Oklahoma
2026 USTA Local League Rules

MISSOURI VALLEY
OKLAHOMA

Local USTA League Contacts

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New Rules/Changes Are Underlined

General

All players will abide by Friend at Court, USTA League Regulations, Section and Local rules.
The USTA official publication, "The Code" (USTA 1.02) shall be used for all matches played without officials. "The Code" is available on the USTA national website and in the publication "Friend at Court". Principles in "The Code" shall be in effect except where USTA/MV/Local Regulations specifically apply.
Oklahoma District Tennis Rules are supplemental to the Missouri Valley Section and the USTA National League Tennis Program Rules and Regulations

1. League Formats

- The format for adult 18&over matches will be two singles courts and three doubles courts, except for levels 2.5 and 5.0 the format will be one singles court and two doubles court.
- The format for adult 40&over will be one singles court and 4 doubles courts. Section championship will be 4 court format: 1 singles and 3 doubles
- The format for adult 55&over, Adult 65&over, and Mixed 18, 40, 55&over will be three doubles courts.

2. District Restrictions a. No more than two (2) players from outside the district may play on a team.
b. A team must have more than half of its players residing in the local area of the league unless there are only 2 teams in the league (1 from OKC and 1 from Tulsa).

3. ***Maximum number of players on a team:***

- Adult 18&over – 18 players (2.5 and 5.0 -14)
- Adult 40&over – 20 players
- Adult 55 and 65&over – 14
- Mixed 18 and 40&over – 20
- Mixed 55&over - 12

4. Additions to Team Roster Players may be added to the roster from the start of player registration up to the next to last originally scheduled match of the season. That date, CANNOT BE CHANGED by modifications to the original schedule. Only if a completely new schedule is generated, as defined by the local coordinator, can that date possibly change.

5. Match tie break format will be used. Matches are regular scoring with set tie-breaks (first to 7 by 2) played at 6-6. Should sets be split after 2 sets are completed, a match tie-break (first to 10 by 2) will be played in lieu of a third set.

6. Facility will supply balls A standard type 2 USTA approved ball will be used. Any USTA "transition" ball is prohibited.

7. On Level Player Requirements a. All teams in the Adult 18 & over or 40 & Over Divisions must maintain their roster with at least 40% of its players at the designated NTRP level of play. These on-level player requirements DO NOT apply, if the league type uses combined NTRP rating levels; e.g., Mixed Leagues or 55 and 65 & Over Leagues
b. All two team leagues, in any division except 65 & over, must have two viable teams participating, including any combination rating league types. No accommodation matches will be created for local league advancement. "Viable" would mean a minimum number of combination rated players to fill court formation. EX: 3 courts of 9.0 combination doubles teams, minimum, to participate in adult 55 & Over 9.0 league.

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8. Eligibility: A player must meet eligibility requirements for Oklahoma District, Missouri Valley Section, and USTA and must be registered on the team's TennisLink roster before he or she may play as a legal player for any team.

9. **Age: 1.04E(3).** 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.**

10. Mixed and Tournament ratings: A player who has a mixed exclusive (M) rating or tournament exclusively (T) rating and subsequently chooses to participate in the Adult Division must enter by using a valid computer (C) rating from a previous year. If such player does not have a valid (C) rating from a previous year, he or she must self-rate with the minimum rating being the higher of the self-rating or valid mixed exclusive (M) or tournament exclusive (T) rating. These players will have an "S" designation and be subject to rules regulating self-rated players.

11. Playing on More Than One Team: a. A player may play on two teams at different levels in the same Local League. A player may play on both teams at districts during the same championship weekend **but no special consideration will be made in scheduling.**
b. A player may play on two teams at the same level in different Local Leagues, as in Oklahoma City and Tulsa. In the event both teams make it to the district championship, a player may only play on one team.
c. However, if the day and night league in the same local league area both advance to city playoffs and the roster of team a includes 100% of team b then that team advances to districts without a playoff.

12. Captains and players are responsible for checking NTRP ratings and ensuring that all players for each match are eligible to play. An ineligible player results in individual match disqualification for that court.

13. **No refund** if a team folds after the schedule has been created.

14. Minimum Matches: Leagues of 3 or more teams are guaranteed a minimum of 8 matches. The schedule for leagues consisting of 2 teams will be coordinated with the captains to ensure enough matches are played to qualify all players for championship play.

15. Playing above NTRP: a. A player may play only one (0.5) NTRP level above his or her published self-rate or computer rating.
b. For combo teams, there may not be more than a two-level (1.0 point) difference between partners on the court. For example, a 4.5/3.5 may partner on an 8.0 team but 4.5/3.0 may not.

17. District, Section and National Championship schedule may be found at thebaseliner.net

18. Only match participants are allowed on the court, at any time, during a match.

19. No Coaching Allowed: Coaching is considered to be communication, advice or instruction of any kind, audible or visible, to a player and is not ever allowed during league matches.

20. All players must turn off their **Cell Phone** before going to the court. Using a cell phone during match play is strictly prohibited and results in a point penalty.

21. Registration Deadline for Section Championship:
a. Teams that win District must complete the On-Line Registration in TennisLink within 3 days following the competition. **The Local Coordinator will email the registration instructions to the captain.** Players must register individually to confirm their participation at the Section Championship. Any teams that do not have the minimum number of players registered, by the deadline, will be contacted immediately by the District Coordinator and asked to complete the registration or the second-place team may be invited. Once a team completes the online registration, no refunds will be issued for any reason.
b. Any player who has missed the Sectional Registration Deadline, set by the section, and who wishes to participate in the championship, must contact the Missouri Valley Adult Program Manager, Alyssa Stelmach, for permission and will submit a check, cash or credit card for the registration fee, payable to the tournament host, at the captain's check-in, to be eligible to play.
c. No players will be allowed to play in the championship if they did not register or pay the fee by check, cash or credit card.

22. Match Time
a. Captains need to exchange line ups at 10 minutes before scheduled match time. Players are to be on their assigned court, with their opponents, at the specified match time. There is a scheduled 10-minute warm-up time, including serves.

Penalties for Lateness:

- 5:00 minutes or less Loss of toss plus 1 game
- 5:01 – 10:00 minutes Loss of toss plus 2 games
- 10:01 – 15 minutes Loss of toss plus 3 games
- More than 15 minutes Default

Note: Any player who is not ready to play at the scheduled match start time, although present, may be considered late and penalized per the above schedule.

b. There is no break after the first game of a set, players change sides and continue to play until after the third game. There is a 90 second break on each changeover thereafter. There will be a 2 minute break between each set. If needed, a tiebreak will determine winner of each set. First to 7, win by 2 points. When the first two sets are split, there will be a 2-minute break, and there is no coaching allowed during this break. A Match tiebreak will be played in lieu of the third set. First to 10, win by two points. The winning team will record the tiebreak as 1-0 on the scorecard.

c. **Coman Tiebreak Procedure** will be used for all set and match tiebreaks. It is the same as the procedure for a set or match tiebreak except that ends are changed after the first point, then after every four points, and at the conclusion of the tiebreak. (USTA Handbook I.E1c) Sides are changed more often, but in doubles each player will continue to serve on the side they served on throughout the set.

d. If a team has more than one match scheduled on a given day the rest period between matches will be a minimum of 1 hour.

23. Scores: must be entered within 48 hours of completing the match. Teams have 48 hours after the score is reported to Confirm or Dispute. TennisLink will automatically confirm scores 48 hours after being reported. Failure to report scores 96 hours after completing the match may result in a Double Default on all courts. The 96 Hour Rule will be enforced unless the District League Coordinator approves a valid reason for delaying score entry.

DISPUTED SCORES: When a score is disputed, the League Coordinator and the opposing captain should be immediately notified of the discrepancy, via email. The opposing captain must respond and either approve/reject the requested change. The dispute originator will follow up with the other captain if a response is not received within a reasonable amount of time.

24. Inclement Weather:

This rule covers only a limited number of possible hazardous/non-playing conditions. Therefore, when it comes to safety of the players, common sense shall prevail. in the case of inclement weather, the **captains** only should call their playing site, no more than **1 hour** before match time. When a decision is made then the captains will notify their players.

a. If you are scheduled to play at a facility, and there is a **TORNADO WARNING** for that particular **COUNTY**, the USTA matches scheduled will automatically be cancelled. Captains should still call the facility to make sure the matches are cancelled.

b. The Local League Coordinator has the authority to call matches off for eminent hazardous weather up to 3 hours before a match.

c. If the temperature including wind-factor at match time is below 40°F, both captains must agree to play the match; however, no match should be cancelled more than 3 hours in advance of the scheduled match time.

d. If the temperature including heat index at match time is **105º F** or higher, the match must be rescheduled, unless both captains agree to play. In order for this rule to take effect, team captains must communicate with each other, at least one hour before the start of the match and make their intentions known. If possible, delay the start time. When cancelling captains should notify the facility and the USTA Local Coordinator.

e. If there is a disagreement regarding the temperature conditions, the following website should be referenced to decide: https://mesonet.org/weather/local?stid=okce

g. If a team match is in progress when inclement weather occurs, teams must wait one half-hour before agreeing to reschedule. (EXCEPTION: If the facility staff or both captains agree the courts will not be playable in one half-hour.)

25. Defaults:

a. Any team that forfeits a whole match may be ineligible to play the rest of the season. If both captains agree, a match can be postponed, only if the match can be made up within **two** weeks of original schedule.

b. When defaulting individual courts (either singles or doubles), you must default from the bottom up. Line 2 singles is defaulted before line 1 and line 3 doubles is defaulted before line 2. At time of exchange, you may adjust the line-up and put the late player on the court to be defaulted first.

c. If a team is defaulting an individual match (either an empty court or ineligible player), the defaulting captain MUST notify the opposing captain as soon as he/she knows the team will default a court, no later than 24 hours in advance.

d. If a captain has been notified ahead of time that the opposing team will default a court, his or her player may be on the score card and not be present

e. Any team who does not play a majority of the lines in a match may be ineligible to play the rest of the season and will result in a total team default. The team will be removed from the standings for that round robin and is not eligible to advance. (Per Missouri Valley Regulation 15a).

Defaulting three lines in a five-line league format.

Defaulting two lines in a three-line or four-line league format.

f. If an ineligible player plays a match, that line will be declared a default.
g. Not showing up for a match without notifying the other captain is a team default. A team that defaults an entire match will be dropped from the round robin.

26. Make-up Matches
a. Rescheduling matches for any other reason than inclement weather must be approved and rescheduled by the local coordinator, 3 days in advance of the scheduled match. Not having your best players is never a reason to reschedule.
b. In OKC all rescheduled matches must be played within two weeks. In Tulsa all rescheduled matches must have a new date within 2 weeks.
c. League Coordinator has final say and discretion for extenuating circumstances and may approve a reschedule less than 3 days in advance.
d. If a captain REFUSES to play all the scheduled matches for the season, HE/SHE WILL NOT BE ALLOWED TO PLAY THE FOLLOWING YEAR.

27. Grievances
NTRP Grievance: Players subject to NTRP Grievances are: M rated, T rated, A rated players who were granted a medical appeal and S or Self rated players. Players who enter the USTA Tennis program by inappropriately self-rating at an NTRP level lower that their actual skill level are considered to have violated the standards of good conduct, fair play and good sportsmanship. These players may be subjected to a NTRP Grievance. A player who inappropriately self-rates, and captains and others who condone inappropriate self-rating, may be subject to possible sanctions, including disqualification and suspension. (USTA: 3.03E(1)a, 3.03E(1)c)

A player with a valid NTRP Computer "C" or granted an Automatic Appeal (A) rating of a Computer (C) rating **is not subject to an NTRP Grievance**. Any other player is subject to an NTRP grievance. (USTA: 3.03E(1)b)

Auto-electronic appeal violation by someone other than the player: A grievance may be filed locally by the player and the District League Coordinator against any captain who appeals the player's rating without the player's prior knowledge or consent.

Other Grievances: a formal complaint by a captain against an opposing team or player may be filed with the District Coordinator, accompanied by a $10.00 fee. General complaints involving violations of USTA or District Rules and Regulations should be forwarded to the Oklahoma District League Coordinator. The fee will be refunded if the Grievance is upheld.

28. Expectations
The District League Coordinator has a right to file a grievance at any time against a captain, player, or a team, whose behavior has been found to not be in compliance with the regulations and/or violates the standards of good conduct, fair play and good sportsmanship, including egregious, disruptive or abusive behavior that interferes with the administration of the league or is directed at facility or hotel staff during a USTA event.

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29. Championships
a. Team standing is determined by, in descending order, winner of most team matches, winner or most individual matches, result of head-to-head play, fewest sets lost, fewest games lost, game winning percent within a round robin.
b. Teams should not accept **any** District, Section or National Championship invitation unless they have enough players attending to fill **all** courts for every match. Teams are required to play all championship matches scheduled. Any team withdrawing without coordinator approval is subject to a grievance and penalties.
c. Player registration fee is required for all teams attending Section or National Championship. Registration will be completed online.

30. Eligibility for Advancing to Championships Adults 18, 40, 55&over and Mixed 18, 40 & over
a. A **Computer Rated** player is eligible to progress to the flight playoffs, district or section championship level 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 competitions shall count for advancing. A retired match shall count toward advancing for all players involved. USTA: 2.03A(3)b
b. In the Adult and Mixed Divisions, all players other than Self-Rated and Computer Rated Appealed Players are eligible to progress to national championship level if that player has played on the same team in at least three (3) matches through Section Championships. One (1) default received by the player during all league competition shall count for advancing. A retired match shall count for all players involved. USTA: 2.03A(4)

c. All Self-Rated and Computer Rated Appealed players must play at least 2 matches in a Local League to be eligible for flight playoffs or District, 3 total matches to be eligible for Section Championships, and 4 total matches before advancing to Nationals. Defaulted matches do not count as a match played. USTA: 2.03A(4)
d. District Championships will consist of 2 teams- 1 team from OKC and 1 from Tulsa. If a division and NTRP has more than 1 league ie day and night or fall and spring then a city playoff will be played to determine who advances to districts. If the same team wins the fall and spring league (or day and night) no city playoff is required.

31. National Championship Teams – Move-up / Split-up (National Rule 2.06)
- No more than 3 players who were on the roster of any team, that advanced to, or qualified for, any National Championship the previous year may play together within the same Age, Division and NTRP level or lower NTRP level as the National Championship team.
-No More than 6 players from a nationally advancing 65&over or mixed 55&over may play together at the same level the following year. (Missouri Valley)
- Teams are allowed to move up one NTRP team level and play together in whole or in part.
- There is no restriction for crossover between Adult and Mixed Divisions.
- Move Up/Split Up requirements apply only to players who met championship advancement eligibility requirements.

32. Bullying and Harassment
Bullying, hazing, and harassment are not allowed. For a definition, please use USTA SafePlay

TRI-LEVEL LEAGUES ADDITIONAL REGULATIONS

Tri-Level Leagues are subject to all national, sectional, and local league regulations except in the instances listed below.

1. Team A "team" shall consist of 3 doubles lines for NTRP levels, 3.5, 4.0, 4.5 or 2.5, 3.0, 3.5. Team matches shall consist of a minimum of three NTRP consecutive levels (a "Tri-Level Format"). **Maximum number of team members is 15.** There must be 2 players registered at each level to be included in the schedule.

2. Levels of Play For league play, doubles teams will use straight NTRP levels (2.5, 3.0, and 3.5 / 3.5, 4.0, and 4.5). A player may play one level higher than the player's rating.

3. Competition Format - Round Robin Each Tri-Level format within a local league shall play at least one round robin competition wherein every team plays every other team. Any Tri-Level format with only two or three teams is required to play a minimum of three matches.

4. Ratings All Tri-Level Matches will be used for Year End Ratings Calculations.

5. Self-Rated players are eligible to participate in a Section Championship, but must generate a Year End Computer Rating, at the same level they competed in the local league, to be eligible to compete at the National Championship tournament (i.e., all players competing at Nationals must have a computer rating).

6. Advancement Players must play at least **one** match with their team to be eligible to play at the district or section event. Defaults do not count for matches played.

7. District/Sectional Invitation Requirements Teams wishing to compete at the District or Section Invitational must have at least 2 rostered players in each of the NTRP levels able to attend the invitational. If not, the team will not be invited or allowed to attend. At section championship 2 in level players at each NTRP will be required to compete in the first round. A player may not compete at 2 or more divisions at section championship.

8. Heat regulation Waived Heat regulations will be waived for tri -level matches scheduled at 7pm or later. This league plays in late summer, if you have heat issues do not play.

MIXED 55 & OVER ADDITIONAL REGULATIONS

Mixed 55 & over leagues are subject to all national, sectional, and local league regulations except in the instances listed below.

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1. **Competition Format-Round Robin** Each Mixed format within a local league shall play at least one round robin competition wherein every team plays every other team. Any mixed league with only two or three teams is required to play a minimum of three matches.

2. **Advancement** Players must play at least **one** match with their team to be eligible to play at the district or section event. Defaults do not count for matches played.

3. **MUSU** No More than 6 players from a nationally advancing mixed 55&over may play together at the same level the following year. (Missouri Valley)

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OKLAHOMA

APPENDIX A
OKC LOCAL LEAGUE MATCH SCHEDULING

# of Teams	Matches
2	5-7*
3	8
4	8-12***
5	8-12***
6	10
7	8-12***
8	10**
9	8
10	9
11	10
12	11
13	12
14	13
15	14

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16	2 flights - 7 matches	Top 2 teams in each flight playoff

* Captains provide input
** 3 additional matches based upon the standings will be added after the first round of 7 are complete
*** 12 matches will be scheduled if timing allows. This may include Friday nights