



## **DALLAS TENNIS** USTA LEAGUES

# **USTA DALLAS LOCAL LEAGUE RULES & REGULATIONS**

*As of USTA CHAMPIONSHIP YEAR 2026*

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**USTA**   
**TEXAS**

*(Updated 1/2026)*

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## **1. CREATE A USTA TEAM:**

**1A.** General and local league registration information is forwarded via email to captains as well as posted on the Dallas Tennis Association's (DTA) website at [www.dta.org](http://www.dta.org).

**1B.** To request a USTA Team Number for a local league, email the Local League Coordinator at [leagues@dta.org](mailto:leagues@dta.org) with

- (1) League Name
- (2) Facility Name
- (3) Level of play and Gender (Men's or Women's)
- (4) Captain's Name
- (5) Captain's USTA Number
- (6) Co-Captain's Name\*
- (7) Co-Captain's USTA Number\*

\*Co-captain is optional unless a captain has multiple teams at the same level

Team numbers will be emailed to the requesting captain by the local league coordinator. Once a captain receives a team number, you may use the USTA TennisLink registration system to add players at <http://tennislink.usta.com/leagues>.

**1C.** Captains are required to obtain a new team number at the start of every local league season.

## **2. PLAYER REQUIREMENTS:**

**2A.** All players and captains must be current USTA members throughout the league season to be eligible to play any USTA match. It is each player's responsibility to join or renew his/her membership.

**2B.** For league play, players must be at least 18 years of age *prior* to registering and participating in all Adult and Mixed leagues. For all 40, 55 and 65 and over divisions, you must turn the minimum age within the calendar year of play.

**2C(1).** All players with a valid computer rating (C) must play two (2) matches (one (1) of which may be a default) during the local league season to be eligible to participate in championship progression (Local League Playoffs, City Championships, Sectionals) in the following leagues:

- 18 & over Adult & Mixed
- 40 & over Adult & Mixed
- 55 & over Adult

**2C(2).** All Self-Rated (S) and Valid Computer Rated Appealed (A) players must play three (3) matches during the local league season (zero defaults) to be eligible to participate in championship progression (Local League Playoffs, City Championships, Sectionals) in the following leagues:

- 18 & over Adult & Mixed
- 40 & over Adult & Mixed
- 55 & over Adult

**2C(3).** Match requirements to qualify for Sectionals in Combo, Adult 65 & Over, Mixed 55 & Over and Tri Level: Teams can go straight to Sectionals if there is no local league play. If there is a local league or weekend event, all players must play one match to be eligible for Sectional play. Defaults do not count.

**2D.** Match Requirements to Qualify for National Championships: Computer Rated Players (C) must play 3 matches on the same team at the same level in the same age group (one default received shall count) to be eligible to play in the National Championships. Self-Rated Players (S) and Valid Computer Appealed Rated Players (A) must play 4 matches on the same team at the same level in the same age group (with no defaults counting) to be eligible to play in the National Championships.

### **3. NTRP/ROSTER/REGISTRATION:**

**3A.** A USTA rating is required for league play. An unrated player is required to Self-Rate before team registration. Go to [https://activenetwork.my.salesforce-sites.com/usta/articles/en\\_US/Article/League-NTRP-Rating-Information](https://activenetwork.my.salesforce-sites.com/usta/articles/en_US/Article/League-NTRP-Rating-Information) for more information. NTRP decisions are determined by the Texas Section, not the local league.

**3B.** For straight NTRP level leagues (such as 4.0), players cannot have a rating higher than the NTRP level in which the player is competing. A player may only play one (1) NTRP level (.5) above the player's current NTRP level in the 18 & over Adult and 40 & over Adult Divisions.

**3C.** For Mixed, 55 & over Adult and 65 & over Adult (using combined NTRP levels), the combined NTRP level of the doubles team cannot exceed the combined NTRP ratings level entered. The NTRP difference between members of an individual doubles team may not exceed 1.0.

**3D.** The minimum roster must be registered on USTA TennisLink by the posted registration deadline. The minimum roster is the minimum number of players to field all lines for one match. The exception is Adult 40 & over, where the minimum roster size is 9 players.

**3E.** To be included in the schedule, rosters must have a minimum of 51% of players at the NTRP level in which the team is registered. This must be maintained throughout the league season. This does not apply to combined NTRP rating level leagues.

**3F.** Team registration will be online through USTA TennisLink at <http://tennislink.usta.com/leagues> using the team number provided to the captain by the local league coordinator. Teams may add players up to the date of the initially scheduled second-to-last regular season match or posted deadlines.

**3G.** Teams must play out of a facility approved by the Dallas Tennis Association.

**3H.** A team may only have one player residing outside the 50-mile radius of Dallas.

**3I.** Once league flights and/or schedules are published on USTA TennisLink, team rosters are considered set and only new players may be added. No player movement between teams/levels/flights will be allowed.

**3J.** Once the team roster deadline has passed, teams are committed to participate in local league play.

**3K.** The home team captain must complete and submit the "Home Match Schedule Form" to the DTA and notify opposing team(s) of all match times 7 days prior to the league start date.

[DTA Home Match Schedule Form](#)

**3L.** League fees are Non-Refundable/Non-Transferable unless the level entered does not make.

## **4. PLAYER PARTICIPATION:**

**4A.** A player may play on one team in an NTRP level within a division in the same local league during the same season. When the NTRP levels are divided into flights, players may not play in more than one flight at the same NTRP level in the same local league.

**4B.** A player may play on more than one team within a division in the same season provided the teams are in different NTRP levels.

**4C.** A player may play on more than one team within a division at the same NTRP level provided the teams are in separate local leagues.

**4D.** A player who has qualified for Sectionals with a team from another local league is not eligible to participate in USTA Dallas Local League playoffs, City Championships and weekend events in the same division/NTRP level.

Players will be allowed to play on more than one team at different NTRP levels during a championship progression (Local League playoffs, City Championships, Sectionals.)

If a player participates on more than one team during a championship progression (Local League playoffs, City Championships, Sectionals) matches for multiple NTRP levels may be scheduled on the same day and time or different locations. Schedules may not be adjusted by the coordinator nor will match start times be delayed due to waiting on a player that is playing in a different match at another NTRP level.

Player rest periods between different levels of play will not be guaranteed. Rest periods are only allowed if they are within the same level of play. Championship progression (Local League playoffs, City Championship, Sectionals) schedules and matches will not be delayed by NTRP Level should a player participating on more than one team still be on court or just coming off court at a scheduled match time.

## 5. MATCH FORMATS & RULES OF PLAY:

**5A.** All local league matches, and local league championship matches will be played using the best of two sets criteria, conventional scoring, with a Coman set tiebreak (the first to 7 by 2) at 6 games all and a Coman match tiebreak (the first to 10 by 2) in the event of split sets.

**5B(1).** The Home team will be responsible for providing the appropriate number of courts (2-hour minimum) and cans of new [USTA approved](#) yellow tennis balls.

If both teams agree, indoor or clay courts may be used.

**5B(2).** If all lines for a match cannot be scheduled at the same time, it is the home team's responsibility to notify and coordinate with the visiting captain.

**5B(3).** Players that do not complete their match within the original 2-hour time limit *and/or* are bumped from their court must remain available to resume the match for a period of 1 hour if the home team can decide to resume the match within 1 hour. If a court cannot be secured within 1 hour of the time the match stopped, the players/captains must immediately schedule the completion of the match, which must occur within 7 days, and provide the details to the league coordinator.

**5C.** Individual League Formats are as follows:

Women 18 & over Adult

(3.0, 3.5, 4.0, 4.5)  
(W2.5, 5.0 and Open)

3 doubles – 2 singles  
2 doubles – 1 singles

Men 18 & over Adult

(3.0, 3.5, 4.0, 4.5) (5.0, 5.5 and Open)	3 doubles – 2 singles 2 doubles – 1 singles
Women 18 & over Adult Fall	
(3.0, 3.5, 4.0, 4.5) Weekday	3 doubles – 1 singles
(3.0, 3.5, 4.0, 4.5) Weekend	3 doubles – 1 singles
(W2.5, 5.0 and Open)	2 doubles – 1 singles
Men 18 & over Adult Fall	
(3.5, 4.0, 4.5)	3 doubles – 1 singles
(3.0, 5.0, M5.5, Open)	2 doubles – 1 singles
40 & over Adult	
(3.0, 3.5, 4.0, 4.5)	4 doubles – 1 singles
(Open)	3 doubles
(2.5)	2 doubles – 1 singles
55 & over Adult (6.0, 7.0, 8.0, 9.0)	3 doubles
65 & over Adult (7.0, 8.0, 9.0)	3 doubles
All Mixed	3 doubles
Combo and Tri Level	3 doubles
Lonestar	3 doubles

**5D.** Rosters must be exchanged at the designated match time and once exchanged, rosters are final, and no changes may be made to the lineup. At that time, all players must be on their assigned court and ready to play.

(1) If a player who was listed on the roster for a match at the time the rosters were exchanged, and who played the match, is found to be an ineligible player, that line shall be entered as a default and scored as 6-0, 6-0 in TennisLink.

(2) As used herein, “ineligible player” means a player who was not registered on a team at the time that rosters were exchanged.

(3) No substitution may be made in an individual match after the line-up has been presented, except for injury to/illness of a player during warm-up and an eligible replacement can be made within the default time. The substituted player may only take the position of the player whom they are replacing. If the substitution is made during the warm-up, the substitute player is entitled to a five-minute warm-up.

**5E(1).** Match play must begin no later than 15 minutes after the designated start time. The penalties for late arrival:

- 0-5 minutes: 1 game & loss of toss,
- 5-10 minutes: 2 games & loss of toss,
- 10-15 minutes: 3 games and loss of toss,
- 15:01 minutes: line is defaulted.

These penalties apply to physically being on court not just on site.

**5E(2).** Defaults must be from the bottom up. No line shall begin play before the 15-minute default time has passed unless all players from the higher singles/doubles positions are on court (e.g., Line 2 singles or Line 3 doubles if players are not available at the start of the match). Doubles teams are to be moved up as a pair.

**5F.** Points played in good faith stand. If a disagreement arises on court, it should be resolved before play resumes. Detailed information may be found in Friend at Court "The Code" available on the USTA website.

**5G.** A one-time **3-minute** medical time-out is allowed for injury, illness, and heat-related condition. A maximum 15-minute medical time-out is allowed for a bleeding injury. If bleeding continues and the match doesn't resume within 15 minutes, the match is retired by the team with the injured player.

If a player cannot complete the match, the match is retired. Scores are entered as played, e.g. 6-3, 2-0, Retired (not completed).

#### **5F. Cell Phones & Other Electronic Devices**

All communication devices are to be silenced during play. Should a player's communication device disrupt play, the opponent may call a let on the first offense and warn the offender that any subsequent offense will result in the loss of that point.

**5G.** Coaching is not allowed at any time during a match.

**5H.** Play should be continuous. Between points, a maximum of 25 seconds is allowed. When players change ends at the end of a game, a maximum of 90 seconds is allowed. At set break, 120 second (2 minutes) is allowed.

There is no break after the first game of any set.

**5I.** Players are expected to resolve disagreements on the court. The 3-step process for score disputes is:

- (1) All points & games are agreed upon by the players and replay only the disputed points or games.
- (2) Play from a score that is agreed upon by all players.
- (3) Spin a racquet or toss a coin.

**Under no circumstances may any other person or Captain intervene in a match in progress.**

**5J.** During post-season play, the DTA may use alternate scoring formats when weather or unforeseen circumstances dictate.

## **6. MAKE UP MATCHES**

**6A.** The home captain determines the conditions at the match site and is responsible for notifying the visiting captain no more than two (2) hours prior to match start time on the scheduled day of the match. Both captains should verify through [www.weather.com](http://www.weather.com). The following weather conditions may subject a match to be rescheduled:

- (1) If the actual temperature is 35 degrees or below at the time match is scheduled to begin play.
- (2) The actual temperature is 105 degrees or higher at the time match is scheduled to begin play.
- (3) Rain, sleet or snow.

If any of the above extreme weather conditions exist at the site of a match the match may be rescheduled. Once the match has started, it must be completed.

If both captains have not agreed to declare a rainout/extreme weather, both teams (all players to play that day's match) must be available at the site for one hour beyond the scheduled match time.

**6B.** All make-up matches to be rescheduled due to extreme weather must be played within 14 days of the originally scheduled match. Captains must submit the "Match Make Up Form" to the DTA within 5 days, detailing dates and times for the match to be made up.

Do not cancel for extreme weather until the day of the match. Only lines that have started (first service attempt) stand for an extreme weather make-up. A team is not held to any defaulted line(s) given on the originally scheduled date of the match. If lineups were exchanged and a line has not started (first service attempt), those players in the lineup are not required or obligated to play in the scheduled makeup.

Should teams be faced with inclement weather on the date of the scheduled make up match, the teams have 7 days (if not within the original 14 days) from that date to complete the match, unless late in the season, at which time the DTA will set a completion deadline. The rescheduled match dates and times must be emailed to the DTA league coordinator.

[DTA Match Make Up Form](#)

**6C.** Any regularly scheduled league match(es) involving a team in which 50% or more of male or female roster players are scheduled to play in a USTA Dallas Local Play Off, Sectionals and/or Nationals event representing Dallas shall be granted automatic reschedule status by the local league coordinator and the opposing team when match time and/or location prohibit local league match play. It is the responsibility of the advancing team to notify its opponent no later than 48 hours prior to the scheduled match date. Captains may reschedule the entire match or line by line. The affected match shall be rescheduled following the 14 days' make-up rule noted in 6B.

Teams with greater than 50% absence due to representation at a Sectional or National Championship for a city other than the one the local league is being played will only be allowed to make up lines so their team plays a majority of the lines to constitute a valid team match (3-lines in a 5-line league; 2-lines in a 3-line league).

**6D.** The League Coordinator may reschedule a match at his/her discretion.

## **7. SCORING:**

**7A.** Either captain may enter the scores in TennisLink within 24 hours after the match has been completed. The opposing captain then has 48 hours to confirm or dispute the scores. In the event of any changes, contact the DTA office ([leagues@dta.org](mailto:leagues@dta.org)) with the details within 24 hours.

Any player or captain who deliberately falsifies score entry will be subject to a grievance filed by the DTA.

**7B.** Scoring for all DTA/USTA matches will be as follows:

One point for each Team Match (consists of all individual matches) won.

**7C.** In the event of a tie, the following USTA guidelines prevail:

- (1) Individual Matches. Winner of the most individual matches in the entire competition.
- (2) Head-to-head. Winner of head-to-head match *only if all tied teams have played each other and one team defeated all the teams that are tied.*
- (3) Sets. Loser of the fewest number of sets
- (4) Games. Loser of the fewest number of games.
- (5) Game Winning Percentage: Total games won divided by total games played.
- (6) Coin toss.

For a 4-line league, if tied 2-2, the tie shall be broken by the first of the following methods to do so:

- (a) Sets: Loser of the fewest number of sets.
- (b) Games: Loser of the fewest number of games.
- (c) Game Winning Percentage: Total games won divided by total games played.
- (d) Line 1 Doubles.

**7D.** A team that is awarded a defaulted line during local league season play may have up to 14 days from the original match date to request a player name change for the defaulted line on USTA TennisLink. Player name changes must be requested through the local league coordinator via email at [leagues@dta.org](mailto:leagues@dta.org). The deadline for a player name change in post season play is 24 hours following the conclusion of championship play.

## **8. FORFEITS/Team Defaults:**

8A. Forfeits start from the lowest singles or doubles lines.

8B. A team default will occur if a team fails to play the majority of line for a team match. For a 3-line format the majority of lines would be 2 lines; 4-line format would be 3 lines; 5-line format would be 3 lines. Defaulted lines do not count as lines played.

If a “team default” occurs for any reason during round robin play, the defaulting team will:

- (a). Be allowed to finish the remainder of the local league season. At the end of local league play, the defaulting team’s matches will be removed from Team Standings in TennisLink; however, all matches played against the defaulting team will count towards eligibility for Post Season Advancement.
- (b). Every member of the defaulting team will be assessed USTA League Suspension Points for failure to comply with league regulations in an amount that could result in a 6-month suspension making them ineligible for post season play regardless of Age Division, Adult or Mixed or NTRP Level, to include League Local Play Offs, City Championship, Weekend Events and Sectionals.
- (c). Should the defaulting team fail to field the majority of the lines for any remaining matches after the initial team default, every player on the team with the “team default” may be subject to additional USTA League Suspension Points for Flagrant Unsportsmanlike Behavior.

8C. A double team default occurs when both teams are responsible for the majority of lines not being played. Both teams will be subject to the same penalties as a team default.

## **9. COMPLAINT AND GRIEVANCE:**

**9A.** Player and captain misconduct at any league event, league competition, league facility or through any forms of communication are subject to penalties under the [USTA League Suspension Point System.](#)

**9B.** Areas of misconduct include general league rule violations, sportsmanship (player), sportsmanship (associate with a player), self-rating, gross misconduct and extreme circumstances.

**9C.** A Captain may be assessed suspension points as a Captain for conduct of their player(s) if there is a finding that the Captain was a party to such conduct, or reasonably could have (or should have) intervened and failed to do so (e.g., their doubles partner is smashing rackets or making repeated, clearly intentional bad line calls and the Captain ignores the situation).

**9D.** Any grievance alleging a violation by an individual or team during local league competition shall be filed in writing with the League Coordinator. The grievance must be filed 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, except for Administrative Grievances, Eligibility Grievances, and NTRP Grievances.

**9E.** Any grievance regarding failure to meet eligibility requirements may be filed by a team captain, league coordinator or member of a Championship Committee at any time.

**9F.** The player and his/her captain will receive a copy of a properly filed complaint/grievance, which will be held on file in the DTA office for a period of one year.

**9G.** The Local Grievance Committee will officiate any grievance against an individual or team. The parties involved will be given the opportunity to present their side of the event for which the grievance was filed. **ALL GRIEVANCES REQUIRE A \$50.00 FEE TO FILE, WHICH WILL BE RETURNED IF THE GRIEVANCE IS UPHELD!**

**9H.** For eligibility matters of simple fact the League Coordinator may declare a player ineligible and disqualify that player without filing a grievance.

**9I.** If the matter is an NTRP protest, a team captain must submit a written protest directly to Todd Reed, Ratings Coordinator USTA TEXAS at [treed@texas.usta.com](mailto:treed@texas.usta.com).

[Grievance Report Form](#)

## 10. KNOW THE RULES

**10A.** USTA National and Texas Section League Regulations shall apply to all USTA Leagues played; the Friend at Court shall apply to all matches played in USTA Leagues; and in all matches played without officials, the USTA official publication, THE CODE, shall be observed. The USTA Point Penalty System shall be used. Captains and players should know the local league rules and be aware of all USTA National & Texas Regulations and Operating Procedures, Friend at Court guidelines and The Code.

**10B.** Any issues not explicitly addressed in the local league rules shall be left to the discretion of the DTA Vice President of Leagues, league committee, and grievance committee.

## Glossary

### **Championship Committee**

Designated group responsible for governing championship events including overseeing match conduct, resolving disputes, and ensuring compliance with USTA rules.

### **City Championships**

A competitive event where winning teams from various local leagues within a city face off to determine the city's top team in each division.

### **Computer Rated Player**

A player whose NTRP rating has been generated automatically by the USTA's computerized rating system based on match results from USTA-sanctioned play.

### **Friend at Court**

The official handbook of tennis rules and regulations published by the USTA, including the ITF Rules of Tennis and USTA-specific interpretations and procedures.

### **Local League Playoffs**

The initial playoff stage within a local area or district where top teams compete to advance to the next level of championship play.

### **Nationals**

The highest level of USTA league competition, where sectional champions from across the country compete for the national title in their respective divisions.

### **NTRP (National Tennis Rating Program)**

A standardized system used by the USTA to rate players' skill levels, ranging from 1.0 (beginner) to 7.0 (professional). It ensures fair and competitive matchups in league play.

### **Sectionals**

A regional championship where city winners compete against other top teams from their USTA section (*e.g.*, Texas Section) for a chance to advance to Nationals.

### **Self-Rated Player**

A player who has assigned themselves an initial NTRP rating when registering for USTA league play, typically used by new participants without prior match history.

### **Team Default**

Occurs when a team fails to field the minimum number of players required for a match, resulting in a forfeiture of the match or specific courts.

### **TennisLink**

USTA's official online platform for league registration, match scheduling, score reporting, and player ratings. It serves as the central hub for managing league play.

### **Texas Section**

One of the 17 geographic sections of the USTA. Each section operates semi-independently under the broader USTA framework and is responsible for organizing and regulating league play, tournaments, and player development within its region.

### **USTA (United States Tennis Association)**

The national governing body for tennis in the United States, responsible for organizing leagues, tournaments, and promoting the growth of the sport at all levels.

### **Valid Computer Appealed Rated Player**

A player whose computer-generated NTRP rating has been successfully appealed through the USTA's formal appeal process, resulting in a new, approved rating.

***USTA DALLAS LOCAL LEAGUE RULES & REGULATIONS Updated 8/9/2025 (Last REV. 9/2/2025) (\*\*\*)***

*(\*\*\*) The USTA Dallas Rules and Regulations are subject to change. REV. date will be updated if a revision is made. The most recent REV. date will be referenced when needed. If there is a conflict as to the interpretation of a rule contained herein, the League Coordinator and Vice President of Leagues shall make the final determination as to the proper interpretation of such rule.*

The Dallas Tennis Association is a 501(c)(3) non-profit organization with a mission to provide opportunities to improve the mental and physical well-being of the community through education and the sport of tennis.