

Lake Norman 2017 USTA Adult League Regulations

Play is governed by THE RULES OF TENNIS and The Code in Friend at Court; the USTA League Tennis National Regulations, STA Regulations and the USTA North Carolina League Regulations and Lake Norman USTA League Regulations

The United States Tennis Association (USTA), Southern Tennis Association (STA) or the North Carolina Tennis Association (NCTA) are the governing bodies of these League programs.

Only the Lake Norman League Coordinator, in conjunction with the NC Director of Adult Leagues shall have the authority to interpret these Regulations.

- Changes highlighted in Green are changes made at the State, Section and National levels.
- Changes highlighted in yellow are changes made at the local level.

USTA LEAGUE MAJOR REGULATION CHANGES FOR 2017 National Regulations in Red

1. 2.03A4 and Inside Cover: allow one (1) default to count towards eligibility for National Championships.
2. Early Start Ratings are eliminated.
 - 2.05B(3)a: Players moved up and are clearly above level must adjust to their new NTRP level immediately.
 - 2.05B(3)b: Players will always use their most recent valid year-end rating to register for any early start leagues. Players moved up at year-end are not allowed to advance to any National Championship at their lower NTRP level.
 - 2.05b(3)c: There is an exception for players on a 2.5 team; they may continue through National Championships unless they are clearly above level.
3. 2.05E(2) Ratings for players 65 & Over who are moved up will be published; automatic appeal will be granted upon request (through TennisLink auto-appeal function). Note: Players with a granted appeal will now carry an A (appeal) rating instead of a C (computer) rating. A-rated players are subject to dynamic disqualification (mid-season promotion) and NTRP Grievance.

SEASON SCHEDULE

Team Registration Begins	All Age Groups	January 1
New Captains Meeting <i>(if you are unable to attend, please attend the 2/23 meeting)</i>	All New Captains	February 22nd 9:30 am at CRCN Charlotte Racquet Club North 9300 Browne Road Charlotte, NC 28269
Mandatory Captains Meeting	All Captains	February 23rd 6:30 pm at Huntersville Arts & Cultural Center 109 South Old Statesille Road Huntersville, NC 28078 (across from Discovery Place)
Team Registration Ends	All Age Groups	February 12
Season Starts*	All Age Groups	February 19 - May 31
Last Day to Add Players	All Age Groups	April 28
State Championships	65 & Over	May 19 - May 21 (Greenville)
	55 & Over	June 2 - June 4 (Greensboro)
	18 & Over	June 8 - June 11 (Lake Norman)
	40 & Over	June 22 - June 25 (Winston-Salem)

*Season start date is dependent on the number of teams that register in each flight. Teams will have at least 6 matches and as many as 10.

General

League Fee

The Lake Norman Spring Adult League Fee is \$25 (\$16 local league fee, \$6 State head tax and \$3 Tennislink fee).

Public Court Fees

Public Court Use Fees: Public Park Court fees are \$150 for teams with 5 ct matches and \$110 for teams with 3 ct matches. Fee Deadline is due 10 days from receipt of Invoice from LNTA and may be paid at the captains meetings on Feb 22nd & Feb 23rd. Courts are reserved for 1.5 hours per match.

Captains that neglect to pay the court fees within the 10 day deadline may result in default of any matches played during the period payment outstanding.

Refunds Procedure

All players requesting a refund of their Local Fees and State Head Tax charges will be given a refund when requesting prior to their team's first team match. The \$3 Tennislink fee is nonrefundable. Request should be submitted to the Local League Coordinator. She will hold all requests and submit one list to the State League Coordinator after the start of the local league season.

Player Eligibility

- To play in the following divisions, players must reach the minimum age for those divisions by December 31, 2016:

Age Division	Minimum Age
18 & over	18
40 & over	40
55 & over	55
65 & over	65

- All players must be current members of the USTA through the respective league seasons. **No renewals are allowed during the local league season.**
- All Players must be registered on Tennislink prior to their first match. If a non-registered player participates in a match, that match will be considered a default.
- The National Tennis Rating Program (NTRP) is the official system of rating levels of competition in these programs. A player with a 2014, 2015 or 2016 computer rating must use that rating or above to participate in these leagues. A player age 60 or above with a 2015 or 2016 computer rating must use that rating or above to participate in these leagues. Players who do not have a valid NTRP rating or have never had an NTRP Rating are required to self-rate according to the NTRP Guidelines.
- Players may compete on more than one team except if the teams are on the same level, in the same age division and in the same local league.
- Be aware that the Local League Coordinator has the authority to accept or deny participants from outside the local league.

Team Requirements

- Roster Requirements for each league:

League	Season	Minimum number	Maximum Number
USTA League 18 & over	Spring	8	15
USTA League 18 & over 2.5, 5.0+ & 5.5	Spring	5	15
USTA League 40 & over	Spring	8	15
USTA League 55 & over	Spring	6	15
USTA League 65 & over	Spring	6	15

- When using straight NTRP levels, a player cannot have an NTRP rating higher than the NTRP level in which the player is competing except in the 5.0+ NTRP level of the Adult Division, 18 & Over; and the 4.5+ NTRP level of the Adult Division, 40 & Over. 18 & Over plus (+) level team rosters may include up to two players from the next higher NTRP level. 40 & Over plus (+) level team rosters may include up to three players from the next higher NTRP level.
 - In Plus (+) NTRP levels utilizing three individual matches within a team match, no more than one Plus (+) level player shall be allowed to play in a team match and shall be required to play in the #1 position, either singles or doubles.
 - In Plus (+) NTRP levels utilizing four or more individual matches within a team match, two Plus (+) level players may play in a team match and shall be required to play in the #1 position, either singles or doubles.

- NTRP Levels of Play

DIVISION	LEAGUE TYPE	LOCAL LEAGUES
Adult	18 & Over	2.5, 3.0, 3.5, 4.0, 4.5, 5.0+ , 5.5
	40 & Over	3.0, 3.5, 4.0, 4.5+
	55 & Over	3.0, 3.5, 4.0, 9.0
	65 & Over	3.0, 3.5, 4.0, 9.0

- In the USTA League Adult Divisions Leagues, a player may play only one level above his or her current NTRP Rating (For example, a 3.5 player can play up on a 4.0 team, but cannot play up on a 4.5 team).

2. A local league shall consist of a minimum of 2 teams at a specific level of competition. Advancement to a State Championship is not permitted if this requirement is not met, except for the following:

League	Levels permitted to advance to State Championships if they are the only local team
USTA League Adult	18 & over 5.5 teams, all 65 & over teams
USTA League Mixed Doubles	All 55 & over and 65 & over teams
Southern Combo Doubles	All 55 & over and 65 & over teams, 18 & over 5.0, 5.5, and 9.5 teams, 40 & Over 5.5 and 9.5 teams
NCTA Singles League	All Levels
Tri-Level	All Levels
70 & Over	None

3. Teams that may advance directly to a State Championship must be added to TennisLink and have the minimum number of players required to form a team registered no later than the dates in the chart below. If the team is not added prior to the Initial Roster Deadline of the Local League, the LLC must contact the SLC to notify that a team has been added. Failure to notify the SLC may result in the team not being added to the State Championship schedule.

League	Deadline to add a team advancing directly to State Championship
USTA League Adult	April 15
USTA League Mixed Doubles	July 15
Tri-Level	July 15
USTA-NC Singles League	August 15
Southern Combo Doubles	September 15

4. If a level of USTA League Adult 18 & over, 40 & over or 55 & over consists of only two teams in a level of play, each team must maintain its roster with at least 40 percent of its players at the designated NTRP level of play. This rule does not apply to the Adult 55 & Over and 65 & Over 9.0 league.

5. In levels where a team is advancing directly to the state championships as provided for in Rule II. E., players may be added to the TennisLink roster until 2 weeks prior to the start of that League's State Championship. After that, no changes may be made to the TennisLink roster.
6. Teams that advance directly to a State Championship must maintain their roster on TennisLink with a minimum of 25% (without rounding up) of players from within the league area that they are representing. For example, a roster of 15 players must have a minimum of 4 players residing within the league boundaries.
7. In USTA League Adult 55 & Over 9.0, Adult 65 & Over 9.0, Mixed Doubles, NCTA 70 & Over and Southern Combo Doubles, the combined levels of each doubles pair cannot exceed the team level.

Captain Responsibility

- Each captain is responsible for reviewing and understanding not only the local regulations but also the State, Sectional and National Regulations.
- **Each team should have an ACTING captain present at every match.** Captains must record scores and sign both scorecards. Each captain must circle the winners and record scores from the WINNERS point of view. The names on the cards must be the same as the names on the rosters. Captains should keep a copy of original scorecard for your records.
- The home team will supply new balls. The home team has the choice of court surface and a mixture is acceptable.
- Keep team informed of scheduled matches. No schedule changes without permission of LLC.
- All scores must be posted on TennisLink within the prescribed time listed in the local league rules. **The scores must be posted within 48 hours by the winning captain and confirmed within 48 hours of the match by the losing captain.** If the score has not been posted and confirmed within the 48 hours after the match, the Local League Coordinator will determine if there is a winner by the information s/he has. If a confirming captain disagrees with the score or players listed on scorecard, click on the dispute button and e-mail the coordinator and copy opposing captain with the information you are disputing. The Local League Coordinator reserves the right to confirm or dispute scores after the forty-eight-hour time frame.
- Home team captains must secure courts for make-up matches. Public facility captains must fill out form requesting make up courts on www.lnta.org. LLC will secure courts where available.

Court Availability

- Each team must guarantee use of at least 3 courts per team for USTA Adult League. Two lines may be staggered.
- Any approved USTA surface is permissible, including indoors (if indoors, home team pays for court time). **When a mix of courts surfaces are being used, home team captain shall notify opposing captain of use of mixed surfaces prior to scorecard exchange. Home team captain shall then Communicate court assignments prior to scorecard exchange.**
- All players in the team line-up, including staggered matches, are required to be present at the match start time.

Inclement Weather

If the weather is questionable it is ultimately the responsibility of the HOME TEAM CAPTAIN to MAKE THE CALL ON COURT CONDITIONS & TO COMMUNICATE WITH THE OPPOSING CAPTAIN ON COURTS CONDITIONS. IF YOU ARE THE VISITING CAPTAIN AND DON'T HEAR FROM THE HOME TEAM...CALL THEM!!! DO NOT CANCEL A MATCH EARLIER THAN TWO HOURS BEFORE MATCH TIMES. If there is any question, both teams must show up ready to play. **COMMUNICATE!!**

- If it is raining or the weather is questionable, do not assume the match is cancelled. Your team should show up ready to play unless both team captains have spoken in person (not on answering machine) and cancelled the match.
- Safety of the players is the number one priority; therefore, if it begins raining once a team match is underway and players feel that conditions are unsafe, then the match should be stopped.

In the event of rain:

- When teams have assembled to play, and weather and/or courts are questionable, or the match is interrupted by inclement weather, teams are required to wait ONE HOUR past the originally scheduled match time, unless both teams agree to wait longer. Do not assume the match is cancelled. Your team must show up ready to play unless both captains of the teams have spoken in person (not on answering machines or email) and cancelled the match.
- If the start of a team match is cancelled due to inclement weather (first point of the team match not played) any defaults awarded in advance or at the time lineups were exchanged are null and void.
- In the event inclement weather occurs after the team match has begun, players must wait one hour to determine if play can be resumed, unless both captains agree that play is not possible or agree to wait longer.
- In the event inclement weather occurs after the team match has begun (at least one point played in one individual match);

- Completed individual matches stand as played.
- Points awarded for defaults given at the time the original written lineup was exchanged are considered completed matches.
- Incomplete matches that were in progress (first point played and beyond) must be resumed by the same players in the same positions (ad and deuce), same side of net, same set, game and point score, and at the same site, (unless players have mutually agreed to play elsewhere).
- For individual matches that have not yet begun, any player who is not involved in a match that was in progress or a default may sub in for the make-up match.
- **Captains must exchange at least one contact name for each line within 48 hours of the match being cancelled. It is the responsibility of the home team captain to initiate contact with the opposing team captain.**
- **Players must contact each other to schedule their individual matches and confirm make-up match date, time and location.**

MAKE UP MATCH PROCEDURES

NEW REGULATION (Defaults will be taken if rule not followed)

The Local League Coordinator will not be responsible for managing the process of exchanging line-ups. However, if contact names for line-ups have not exchanged within 48 hours captains should notify the Local League Coordinator. At this point the Local League Coordinator will advise captains they have 24 hours to exchange contact names to avoid default.

Once a time, day, location and court surface for the makeup match has been agreed upon by the parties involved, that match may not be postponed, for any reason other than inclement weather.

- Incomplete or postponed matches must be made up within 14 days.
- If captains cannot agree on a make-up day, the 14th day will be the default mandatory match date. If there is inclement weather on the 14th day, the match will be played on the 15th day or the next subsequent day as weather and court conditions permit.
- In accordance with regulations for score entry, when matches are played on the mandatory match date scores must be entered within 48 hours of that match time. In the event that captains mutually agree for players to play the match after the mandatory match date and within the 48-hour match score entry deadline, the provision for making up rained out matches will not apply. The deadline to enter scores 48 hours after matches to be played on the mandatory match date (or the official rain date for the mandatory match date) stands.
- The default match location and time is the same as the originally scheduled match location and time. If courts cannot be reserved at the originally scheduled match facility, then the match should be played at the visiting team's facility. If neither team is able to reserve courts at their facility for the default mandatory match date, captains should contact the Local League Coordinator to reserve courts at a neutral facility. Captains must contact the Local League Coordinator 48 hours prior to the match date so courts can be reserved.

- Club Captains shall reserve courts for make-up matches. Public court captains need to fill out the Rain Make Up Court Request sheet on www.Inta.org and submit to Iris to secure courts.

MATCH PLAY

- A round robin format shall be played where each team will play every other team at least once. When any NTRP level consists of only two teams, each team is required to play a minimum of three team matches which is a triple round robin. When any NTRP level consists of only three teams, each team is required to play a minimum of four team matches which is a double round robin.
- A league schedule may only consist of full round robins. The Local League Coordinator will determine the schedules.
- If multiple flights in an NTRP level exist, at least 1 team from each flight will advance to a playoff to determine the winner of that level. This rule does not prohibit a playoff for single flight leagues.
- Local League Coordinator will determine the playoff format AND site to be played.
- A team's lineup **does not** have to be listed in order of strength, except in plus (+) leagues, where, by regulation, the plus (+) players are restricted to play on designated courts (see NC Regulation II.B.) and in the Tri-Level Leagues, where the highest NTRP level must play on the #1 court, the 2nd highest NTRP level must play on the #2 court and the lowest NTRP level must play on the #3 court. Example: in the 2.5/3.0/3.5 leagues, the 3.5 rated players play on the #1 court, the 3.0 players on the #2 court and the 2.5 players on the #3 court.
- The home team will supply USTA approved new balls.
- The home team has the choice of court surface and a mixture is acceptable. The home team must communicate prior to exchanging the line up if different surfaces are being used and state which lines will play on hard, clay or indoor.
- The default time is 15 minutes after the scheduled start time of each individual match. If scheduled available for the first court of the team match.
- Default time is defined as player(s) being present on court.
 - All players will play the best of three sets with a 10-Point Match Tiebreak in lieu of a third set. The Coman Tiebreak will be used for the set tiebreak and the match tiebreak.
- A team's lineup does not have to be listed in order of strength.
 - If a team has 4 or more players on a roster (3 for Singles League matches) who are playing for the Lake League or working at a League Championship at either the North Carolina State, Southern Section or National Levels and have a team match in conflict with these events, then the team can reschedule the match either by playing before the scheduled date or within 2 weeks after the scheduled match (as long as the makeup match occurs within the league season dates). The Captain of the team must notify the opposing team captain and LLC of the conflict no later than 1 week before the scheduled match and work within the above-mentioned timeframe.

Match Procedures

- Warm-ups begin at the match start time and are limited to 10 minutes including serves. However, if all players are present and match courts are available, the warm-up may start sooner. If a player arrives after the match start time but before the 15-minute default time, the player(s) is entitled to 5 minutes for warm-up.
- The team captain for each team shall exchange their team line-up simultaneously prior to the beginning of the team match. At the scheduled match time, if a player is not on site, the captains have 3 options to proceed with the scorecard exchange:
 1. Wait until the missing player is on site and ready to play (prior to the 15-minute default time), exchange scorecards and play the match. At the default time, if the player is still not on site and ready to play, the missing player would be moved to a defaultable court (see chart in IV.J.), scorecards would then be exchanged and play would begin. Or
 2. Captains can agree to exchange scorecards and begin play. If the missing player arrives prior to the default time, he/she will take the court assigned and begin. If the missing player arrives after the default time, the default will be entered on the scorecard on a defaultable court (see chart in IV.J.). For example, the #1 singles player is late and captains agree to exchange scorecards and begin play. The player does not arrive prior to the 15-minute default time. The #2 singles court that was played is recorded in TennisLink as the #1 singles court and the #2 singles court is recorded as a default. Or
 3. Substitute a missing player with an eligible player that is on site and ready to play, but is not listed on the original scorecard. Substitutions must be made prior to the 15-minute default time and can only be exchanged for the missing player in the original lineup.
- No substitution may be made in an individual match after the lineup has been presented, except for injury to, illness of, disqualification or no-show of a player, prior to the start of such match. In the event of illness, injury, disqualification, or no-show of a player (after the lineup has been exchanged and prior to start of affected match) a team may substitute a player in the affected position within the 15-minute default time, using a player not already listed on the lineup. If no substitution can be made, the affected position will be defaulted. The substitution shall affect only the position for which the substitution has been made. The remaining lineup positions will remain the same.
- The default time is 15 minutes after the scheduled start time of each individual match. If courts are not available at the scheduled match start time the default time is 15 minutes after a court becomes available for the first court of the team match.
- **Cell phones are not permitted to be turned on during play.** If the phone rings during the point, the opponent may stop the point and claim the point based on deliberate hindrance. If the cell phone rings between points, the interruption is treated as a **warning. In both cases the player**

shall turn off the cell phone. There is no penalty for a vibrating phone, but the player should immediately turn off the phone.

- Coaching is not allowed. Spectators are to watch quietly while a match is in progress and may not assist in line calls, score disputes, or any other calls. Applaud appropriately for winning shots made by both teams!
- The only time a player may leave the court is to:
 1. Take a bona fide restroom visit (preferably on an odd game changeover or between sets)
 2. Fix an item of clothing necessary to play (you **may not** leave the court to get a racquet)
 3. Get water (please plan ahead and take water with you before the match starts)

Match Scoring

- To win a Team match, a team must win at least a majority of the individual courts played. If the match ends in a tie, it will be broken by:
 1. The team with the fewest Sets lost
 2. The team with the fewest Games lost
 3. Toss of coin
- To receive a win by default, the non-defaulting player or players must be present on court, ready to play; however, if a team captain advises his/her opponent in advance of the default, he/she, in effect, waives the requirement for the non-defaulting player(s) to be present in order to receive the default.
- In the spirit of good sportsmanship and fair play, it is recommended that the opposing team(s) should be advised of a known default.
- If a captain is advised prior to the match that the opponent must default one or more positions and that captain knows that he/she would also have had to default a position, it is incumbent upon that captain to demonstrate good sportsmanship and declare a double default rather than to accept the win.
- When entering scores on TennisLink, use the pull down menu and select 'Default.' The system will automatically record the appropriate score.

Team Defaults

Defaults

- In the event of a default, the lowest positions are defaulted first. The chart below shows which courts are defaulted first, based on the number of missing players and match type.

Match Format	Courts to be Defaulted First
2 Singles, 3 Doubles (Must field 3 courts or Match Default)	Missing 1 player: #2 Singles or #3 Doubles Missing 2 players: #1 Singles & #2 Singles or #3 Doubles Missing 3 players: #2 Singles & #3 Doubles or #2 Doubles & #3 Doubles Missing 4 players: #2 Doubles & #3 Doubles
1 Singles, 2 Doubles (Must field 2 courts)	Missing 1 player: #1 Singles or #2 Doubles Missing 2 players: #2 Double
3 Doubles (Must field 2 courts)	Missing 1 or 2 players: #3 Doubles

- A team must be able to field enough courts to win the match (Field 3 courts for a 5 court match; field 2 courts for a 3 court match). If a team fails to do so, the entire match (all courts) is deemed defaulted.
- When the combination of individual match defaults given by the two teams in the team match results, or would result, in a situation where the majority of the individual matches would not be played (not a "valid" team match):
 - The first course of action would be for both captains to agree on what individual matches, based on the number of players present, or to be present, could be played to constitute a valid team match. Once that is determined, both captains will re-exchange scorecards.
 - If both captains cannot come to an agreement on what lines will be played to constitute a valid team match, based on the number of players present, or to be present, then the following individual matches will be assigned in sequential order to be played:

Format	Required Matches in sequential order	Minimum # of Players Required for Valid Team Match
2 singles, 3 doubles	#1 and #2 singles, and #1 doubles (priority); #2 doubles if enough players present	4
1 singles, 2 doubles	#1 singles and #1 doubles	3
3 doubles	#1 and #2 doubles	4

- If these procedures are not followed and the resulting scorecard shows an invalid team match, both teams will be charged a full team default.
- If a team shows up without the minimum # of players required for the team match based on the number of players present, or to be present, it will be a full team default in favor of the opponents. Please refer to the National Regulation 2.03L on team default procedures.
- By joining the Lake Norman USTA League teams are making a commitment to play every match. Teams must have enough players to win the match or the entire match is a default. If a team defaults an entire team match for any reason during local round robin play, all matches played by the defaulting team shall be null and void when determining standings, but will be used for ratings purposes. If all teams with a mathematical chance to advance have played the defaulting team in good faith, those matches shall stand as played when determining standings.

Final Standings

In Local League play, if the season ends with a tie for first place, the tie shall be broken according to the following tiebreakers*:

1. Winner of the most individual matches.
2. Winner of head-to-head match.
3. Loser of the fewest number of sets.
4. Loser of the fewest number of games.
5. Toss of coin.

Local Playoff

If multiple flights in an NTRP level exist, at least 1 team from each flight will advance to a playoff to determine the winner of that level. This rule does not prohibit a playoff for single flight leagues.

- Local League Coordinator will determine the playoff format. The time and date may vary from the original time and day that you played during the season in order to accommodate all players. Playoffs that involve flights shall be scheduled at the discretion of the LLC. Site and time will be determined by the LLC.

- When scheduling local league playoff matches, there will be NO special consideration for players on multiple teams. No considerations will be made for players participating in other USTA League events where they are not representing Lake Norman Leagues.

Winners Advance to State Championships

STATE CHAMPIONSHIPS

1. Each local league will be extended one invitation per level of play for a team to go to the State Championships. The top two teams will be automatically invited when a level has the following number of teams:

League	Season	Min # of teams on a Level
USTA League Adult	Spring	30
USTA League Mixed Doubles	Summer	25
Southern Combo Doubles	Fall	30
NCTA Singles League	Varies	25
Tri-Level	Varies	25

2. Wildcards, will be offered, if needed, to local leagues according to the chart in Appendix A of these State Regulations. The NC Director of Adult Leagues will notify the LLC of each league after the Team Registration Deadline if any wildcards are being offered.
3. If the first place team from a local league cannot attend the State Championships, the second place team from that local league's particular NTRP level will be asked to represent the local league. If the second place team is unable to attend, the Local League Coordinator must contact the NC Director of Adult League Tennis to discuss the possibility of a lower finishing team attending in its place. The offer may go to another Local League, as determined by the Wildcard chart in Appendix A of these State Regulations, if a team is needed to fill the draw.
4. The following is the minimum number of team members who were on the final roster of their local league team at the conclusion of local league play who must be available and eligible to compete at the State Championships:

League	Season	Minimum number
USTA League Adult 18 & over and 40 & over	Spring	8
USTA League Adult 55 & over and 65 & over	Spring	6
USTA League Adult 18 & over 2.5, 5.0+ & 5.5	Spring	5
USTA League Mixed Doubles*	Summer	6
Southern Combo Doubles*	Fall	6
NCTA Singles League	Varies	3
Tri-Level*	Varies	6
NCTA 70 & Over*	Varies	6

*Those 6 players must be able to combine to form 3 eligible teams.

- Teams must have played in a minimum of three local matches, except in cases where a team is advancing directly to the State Championships, as provided for in Rule II. E.

League	Season	Minimum Required # of defaults that may count as a match played	Matches Played
USTA League Adult 18 & over, 40 & over, 55 & over	Spring	2	1
USTA League Adult 65 & over	Spring	1	1
USTA League Mixed 18 & over, 40 & over	Summer	2	1
USTA League Mixed 55 & over, 65 & over	Summer	1	1
Southern Combo Doubles	Fall	1	1
NCTA Singles League	Varies	1	1
NCTA 70 & Over League	Varies	2	1

- Players must play in a minimum number of matches to be eligible to advance to the State Championships (players on teams advancing directly to the State Championships, as provided for in rule II. E., are exempt from the following):

7. Team Matches at the State Championships will consist of:

League	Season	Individual Courts Played
USTA League 18 & Over and 40 & over	Spring	2 Singles, 3 Doubles
USTA League 18 & over 2.5, 5.0+ & 5.5	Spring	1 Singles, 2 Doubles
USTA League 55 & over and 65 & over	Spring	3 Doubles
USTA League Mixed Doubles	Summer	3 Doubles
Southern Combo Doubles	Fall	3 Doubles
NCTA Singles League	Varies	3 Singles
Tri-Level	Varies	3 Doubles
NCTA 70 & Over	Varies	3 Doubles

8. If a player's team wins at the State Championship but s/he did not play at the State Championships, that player is eligible to play at the Section Championship provided he/she had met the requirements to qualify for the State Championship.

2017 State Championships

League State Championship	Date	Location	Levels
USTA League Adult 65 & Over	May 19-21	Greenville	All
USTA League Adult 55 & Over	June 2-4	Greensboro	All
USTA League Adult 18 & Over	June 8-11	Lake Norman	All
USTA League Adult 40 & Over	June 22-25	Winston Salem	All
USTA League Mixed Doubles	Sept 14-17	Asheville	All
Tri-Level	Sept 21-24	Hickory	All
NCTA Singles League	Oct 13-15	Goldsboro	All
NCTA 70 & Over League	Oct 20-22	Wilson	All
Southern Combo Doubles (Part 1)	Nov 2-5	Wilmington	2.5/6.5/8.5
Southern Combo Doubles (Part 2)	Nov 9-12	Wilmington	5.5/7.5/9.5