

4.2 The grievance will be resolved within a reasonable time as determined by the Grievance Committee, and the facilitator will notify all teams of the decision.

4.3 Either captain can file a grievance appeal on the official USTA Grievance Appeal Form within a time period set by the Grievance Committee's decision.

4.4 If the above procedure is not adhered to, the grievance could be rendered null and void.

4.5 The Grievance Committee is made up of 3 members and does not include a League Coordinator as a member of any Grievance Committee.

5. **DEFAULTS, RETIRED MATCHES and DISPUTED SCORECARDS**

5.1. **Defaults:**

5.1.1. Any team (a team consists of enough positions to win the match) who defaults an entire team match during the local league season (regardless if the default is during the match or prior to the commencement of the match) may jeopardize the team's participation in the RI Local USTA League for the next Championship Year. National Regulations will apply to full team defaults. The League Committee reserves the right to decide on any exceptions.

5.1.2. Any team who defaults more than 5 positions in one season may jeopardize their participation in the RI Local USTA League for the next Championship Year. The League Committee reserves the right to decide on any exceptions.

5.1.3. Positions must be defaulted from the bottom up.

Singles: The #2 singles must be defaulted before the #1 singles may be defaulted

Doubles: The #3 doubles must be defaulted before the #2 doubles and the #2 doubles must be defaulted before the #1 doubles.

NTRP levels 2.5 and 5.0: The same principle applies where the default order begins with the singles position or the lowest doubles position.

5.1.4. Any player arriving on the court after 15:01 minutes past the match start time is automatically defaulted.

The League Committee will review teams with repeated defaults out of order. Action may be taken against the team captain, which may result in losing his/her position as team captain. The League Committee reserves the right to decide on the exceptions, restrictions or penalties.

5.1.6. If the #2 and #3 doubles teams (3.0 – 4.5 levels) start their matches before the #1 doubles team start their matches and the #1 doubles defaults at any time during the 10 minute warm up or after the start of match play and before the official default time of 15:01, the order of play shall remain as is on the line up sheet.

The same theory applies if the #2 doubles team is late and the #3 doubles team has warmed up and started play. The same principles apply for leagues with a different number of courts. The League Committee will review teams defaulting out of order.

5.2. Injuries:

5.2.1. A one time, 3 minute medical time out is allowed for injury, illness, heat related condition or cramping. If the match does not resume play after 3 minutes the player (singles) or the pair (doubles) may be defaulted and the match will be recorded as retired.

5.2.2. If a player is injured within the 10 minute warm-up period, a legal substitute team member (a rated player on the roster who has not already played in that particular match) can play in place of the injured player. If the balance of the warm-up period is under 5 minutes the substitute player will be allowed a 5 minute injury prevention warm-up. The order of play shall remain as scheduled.

5.3. If match results or the individual player name is disputed, the scorecard showing the signature of both captains must be available from both captains. Failure to produce a signed scorecard may render the protest null and void and the match may be recorded as a double default.

6. PLAYER DISQUALIFICATION

6.1 Refer to USTA League Regulation 2.04 and USTA New England Sectional Regulations. The USTA New England Sectional office will notify the disqualified player and his/her captain when the player has received three strikes. Refer to USTA Regulations back cover for NTRP Dynamic Disqualifications and who can be disqualified.

7. DISTRICT CHAMPIONSHIP PLAY

7.1. District sites & host areas can be found on www.ustanewengland.usta.com Adult/USTA League/ Championships.

7.2. Each Adult 18 & Over and Adult 40 & Over team and Mixed 18 & Over 7.0 and 8.0 team that has been invited to play in the District Championships must accept the invitation by email within 5 days from the end of the local league season. Any team qualifying during a make-up period must accept their invitation immediately following and no later than 12 hours of their last match or by a date requested by the Tournament Director.

7.3. A player must have played a minimum of 2 matches (1 default may count) during the league season as a rated player in order to qualify for championship play.

7.4. Each player must be a member of USTA and such membership must extend through the end of the Championship season.

7.5. The winning team in each flight of 4 teams or fewer and the winner and runner-up (or wildcard) of each flight of 5 or more teams qualify to play in the District Championships (refer to Regulation 3.10 -- How the winner of a flight will be determined). In the event of a tie at the end of the local season, the winner will be determined as follows:

1. Fewest sets lost
2. Fewest games lost
3. Head to Head
4. Coin Toss

Should the 1st or 2nd place team (from a flight of 5 or more teams) or the 1st place team (from a flight of 4 or fewer teams) decline to compete at the District Championships; a wild card will be decided by the Tournament Committee. The Tournament Committee reserves the right to add wildcards at any NTRP level based on District Championship schedules. The Sectional League Coordinator and the Tournament Committees have final approval of all wildcards.

7.6. The first place team from each level at the Adult 18 & Over and Adult 40 & Over District Championships will be

invited to play in the Sectional Championships. The team advancement process for the Mixed 18 & Over 7.0 and 8.0 levels at the District Championships is described in the New England USTA League Championship Regulations. Each team will compete in a flight at the District Championships. The winner of each flight will advance to the Mixed 18 & Over Sectional Championships. Wild cards will be added as deemed necessary and with the intent to field a full compliment of 16 teams for each of the 7.0 and 8.0 levels at Sectional Championships.

8. SECTIONAL and NATIONAL CHAMPIONSHIP PLAY

- 8.1. Sectional sites and dates can be found on www.ustanewengland.com select Adult/USTA League/ Championships.
- 8.2. Each Adult 55 & Over, Adult 65 & Over, Mixed 40 & Over and Mixed 18 & Over 6.0 and 9.0 team that has been invited to play in the Sectional Championships must accept the invitation by email within 5 days from the end of the local league season. Any team qualifying during a make-up period must accept their invitation immediately following and no later than 12 hours of their last match or by a date requested by the Tournament Director.
- 8.3. A player must have played a minimum of 2 matches (1 default may count) during the league season as a rated player in order to qualify for championship play.
- 8.4. Each player must be a member of USTA and such membership must extend through the end of the Championship season.
- 8.5. The winning team in each 4 team flight and the winner and runner-up (or wildcard) of each flight of 5 or more teams qualify to play in the Sectional Championships, based on the points accumulated throughout the season. Most individual positions won determines the flight winner of the local season. In the event of a tie at the end of the local season, the winner will be determined as follows:
 1. Fewest sets lost
 2. Fewest games lost
 3. Head to Head
 4. Coin TossShould the 1st or 2nd place team (from a flight of 5 or more teams) or the 1st place team (from a flight of 4 or fewer teams) decline to compete at the Sectional Championships; a wild card will be decided by the Tournament Committee. The Tournament Committee reserves the right to add wildcards at any NTRP level based on District Championship schedules. The Sectional League Coordinator and the Tournament Committees have final approval of all wildcards.
- 8.6. The first place team from each Division, Age Group, gender and NTRP level at Sectional Championships will qualify to play at the National Championships.
- 8.7. In order to advance to National Championships a player must have played a minimum of 3 matches (no defaults may count toward the total of 3 matches). Retirements count as a match played.
- 8.8. A first place Sectional Championship team (or a team that qualifies to go to the National Championships through local competition when there are not enough teams to participate in a Sectional Championship) that chooses not to compete at the National Championship level must move up one level as a team or disperse to form new teams with no more than 3 players; 2 players in the Adult 18 & Over 2.5 and 5.0+ in all Age Groups of the advancing Division, who were on the final roster at the conclusion of local league play on any single team for the following league championship season. Any player, who did not participate in a match during the Championship Year, including defaults received, is excluded from this National Regulation.