2027 USTA GEPTA/Southern NM LEAGUE REGULATIONS

These League Regulations apply to all USTA League Types in the GEPTA and Southern New Mexico Regions

Updated: 07/12/2026
(New GEPTA/SNM regulations are highlighted in yellow)

For more information concerning leagues, go to the GEPTA Website at ustaelpaso.com

CAPTAIN'S RESPONSIBILITIES

1) The captain is responsible to attend the captains' meeting or send a team representative.
2) **The captain is responsible for knowing and following all current USTA League Regulations, national, sectional, and local rules and guidelines. Once a team signs up, they are agreeing to abide by all the rules and regulations as well as procedures and instructions discussed at the captain's meeting. If a captain has assigned an acting captain for a match, they should also be knowledgeable on all rules and regulations.**
3) It is the captain's responsibility to contact the league coordinator with any changes in their phone number and/or email address. Failure to do this could result in a team not receiving important information concerning league play. Captains are responsible for up-dating their emails in Account Management in TennisLink, or by calling USTA Customer Care at 1-800-990-8782, which is available 24/7.
4) It is the home team captain's responsibility to contact the host facility 48 hours in advance of the match to confirm court availability.
5) It is the captain's responsibility to secure a team number and instruct players to register in "Tennis Link". Instructions on how to obtain a team number is on the GEPTA website under Captains Guide.

LEAGUE FACILITIES

1) All league facilities or playing sites are required to have bathrooms available, and there must be enough courts for the entire match to be played on the scheduled match date.
2) League facilities are not required to provide courts for warm-up prior to the scheduled match time. However, all players will be given the time needed for a proper warm-up.
3) If there are no dates available for match schedules at a facility, matches may revert to the facility that has available courts at the league coordinator's discretion, resulting in uneven home and away matches.

OFFICIAL GEPTA SURFACE

1) All matches will be played on a hardcourt surface. The only exception to this, is if both teams/players agree to play on an alternative surface.

MATCH FORMAT

1) All matches will consist of the best of 3 sets, with a (10 point) MATCH TIE-BREAK played in lieu of a third set.
2) A (7 point) SET TIE-BREAK will determine a set at 6-games-all.
3) The COMAN TIE-BREAK PROCEDURE will be used in all tie-breaks.
4) Match formats for all leagues will be decided by the League Coordinator.

RESCHEDULE OF MATCHES

1) Mandatory Rescheduled Matches:
   a) Requests to reschedule MUST be accommodated by the opposing team for the following reason only: Conflict with a Sectional or National League Championship where 20% of in level players on the requesting team are registered to play. This applies to the 18's and 40's over leagues, the 18's and 40's over mixed leagues, but not to any combo leagues.
   b) Five days advance notice is required, or the match will be played as scheduled.
   c) All "Mandatory Rescheduled" matches must be played within 21 days of the originally scheduled match. If not played by the 21st day the League Coordinator will reschedule the match. At this point the 2 captains have forfeited their right to reschedule on their own. He will then work with the tennis facilities to schedule the match. The new rescheduled date is binding unless a change is approved by the GEPTA /SNM League Coordinator. If not played on the rescheduled date the match can be recorded as a double team default.
2) Other Rescheduled Matches:
   a) Matches on the original schedule that do not meet the "mandatory reschedule requirements" may be rescheduled IF BOTH CAPTAINS AGREE upon a date/time which occurs within 21 days after the originally scheduled match. If not played by the 21st day the League Coordinator will reschedule the match. At this point the 2 captains have forfeited their right to reschedule on their own. He will then work with the tennis facilities to schedule the match. The new rescheduled date is binding unless a change is approved by the GEPTA /SNM League Coordinator. If not played on the rescheduled date the match can be recorded as a double team default.
   b) If a team agrees to reschedule a match, all lines will be scheduled for the same date. The only exceptions will be if the rescheduled match was due to weather or a problem with courts. Any exceptions will have to be approved by the League Coordinator.
   c) Rescheduling due to inclement weather (conditions where it is physically unsafe or unreasonable to play or continue playing) should be determined at least 2 hours prior to the scheduled match. If the captains cannot come to agreement upon rescheduling the match due to weather, the GEPTA/SNM League Coordinator will make the decision at least 2 hours prior to the match. You have the right to reschedule the match if the wind is blowing at a sustained rate of 20 miles per hour or more. Wind gust of 20 miles per hour or more do not qualify to reschedule a match. Contact the home team Captain for wind conditions at the match facility.
   d) When rescheduling due to rain, if a point has been played on any court, the lineup for the rescheduled match must remain the same. If a point **has not** been played on any court, lineups may be resubmitted even if lineups had been previously exchanged. Teams must wait one hour during the rain delay to see if courts become playable, unless both Captains agree to reschedule.

OFFICIAL MATCH TIMES AND DEFAULTS

1) It is recommended that both teams arrive at the match site at least 30 minutes prior to scheduled match time.
2) When the visiting team arrives at the match site, the captains will agree on the official time. Cell phone time is suggested as the official time of day.
3) Team captains or their representative shall exchange their team line-ups simultaneously prior to the beginning of each team match. USTA Reg. 2.01C(5). Line-ups will be exchanged no less than 10 minutes prior to the match, to ensure the match starts at the designated time on the published schedule. Both captains should have their line-ups written

down prior to the exchange, with first and last name of the players.

5) No substitutions may be made in a match after the line-ups have been exchanged, unless there is an illness or injury of a player prior to the start of the match. USTA Reg. 2.01C(5)

4) The USTA Point Penalty System no longer be used for lateness except for the 15 minute default (once you hit the 15 minute timeframe that match will be defaulted)

   a. Exception: Away teams with matches at Ft. Bliss are required to arrive at the Facility GATE no less than 30 minutes prior to match time and may not be defaulted if held at the gate to obtain a PASS with proof of arrival time (i.e., Guard gate sign-in sheet with name/date/time.)

The order of individual defaults in local leagues is the same as the USTA National League Regulation 2.03K: Team Defaults. A team must have a minimum number of eligible players available for play in each team match in accordance with the following table or the entire match must be defaulted. The maximum number of positions that may be defaulted without defaulting the entire match is noted. When defaults are necessary, the defaults shall be determined by the defaulting captain in accordance with the table below:

<table>
<tr><th colspan="5">ALLOWABLE DEFAULTS</th></tr>
<tr><th>DIVISION</th><th>AGE GROUP</th><th>MINIMUM NUMBER OF ELIGIBLE PLAYERS REQUIRED TO BE AVAILABLE PER MATCH</th><th>MAXIMUM NUMBER OF POSITIONS THAT CAN BE DEFAULTED</th><th>REQUIRED POSITION(S) AND ORDER OF MATCHDEFAULTS</th></tr>
<tr><td rowspan="3">Adult</td><td>18 & over 2.5 women & 5.0+</td><td>3</td><td>1</td><td>No. 1 Singles
Or
No. 2 Doubles</td></tr>
<tr><td>18 & over 3.0, 3.5, 4.0, 4.5</td><td rowspan="2">4

5</td><td>2

1</td><td><u>Singles:</u>
No. 2 Singles before No. 1 Singles

<u>No. 1 Singles</u>
<u>Or</u>
<u>No. 3 Dbls, and</u>
<u>No. 2 Dbls before No. 1 Dbls.</u></td></tr>
<tr><td>40 & over 3.0, 3.5, 4.0, 4.5</td></tr>
<tr><td>Adult</td><td>55 & over</td><td rowspan="2">4 players who are eligible to combine and compete</td><td rowspan="2">1</td><td rowspan="2">No. 3 Doubles</td></tr>
<tr><td>Mixed</td><td>18 & over
40 & over</td></tr>
</table>

If there is a tie in a 40+ match, and all categories are tied, the tie breaker is the winner of the #1 doubles match.

It is suggested that the line-ups be filled out placing any potential late players in the default positions, so that the other matches will not be penalized for delays described in rule 5 above.

5) National Regulation 2.01C(2) Team Match. Each team match in a local league shall consist of such number of individual matches of singles, doubles, or any combination thereof as determined by the local league. Each team must have the minimum number of players available to play the majority of individual matches. If one team does not have the minimum number of players, the opposing team will be credited with winning each individual match. If neither team has the minimum number of players, the match shall be scored as a double team default, and neither team receives credit for a win. In the case of a team default or double team default any individual matches actually played will only count for NTRP ratings and eligibility for advancement and cannot count for determining standings.

   If both teams have the minimum number of players available, but the combination of individual defaults given by the two teams would result in the majority of matches not being played, the teams must follow the procedure established by the Sectional Association, as required below, to ensure that a majority of individual matches are played. Each Sectional Association shall establish procedures to determine the 1) flight standings in the event of a team default or double team default and 2) actions to take when the combination of individual defaults given by the two teams in the team match results, or would result, in a situation where the majority of the individual matches are not played. If no such procedures have been established, the match will result in a double team default.

6) GEPTA/SNM has adopted the following procedures concerning the majority of matches not being played. if a team is not able to field all courts for their local league matches and they are there to play, they must adjust their lineups to be able to play the majority of matches. Teams cannot refuse to play singles if that would make a valid match.

7) No coaching is allowed at any time during a league match, including between sets, or between the second set and a match tie-break. USTA Reg. 2.01D

8) GEPTA/SNM Adopts the following option concerning a total team default: If a team defaults on an entire team match (all lines) for any reason during local league season, it is considered a total team default. 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. If all teams in contention have not played the defaulting team, only the matches in the round robin where the default occurred will be taken out for the purpose of advancement. All matches played will be used for the purpose of calculating NTRP ratings. Any team that has a total team default cannot advance to any level of playoff local or sectional.

SCORE ENTRY

1) All match results should be entered in Tennis Link and confirmed within 48 hours after the match is played. Either captain may enter the scores on their phone after confirming the correct scores with both teams. If the match is not confirmed, the initial entry will be considered valid, and no appeals will be granted. Only captains can request changes. Once scores are confirmed and 1 week has passed, no changes will be made.

2) It is the captain's responsibility to report any teams not entering their scores or entering incorrect players or scores to the league coordinator. A captain who notices that scores or players from a match were entered incorrectly, must contact the League Coordinator and copy the other captain involved. Only the team captains can request a change to the match scores. The League Coordinator will need the match number, and any other pertinent information to make the necessary changes.

3) Both designated captains for the match should agree on scores at the conclusion of the match before leaving the facility. If there is a discrepancy, the players involved in the match in question should agree on the correct score. It is suggested that the visiting team captain sign the home team captain's scorecard to show agreement on scores.

TEAM REGISTRATION/PLAYER PROFILE/ELIGIBILITY FOR LEAGUE PLAY

1) All players must register in Tennis Link.
2) Refunds will be issued on a case-by-case basis. Contact GEPTA League Coordinator.
3) The maximum number of players on a team will be 12 for 5.0 divisions. All other divisions in the 18+ league will be a maximum of 18. The maximum number of players in the 40+ and all mixed leagues will be 18. The maximum number of players in the 55's and 65's leagues will be determined by League Coordinator. The maximum number of players in tri-level will be 12. The maximum number of players for 2.5 leagues is 14. The league Coordinator has the discretion to add players at the 2.5 level.
4) Teams may add COMPUTER RATED players to their roster any time prior to the last 3 matches of the season, provided that the new player has moved to the GEPTA/Southern New Mexico area from a minimum of 100 miles away after the start of the season and can provide documentation. In addition, the player cannot have played GEPTA/SNM league tennis in the last 12 months.
5) All players registering for an 18 and over league must be 18 at the time they register no exceptions. If a player turns 18 after the registration end-date they will not be able to register for that season.
6) The 18 and 40 mixed leagues are a straight level league (no combos.) The adult 55 and over leagues are also now a straight level league (no combos). Leagues will be registered as 2.5, 3.0, 3.5, 4.0, etc. For example, an 8.0 league is now a 4.0 league with a maximum rating of 4.0 and the minimum rating of 3.5.
7) No self-rated players will be allowed to register after the start of the season, except for players who filed a self-rate appeal prior to the first match of the season and are waiting on a decision.
8) A player without a valid NTRP rating level in Tennis Link, a returning player with an expired NTRP rating level and a Tournament Exclusive (T) rated player or a Mixed Exclusive (M) rated player who does not have a valid computer © rating from a previous year and chooses to participate in the Adult Division must self-rate to enter the USTA League Program and are subject to Dynamic Disqualification until he/she generates a Computer Rating.
9) Anyone who falsifies information on a self-rate player profile or anyone who knowingly condones falsification of information may be subject to an NTRP Grievance. State grievance penalties will be issued following the National Suspension & Penalty Point System.
10) 1.04F(1)e Self-ratings are valid for two years from the date issued or until replaced by a dynamic or computer rating. If there is a change in a self-rated player's playing experience the player may appeal their rating up at that time or they may be promoted by the Sectional coordinator.
11) Fifty % of players on any team must be in level. The exception to this rule is the 3.0 adult men's division. They may have a larger number of 2.5 men on their teams since the 2.5 division does not have enough players to form a league. This rule affects the 18 and 40 men's and women's division, and the 18 and 40's mixed division and the 55 and over division.
12) Prior to the league season If a player wants to transfer teams, both captains must notify the GEPTA League Coordinator that they approve the transfer. The GEPTA League Coordinator will make the final determination with regards to the request.

PLAYER CONDUCT

1) In all league matches played without officials, the USTA Official publication, THE CODE, shall be observed. Courtesy is expected.
2) Use of a USTA Official or Court Monitor: A request for a USTA Official or Court Monitor to assist players in the management of their match should only be utilized in extreme cases when players are unable to manage their match themselves and/or conduct themselves in a sportsmanlike manner. Requesting a Court Monitor during a match in progress: Players may

request a court monitor at any time during a match in progress to assist with line calls and score keeping. Each team captain should appoint a person with tennis knowledge to stand side by side at a net post (on the same side) and offer assistance ONLY when asked.

3) No spectators or players are allowed to remain on empty or vacant adjacent courts while matches are being played.

LOCAL LEAGUE SCHEDULING:

1) The number of matches to be played in each division will depend on the number of teams in each division and court availability. All teams will be guaranteed 8 matches. Round-robins will be played in local leagues whether it be a single, double, triple etc. This will only be done if there is enough court availability to be able to get the matches played in a certain time frame. After the single round-robin, partial round-robins may be played. If we have a split division, they will be guaranteed a minimum of 8 matches. The flight playoffs will be played within 1 week of the end of the local league season if courts are available. The number of teams in playoffs will be determined by the Local League Coordinator. Winner of any local league playoff will advance to the next championship level (i.e. Flight Fall/Spring District Championship or Sectional Championship, whichever is applicable)

2) Tri-level leagues are not guaranteed 8 matches, especially for a tournament format. The number of teams in a division in Tri-Level may be limited to court availability

CHAMPIONSHIP PLAY

All Southwest, National and Regional Guidelines can be accessed by going to Southwest.USTA.com. Go to search and type what Guidelines you are looking to acquire.

LOCAL LEAGUE FALL/SPRING DISTRICT CHAMPIONSHIP & PLAYER ELIGIBILITY

1) All Local League Divisions that are offered in 2 seasons per championship year (i.e., Fall & Spring) shall have a Local League District Championship following the conclusion of the Spring league to determine the league winner and advancement to the Sectional Championship.

2) Fall/Spring District Championship Format:
   a) The winner of the Fall League and the winner of the Spring League of the same League Division and NTRP level will play a one-match district championship play-off to determine the district winner. Captains will agree to the date of play-off with spring team having the home field advantage. If date cannot be agreed to, GEPTA League Coordinator will determine date.
   b) If the winner of the Fall and Spring league have the same captain and similar rosters, the captain must choose which roster to advance and there will be no Regional Championship.
   c) If the winner of the Fall league and the Spring team have different captains with similar rosters the captains may decide which team advances; All eligible players on the roster of the winning team, whether they participated on the winning team roster for the District Championship match or not, they may advance to Sectionals with the winning team.
   d) The winner of the District Championship will advance to the Sectional Championships.

3) District Championship Player Eligibility: USTA Reg. 2.03A(3): *See under Championship Play.
   a) All Self-rated and Valid Computer-rated Appealed players are eligible for District Championships if that player has played in at least three matches on the same team at the same level in the same age group and be otherwise eligible to advance to the District Championship; no defaults shall count towards eligibility.
   b) To be eligible for fall and spring playoffs, all computer rated players must have played in two matches with the team going to the playoffs. Defaults do not count towards the two matches required.
   c) NO Early Start League players who are moved up at Year End to a higher level than their Early Start League level of play shall qualify to advance to District Championship level play.
   d) Retired matches shall count toward advancing for all players involved in the match.

SECTIONAL CHAMPIONSHIP PLAYER ELIGIBILITY: USTA REG. 2.03A(3)a & b

1) In the Adult and Mixed Divisions, all players other than Self-Rated and Valid Computer Rated players are eligible to progress to Sectional Championship competition, if the player has played on the team in at least 2 matches and at the same NTRP level and the same age group during its local league season and is otherwise eligible. A maximum of 1 default received during the local league play shall count.
2) Self-Rated and Valid Computer Rated Appealed players are eligible to progress to Sectional Championship competition if that player has played on the same team in at least three matches at the same NTRP level in the same Age Group during its local league season and is otherwise eligible. No defaults received by the player during local league or championship competition shall count for advancing.
3) NO Early Start League players who are moved up at Year End to a higher level than their Early Start League level of play shall qualify to advance to Sectional Championship level play.
4) Retired matches shall count toward advancing for all players involved in the match.

NATIONAL CHAMPIONSHIP PLAYER ELIGIBILITY: 2022 USTA Reg. 2.03A(4

1) In the Adult and MX division (with the exception of self-rated, valid computer rated, and appealed down players) players must have played on the same team at the same level and same age group in at least three matches and be otherwise eligible to advance to National Championships. A maximum of one default received during local league or championship play (i.e., play-offs and sectionals) shall count.
2) All Self-Rated and Valid Computer Rated Appealed players are eligible to progress to National Championship competition if that player has played on the same team in at least four matches at the same NTRP level in the same Age Group during its local league season and is otherwise eligible. No defaults received by the player during local league or championship competition shall count for advancing.
3) NO Early Start League players who are moved up at Year End to a higher level than their Early Start League level of play shall qualify to advance to National Championship level play.
4) Retired matches shall count toward advancing for all players involved in the match.
5) Move-up / Split-up Rule: All rostered members of a team who qualify to advance to a National Championship must adhere to the national regulation as described in the most

current USTA League Regulations.

GRIEVANCE PROCEDURES

1) USTA League Grievance Committee shall conform to the USTA Suspension Point System. Any team Captain wishing to file a USTA League Grievance should familiarize themselves with grievance procedures as set forth in the most current USTA League Regulations. Refer to the USTA website for grievance regulations, procedures and forms.
2) Grievances against an individual or team must be filed by the Team Captain of the team that competed in the match where the alleged violation occurred and must be in compliance with USTA League Regulations.
3) Grievances must be submitted in writing to the GEPTA League Coordinator. A $50.00 filing fee will be assessed by the Southwest Section, refundable only if the grievance is affirmed.