



Lake Norman 2026 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, Southern Tennis Association (STA) Regulations, 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.

These regulations cover USTA Adult League, USTA Mixed Doubles, Southern Combo Doubles, Southern Tri-Level, and USTA NC Singles League. The Lake Norman League Coordinator, in conjunction with the NC District League Coordinator, shall have the authority to interpret these Regulations.

2026 Major Regulation Change:

USTA North Carolina Regulation: 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 division has 30 teams. The top three teams will be automatically invited when a division has 45 teams.

Please refer to the USTA League National, Southern and NC Regulations for a summary of additional regulation changes for 2026.

I. GENERAL

A. USTA Membership

All players must be current members of the USTA through the respective league seasons. If the player's team progresses to a Championship, the player's membership must be current through the Championship. TennisLink (tennislink.usta.com) will be used to register teams online, view schedules, report scores and see results & standings.

B. League Fees

Local Lake Norman League fees are \$32.15 (\$20.00 Local fee + \$9.00 NC Head tax + \$3.15 non-refundable TennisLink registration processing fee) unless otherwise designated.

C. Public Court Fees

Public park captains are charged court fees to reserve courts for home matches: \$180 for teams with 5-court matches and \$140 for teams with 3-court matches. Fee deadline - Court fees are due 10 days from receipt of invoice from Lake Norman Tennis Assoc. (LNTA) and may be paid via PayPal or Zelle (see LNTA.org Home page for QR code). Courts are reserved for 1.5 hours per match. Captains who neglect to pay court fees within the 10-day deadline may be subject to a default of any matches played during the period payment was outstanding.

D. Refunds

Leagues 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. There will be no refunds given due to cancellation or suspension of League or Championship play due to acts of God, war, government regulation or order, pandemic (including, but not limited to, COVID-19), terrorism, natural disaster, or any other emergencies beyond USTA NC's and LNTA's control, foreseeable or unforeseeable, which makes it illegal or impossible to offer or continue any USTA Adult League Tennis programming.

E. Number of Players Needed for Each League (see chart below)

Minimum & Maximum Number of Players Needed for USTA Leagues			
League	Season	Minimum # of Players Needed	Maximum # of Players Needed
USTA League 18 & Over (3.0, 3.5, 4.0, 4.5)	Winter/Spring	6	15
USTA League 18 & Over (2.5, 5.0, 5.5)	Winter/Spring	5	15
USTA League 40 & Over (3.0, 3.5, 4.0, 4.5)	Winter/Spring	9	17
USTA League 40 & Over (2.5 women, 5.0)	Winter/Spring	6	15
USTA League 55 & Over	Winter/Spring	6	15
USTA League 65 & Over	Winter/Spring	6	15
USTA League Mixed Doubles (All)	Spring/Summer	6*	15
USTA NC Singles League (All)	Spring/Summer	3	9
USTA Southern Tri-Level Leagues (All)	Spring/Summer	6*	15
USTA Southern Combo Doubles League (All)	Summer/Fall	6*	15

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

F. Number of Teams

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	All 65 & Over teams; 40 & Over 2.5 Women and 5.0; 18 & Over 5.5 Men
USTA League Mixed Doubles	All 55 and 65 & Over teams
Southern Combo Doubles	All 55 and 65 & Over teams; 18 & Over 2.5, 5.5, and 9.5 teams; 40 & Over 5.5 and 9.5 teams
NCTA Singles	All Levels
Southern Tri-Level	All Levels

II. NATIONAL TENNIS RATING PROGRAM (NTRP)

The NTRP is the official system of rating levels of competition in these leagues. A player under age 60 with a 2023, 2024 or 2025 Computer (C) rating must use that rating or above to participate in these leagues. A player aged 60 or above with a 2024 or 2025 Computer (C) rating must use that rating or above to participate in these leagues.

A. Self-Rate Requirement

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. More information about the Self-Rate process and the NTRP Guidelines can be found on LNTA's Captain's Corner/Player Resource webpage.

B. Mixed Exclusive Ratings

Mixed Exclusive (M) ratings are only valid for future Mixed Doubles play. In the USTA League Mixed Division, an NTRP level will be calculated for participants who play in that division. Year-end Mixed Exclusive ratings will be based on the final dynamic rating generated from Local league and championship level competition. If a player has a valid computer (C) rating from a previous year, then a player will not receive a Mixed Exclusive rating.

1. All National Championships-Advancing-Mixed-Dynamic League divisions will enforce the NTRP Dynamic Disqualification procedures in accordance with the USTA League Regulation. The process in which a NTRP Dynamic Disqualification occurs in the Mixed 18 & Over and Mixed 40 & Over National Championships-Advancing League Division is the same as the current process in the Adult Leagues that advance to the Championships. However, strikes earned in Mixed Doubles will not be combined with strikes earned in Adult Leagues.

Matches played in these leagues may be used in the calculation of NTRP ratings as follows (see chart below):

USTA League	Age Division and Level	Match Results Used in Calculating NTRP Ratings
USTA Adult League	18 & Over, 40 & Over, 55 & Over, 65 & Over	Always
	18 & Over 5.5 and 40 & Over 2.5 Women and 5.0	Never
USTA Mixed Doubles League	18 & over and 40 & Over	Only when player does not play USTA Adult 18 & Over, 40 & Over, 55 & Over or 65 & Over and Tri-Level and does not have a previous year end "C" rating.
	55 & Over and 65 & Over	Never
USTA NC Singles League	All age groups	Never
USTA Southern Tri-Level League	All age groups	Always
USTA Southern Combo Doubles League	All age groups	Never

C. Promoted Players - If a Self-Rated player is promoted from a level of play, all matches played by that individual player (in the level that the player is being promoted from) shall stand. All players who have computer-rated appeals (A) or Dynamic/Disqualified Ratings (D) who are subject to promotion, will not be subject to match reversal if promoted.

- a. Players not promoted by the conclusion of Local League round robin play will be eligible to compete in the entire Local Playoff. Dynamic ratings will be calculated at the end of the Local Playoff to inform any promoted players that they may not advance to the State Championships. Points earned by the promoted players in the Local Playoffs will stand.
- b. Move to Another Team - A promoted player during Local League play may request moving to another team providing there is a team available and time permits. If that team is full, the promoted player may request a waiver regarding number of players on a roster. The NC Director of Adult League Tennis must approve this waiver.
 1. Teams losing a player to NTRP Promotion may be provided an exception to allow for adding a player to their roster, if registration has closed and/or the team had the maximum number of players allowed on the roster. The player may not be a Self-Rated player.

D. NTRP Levels - Play Restrictions

Players may compete on more than one team, except if the teams are the same level, in the same age division, and in the same local league.

1. Players may participate in only one NTRP level above the player's current NTRP level. (ex: a 3.5 player can play up on a 4.0 team but cannot play up on a 4.5 team). A player may not play on a team that is below their NTRP level. The exception to this regulation would be Southern Combo Doubles (see Combo NTRP requirements)

- a. USTA Adult League: When using straight NTRP levels, a player cannot have an NTRP rating higher than the NTRP level in which the player is competing.
- b. 10.0 Mixed 18 & Over minimum NTRP = 4.5 and the NTRP rating difference between partners shall not exceed 1.0. The combined ratings may not exceed 10.0 on any court.
- c. 9.0 55 & Over or 65 & Over teams may consist of 4.0's, 4.5's and 5.0's. A 4.5 or 5.0 may pair with a 4.0, or two 4.5's may play together. No pairs may be more than 1 point apart in ratings, and their combined ratings may not exceed 9.0 on any court. The 5.0's may play on any of the three courts. There is no limit to how many 5.0's may be on the roster of a 9.0 team.

E. 40% Rule (USTA Adult League)

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% of its players at the designated NTRP level of play.

- a. This rule does NOT apply to the Adult 55 and 65 & Over 9.0 leagues. The minimum rating a player may have on a 9.0 team is 4.0. The minimum number of players must be able to combine to form a valid match.

Local League NTRP Levels of Play Offered		
USTA Adult League	18 & over	2.5, 3.0, 3.5, 4.0, 4.5, 5.0, 5.5
	40 & over	2.5 women, 3.0, 3.5, 4.0, 4.5, 5.0
	55 & over	3.0, 3.5, 4.0, 9.0 combined
	65 & over	3.0, 3.5, 4.0, 9.0 combined
USTA Mixed Doubles League	18 & over	3.0, 3.5, 4.0, 4.5, 10.0 combined
	40 & over	3.0, 3.5, 4.0, 4.5
	55 & over	3.0, 3.5, 4.0, 9.0 combined
	65 & over	3.0, 3.5, 4.0
USTA NC Singles League	18 & over	2.5, 3.0, 3.5, 4.0, 4.5, 5.0
	40 & over	3.0, 3.5, 4.0, 4.5
	55 & over	3.0, 3.5, 4.0
	18 & over	3.5/3.0/2.5 - 4.0/3.5/3.0. - 4.5/4.0/3.5 - 5.0/4.5/4.0

USTA Southern Tri-Level League	40 & over	3.5/3.0/2.5 (women) - 4.0/3.5/3.0 - 4.5/4.0/3.5 - 5.0/4.5/4.0
	55 & over	4.0/3.5/3.0 - 4.5/4.0/3.5
USTA Southern Combo Doubles	18 & over	2.5 (women), 5.5, 6.5, 7.5, 8.5, 9.5
	40 & over	5.5, 6.5, 7.5, 8.5, 9.5
	55 & over	6.5, 7.5, 8.5
	65 & over	6.5, 7.5, 8.5

F. Southern Combo Doubles League Rating Maximums per Level – In the Combo Doubles League, players in each level cannot exceed the maximum rating allowing for that level as shown below:

Combo Combined Level	Highest Rating a Player may Have
5.0	2.5
5.5	3.0
6.5	3.5
7.5	4.0
8.5	5.0
9.5	5.5

G. Teams Advancing Directly to State Championships

Registration: All teams are required to have their TennisLink rosters finalized with the minimum number of eligible players registered by the deadline provided below. No players can be added to the TennisLink roster once the deadline has passed.

1. Teams losing a player to NTRP promotion may be provided an exception to allow for adding a player to their roster if it is later than the date in the chart below. The player may not be a self-rated player.

LEAGUE	Deadline to Add a Team Advancing Directly to State Championship and Have Roster Finalized
Adult Spring League	April 15
Mixed	July 15
Southern Tri-Level	August 15
NCTA Singles	August 15

Southern Combo	September 15
----------------	--------------

2. Eligibility of Direct Advance Teams

- a. Teams that advance directly to a State Championship 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 Combo Doubles and Tri-Level League teams) are excluded.
- b. A minimum of 51% of players registered on a Direct Advancing team must be residents of the local league area that the team is representing for the team to be considered eligible. For example, a roster of 15 players must have a minimum of 8 players residing within the league boundaries. (The local league boundary is defined by the home address zip code listed on players' TennisLink account.)

H. Player Eligibility

- a. All players must be registered on TennisLink prior to playing their first match. If a non-registered player participates in a match, his/her court will be considered a default.
- b. The Local League Coordinator has the authority to accept or deny participants from outside the local league.

III. LEAGUE PLAY

A. Full Round Robin

1. Each NTRP level within a Local league may play at least one full round robin competition wherein every team plays every other team.
 - a. 2-Team Flights - When an NTRP level consists of only two teams, each team is required to play a minimum of 3 team matches, which is a triple round robin.
 - b. 3-Team Flights - When any NTRP level consists of only three teams, each team is required to play a minimum of 4 team matches, which is a double-full round robin.
 - c. Any NTRP level may be divided into flights, and each team shall play every other team in its flight. The flight-winners may enter a playoff structure to establish a Local League Champion for that NTRP level.
2. Southern authorizes the use of 2.01C(1)a, 2.01C(1)b and/or 2.01C(1)c within its local leagues.
 - 2.01C(1) a. Each Sectional Association may permit additional matches, selected randomly, within a flight.
 - 2.01C(1) b. Each Sectional Association may permit additional cross-flight matches in which each team in one flight plays an equal number of matches in the other flight, selected randomly if not a full round robin.

3. The Lake League flights will play at least one full round robin and the LLC may schedule additional matches against random opponents to give more matches within the flight.
 - a. The team finishing in first place in the standings will advance to either a flight playoff or directly to State Championships. There will be NO playoff between the top two teams in a flight when additional matches have been scheduled.

B. Match Play - All players will play the best of two out of three sets with a match tiebreaker (first to 10) in lieu of the third set.

- a. The Coman Tiebreak Procedure will be used when playing set and match tiebreakers in local play.
- b. The Local League Coordinator will determine the schedules for the season, as well as playoff matches.

IV. CAPTAIN'S RESPONSIBILITIES

1. Each captain is responsible for reviewing and understanding not only the Local League regulations but also the State, Sectional and National regulations. In addition, captains shall direct their players to the website where these regulations are posted online: the Captains/Player Resources page - <https://www.Inta.org/adult-tennis/player-resources/>
2. The captain shall:
 - follow all Match Procedures as well as procedures listed under Inclement Weather.
 - ensure there are enough committed players registered on the team to field full lineups for all scheduled matches.
 - serve as the liaison for the team/teammates to maintain communications with the League Coordinator.
 - confirm dates, times and match locations scheduled on TennisLink.
 - ensure there is an acting captain present at every match.

V. COURT USAGE

1. Tennis courts eligible for USTA Southern-sanctioned competition, including Junior and Adult tournaments and league must contain only lines prescribed by the ITF Rules of Tennis, as set out in the USTA Handbook of Tennis Rules and Regulations (i.e. courts with Pickleball lines may not be used).

2. Staggered match times will be used as court availability necessitates. Captains will be notified by the Local League Coordinator in an email prior to the start of the Local League Season should a match be staggered. Lake Spring Adult League does not stagger matches at this time but be aware if it becomes necessary.

Match Format	First Time Slot	Second Time Slot
--------------	-----------------	------------------

	(Match start time listed in TennisLink)	
2 Singles, 3 Doubles	#1 and #2 Singles and #1 Doubles	#2 Doubles and #3 Doubles
1 Singles, 2 Doubles	#1 Singles and #1 Doubles	#2 Doubles
3 Doubles/3 Singles	#1 and #2 Doubles/Singles	#3 Doubles/Singles

- a. Players for the 2nd time slot must be ready to play one hour after the match start time listed on TennisLink, or when a scheduled court becomes available to use (whichever is later).
- b. The 15-minute default time does not apply to the 2nd time slot. Court will be defaulted if the player is not on site and ready to play one hour after the original match start time. To avoid misunderstandings, if both captains agree to change the order the players take the court, they should verify the order in an email, copy the LLC and keep a copy of the email until the season is completed.
- c. When teams have a staggered match and have the option to use a secondary site nearby, rather than stagger, both captains must mutually agree to the change, and they must contact the LLC 48 hours in advance for approval.

VI. TEAM MATCHES

1. To win a team match, a team must win a majority of the individual courts. If the match ends in a tie (i.e. 1 to 1 or 2 to 2), it will be broken as follows:

1	The team with the fewest sets lost (defaults are included in calculating)
2	The team with the fewest games lost (defaults are included in calculating)
3	The team with the highest game winning percentage (defaults are NOT included in calculating)
4	The winner of the #1 doubles

Reminder: Coaching is not allowed. Spectators may not assist in line calls, score disputes, or any other calls. Applaud appropriately.

2. The only time a player may leave the court is to:
 - a. Take a bona fide restroom visit (a restroom break is permissible at any time but preferably should take place on an odd game change-over or between sets).
 - b. Fix an item of clothing necessary to play (you may not leave the court to get a racquet).
 - c. Get water (please plan & take water with you before the match begins).

Cell Phones should be silenced during league play. A player whose phone rings while a point is in progress will be warned that if it happens again, the opponent can claim the point. It is legal to play a let if the ringing of the phone interferes with the play; however, the owner of the phone may not claim a let.

3. To receive a win by default, the non-defaulting team must have a player present and ready to play.
4. No unattended (by an adult) children should be brought to the tennis courts. No children are ever allowed on the courts during play. Violations may result in a default.

VII. RESCHEDULING

In support of local play opportunity and to avoid team defaults, if both captains agree in advance, they may reschedule a match that conflicts with a holiday, or for any other reason, provided the match is completed and scores are entered in TennisLink **BEFORE OR BY THE ORIGINAL MATCH DATE**.

Captains must only ask for the minimum number of courts to be played early based on how many players can play on the date the match is scheduled on TennisLink.

1. Once a day, time, and location for a makeup/rescheduled match have been agreed upon by the parties involved, that match may not be postponed for any reason other than inclement weather.
 - a. Captains are responsible for canceling the originally scheduled courts and for reserving courts for the rescheduled time. Park captains must submit a Make-Up Request form.

VIII. MATCH PROCEDURES

Match schedules are posted online in Tennislink.

1. **Home Team** - The team designated as "home" will supply new balls. The team designated as "home" will be indicated on each team's schedule.
2. **Balls** for each match shall be of standard size (either regular/clay or extra-duty) USTA Approved balls.
3. **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.
 - a. 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. Players should enter the court ready to begin warm-up and match play.
4. **Lineups** - A team's lineup does not have to be listed in order of strength, except in 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 3.5/3.0/2.5 leagues, the 3.5 rated players play on the #1 court, the 3.0 players play on the #2 court and the 2.5 players on the #3 court.
5. **Default Procedures**

- a. The default time is 15-minutes. Captains are NOT to waive this rule and are responsible for following these procedures:
 - If a player has not arrived at the start of the match (the scheduled match time) the captains should synchronize their watches and time the forfeit.
 - The start of the team match is defined as the scheduled time. (The clock may not begin until a court is available for the team's first match.)
 - The default time should be announced to all players by the captains at the beginning of the team match.
 - If a player does not arrive on the court, ready to play, within the 15-minute default time, the match is a default and should be declared as such by the players or captain if available.
 - The court assigned for this match may be used but should be made available for the next scheduled match (i.e. 6:00pm match = forfeit, court must be made available for the 7:30pm match to follow).

6. Exchanging Lineups

- a. The team captain for each team shall exchange their team line-up simultaneously, at the scheduled match time, or at any time prior to the default time.
- b. Late Player - At the scheduled match time, if a player is not on site, the captains have 3 options to proceed with the scorecard lineup 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 below: Courts to be Defaulted First), scorecards would then be exchanged, and play would begin. OR
 2. Captains can agree to exchange scorecards and begin play with the lineups as-is. Default rules will apply (See National Reg 2.03K). 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.

- c. **Substitution of a Player** - Once scorecards have been exchanged, no substitutions may be made except in accordance with the following USTA rule:

Prior to the start of an individual match, if injury to, illness, disqualification or no-show of a player occurs, the affected team may substitute a player who is immediately ready to play and not listed on the scorecard and may adjust their lineup at the affected position only. The substituted player is entitled to a 5-minute warm up. If no substitution is made within the 15-minute default period, the default will be awarded at that position.

7. **Player Retirement** - After the start of an individual match, if injury to or illness to a player occurs, the opponents will be awarded retirement for that match only.

- 8. Score Confirmation** – At the conclusion of a match, captains/players are strongly advised to confirm scores and full names of the players in the lineup with one another to avoid incorrect score entry.
- a. The winning team captain will report scores online, and the opposing captain is to confirm the scores.
- 9. Score Entry Deadline** - Scores must be posted and verified within 48 hours of the completion of the match, or the LLC has the right to default both teams. TennisLink will automatically confirm posted scores that have not been verified within 48 hours of the match.
- a. Disputes on entered match scores must be made before that team’s next scheduled match.
 - b. Captains who are disputing a match score entry need to submit Scorecard Correction form (found on LNTA.org Captain’s Corner/Player Resource webpage) to LLC and include the following information:
 1. the match number
 2. the correction to be made
 3. the opposing captain name & email
- 10. Team Defaults** - A team must be able to field enough courts to win the match (at least 3 courts for a 5-court match and 2 courts for a 3-court match). If a team fails to do so, the entire match (all courts) will be deemed defaulted.
- a. **Entering Defaults:** The winning team enters the match scores into TennisLink. Select “*Default*” from the drop-down menu. The system will automatically record the appropriate score.
 1. The team receiving the default must provide names when scores are entered.
 - b. **Invalid Match** - When the combination of individual match defaults given by the two teams in the team match results, or would result, in a situation where a majority of the individual courts would not be played, it would create an “invalid” match situation. In this case, the captains must follow these steps:
 - Step 1: Both captains should agree on which 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.
 - Step 2: If both captains cannot agree on which 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:

Match Format	Courts to be Defaulted First	Minimum # of Players per Team to make it a Valid Match
--------------	------------------------------	--

2 Singles, 3 Doubles	If missing 1 player: #2 Singles OR #3 Doubles If missing 2 players: #1 Singles & #2 Singles OR #2 Doubles and #3 Doubles If missing 3 players: #2 Singles & #3 Doubles OR #2 Doubles and #3 Doubles If missing 4 players: #2 Doubles and #3 Doubles	4
1 Singles, 4 Doubles (playoff)	If missing 1 player: #1 Singles OR #4 Doubles If missing 2 players: #4 Doubles If missing 3 players: #1 Singles & #4 Doubles OR #3 & #4 Doubles If missing 4 players: #3 & #4 Doubles	5
1 Singles, 2 Doubles	If missing 1 player: #1 Singles OR #2 Doubles If missing 2 players: #2 Doubles	3
3 Doubles	#3 Doubles (if missing 1 or 2 players)	4
3 Singles	#3 Singles	2

If these procedures are not followed and the resulting scorecard shows an invalid team match, both teams may be charged a full-team default. By joining the Lake Norman USTA League, a team is making a commitment to play every match. If a team shows up without the minimum number of players required for a team match to be valid, 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 2.01C(2) on Scoring of Team Defaults.

- c. **1 Team Default** - At the end of the season, standings will be evaluated to see if the Full Team default influenced the final standings.
 1. If the final standings were affected, all the matches of the defaulting team will be removed from the standings (only the affected round, if more than one round robin), and the final standings will be recalculated.
 - a. If neither team in contention received a Full Team default, the standings will stand. The defaulting team may be subject to a grievance. A defaulting team cannot benefit from their full team default.
- d. **2 Team Defaults** - If a team defaults 2 full team matches, all their matches played (or to be played) may be ruled null and void. Matches played will count for NTRP ratings and advancement purposes but will not be used to determine the final standings. The defaulting team may be subject to a grievance.

11. Determining Final Standings - All matches must be completed by the last day of the Local season or by the date designated by the Local League Coordinator before Local Playoffs for results to count toward advancement.

- a. **Multiple flights** – If multiple flights in an NTRP level exist, 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. Where flights are used, for any level, at least the top team from each flight will play each other to determine the winner to advance to State Championships.
- b. **Ties** - At the end of Local League play, if teams finish with a tie, the following will be used to determine the winner:
 - In ROUND ROBIN PLAY, if the season ends with a tie for first place, the tie shall be broken according to the following tiebreakers, unless otherwise specified in local league regulations:

Tiebreakers for Determining Final Standings in Round Robin Play	
1	Individual matches: Winner of the most individual matches (courts)
2	Head-to-Head: Winner of head-to-head match
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.

- Unequal # of Matches - If, at the end of Local play, it is determined that teams have not played an equal number of team matches due to a team default, the following tie-breaker procedure will determine advancing teams from the affected flight:

Tiebreakers for Determining Final Standings When Unequal # of Matches in Round Robin Play	
1	Team with the least number of TEAM LOSSES
2	Team with the least number of ACTUAL INDIVIDUAL LOSSES divided by the number of POSSIBLE INDIVIDUAL LOSSES
3	Team with the least number of ACTUAL SETS LOST divided by the number of POSSIBLE SETS lost.
4	Team with the number of ACTUAL GAMES LOST divided by the number of POSSIBLE GAMES lost.

- 12. Players Unavailable due to League Championships** - If a team has 4 or more players (for Tri-Level and Singles League it's 3 or more) 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 of these events, then they 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 and prior to any scheduled local playoffs for that flight).
- a. They must notify the opposing captain and the LLC of the conflict no later than one week before the scheduled match and work with both parties to reschedule the match within the above-mentioned timeframe.
 - b. If a team has 4 or more players with a Lake Local playoff match in conflict with Championships, the playoff match may only be rescheduled if the players are competing at the State, Section or National level representing a Lake Norman team.

IX. INCLEMENT WEATHER

1. **Decision to Cancel Match due to 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 court conditions. If you are the Visiting captain and don't hear from the Home team, CALL THEM.
2. **How Early a Match May be Cancelled** - Do not cancel a match earlier than 2 hours before match time. If there is any question, both teams must show up ready to play. COMMUNICATE!
3. **Safety** – Player safety 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.
4. **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.
 - a. 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 or over the phone (not on answering machines or email) and cancelled the match.
 - b. **Match Cancelled & Play DID NOT Begin** - If the start of a team match is cancelled due to inclement weather (first service attempt of the team match not played), any defaults awarded in advance or at the time lineups were exchanged are null and void.
 1. 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 Visiting team captain.
 2. Players must contact each other to schedule their individual matches and confirm make-up match date, time, and location.
 - c. **Play Started but Team Match Not Finished** - In the event inclement weather occurs after the team match has begun (at least 1 point played), 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.

1. Completed individual matches stand as played.
2. Points awarded for defaults given at the time the original written lineup was exchanged are considered completed matches if any court began play.
3. Incomplete matches that were in progress (first service attempt) 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).
4. Substitution of Players - For team matches interrupted due to inclement weather, lineups will stand for any court that had begun play (first service attempt). For any court that had not yet begun play (first service attempt), teams may substitute players as long as the substitutions are not listed on the original scorecard.

X. **MAKE-UP MATCH PROCEDURES** - Defaults may be taken if rules are not followed. The Local League Coordinator (LLC) will not be responsible for managing the process of exchanging lineups. However, if contact names for lineups have not been exchanged within 48 hours, captains should notify the LLC. At this point, the LLC will advise captains they have 24 hours to exchange contact names to avoid default.

1. Confirmed Make-Up Matches - Once a time, day, location, and court surface for the make-up match has been agreed upon by the parties involved, that match may not be postponed, for any reason other than inclement weather.

2. Make-Up Match Deadlines - Incomplete or postponed matches must be made up within 15 days. If there are not 15 days left in the season, the match must be played prior to any Playoff date. Contact the LLC to determine last date to play.

a. If captains cannot agree on a make-up day, the 15th day will be the default mandatory match date. If there is inclement weather on the 15th day, the match will be played on the 16th day, or the next subsequent day as weather and court conditions permit.

1. 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. If captains mutually agree for players to play the match after the mandatory match date, but within the 48-hour 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.

3. Location of Make-up Matches - The default match location and time is the same as the originally scheduled match location and time.

a. If courts cannot be reserved at the original match facility, then the match should be played at the Visiting team's facility. If neither team can reserve courts at their facility before the default-mandatory match date, captains should contact the Local League Coordinator to reserve courts at a neutral facility. Captains must contact the LLC 48 hours prior to the match date, so courts can be reserved.

4. Court Reservations – Private Club captains shall reserve courts for make-up matches at their home facility. Public court captains need to fill out the Make-up Court Request form on the Captain's Corner/Player Resources page of www.Inta.org and submit to Iris to secure courts.

XI. TEAMS ADVANCING to LOCAL CHAMPIONSHIPS (Playoffs) & STATE CHAMPIONSHIPS

1. Players must play in the minimum number of regular-season matches to be eligible to advance to Local Championship (playoffs) and State Championships (players on teams advancing directly to the State Championships, are exempt from the following):

League	Season	Minimum # of Required Matches Played Locally	# of Defaults that may Count as a Match Played Locally
USTA Adult 18 & over, 40 & over, 55 & over	Winter/Spring	2	1
USTA Adult 18 & over 5.5 40 & over 2.5 women and 5.0 and 65 & over	Winter/Spring	1	1
USTA League Mixed Doubles 18 & over, 40 & over	Spring/Summer	2	1
USTA League Mixed Doubles 55 & over	Spring/Summer	1	1
USTA League Mixed Doubles 65 & over	Spring/Summer	1	1
USTA NC Singles League	Spring/Summer	1	1
USTA Southern Tri-Level Leagues	Spring/Summer	1	1
USTA Southern Combo Doubles League	Summer/Fall	1	1

1. **Do Playoff Matches Count to Qualify Players Whose Team Advances?** Local Playoff matches do not count toward qualifying players for minimum required matches played to be eligible for State Championships.
2. **Playoff Match Scheduling** - When scheduling Local League Playoffs, there will be **NO special consideration** for players on multiple teams. Additionally, no consideration will be made for players in other USTA league events where they are NOT representing the Lake League.

XII. GRIEVANCES

1. **NTRP Grievances** - It is noted that the Local League Coordinator does not handle NTRP grievances. NTRP grievances should be forwarded to the NC District League Coordinator at allison@nctennis.com
 - a. Players are alerted that omission of information regarding a player's tennis history may subject the player, the captain, and/or others who condoned inaccurate self-rating to sanctions.

- b. The procedures for filing a grievance are outlined in the 2026 USTA League National Regulations.
- 2. **Committees** - The Lake USTA League Grievance and Appeals Committees are formed as needed through a pool of committee members.
 - a. Grievance and Grievance Appeal Committee: Beth Krogstie, Tim Powell, Tom Waber, Karen Taylor, Anna Bonham, and Becky Kumar

XIII. WAIVER OF CLAIMS - Players participating in the USTA Leagues acknowledge the risks associated with playing competitive tennis, accept those risks voluntarily, and in consideration of their acceptance in the program, assume all risk for bodily injury and illness, waive all claims for illness, injury and property damage, and release and hold harmless the USTA, LNTA, Local League Coordinators/Administrators and the host facility, their officials, employees, and agents with respect to any injury, illness or loss caused by negligence or otherwise to the fullest extent permitted by law.

Important League Contacts:

Iris Ham, Local League Coordinator, can be reached at adults@Inta.org

Shannon Roley, Local League Administrator, can be reached leagueadmin@Inta.org