

# 2024

# USTA League Tennis



## Colorado District League Regulations

**Operating Procedures**  
**(Changes for 2024 are in red font and underlined)**

**v. 2024-1.5**

**[ustacolorado.com](http://ustacolorado.com)**

## REGULATION CHANGES & HIGHLIGHTS - 2024

- **7.01A** If a team defaults an entire team match for any reason during round robin play, that team is ineligible to advance beyond the local league even if the team had finished 1st in overall standings.
- **8.07B App Use / Technology Use for Line Calls.** It is not permitted to use apps or other technology on-court during USTA Colorado sanctioned play to assist with or review line calls or any other match situation. Using a device on-court to record a match (for other purposes) is allowed only if every player on-court agrees either verbally or through writing prior to the start of the match, but the recording may not be reviewed during the match for any reason. If playing at a private facility, the use of recording devices must also be approved by the facility. Sharing any recording on the internet requires the same consent from players and facilities. Tracking steps or other health-related apps are approved, but device(s) must be in airplane mode.
- **9.00A Requests to Reschedule.** Non-Mandatory Reschedule Requests are not approved or supported by USTA Colorado. We ask that all non-mandatory reschedules are declined. If a team cannot field a line on the league match date, that team should default a line or register a new player to play the match on the scheduled date. Should a match be rescheduled for unauthorized reasons, USTA Colorado will not mediate for any conflicts that arise. Both teams shall accept, under this rule, to record the score as a "double default" should the match not be played, regardless of who initiated the reschedule request or any problems that have occurred with getting the match played. USTA Colorado advises captains to politely decline requests to reschedule for any reason that is not covered under 10.00, as accepting a reschedule request based on unauthorized reasons can lead to both teams being double defaulted. Neither team will win by default if the match is not played.
- **USTA Adult 40 & Over National Championship Format.** For the USTA League program organization at the National level for the Adult division, 40 & Over age group, team matches at National Championships will consist of 1 Singles and 4 Doubles matches, beginning with the 2024 National Championships. Sectional Associations have the option, but are not required to adopt this format for the 2024 Championship Year.  
**1.04(D)4 Minimum number of rostered players increases from 7 to 9 players.**

The format through Intermountain Sectionals will remain 1 Singles, 3 Doubles; however, all teams in the 40 & Over league will be required to have a minimum of 9 rostered players.

- A player may not have more than one USTA membership account/USTA Number 1.04E(2) Membership. All individuals who compete in the USTA League must be current USTA members in good standing through the local league season. Any individual who progresses to a championship level in the USTA League must be a current USTA member through each championship progression. Individuals shall only have one USTA membership account/ USTA number. Individuals who obtain more than one USTA membership account/ USTA number may be subject to a grievance and such suspension penalties as outlined under the League Suspension Point System.

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All players participating in any USTA Colorado League Program, as a condition of said participation, agree to abide and be bound by the USTA Constitution and Bylaws; the USTA LEAGUE REGULATIONS; the USTA COLORADO LEAGUE REGULATIONS; the FRIEND AT COURT - The USTA Handbook of Tennis Rules and Regulations including THE CODE and Wheelchair Rules of Tennis (unless modified by the USTA LEAGUE REGULATIONS); and the standards of good conduct, fair play and good sportsmanship.

### **2024 SUBSTANTIVE REGULATION CHANGES OR POINTS OF EMPHASIS ARE IN RED FONT AND UNDERLINED**

USTA Colorado League Dates and Deadlines are available at [ustacolorado.com](http://ustacolorado.com).

## GENERAL

**1.00** Unless stated otherwise, these regulations shall apply to all Adult League programs administered by USTA Colorado, including advancing leagues and non-advancing leagues. USTA Colorado League Regulations may be amended at any time with the approval of the USTA Colorado Adult Programs Committee. Interpretations of these regulations are the responsibility of the USTA Colorado Adult Programs Committee.

## ELIGIBILITY

### **2.00 Number of teams per league.**

**2.00A.** A player may play on only one (1) team within Colorado in all leagues that use Straight NTRP Levels ([See Appendix D](#)). If a player violates this rule before playing matches on one of the teams, the player can be removed from that team without penalty. If a player violates this rule after playing matches on both teams, the player will be disqualified from the team they most recently registered and matches played on that team will be reversed and count as 6-0, 6-0 wins for their opponents. Matches played on the original team will not be affected.

**2.00B.** A player may play on two (2) teams within Colorado, in different NTRP levels, in all leagues that use Combined NTRP Levels ([See Appendix D](#)).

**2.00C.** USTA Colorado does not prohibit players from playing on league teams within another state, even if they have played in the same league within Colorado.

**2.01** Unless stated otherwise within the specific league, each league participant must have a published NTRP rating or he/she must declare a self-rating on TennisLink. **Penalties up to and including suspension may be assessed to players, captains and/or facility coordinators who answer self-rate questions incorrectly, misrepresent the player's skill level or misrepresent the player's identity.** Per USTA Bylaws, "an individual may only have one membership." Creating an alternate or secondary membership is considered a misrepresentation of identity.

**2.02 Minimum Match Requirements – Flight Playoff, District, Sectional, National Championship Eligibility.** ([See Appendix C](#) and [USTA National League Regulations](#)).

**2.03 USTA League National Regulation 3.03B(4).** USTA Colorado has selected that in the event of an eligibility disqualification during the local league season and up to 14 days but prior to any playoff, all matches played by the disqualified player shall be considered defaults and those matches shall be considered wins for the opposing players or doubles teams and scored 6-0, 6-0 for determining standings. The ineligible player will not be allowed to continue or advance. In case of an eligibility disqualification in single elimination, the last individual match played by the disqualified player shall be considered a win for the opposing player or doubles team and scored 6-0, 6-0 for determining standings. If a double disqualification results in a tie, the local tiebreak procedure shall be used to determine the winner of the team match. If no such local tiebreak procedure exists, Reg. 2.03H Procedures in the Event of a Tie shall be used in order to determine a winner of the team match.

## FACILITY REQUIREMENTS

**3.00 Number of Required Courts / Facility Agreement.** By agreeing to host teams in any USTA Colorado Sanctioned League (advancing or non-advancing), the site, club, facility ("facility") agrees to provide the minimum number of required courts at the scheduled match time for each home match. [See 3.02 Blackouts](#) for information regarding court unavailability.

Table 1

League	Min # Courts	Staggering Allowed
Trio	3	No
USTA Adult 18 & Over	3 *	Yes
USTA Adult 40 & Over	2	Yes
USTA Adult 55 & Over	3	No
USTA Adult 65 & Over	3	No
CTA Women's Daytime Doubles	3	No
CTA Women's Summer Daytime	3	No
USTA Mixed 18 & Over	3	No
USTA Mixed 40 & Over	3	No
ITA Mixed	3	No
CTA Twilight	2	Yes **
CTA Women's 2.5 League	2	Yes
CTA Adult 18-39	2	Yes

\* [Staggering on 2 courts is allowed in 2.5 or 5.0 levels \(Adult 18 & Over\)](#)

\*\* Staggering only allowed if lights are available

**3.01 Staggering Matches.** Certain leagues are set up based on a staggered match format ([See Table 1](#)). At least three (3) courts must be provided for use at the scheduled start time of the match for all leagues, except those identified in Table 1 that only require a minimum of two (2) courts. Unless captains agree to a different order, doubles matches shall be played first (highest positions first), followed by any singles matches. All matches should be played at the same time if the home site has enough available courts.

**3.01C** If a team match will be staggered, players in the staggered matches are required to be at the facility by one hour after the team match begins. (i.e., arrive by 7pm if the team match starts at 6pm). A lateness clock can only be started if a court is open and it is one hour past the start time of the team match.

**3.02 Blackouts.** Blackout dates will only be accepted for court maintenance (i.e., resurfacing/construction), a Sanctioned USTA event, or a facility closure (i.e., closed for business). All internal facility activities are expected to be scheduled at times that do not conflict with league matches, as part of the agreement to host league teams ([See 3.00](#)). If an approved blackout cannot be scheduled around by USTA Colorado, the home facility may require teams to reschedule the affected match(es). The 3-week rule or score-entry deadline and reschedule rules apply ([See 11.00](#)).

**3.03 Facility Coordinator.** Each facility must appoint a league facility coordinator who shall serve as the primary contact person with USTA Colorado for all teams participating from that facility. The facility coordinator must ensure that there are sufficient courts available based on the number of teams they have for all home matches.

## **COURT SURFACES / TENNIS BALLS / PAINTED LINES ON COURTS**

**4.00 Alternative Court Surfaces.** Alternative tennis court surfaces (i.e., clay or other USTA approved surfaces) may be used for all or some of the individual matches, except during Flight Playoff matches. A hard-court surface must be used for Flight Playoff matches.

**4.00A** If a home team plans to play any of their individual matches on alternative court surfaces, the home team captain must designate which position(s) will be played on alternative court surfaces prior to the exchange of line-ups. If the home team captain fails to designate the specific matches to be played on alternative surfaces before exchanging line-ups, the visiting team captain has the ability to designate which individual matches will be played on the courts that are an alternative surface. The visiting team may not change which court numbers are assigned for the team match.

**4.01 Tennis Balls.** The home team will furnish new, high altitude, pressurized, optic yellow USTA approved balls. A list of approved balls can be found on USTA.com.

**4.02 Painted Lines on Courts.** Any permanent lines that are painted on tennis courts must be shown in the diagram of a tennis court, located inside the Friend at Court (Rules of Tennis). 60' and 36' lines used for 10 & Under tennis are approved lines. **USTA Colorado sanctioned league matches may not be played on courts with Pickleball lines or any other unapproved lines on the courts.**

**4.02A Match(es) Played on Unapproved Courts.** All facilities are required to provide the minimum number of required courts (See 3.00) without pickleball lines. Teams may not be forced to use unapproved court(s). If an unapproved court is used, all players in the individual match shall be disqualified, only for that match, as it was played on an unapproved court.

## **CAPTAIN RESPONSIBILITIES**

**5.00 Communications.** Captains must keep a current phone number (preferably cell phone) and email address on their USTA membership, allowing other captains access to this information through TennisLink. Read all communications sent by USTA Colorado and inform teammates of pertinent information. Ensure that the players are aware of the time and location for their match each week. To avoid problems, the home team captain **MUST** contact the opposing team captain at least 48 hours before each match to confirm match times, court availability, court surfaces, restrooms and other pertinent information.

**5.01 Team Line-ups.** Exchange line-ups simultaneously prior to the beginning of the match ([See 2.01C\(6\) USTA National League Regulations](#)). The line-up is considered official after both captains exchange line-ups on site. If a match is rescheduled after line-ups have been exchanged, the line-up would stand only for those positions that had already started (first service attempt) their match. All other positions, even those that were in warm-up may be changed including defaulted courts ([USTA National Q & A Interpretations](#)). Prior to the match, it is recommended for captains to login to TennisLink and print the scorecard that contains both teams' rostered players. Each captain should keep a copy of the match scorecard with line-ups and scores in case of a discrepancy. Both captains should sign the scorecards at the completion of the team match.

**5.02 Team / Spectator Sportsmanship.** Captains are responsible for maintaining a high level of sportsmanship among players and spectators on their team. Teammates need to be informed and follow all league rules and regulations, as well as, The Code and Friend at Court.

**5.03 Score Entry.** It is the responsibility of both team captains to ensure that match scores are reported promptly and accurately. ([See 8.05B](#)).

**5.04 Flight Playoff / District Championship Team Confirmation.** For any teams that are in an advancing position, it is the responsibility of the team captain to follow the appropriate procedures for confirming their team's availability to participate in the next level of advancement. ([See 13.02](#))

**5.05 Only Eligible / Rostered Players May Play.** Unrostered "Subs" may not play in any league match. It is the team captain's responsibility to ensure that only eligible and rostered players are put into a line-up during the local league and/or championship play and that each player is playing under their legal identity. A player's name must be listed on the team roster, as shown in TennisLink, prior to participation in any match.

## **TEAM ROSTERS**

**6.00 Minimum Number of Players.** A team roster must meet the minimum number of required players by the minimum player requirement deadline to be included in the league schedule. [See Appendix D](#) for minimum roster requirements for each league. All league deadlines are available on the deadlines calendar on [ustacolorado.com](http://ustacolorado.com). Teams registered after the deadline are subject to acceptance by the USTA Colorado League Director.

**6.01 75% In-level Requirement.** At least 75% of all players on each team roster must be playing "in level" (i.e., on a 3.5 team, 75% of the players must have a valid 3.5 NTRP rating). This rule does not apply to leagues with a combined NTRP format (i.e., 6.0, 6.5, 7.0, etc.), nor does it apply for teams in the women's 2.5 or men's 3.0 levels. Teams must reach this percentage no later than the first scheduled match date within each league and maintain that percentage throughout the entire season. NOTE: This percentage does not apply to the specific set of players in a line-up for a team match. It only applies to the total number of players on the team roster. [See Appendix A](#) for specific numbers of players allowed to play up depending on the total number of players on the team.

**6.01A 75% Waiver.** If a team desires a greater percentage of out-of-level players, a waiver may be requested by the team captain or facility coordinator for the team to be below the 75% "in-level" requirement. All waiver requests must be submitted to the USTA Colorado league department by the first match of the season for each league.

**6.01B Violation of 75% In-Level Requirement.** If a team is in violation of the 75% In-Level Requirement, the team will be allowed 48 hours from time of notification to become compliant. Teams that do not become compliant will be disqualified from the league without a refund and all match scores will be reversed to count as 6-0, 6-0 wins for the opponents.

**6.01C Two-Team Leagues.** If a local league consists of only two teams within a level, at least 40% of all players on each team roster must be playing "in level". There is no waiver to be below 40% in-level.

**6.02 Additions, Moves & Deletions.** Additions to rosters may be made until the last regular season match. Players without the required number of matches will not be eligible for the Flight Playoffs or District Championships ([See Appendix C](#)). Players who have not played

a league match may be moved to another team up until the last regular season match, but must still meet minimum eligibility requirements to be eligible for advancement. Players who submit a player deletion form prior to the deletion deadline will receive a partial refund of their league fee, less the deletion fee and Active.com fee. Deletions requested after the deadline will not receive a refund. Players who have played any matches for the team cannot be deleted, regardless of any deadlines. If an entire team withdraws after the minimum roster deadline, players on that team will not receive a refund, cannot apply the fee to another league and may face additional penalties.

## INDIVIDUAL DEFAULTS / FULL TEAM DEFAULTS

**7.00 Individual Defaults.** Prior to the match, if a captain notifies the opposing captain that he/she will be defaulting any of the individual matches, then the default stands, except if the match needs to be rescheduled based on one of the Mandatory Reschedule requirements ([See 5.01 and 10.00](#)).

### POSITIONS ALLOWED TO BE DEFAULTED

Match Format		Lines Allowed to be Defaulted	Max # Lines that can be Defaulted
# Singles Lines	# Doubles Lines		
0	3	3D	1
1	1	1S -or- 1D	1
1	2	1S -or- 2D	1
1	3	1S -or- 3D	1
2	1	2S -or- 1D	1
2	3	2S -or- 3D 1S (after 2S) 2D (after 3D)	2

**7.01 Full Team Defaults.** For each local league, Flight Playoff and/or District Championship team match, a majority of the individual matches must be played to constitute a valid team match. If 2 out of 3 positions, 2 out of 4 positions, or 3 out of 5 positions are defaulted, it is considered a full team default. The USTA Colorado District League Coordinator or Area Coordinator (in outlying areas) must be notified, before entering a full team default.

**7.01A** If a team defaults an entire team match for any reason during round robin play, that team is ineligible to advance beyond the local league even if the team had finished 1st in overall standings. 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 (except if the defaulting team finished in 1<sup>st</sup> place). Otherwise, all matches of the defaulting team already played shall be reversed and count as 6-0, 6-0 wins for the

opponents when determining standings. The actual scores will still be used for ratings and eligibility.

**7.01A(1) Multiple Round Robins or Incomplete Round Robins.** If a full team default occurs in a complete round robin (i.e., all teams played the defaulting team during that round), only the scores from the complete round robin segment that has the full team default will be reversed. If a full team default occurs in an incomplete round robin, scores will be reversed in the incomplete round robin for all teams that played the defaulting team in that round. Scores will be reversed for all other opponents in the first completed round robin. ([See USTA National League Regulations 2.03I – 2.03L](#)).

**7.01B** If both teams fail to play a majority of the individual matches (i.e., neither team is available to play; or the teams play some lines, but do not play enough lines to constitute a valid team match ([See 7.01](#))), the entire team match will be considered a full team default for both teams in team standings and both teams are ineligible to advance beyond the local league. The chart below determines which positions must be played if both teams are short players and their original line-ups would be in violation of this rule. If captains agree, they may play other positions than what is specified below as long as no more than 2 lines are defaulted in a 5-line format or 1 line defaulted in a 3-line or 4-line format. If the format is 3 lines of doubles, the only position that may be defaulted is the #3 doubles.

#### When Format is 5 Lines

# Players (Team with fewest)	Positions that must be played
4	1S, 2S, 1D
5	1S, 1D, 2D
6	1S, 2S, 1D, 2D

#### When Format is 4 Lines

# Players (Team with fewest)	Positions that must be played
5	1S, 1D, 2D
6	
	1D, 2D, 3D

#### When Format is 3 Lines (One is Singles)

# Players (Team with fewest)	Positions that must be played
3	1S, 1D
4	1D, 2D

## MATCH REGULATIONS

**8.00 Number of positions.** An individual may only participate in either one singles or one doubles match during each team match.

**8.01 Match Format.** Warm-up time for all regular season league matches is not to exceed 10 minutes. Play will be best two of three sets, with a set tiebreak (first to 7 by 2) if play reaches 6 games all. For all league matches in Colorado, a match tiebreak (first to 10 by 2) must be played in lieu of a third set. A 2-minute break is permitted between the end of the second set and the start of the tiebreak in lieu of the third set. It is not an option to play out the third set.

**8.02 Tiebreak Procedure.** The standard tiebreak is to be used for set tiebreaks as well as match tiebreaks. The Coman Tiebreak is no longer used (since 2019) for league matches, including Flight Playoffs and District Championships in Colorado.

**8.03 Coaching.** Coaching is not permitted at any time during a local league match, a flight playoff match or a District Championship match in Colorado. This includes the break between split sets.

**8.04 League Season.** All leagues in Colorado shall consist of a local league season that is up to 7 weeks. Most teams will receive 6 or 7 weeks of matches, depending on the number of teams in each flight. Some flights may finish earlier than the season end date. All local leagues will consist of round robin play. If there are only two teams in a flight, they will be provided with at least three matches against each other. In situations where the number of teams does not provide for at least 6 matches, additional matches may be added to the flight using an incomplete round robin.

**8.05 Scoring, Score entry and standings.**

**8.05A Scoring.** A team match format is used for all leagues. The team winning the majority of the individual positions will be awarded one team win in the standings. The scoring format in TennisLink will be set up as “Match Tiebreak” which will require all third set scores to be entered as 1-0.

**8.05A(1) No-Ad Option.** For CTA Twilight, players are allowed to use no-ad scoring if all players on the court agree.

**8.05B Score entry.** It is the responsibility of both team captains to make sure scores have been reported and confirmed by the 48-hour deadline. This responsibility should be discussed when line-ups are exchanged. If a score is disputed, it is the responsibility of the captain disputing the match to notify the League Coordinator promptly of the reason for the dispute. The initial entry of match scores into TennisLink must take place within 48 hours of the completion of the match. After match scores have been entered in TennisLink, they must be confirmed by the opposing team within 48 hours of the initial entry or the system will confirm them automatically. Scores for make-up matches must be entered in TennisLink within 3 weeks of the original match date or by the score entry deadline, whichever occurs first ([See 11.00 and 11.01](#)). Each league has a specific date on the league calendar that is the last date to make up matches and input scores. This date also constitutes the end of the local league season. To avoid a double default, scores must be entered by 11:59pm. **The deadline will not be extended.** See the league calendar on [ustacolorado.com](http://ustacolorado.com) for specific dates.

**8.05C Determining Winner of a Team Match.** In a team match, the team to win the most individual matches (lines) wins the team match and is awarded one (1) team win in Flight Standings. In the event of a tie in individual matches during a team match, the tie shall be broken by the first of the following procedures that does so:

- A. **Sets.** Loser of the fewest sets
- B. **Games.** Loser of the fewest games
- C. **Game Winning Percentage** (Total games won divided by the total games played)
- D. **Winner of the #1 Doubles position**
- E. **Winner of the #1 Singles position**

**8.05D Local League and Championship Standings.** In a team match, the team to win the most individual matches (lines) wins the team match and is awarded one (1) team win in Flight Standings. In the event of a tie in the number of Team Wins, whether in round robin or single elimination competition, the tie shall be broken by the first of the following procedures that does so:

- A. **Individual Wins.** Winner of the most individual matches in the entire competition.
- B. **Head-to-Head.** Winner of head-to-head matches only if all tied teams have played each other and one team defeated all the teams that are tied.
- C. **Sets Lost.** Loser of the fewest number of sets.
- D. **Games Lost.** Loser of the fewest number of games.
- E. **Games Won Percentage.** Total games won divided by the total games played.
- F. **A method to be determined by the Championships Committee:** Coin toss or other procedure announced prior to commencement of championship competition.

**8.06 Lateness.** A default may be called 15 minutes after the established starting time. If matches are being staggered, the lateness clock does not start until a court is available. A lateness clock for staggered matches starts one (1) hour after the scheduled start time for the team match ([See 3.01C](#)). If a default is taken because of lateness, the match may not be played. If the match is played, the lateness penalty no longer applies and the scores for the match shall count.

**8.07 Abide by The Code of Tennis.** All players are expected to abide by The Code of Tennis. The Code can be found on the regulations page of [ustacolorado.com](http://ustacolorado.com) and inside the Friend at Court.

**8.07A Point Penalty System.** The Point Penalty System is not in effect for regular season / unofficiated league matches. With the exception of District Championships, all league matches are unofficiated. Other players and/or spectators (including team captains) may not officiate the match, even if they are USTA certified officials. The Point Penalty System is in effect for all District Championship matches.

**8.07B App Use / Technology Use for Line Calls.** It is not permitted to use apps or other technology on-court during USTA Colorado sanctioned play to assist with or review line calls or any other match situation. Using a device on-court to record a match (for other purposes) is allowed only if every player on-court agrees either verbally or through writing prior to the start of the match, but the recording may not be reviewed during the match for any reason. If playing at a private facility, the use of recording devices must also be approved by the facility. Sharing any recording on the internet requires the same consent from players and facilities. Tracking steps or other health-related apps are approved, but device(s) must be in airplane mode.

## **NON-MANDATORY RESCHEDULES**

**9.00 Non-Mandatory Reschedules.** All matches, that do not fall under the Mandatory Reschedule section, must be played on their scheduled date.

**9.00A Requests to Reschedule.** Non-Mandatory Reschedule Requests are not approved or supported by USTA Colorado. We ask that all non-mandatory reschedules are declined. If a team cannot field a line on the league match date, that team should default a line or register a new player to play the match on the scheduled date. Should a match be rescheduled for unauthorized reasons, USTA Colorado will not mediate for any conflicts that arise. Both teams shall accept, under this rule, to record the score as a "double default"

should the match not be played, regardless of who initiated the reschedule request or any problems that have occurred with getting the match played. USTA Colorado advises captains to politely decline requests to reschedule for any reason that is not covered under 10.00, as accepting a reschedule request based on unauthorized reasons can lead to both teams being double defaulted. Neither team will win by default if the match is not played.

### **9.00B Requests to Play Prior to Scheduled Date / Time.**

**9.00B(1) Earlier or Later Start Time.** Teams may ask the opposing team to play earlier or later than the scheduled time if it is on the same date. This often occurs when darkness may be an issue and the match is going to be staggered. The opposing team is not required to accept this request.

**9.00B(2) Earlier Date.** Teams may ask the opposing team to play on a date prior to the scheduled match date **ONLY if all of the following conditions exist:**

- The match is the last scheduled match of the league and/or a flight playoff match
- Inclement weather is predicted
- Indoor courts are not available

**9.00C Tournament Conflicts.** League matches do not take precedence over tournament matches, nor do tournament matches take precedence over league matches. If a player signs up for a tournament and creates a conflict with a scheduled league match, the player must choose which match he/she will play.

## **MANDATORY RESCHEDULES**

**10.00 Mandatory Reschedules.** All rescheduled matches that fall under Mandatory Reschedules (Inclement Weather, Darkness, Flight Playoff Conflicts, League Championship Conflicts, National Holidays, and League Department Scheduling Conflicts) must be made up **within three (3) weeks** (i.e., 21 days) of the original match date or by the date specified on the league calendar for each league, whichever comes first. ([See 11.00](#)). **No extension requests will be granted.**

**10.00A Inclement Weather.** Rain is the most common reason that a league match may need to be rescheduled. Unless agreed upon by both captains, all players **should** be present at match time, even if a rainout is obvious. If outdoor courts are not playable and indoor courts are not available ([See 11.01A](#)) within 30 minutes from the scheduled match time, all lines are to be rescheduled. Teams are not required to wait longer than 30 minutes from the scheduled match time to start play, which may include traveling to a different location for indoor courts. There are no provisions for wind. Play should be stopped and players should seek shelter if lightning is less than 6 miles away. [See 11.00](#) for information on rescheduling matches.

**10.00A(1) Natural Disasters.** If natural disasters, such as forest fires, tornados, etc. affect players such that they are unable to complete matches as scheduled, players have until the league score entry deadline to reschedule and complete the matches, even if it requires more than three weeks from the originally scheduled match date. USTA Colorado has the authority to determine if this rule is being misapplied by anyone. Matches that have not been played and input by the league score entry deadline will be input as double defaults. If teams or players do not agree on a reschedule match date that will complete the match prior to the score entry deadline, it is the captains' responsibility to

contact the USTA League Coordinator for their area and request assistance. The League Coordinator will assign a mandatory match date and time for teams to play. The League Coordinator may alter the match location or use the same as originally scheduled. Any team or player(s) unable to complete the match at that time will default that match.

**10.00A(2) Air Quality.** The [airnow.gov](http://airnow.gov) website identifies the various levels of air quality and the associated health risks at each level in the chart below.

Daily AQI Color	Levels of Concern	Values of Index	Description of Air Quality
Green	Good	0 to 50	Air quality is satisfactory, and air pollution poses little or no risk.
Yellow	Moderate	51 to 100	Air quality is acceptable. However, there may be a risk for some people, particularly those who are unusually sensitive to air pollution.
Orange	Unhealthy for Sensitive Groups	101 to 150	Members of sensitive groups may experience health effects. The general public is less likely to be affected.
Red	Unhealthy	151 to 200	Some members of the general public may experience health effects; members of sensitive groups may experience more serious health effects.
Purple	Very Unhealthy	201 to 300	Health alert: The risk of health effects is increased for everyone.
Maroon	Hazardous	301 and higher	Health warning of emergency conditions: everyone is more likely to be affected.

- The following rules (#2 and #3) apply to the [airnow.gov](http://airnow.gov) air quality measurement in the zip code of the match location.
- Local League Matches.** The air quality as displayed by [airnow.gov](http://airnow.gov) index shall determine if a match is required to be rescheduled or not.
  - Green/Yellow:** Ok to play.
  - Orange:** May be rescheduled if players agree, but opposing team is not required to accept request.
  - Red:** Mandatory reschedule if any player requests to reschedule for any outdoor matches.
  - Purple/Maroon:** USTA Colorado recommends a reschedule for any outdoor matches. Mandatory reschedule if any player requests to reschedule, unless indoor courts are available ([See 11.01A](#))
- District Championship Matches.**
  - Green/Yellow:** Ok to play.
  - Orange:** Matches will continue to be played as scheduled, utilizing outdoor courts as necessary. Players are not required to play, but if a team does not have enough eligible players willing to play, the team would have to default any lines for which they are short players.
  - Red/Purple/Maroon:** No matches will be played outdoors. Indoor courts will be utilized only if there are sufficient numbers of available indoor courts to complete all matches in all divisions. Change of match format will likely be necessary, including, but not limited to: 2 out of 3 Short Sets, Single Pro Set, No-ad scoring, abbreviated warmup, modified tiebreak in lieu of 3<sup>rd</sup> set, etc. If the event cannot be completed on the available indoor courts, the event will be cancelled and winners will be determined by a method approved by the Championship Committee ([See 8.05D](#)).

**10.00B Darkness.** If players cannot agree on the suspension of play due to darkness (in the absence of lighted courts), a decision should be made at the end of any even number of games, or any set, by the spin of a racquet. The spin of the racquet determines:

1. Whether two (2) more games (or one, if it ends the set) will be played OR
2. The match is suspended immediately.

**10.00B(1)** If it is decided to play two (2) more games, at the conclusion of those two games or the set (whichever comes first), the match is suspended due to darkness.

**10.00B(2)** A tiebreak is considered a game

**10.00B(3)** Examples:

1. One player is within winning the set by two games (6-1, 5-7, 4-0) and wants to continue. The other player wants to suspend play. A spin of a racquet will decide whether the players play two games, and only two games (to try and finish the set) or whether the match should be suspended. The racquet spin determines two more games to be played. At the conclusion of those two games, or the set, (whichever comes first), the match is suspended due to darkness.

2. If the score is 1-1 and one player wants to suspend play, while the other player wants to continue, a spin of the racquet would determine if they play two more games or the match is suspended. If it is decided to play two more games, at the conclusion of those two games, the match is suspended due to darkness.

**10.00B(4)** Moving matches indoors ([See 11.01A](#)).

**10.00C League Championship Conflicts.** Flight Playoffs, District, Sectional or National Championships take precedence over local league conflicts. If players are rostered on a team involved in a Flight Playoff or League Championship on the same day as a local league match, the opposing team for the local league match is required to reschedule the specific positions that are affected for the local league match. Excluding Sectional Championships and USTA Mixed 40 & Over Districts, ITA Mixed local league matches may not be rescheduled based on league championship conflicts since the majority of the season has conflicting championship events.

**10.00C(1)** This rule is in effect for any possible championship matches that may conflict with the local league match, including final rounds, even if the team involved in the playoff has not yet advanced to that round. ([See 10.00E Flight Playoff or Championship Conflict Procedure](#)).

**10.00D Flight Playoff & League Championship Conflicts.** Flight Playoff matches take precedence over local league matches.

**10.00D(1)** District, Sectional or National Championships take precedence over Flight Playoff conflicts. If players are involved in a League Championship on the same day as a Flight Playoff match, the opposing team for the Flight Playoff match is required to reschedule the specific positions that are affected for the Flight Playoff match. ([See 10.00E Flight Playoff or Championship Conflict Procedure](#)).

**10.00E Flight Playoff or Championship Conflict Procedure.**

**10.00E(1) Notification of Reschedule.** A four-day advanced notice must be given for requests to reschedule regular season matches due to a flight playoff conflict, or to reschedule flight playoffs due to a championship conflict. If captains do not provide a four-day advanced notice of the conflict, the opposing captain is not required to reschedule the match. To determine 4-day notice, subtract 4 from the original match date. For example, if the match was originally scheduled on May 25, you must notify the opposing team by the end of the day on May 21. Wild card teams have 24 hours to notify opposing team of any conflicts.

**10.00E(2) Players Involved in Reschedule.** Only the individual match(es) affected need(s) to be rescheduled. Any available players shall play at the originally scheduled match date and time. Note: A rostered player who does not have the championship conflict is not automatically considered to be “available”. The opposing team may not dictate their opponent’s players’ availability. All makeup / rescheduled matches must include a rostered player on a team that was involved in the conflicting Flight Playoff or District Championship. If the makeup match does not include a player who is rostered on a team in the conflicting Flight Playoff or District Championship, the match is considered a default for the team that requested to reschedule.

**10.00E(3) Rescheduling Makeup Match.** The positions that are being moved may be played early. If an agreement to play the match(es) early is not made between the teams, the affected matches are to be played on the first Sunday following the Flight Playoff date at 6:00pm. If that match cannot be played due to weather and no other reasonable option is available to play the match, the team that caused the reschedule will default the match(es) that had to be rescheduled.

**10.00E(4) Moving Flight Playoff Match Indoors Due to Weather.** (See 11.01A).

**10.00F National Holidays.** Team captains are required to reschedule one or all of their individual matches if their opposing team’s player(s) cannot play a regular league season match scheduled on a National holiday (This rule does not apply for “Federal holidays”). A five-day advanced notice must be given for requests to reschedule regular season matches due to a national holiday conflict. The only holidays for which this rule applies are Memorial Day, Juneteenth, Independence Day and Labor Day. Rule does not apply for matches scheduled on Easter (or other religious holidays), Mother’s Day or Father’s Day. If captains do not provide a five-day advanced notice of the conflict, the opposing captain is not required to reschedule the match.

**10.00G League Department Scheduling Conflicts.** There are occasions when the league coordinators must schedule a match that is a known conflict. Such situations may include, but are not limited to, facility blackout dates, District Championships, etc. These situations are determined by the league coordinators and will be communicated to the facility coordinators / captains when they occur, resulting in a mandatory reschedule situation.

## **RESCHEDULING DEADLINE / RESCHEDULING PROCEDURE**

**11.00 Deadline for Rescheduled Matches.** Matches that fall under the Mandatory Reschedule section must be made up within three (3) weeks (i.e., 21 days) of the originally scheduled match or by the date listed on the calendar for each league to have all scores reported, whichever comes first. The USTA Colorado League Department may record unplayed matches as double defaults if the teams do not complete the matches prior to the deadline. Any Mandatory Reschedule match during the last two weeks of the season must be made up by the score entry deadline listed on the calendar for each league. **NO EXTENSIONS WILL BE PROVIDED.** If some lines have been completed and others have not, captains can input the completed match scores and input double defaults for the outstanding scores to ensure that the matches that have been played count (Minimum match requirements still exist. (See 7.01B). If the other lines are completed prior to the deadline, the scores can then be emailed to the League Coordinator or Area Coordinator. Matches that have started, and are not able to be completed by the score entry deadline, shall be entered as a double default.

**11.01 Standard Procedure for Rescheduling Matches.** Teams / players are required to work together to find an agreeable date to make up the match within the allowed time frame ([See 11.00](#)). Once a reschedule date, time and location have been agreed upon by both captains, that date becomes the official match date. It may not be rescheduled again unless a new event covered under Mandatory Reschedules occurs ([See 9.00A](#)).

**11.01A Moving to Indoor Courts.** If indoor courts are available within 30 minutes of the stoppage of play, the match must be moved indoors. This includes moving to another location, as long as play can begin within 30 minutes of the stoppage of play. The home team has the first right to acquire indoor courts onsite or at an alternate location, but if the home team is unable, the visiting team may acquire indoor courts at an alternate location meeting the same 30-minute requirement. Indoor court fees may be paid by either or both teams, but if an agreement is not reached regarding any applicable fees, the match shall be rescheduled.

**11.01B Third Friday Rule – Mandatory Reschedule Date.** If teams or players do not agree on a reschedule match date within the allowed time frame, the match date shall officially be scheduled for the third Friday following the original match date ([See 11.00](#)). Note: Does not apply for Non-Mandatory Reschedules ([See 9.00A](#)). For example, if the match is originally scheduled for Thursday the 1<sup>st</sup>, the third Friday would be the 16<sup>th</sup>. Unless agreed upon by both captains, the match location and time will be the same as originally scheduled, with the following exceptions: Mixed Doubles leagues which will be set at 6pm, 55 & Over will be set for the standard league match time on Saturday. Any team or player(s) unable to complete the match at that time will default that match.

**11.01B(1)** If courts are unplayable and indoor courts are not available on the mandatory reschedule date and time, then the match will officially be appointed to the following day. This will be repeated each day, if necessary, until the 3-week score entry deadline.

**11.01C Last Two Weeks of the Season.** If the match falls within the last two weeks of the season and an agreement is not reached on a reschedule match date prior to the end of the season, the match date shall officially be scheduled for the day before the score entry deadline. The location will be the same as originally scheduled (unless agreed upon otherwise by both captains or mandated by the District League Coordinator). Any team or player(s) unable to complete the match at that time will default that match. NOTE: this includes matches that are rained out on the last scheduled match date (i.e., the reschedule date would be the next day at the original match time until the score entry deadline).

**11.01D Inclement Weather During Flight Playoffs.** If weather requires the Flight Playoff match to be rescheduled ([See 11.01A](#)), the match must be played on the “Flight Playoff Score Entry Deadline” at 6:00pm, unless an alternate agreement is made between the captains. Regardless, scores must be reported by midnight on the score entry deadline. An extension will not be provided. The location will be the same as originally scheduled (unless agreed upon otherwise by both captains or mandated by the District League Coordinator). Any team or player(s) unable to complete the match at that time will default that match.

## **FLIGHT PLAYOFFS**

**12.00 Applicability.** Only applies to USTA Adult 18 & Over, USTA Adult 40 & Over. First place teams and selected wild card teams from regular season flights will be matched up for a single elimination “Flight Playoff” round. Matches will be scheduled on a Saturday (see league calendar for specific dates). Each Flight Playoff match will be scheduled to be played

at one of the team's home sites. The home team is responsible for securing courts and providing balls. If the home team is unable to host, then the match will be moved to the visiting team's courts. If neither team can host the match, then the match shall be moved to a neutral site. The home team has the first right to acquire courts at an alternate location, but if the home team is unable, the visiting team may acquire courts at an alternate location. These alternate courts must be available within 30 minutes of the original match location. If there are issues with acquiring an alternate site, contact the District League Coordinator. All winning teams from the Flight Playoff round will advance to the District Championships.

**12.01 Eligibility.** Players must have a current valid USTA membership and played in at least two (2) matches during the regular season (a default can count for one match, retirements count) to be eligible to participate in the Flight Playoff. It is the team captain's responsibility to ensure that all players participating in the Flight Playoff are eligible. If an ineligible player is played during Flight Playoff, that match shall count as a default win for the opposing team, even if the discovery is made upon the conclusion of that match (before the next round or within 48 hours of the conclusion of the flight playoff, whichever occurs first). ([See Appendix C - Eligibility Chart](#))

**12.02 Suspended or rained out matches.** [See 11.01D](#) for information about suspended rainouts or rescheduled matches during the Flight Playoff round.

**12.03 Match Format for Flight Playoffs.** Play will be best two of three sets with a match tiebreak (first to 10 by 2) using the standard tiebreak procedure ([See 8.02](#)) played in lieu of the third set. Hard court surfaces will be used. Flight Playoff scores must be reported by the "Flight Playoff Score Entry Deadline" stated on the league calendar. Scores not input by midnight on this date will be recorded as double defaults. If a double default occurs, the advancing team will be determined by a coin toss.

**12.04 Defaults during Flight Playoffs.** If a team submits a line-up with a defaulted line(s), the opposing team will be allowed to receive their line-up back, be notified which line(s) is being defaulted, and make any changes to their line-up. If both teams are defaulting a different line, they are both allowed to make any changes to their line-up; however, their default will stand. Both teams may agree to put the default in the same line, but are not required to do so as long as it constitutes a valid team match. ([See 7.01B](#)).

**12.05 Wild card selection.** It will be the sole discretion of the Championship Committee to decide if wild card teams are invited to participate; including if a first place or wild card team is unable to participate. If a team withdraws, the next place team in that flight does not automatically get to go. The Championship Committee will determine the wild card team to fill the vacancy if needed.

**12.06 Flight Playoff Conflicts with Other Leagues.** ([See 10.00C and 10.00E](#)).

## **DISTRICT CHAMPIONSHIPS**

**13.00 Advancement to District Championships.** For all advancing leagues, regular season first place teams and any wild card teams will advance to the next round of competition. For USTA Adult 18 & Over and USTA Adult 40 & Over, the next round may be a single elimination Flight Playoff to determine which teams will advance to Districts. For all other advancing leagues, the next round is usually Districts. In some rare situations, teams may advance directly to Sectionals and/or Nationals if there are no other teams in the District or Section to compete against after the local league.

**13.01 Eligibility.** Players must meet all USTA eligibility requirements to be eligible for any Flight Playoff, District, Sectional and National Championship. ([See USTA National](#)

[League Regulations 2.03A Eligibility](#)). Players must have [a current valid USTA membership](#) [and](#) played in at least two (2) matches during the regular season (a default can count for one match, retirements count) to be eligible to participate in District Championships. It is the team captain's responsibility to ensure that all players participating are eligible. If an ineligible player is played during Districts, that match shall count as a default win for the opposing team, even if the discovery is made upon the conclusion of that match ([before the next round or within 48 hours of the conclusion of the championship, whichever occurs first](#)). ([See Appendix C - Eligibility Chart](#))

### **13.01A [ITA Regulation] Matches Required to Advance to Sectional Championships for Adult and Mixed Divisions.**

**13.01A(1)** Any player other than a Self-Rated (S) and Valid Computer Rated Appealed Down (A) player is eligible to advance to an Intermountain Section Championship competition if that player has played on the advancing team in at least two (2) matches from local play through District Championships. A maximum of one (1) default received by the player during local league competition shall count for advancing. A retired match shall count for all players involved.

**13.01A(2)** Any Self-Rated (S) and/or Valid Computer Rated Appealed Down (A) player is eligible to advance to an Intermountain Section Championship competition if that player has played on the advancing team in at least three (3) matches from local play through District Championships. A maximum of one (1) default received by the player during local league competition shall count for advancing. A retired match shall count for all players involved.

**13.02 Flight Playoff / District Championship Team Confirmation.** It is required for all first-place teams, to submit an online team confirmation form to confirm with USTA Colorado if they will be available to participate in Flight Playoffs and District Championships, should their team finish in an advancing position (i.e., 1st place or wild card). The team confirmation form is located on [ustacolorado.com](http://ustacolorado.com).

**13.03 Inclement weather during District Championships.** The championship format, number of matches and scoring format may change due to inclement weather. Extreme weather conditions could cause delays, relocating/rescheduling matches to a later date or time, and possible cancellation of the tournament. These decisions will be at the discretion of the Championship Committee.

**13.04 Match Format during District Championships.** Scoring in the District Championships shall be the best two of three sets with a match tiebreak (first to 10 by 2) played in lieu of the third set. The Coman Tiebreak is no longer used for league matches in Colorado ([See 8.02](#)). Only hard-court surfaces will be used.

**13.05 Wild Card Selection.** Wild card teams may be invited to participate should the Championship Committee determine that it would improve the numbers for the event. It will be the sole discretion of the Championship Committee to decide if wild card teams are invited to participate, including if an advancing team is unable to participate. NOTE: If a team withdraws, the next place team in that flight does not automatically get to go. The Championship Committee will determine the wild card team to fill the vacancy if needed. Wild card teams will be randomly drawn.

**13.06 Defaults during District Championships.** Teams need to have a full complement of players available throughout the District Championships to avoid defaults. If a team submits a line-up with a defaulted line(s), the opposing team will be allowed to receive their line-up back, be notified which line(s) is being defaulted, and make any changes to their

line-up. If a team has a full team default (as defined by each league) in the District Championships (for any reason), all players rostered on that team are subject to grievances being filed against them and suspension points being assessed to them per the USTA League Suspension Point System which could result in players being suspended from participating in USTA League programs. ([See 2.03L USTA National Regulations](#))

**13.07 Championship Standings.** [See 8.05D](#)

**13.08 Multiple Teams.** If a player advances to Districts on two teams (allowed in combo leagues only), scheduling accommodations will not be made. If there is a match conflict, the player must decide which team he/she would like to represent during the conflicting matches. Standard rest periods do not apply for players playing on two teams.

**13.08A [ITA Regulation] Play at Two NTRP Levels at Sectional Championships.**

**13.08A(1) Same NTRP level.** At any Sectional Championship, if a player qualifies for two or more teams at the same NTRP level for an event, the individual must declare which team he or she will represent. In the absence of a declaration, the first match played will determine which team he or she will represent.

**13.08A(2) Different NTRP levels.** A player who qualifies to advance to any Sectional Championship for two or more teams at different NTRP levels must declare which team he or she will represent at the Sectional Championship. In the absence of a declaration, the first match played will determine which team he or she will represent. If a player plays on both teams, the player's matches played for the second team will be deemed ineligible.

**13.08A(3) Scoring if Ineligible Player is Played (Districts or Sectionals).** The scoring will be handled in the following way per the official 2023 USTA National Q and A. The ineligible player will be marked "DQ and Ineligible" by the Section League Coordinator. In TennisLink, the Section League Coordinator will select (1) the DQ box, which will reverse the match results, and (2) the Ineligible box, which will remove the match played for the ineligible player and their partner but will leave it as a match played for their opponents. Players rostered on more than one team advancing to National Championships will be subject to national regulations.

**13.09 Sectional Championship Team Confirmation.** Winning teams at the District Championships in leagues that advance beyond District Championships will have 48 hours to confirm that they will be competing in the Sectional Championship.

## **FORMAL COMPLAINTS AND GRIEVANCES**

**14.00 Formal Complaint.** A formal complaint may be filed with USTA Colorado for Code of Conduct violations in situations that do not rise to the level of a grievance. Formal complaints do not require a response from the party complained against, nor do they require a committee decision. These complaints will be kept on file at USTA Colorado. Formal complaints may not seek punitive action against involved parties.

**14.01 Grievances.** [See USTA National League Regulations Grievance Procedures Section 3.00](#) for all grievance procedures, deadlines and other information. Grievances may seek punitive action in accordance with the USTA National Suspension Points System, but require a committee decision after receiving information from both parties. There is a \$75 filing fee for all grievances. If the grievance is upheld by the Committee's decision, the person filing the grievance is refunded the \$75 filing fee. The Suspension Point System applies equally for all advancing and non-advancing leagues.

**14.02 NTRP Grievances.** A \$50 fee (payable to Intermountain Tennis Association) must accompany an NTRP grievance. If the person filing the grievance wins the grievance, the \$50 fee will be refunded.

***“Courtesy is expected. Tennis is a game that requires cooperation and courtesy.”***  
**(The Code of Tennis, Principle #1)**

## Appendix A

### 75% IN-LEVEL REQUIREMENT [See 6.01](#)

Number Players on Roster	Number Required to be in Level	Number Can be Playing Up	Number Players on Roster	Number Required to be in Level	Number Can be Playing Up
5	4	1	13	10	3
6	5	1	14	11	3
7	6	1	15	12	3
8	6	2	16	12	4
9	7	2	17	13	4
10	8	2	18	14	4
11	9	2	19	15	4
12	9	3	20	15	5

This rule does not apply to leagues with a combined NTRP format (i.e., 6.0, 6.5, 7.0, etc.).

## Appendix B – Minimum Levels for Combined Leagues

### MINIMUM LEVELS FOR COMBINED LEAGUES

- 6.0 minimum level=2.5
- 6.5 minimum level=2.5
- 7.0 minimum level=3.0
- 7.5 minimum level=3.0
- 8.0 minimum level=3.5
- 8.5 minimum level=3.5
- 9.0 minimum level=4.0
- 9.5 minimum level=4.0
- 10.0 minimum level=4.5

\* Combined Leagues also require partners to have a rating spread not greater than 1.0.

## Appendix C – Eligibility Requirements to Advance

### MATCHES REQUIRED TO ADVANCE TO DISTRICTS, SECTIONALS, NATIONALS

<b>USTA COLORADO DISTRICT CHAMPIONSHIPS &amp; FLIGHT PLAYOFFS</b>		<b>INTERMOUNTAIN SECTIONAL CHAMPIONSHIPS</b>		<b>NATIONAL CHAMPIONSHIPS</b>	
All players		All players <u>other than</u> self-rated & computer- rated appealed players		All players <u>other than</u> self-rated & computer- rated appealed players	
# Matches Required	# Defaults That Count	# Matches Required	# Defaults That Count	# Matches Required	# Defaults That Count
2 matches on the same team	1 default received shall count	2 matches on the same team	1 default received shall count	3 matches	1 default received shall count
		Self-rated and computer- rated appealed players		Self-rated and computer- rated appealed players	
		# Matches Required	# Defaults That Count	# Matches Required	# Defaults That Count
		3 matches	1 default received shall count	4 matches	No default received shall count
<b>RETIRED matches shall count for all players.</b>					

## Appendix D – General League Information

\* **2.00A.** A player may play on only one (1) team within Colorado in all leagues that use **Straight NTRP Levels**. (see below)

**2.00B.** A player may play on two (2) teams within Colorado, in different NTRP levels, in all leagues that use **Combined NTRP Levels**. (see below)

USTA National Championship Advancement (Districts / Sectionals / Nationals)				
League Name	Min Age	Min Roster	Levels*	Format**
USTA Mixed 18 & Over	18	6	Combined NTRP 6.0, 7.0, 8.0, 9.0, 10.0	3 Doubles
USTA Mixed 40 & Over	40	6	Combined NTRP 6.0, 7.0, 8.0, 9.0	3 Doubles
USTA Adult 18 & Over	18	5	Straight NTRP 2.5 & 5.0	1 Singles, 2 Doubles
USTA Adult 18 & Over	18	8	Straight NTRP 3.0, 3.5, 4.0, 4.5	2 Singles, 3 Doubles
USTA Adult 40 & Over	40	7	Straight NTRP 3.0, 3.5, 4.0, 4.5	1 Singles, 3 Doubles ***
USTA Adult 55 & Over	55	6	Combined NTRP 6.0, 7.0, 8.0, 9.0	3 Doubles

Invitational Advancement (Districts / Sectional Invitational / National Invitational)				
League Name	Min Age	Min Roster	Levels*	Format**
USTA Adult 65 & Over	65	6	Combined NTRP 6.0, 7.0, 8.0, 9.0	3 Doubles
USTA Tri-Level	18	6	Straight NTRP 3.5, 4.0, 4.5 (each team)	3 Doubles

Intermountain Sectional Advancement (Districts / Sectionals)				
League Name	Min Age	Min Roster	Levels*	Format**
ITA Mixed *	18	6	Combined NTRP 5.5, 6.5, 7.5, 8.5, 9.5	3 Doubles

No Advancement (Local League Only)				
League Name	Min Age	Min Roster	Levels*	Format**
CTA Trio	18	6	Straight NTRP 2.5, 3.0, 3.5, 4.0, 4.5, 5.0	1 Singles, 2 Doubles
CTA Women's Daytime Doubles	18	6	Straight NTRP 2.5, 3.0, 3.5, 4.0, 4.5, 5.0	3 Doubles
CTA Women's Summer Daytime	18	5	Straight NTRP 2.5, 3.0, 3.5, 4.0, 4.5, 5.0	1 Singles, 2 Doubles
CTA Women's 2.5	18	5	Straight NTRP 2.5	1 Singles, 2 Doubles
CTA Adult 18-39 ****	Min=18 Max=39	4	Straight NTRP 2.5, 3.0, 3.5, 4.0, 4.5, 5.0	2 Singles, 1 Doubles
CTA Twilight	18	5	Straight NTRP 2.5, 3.0, 3.5, 4.0, 4.5, 5.0	1 Singles, 2 Doubles

\* **2.00A.** A player may play on only one (1) team within Colorado in all leagues that use **Straight NTRP Levels**. (see below)

**2.00B.** A player may play on two (2) teams within Colorado, in different NTRP levels, in all leagues that use **Combined NTRP Levels**. (see below)

\*\* Some areas may utilize a different format for the local league.

\*\*\* The format for USTA Adult 40 & Over National Championships will be 1 Singles, 4 Doubles starting in 2024. The format for Districts and Intermountain Sectionals will remain 1 Singles, 3 Doubles.

\*\*\*\* Age at time of registration.

## USTA COLORADO LEAGUE DEPARTMENT

<b>Jason Rogers</b> (League Programs Director) 303-695-4116 x202 <a href="mailto:jason.rogers@coloradotennis.com">jason.rogers@coloradotennis.com</a>	<b>Taylor McKinley</b> (League Operations Director) 303-695-4116 x210 <a href="mailto:taylor@coloradotennis.com">taylor@coloradotennis.com</a>
<b>Mary Brennan</b> (District League Coordinator) 303-695-4116 x208 <a href="mailto:mary@coloradotennis.com">mary@coloradotennis.com</a>  <u><b>Mary is League Director for these leagues:</b></u> USTA Mixed 18 & Over CTA Twilight JTT (Junior Team Tennis) JTT Fall League	<b>Jarret Sutphin</b> (District League Coordinator) 303-695-4116 x207 <a href="mailto:jarret@coloradotennis.com">jarret@coloradotennis.com</a>  <u><b>Jarret is League Director for these leagues:</b></u> Trio USTA Adult 55 & Over CTA Women's Daytime Doubles USTA Adult 40 & Over CTA Adult 18-39 CTA Women's 2.5 ITA Mixed
<b>Nikki Hola</b> (District League Coordinator) 303-695-4116 x304 <a href="mailto:nikki@coloradotennis.com">nikki@coloradotennis.com</a>  <u><b>Nikki is League Director for these leagues:</b></u> USTA Adult 18 & Over USTA Mixed 40 & Over USTA Adult 65 & Over CTA Women's Summer Daytime USTA Colorado Flex League	

## USTA COLORADO OUTLYING AREA COORDINATORS

<u><b>MOUNTAINS</b></u> <b>Shelley Lundh Freeman</b> 970-927-7668 email: <a href="mailto:sladvent@rof.net">sladvent@rof.net</a>	All Adult Leagues
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<u><b>SOUTHERN COLORADO</b></u> <b>Jean Orton</b> 719-592-1581 email: <a href="mailto:jean.orton@yahoo.com">jean.orton@yahoo.com</a>	Trio, USTA Adult 18 & Over, CTA Twilight
<b>Susan Swarmer</b> 719-282-3540 email: <a href="mailto:sswarmer@msn.com">sswarmer@msn.com</a>	USTA Mixed 18 & Over, USTA Mixed 40 & Over, ITA Mixed, USTA Adult 40 & Over, USTA Adult 55 & Over, USTA Adult 18-39, USTA Adult 65 & Over, CTA Women's 2.5, CTA Women's Daytime Doubles, CTA Women's Summer Daytime, World Team Tennis
<u><b>WESTERN SLOPE</b></u> <b>Carla Kohls</b> 970-270-8754 email: <a href="mailto:ctawesternslope@gmail.com">ctawesternslope@gmail.com</a>	All Adult Leagues

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