

Lake Norman 2018 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.

Covering USTA Adult League, USTA Mixed Doubles, Southern Combo Doubles, Tri-Level, 70 & Over League and NCTA Singles Leagues.

Only the NC Director of Adult League Tennis, in conjunction with the USTA North Carolina Adult League Committee Chair and Vice Chair, shall have the authority to interpret these Regulations.

USTA LEAGUE MAJOR REGULATION CHANGES FOR 2018

1.04E Player Eligibility. (Southern)

- Southern will have no residency requirements for local league play. Exception: A state may regulate residency requirements for teams that play a local league at a state championship and/or advance directly to a state championship (if applicable for the Adult 65 & Over league).

2.01C(2) Team Match. (National)

- A majority of matches must actually be played.
- In the case of invalid matches (less than the minimum number of matches played) if scores are entered in TennisLink they will count only for NTRP ratings and advancement.
- Each Sectional Association shall establish procedures in the event of a team default or double default.

2.01C(5) Team Line-Ups. (Southern)

- #E: If a team defaults an entire match (as described in USTA League Regulation 2.03K) in local play, states may decide whether to allow further play by that team and how matches played by that team should be used in

determining standings. A state may not authorize a local league to make such determination. If the state does not have a specific rule in place regarding such team defaults, it must follow USTA League Regulation 2.03L.

2.06A Move Up, Split Up. (National)

- All 2.5 and 5.0 National Championship teams are allowed to retain 3 players who qualified or advanced to National Championships.
- National Championship teams are required to Move Up or Split Up only in the age group from which their team advanced the previous year.
- Sections may restrict crossover between Adult and Mixed Divisions, and also between some or all Age Groups.

3.01A Grievance Administration. (Southern)

- A \$100 filing fee will be required for all General/Sportsmanship, Championship and/or Administrative Grievance and Grievance Appeals that are heard at the Southern level. The filing fee will only be returned to the grieving party if a penalty is imposed.

IMPORTANT LEAGUE DATES

League Registration Opens	Jan 1 st 2018	
Team Registration Deadline	Feb 4 th 2018	
Last day to add players	April 15 th 2018	

**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.. 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

League with Local League Play: Refund requests for Local Fees and State Head Tax charges must be made to the Local League Coordinator prior to the team's first scheduled match. Requests must be made in writing. The TennisLink fee is non-refundable. The Local League Coordinator will hold all requests and submit one list to the State League Coordinator by the refund deadline. One check will be sent to the LLC or CTA, who will issue individual checks to the players. Any team dropping out of a league after Initial Roster Deadline for that league will forfeit any registration fees paid and a grievance may be filed. See complete refund policy at www.nctennis.com.

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 under age 60 with a 2015, 2016 or 2017 computer rating must use that rating or above to participate in these leagues. A player age 60 or above with a 2016 or 2017 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

A. 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

- B. 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.

C. 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

- A. 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).
- B. 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

- C. 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

Teams that are participating in 1-Team Events must have the minimum number of players registered on TennisLink no later than their league's Initial Roster Deadline. An exception can be made if a team needs to be added to provide competition for a single state team.

- D. **Teams that advance directly to a State Championship OR are participating in a 1-Team Event must maintain their roster on TennisLink with a majority of players from within the league area that they are representing. For example, a roster of 15 players must have a minimum of 8 players residing within the league boundaries.**
- E. **Teams that advance directly to a State Championship OR are participating in a 1-Team Event must maintain their rosters with at least 40% of players at the designated NTRP level of play. Leagues (and levels) that utilize combined ratings, for example Mixed Doubles or Adult League 55 & Over 9.0, and Tri-Level League teams are excluded.**

- F. 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.
- G. 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 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 30 minutes 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 30 minutes 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 if any court began play.

- 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. Substitutions for team matches interrupted due to inclement weather: For any court that had begun play (first point played), lineups will stand. For any court that had not yet begun play (first point played), teams may substitute players as long as the substitutions are not listed on the original scorecard.
- **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

(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.

LEAGUE PLAY

- A. 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.
- B. A league schedule may only consist of full rounds.
- C. The Local League Coordinator will determine the schedules.
- D. 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.
- E. The Local League Coordinator will determine the playoff format.
- F. 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.
- G. The scoring format for all leagues will be best 2 out of 3 sets with a 10-point match tiebreaker used in lieu of the third set. An exception may be requested for 2-team leagues. Exception requests must be made in writing to the NC Director of Adult Leagues prior to the beginning of league play for approval.
- H. The Coman Tiebreak format will be used for all tiebreakers.

- I. Coaching is not permitted at any point during a match.
- J. Defaults will be “from the bottom up,” defaulting the lowest positions first. The chart below shows which courts are to be defaulted first in the different match types.

Match Type	Courts to be Defaulted First
2 Singles, 3 Doubles	#2 Singles or # 3 Doubles
1 Singles, 2 Doubles	#1 Singles or #2 Doubles
3 Doubles	#3 Doubles

- K. Scorecards are to be exchanged when all players are on site and ready to play. At the scheduled match time, if a player is not on site, the captains have 3 options to proceed with the scorecard exchange:
 - a. 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
 - b. Captains can agree to exchange scorecards and begin play with the lineups as-is. Default rules will apply (See National Reg 2.03 K and Q&A). OR
 - c. 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.
- L. Each team must have the minimum number of players available to play the majority of individual matches. If one team does not have the minimum number of player, the opposing team will be credited with a total team default and will win each individual match 6-0, 6-0. If neither team has the required minimum number of players, the match shall be scored as a double team default and neither team will receive credit for a win. In the case of a team default or double team default and individual courts have been played (for example, rain make-ups), any individual matches actually played will count only for NTRP ratings and player eligibility for advancement and cannot count for determining standings.

If both teams have the minimum number of players available to play, but the combination of individual defaults by the two teams would result in the majority of matches not being played (valid team match), the teams must follow the procedure below:

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, can 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 Each Team in 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.

Match Type	Courts to be Defaulted First
2 Singles, 3 Doubles	#2 Singles or # 3 Doubles
1 Singles, 2 Doubles	#1 Singles or #2 Doubles
3 Doubles	#3 Doubles

A. Full Team Defaults:

- a. **1 Team Default:** At the end of the season, standings will be evaluated to see if the full team default had an effect on the final standings. If the final standings were affected, all of the matches of the defaulting team will be removed from the standings (only the effected round, if more than one round robin) and the final standing will be recalculated. If neither team in contention received a full team default, the final standings will stand. The defaulting team may be subject to a grievance.
- b. **2 Team Defaults:** If a team defaults 2 full team matches, all of their matches played or to be played will be null and void. Matches played will count for player NTRP ratings and player advancement purposes, but will not be used to determine the final standings. An

automatic grievance will be filed. Teams with 2 team defaults will not be eligible for advancement.

- B. 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.
- C. If a team has 4 or more players on a roster (3 for Singles League matches) who are playing 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 with the conflict must notify the opposing team captain and LLC of the conflict no later than 1 week before the scheduled match and work with both parties to reschedule the match within the above mentioned timeframe. Local Leagues may add a requirement that teams represent their local league to reschedule local matches and/or Local League Playoff matches.

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:
 - a. 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
 - b. Captains can agree to exchange scorecards and begin play with the lineups as-is. Default rules will apply (See National Reg 2.03 K and Q&A). OR
 - c. 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.

1• 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.

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

- A. 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
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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

- B. 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.
- C. 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.
- D. 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.

- E. 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.

F. 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):

League	Season	Minimum Required Matches Played	# of defaults that may count as a match 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

G. 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

H. 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.

2018 USTA League State Championships Schedule

2018 League State Championships	Date	Location
Adult 65 & Over	May 18-20	Greenville
Adult 55 & Over	June 1-3	Greensboro
Adult 18 & Over	June 14-17	Lake Norman
Adult 40 & Over	June 21-24	Winston-Salem
USTA Mixed Doubles	Sept. 6-9	Asheville
Tri-Level State Championships	Sept. 21-23	Hickory
USTA North Carolina Singles League	Oct. 11-14	Goldsboro
Adult 70 & Over	Oct. 19-21	Wilson
Southern Combo Doubles (5.0, 6.5, and 8.5 all ages)	Nov. 1-4	Wilmington
Southern Combo Doubles (5.5, 7.5, and 9.5 all ages)	Nov. 8-11	Wilmington

COMMITTEES

The Lake Norman Adult League Grievance and Grievance Appeal Committee are formed as necessary by the LLC using members of the Adult League Committee, Lake Norman Tennis Association Board Members and/or Lake Norman League players. The procedures for filing a grievance are outlined in the 2018 USTA League National Regulations.

Iris Ham

Lake Norman USTA Adult League Coordinator

irisusta@mindspring.com