



2026 GFWTC League Regulations

A handbook for captains and players

Captains & Players should also review the Texas
Operating Procedures located under the Adult
Resources tab.

All USTA League Regulations, including the following, shall apply to the Greater Ft Worth Tennis League(s)



1. Administration

- 1A.** League fee: \$32, plus Tennis Link non-refundable fee.
- 2A.** Leagues fees are non-refundable, unless the level entered does not make; however, they may be transferable, if during the current league season. Once the schedule is complete, there are no league credits/refunds, no refunds for injury, relocation or lack of play.
- 3A.** Approved league fee refunds will be issued less an administrative fee(s) and less the Tennis Link non-refundable fee
- 4A.** A request to transfer the league fee must be sent to the coordinator no later than two weeks after the start date of the league.

2. Rosters

- 2A.** All players/captains must have a USTA number/ membership current throughout the league and championship progression. (Ref. 1.04E(2) National Rule). **If requested, players must comply and provide proof of residency and a form of identification.**
- 2B.** Players may be added to the roster as long as there are two matches remaining in a regular league season, self rates/appeal players require three matches left in the season to register.
- 2C.** A player will be considered illegal, if a player is not registered on Tennis Link for the current, appropriate team prior to playing a match. (Captain should notify the coordinator and opposing captain when this occurs.)
- 2D.** A team may have one player outside the 50-mile radius of a large city, Fort Worth, Dallas, San Antonio, Austin, Houston and North Houston. All other cities can have a maximum of two players outside the 50-mile radius from the center of the city. A player is NOT considered out of area if the area where the player resides is without a league/division for the past three years. **A player residing in another Section is considered an out of area player.**
- 2E.** *Players should be familiar with the duplicate player rule and review the rules when playing on more than one team or league.*
- 2F.** Team rosters must be made up of 60% of players residing within the Ft Worth playing area. The current Ft Worth playing area- Tarrant Co., Denton Co., Parker Co., Hood Co. (Pecan Plantation), Johnson County (Southern Oaks). Questions regarding player rosters, should be sent to the coordinator before the start of any league/tournament.



3. 50% Rule

3A. FIFTY (50) percent of the players on a team must be rated at the level of the league the team is playing in for any league that advances to Sectional or National competition. (A Social League, or the Fall 18+ league are exempt from this rule.)

3B. Teams must maintain their rosters with at least 50 percent of its players at the designated NTRP level. Rosters not in compliance are not eligible for playoffs.

3C. Divisions using combined NTRP levels are not required to comply with this regulation. (55+, 65+ leagues, etc....)



NTRP Guideline

4. NTRP Rating

4A. Information regarding NTRP, [click here](https://www.usta.com/en/home/coach-organize/tennis-tool-center/run-usta-programs/national/understanding-ntrp-ratings.html)

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4B. Players may play up one NTRP level (.5) above their current NTRP level.

4C. For combined NTRP level leagues, such as Mixed 9.0 or 65+ 7.0, the combined NTRP of each doubles line cannot exceed the NTRP rating of the level entered. The NTRP difference between teammates on a line may not exceed 1.0.

4D. In the event of an NTRP Dynamic Disqualification from a particular level of play, the following will apply:

- If a self-rated player(s), Medical Appeal and/or Computer Rated Appeal (A) is promoted from a particular level of play, the player shall cease play immediately from the NTRP level being promoted from and graduate to the next higher NTRP level. All prior matches shall stand in good faith.
- Captains and/or teams with TWO (2) or more promoted players within a 12-month period may be subject to an NTRP Grievance and subsequent suspension from USTA leagues.

5. Multiple Team Registrations

***Caution to players playing in Ft Worth & Dallas leagues; understand the local rules for playing in the leagues/tournaments, championship playoffs and sectionals.

Players playing on 2 different leveled-teams will not be included within the limitations unless stated.

5A. Players can play on multiple teams at the same level as long as they are on different days. Players can play on two teams on the same day as long as they are different levels. (For example- you can play on two 4.0 teams if one is Friday, and one is Saturday. You can play on a 4.0 and a 4.5 team on the same day.)

5B. Players can play in the Ft Worth, Dallas, & other area leagues at the same time provided they follow the GFWTC local league rules.

5C. Ft Worth teams will have limitations on the number of primary/ secondary players when they are playing on more than one Ft Worth team in the same level.

5D. If players play on a two-team league, they must designate which team is primary and play in the playoffs for that team. Players have a responsibility to the team/captain to notify the captain if playing on more than one team and which team is considered primary.

6. Duplicate Players

6A. 18+ and 40+ Ladies Leagues allow no more than 4 duplicate players on two teams in the same level. If teams violate the duplicate player rule, both teams will be ineligible for playoffs. **4.5 level teams are exempt from duplicate player rule, as is Lonestar.**

6B. 55+ Ladies League allows no more than 3 duplicate players on two teams in the same level. If teams violate the duplicate player rule, both teams will be ineligible for playoffs.

See Playoff Rules for more information regarding duplicate players

7. Electronic Devices

7A. Electronic devices such as cell phones and smart watches must be turned off before the match starts and MAY NOT be checked during changeovers. If a player's cell phone rings during a point, the opponent may stop the point and claim the point based on deliberate hindrance (**Friend at Court: Part 2- The Code #36**)

8. Match Play

8A. No coaching in a USTA match

8B. All lines must begin play by 15 minutes after the scheduled match time or risk default. Cell phones are the official time device for match play. Each line plays best 2 out of 3 tiebreak sets with a 10pt tiebreak in lieu of a third set. Between points, a maximum of 20 seconds is allowed. A maximum of 90 seconds is allowed on changeovers. There is a 2-minute break after each set. Tiebreaks are considered a continuous game with sitting not allowed during changeovers.

8C. 5-minute warm-up, including serves. Late players (still within the 15-minute default time frame) will be allowed a 5-minute warm-up, including serves.

8D. Any changes in match times/facilities will be stated on the printed schedules for each league and forwarded to the team captain. **Captains should check their printed schedules at the beginning of each season, contact Coordinator with any questions.**

8E. Indoor or covered courts may be used for home courts or make-up matches. If using indoor the visiting team has the choice of which line will be played indoors if an outside court is unavailable. The home team is responsible for any additional fees incurred from playing scheduled matches indoors, except when playing indoors due to the weather.

8F. **Lineups should be filled out and exchanged FIVE (5) minutes prior to match time.**

8G. Points played in good faith stand. If a disagreement arises, it should be resolved before play resumes. Match results will stand as played. (Friend at Court: Part 2 - The Code #2)

8H. When a match is not completed by the time another team is scheduled to play and the unfinished match is halted, the home team must provide alternate court(s) **within one (1) hour** or report the line(s) as retired with the win going to the visiting team; if a line is starting or playing the 3rd set match tiebreak, the incoming team will wait until play is finished.

8I. Defaults: **Captains should notify opposing captains of any defaults by 7PM the night before a scheduled match. Except in cases involving sudden emergencies or illness. Once an early default is issued, it can only be voided due to a rainout or extreme weather.**

8J. Defaults: If more than one player from different lines are unavailable for play and there are no replacement players, the available player from the lower line **MUST** take the place of the unavailable player at the higher line to form a new team at the higher position as defaults must be from the bottom up.

8K. Defaults: If an injury occurs during warm-up or a player fails to show, then an eligible replacement may be made within the 15-minute default time. The eligible replacement must replace injured or no-show player.

8L. Defaults must be communicated prior to the line-up exchange. Unaware captain can re-order their line-up if defaults are not communicated.



8M Match Play Cont'd

8M. Defaults: A team must play the majority of lines in a match. (USTA Reg 2.01C(3).) 4/5 Line league-must play 3; 3-line league, must play 2 lines. Team is subject to grievance and scores pulled for all matches in the league if the majority of lines are not played. Any team defaulting an entire match is subject to grievance and ineligible for championship play.

TEAMS SHOULD NOTIFY THE COORDINATOR IN ADVANCE OF FULL TEAM DEFAULT-EITHER CAPTAIN MAY NOTIFY THE COORDINATOR.

8N. Medical Time Out: The maximum time allowed for a medical time out is "ONE" Continuous 15 minute time out per match. **DETAILED INFORMATION (Friend at Court - Part 3 USTA Regulations III.E and Table 13).** Once the one time medical time out is used in a un-officiated match, there is not an additional medical time out available, the player must retire.

9. Staggered Courts

9A. When facilities must stagger times due to court shortage, the home captain must contact the visiting captain the Sunday before the scheduled match to determine which lines will be played at which time. The visiting team will be given the option as to which line will be played at a later time.

10. Neutral Site Match

10A. A match may be scheduled at a neutral site when a facility is unavailable for the home-team or the geographic distance is beyond acceptable guidelines. *If due to geographical distance, teams will split the court fees and home team will provide the balls for the match. If a facility is unavailable for a home match after the schedules are printed, the home team will pay the court/ball costs at the new site.*

11. Score Entry

11A. Scores should be posted, confirmed, or disputed by BOTH captains on Tennis Link within 24 hours after the match is completed. EITHER captain may do the score entry.

11B. Notify the coordinator of any scoring dispute within 12 hours.

11 C. Repeated failure to report scores may have a sportsmanship grievance filed against the team/captain.

12. Inclement/Extreme Weather Guidelines



12A. If the wind chill is 32 degrees or below or the heat index 105 degrees, at your match location, the match may be rescheduled if one captain requests it.

12B. The official weather reading will be found on the GFWTC website, www.gfwtennis.com. Click the “weather forecast” to view the “feels like”, or wind chill/heat index on the day of match only. Enter the zip code under “search locations” for accurate information. Captains should make a determination no earlier than 2 hours prior to the scheduled match time and notify their players accordingly. Once a match has started it must be completed, unless due to rain.

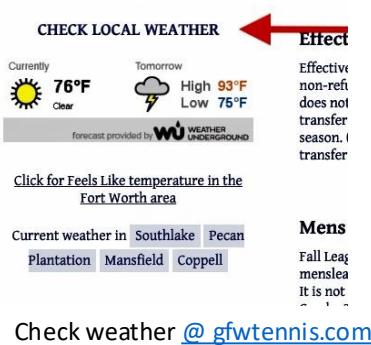
12C. In the event of rain or wet courts both Captains can agree that the match is rained out.

12D. Should rain begin after match play has begun, all players must remain ON SITE for up to 30 minutes in an effort to resume match play unless BOTH captains agree otherwise. If courts are not playable, then the match will be treated as a rainout.

12E. In matches where lineups have been exchanged but match play has **NOT BEGUN**, a new lineup may be exchanged for the makeup match. If a default has been issued, it is now **void**.

12F. If a minimum of one line has served the first ball, the lineup is locked in and cannot be changed, including any defaults.

12G. Incomplete matches will be continued by the same players at the exact place halted- set, game, point, and server, side. Indicate such on back of both score sheets to prevent controversy when resuming play.



13. Rescheduling Makeups

13A. If a match is not played or completed on the scheduled date due to: weather, Religious Holidays, Thanksgiving (which includes the Saturday/Sunday before and after), FWUSTA League Playoffs, FWUSTA Sectionals/Nationals, or Spring Break which is **March 16-20, 2026** the match must be made up within 2 weeks (14 days) from the match date, unless this is the last match of the season which must be completed within 1 week (7 days). An email must be sent to the coordinator by either captain the day of rain out. Of note, rescheduling for college spring break is not allowed.

13B. Rescheduled matches that are rained out will be allowed a one (1) week extension from the rescheduled date. All matches must be completed one week of the last match of the season or risk default. Email coordinator new date, time and site, failure to provide the new date, time may result in a default of lines not yet played.

13C. The Friday match before Thanksgiving or a spring break week is not eligible for rescheduling, unless both captains agree and the match is completed **PRIOR** to or by the scheduled match date. *The opposing team captain must be notified no later than 5 DAYS prior to the scheduled match date when lines must be rescheduled.* Available players will play on the original scheduled date. The rescheduling rules for a rainout will be applied.

13D. When teams reschedule lines due to players participating in FWUSTA Playoffs, or attending a USTA SECTIONAL or NATIONAL tournament on a FWUSTA team, each rescheduled line **MUST** include a player from the Playoff, Sectional or National team.

13E. Excluding the above situations, when both captains agree to play a line outside the scheduled date, **the match must be played before or anytime on the original scheduled date.** If not possible, the team that is short a player will default the line. *Caution to teams agreeing to play a match early—once agreed upon, the match must be played unless a rain out occurs.*

13F. **Match continuations** where facilities are greater than 35 miles driving distance may be played at a neutral facility midway between the involved teams' home facilities.

13G. Match reschedules **MUST** be rescheduled within 3 days, until midnight of the third day and **BOTH CAPTAINS** must e-mail the coordinator the date, time & site for each rescheduled line. Failure to notify the league coordinator may result in a default of any lines not yet played.

13H. If a match is unsuccessfully completed in the time period allowed, then the match will be sent to the GFWTC Grievance Committee for a decision.

13I. Rescheduled matches can be played at any time; they can be played as a whole or by individual lines on different days.

13J. Once a match is rescheduled and confirmed by both captains, the date, time, and site cannot be changed unless it is rained out or weather is too severe. (See EXTREME WEATHER GUIDELINES)



14. Indoor Courts

14A. When both captains agree to play indoors, (**due to weather**) each player will split the court fee cost. The captains or the individual lines should decide before the match begins what they will do if time expires before the match is finished. To save time, players may decide to switch ends only at the end of each set, play no-ad, etc. Teams opting to play indoors must be diligent in observing start times/warm up time and tolerant of activities on courts in close proximity to their match.

15. League Playoffs (Local) & Teams Advancing to Sectionals

15A. Approved USTA playoff formats will be used for local playoffs.

15B. Match Requirements To Qualify for Local League Playoffs, City Championships and Sectionals for Adult 18 & Over, Adult 40 & Over, Adult 55 & Over, Mixed 18 & Over and Mixed 40 & Over.

All players with a valid computer rating (C) must play two (2) matches during the local league season. One default may count.

All Self-Rated (S) and Valid Computer Rated Appealed (A) players must play three (3) matches during the local league season. Defaults do not count.

15C. Team rosters not in compliance with local league rules, are ineligible for playoffs/tournament play/sectionals.

15D. Captains will have a 24-hour deadline to accept or decline the bid for playoffs following the last match of the season. Teams who withdraw from playoffs once schedule is completed, are not be eligible for playoffs the following season.

15E. Players will be eligible to play on more than one team at the Ft Worth Playoff Championships and at Sectionals PROVIDED it is at different NTRP levels. Matches for multiple NTRP levels may be scheduled on the same day and time at a different location, schedules will not be adjusted nor will match times be delayed due to waiting on a player.

15F. Teams must be able to play all lines (exceptions - last minute illness, injury, or emergency situations). Notify coordinator before playoffs. **Playoff matches may not be rescheduled, unless weather related.**

15G. When a player's Ft Worth primary team does not qualify for Playoffs, or declines the bid for playoffs, the player can play with her Ft Worth qualified secondary team. This automatically places her as a primary player for that team.

15H. Players cannot play in a Ft Worth championship match if they participate in any other area championship match. Players cannot play in Dallas Championships if they have won in the Ft Worth Championships in the same division. (Example: Win in Ft Worth at 4.0 level, cannot play in Dallas 4.0 Championship. Win Tri-level for home team in Austin, you cannot play in the Ft Worth Tri-Level event) **If a player has qualified for a sectional championship with a team in any other local league, they may not participate in the FW USTA local league playoff/tournament at the same NTRP level.** Violation of this rule is subject to Grievance and player ineligible to compete in Ft Worth Championships or advance to sectionals for Ft Worth.

15. Playoffs (cont'd)



15I. Caution: Players who played in a Ft Worth Playoff Championships/Tournament and advancing to Sectionals are primary for that team and cannot switch primary positions if registered on another area winning team in the same division. Players who are found in violation will be sent to grievance and subject to the National Point Penalty System.

15J. If a player's team has qualified (Ex: Adult Spring League, Combo/Trilevel) to Sectionals in another area in U.S. before the Ft Worth league has started, they are ineligible to play in a Ft. Worth league/tournament of the same division, regardless if primary or secondary.

15K. Duplicate Players in Playoffs: *If teams violate the duplicate player rule, both teams will be ineligible for playoffs.*

15L. 18+ and 40+ Leagues duplicate players' status when both Ft Worth teams (same level) have qualified for playoffs

- a. 2 players - both players can play for the same team.
- b. 3 players - only 2 players can play for the same team.
- c. 4 players - only 2 players can play for the same team.
- d. 5 players - team disqualified from the playoffs (even when only 1 team qualifies).

15M. 55+ League duplicate players' status when both Ft Worth teams (same level) have qualified for playoffs.

- a. 2 players -- only 1 player can play for the same team
- b. 3 players – only 2 players can play for the same team
- c. 4 players- team disqualified from playoffs (even when only 1 team qualifies)

15N. In leagues where there are fewer teams in a level on one league day (e.g. Friday 55+ League) and multiple teams in the same level on another league day (e.g. Saturday 55+ League), at the league coordinator's discretion, a pre-playoff match may be requested between the 2nd place team in the day with fewer matches and the 3rd place team in the multiple team league to determine playoff advancement.

15O. Wildcards are determined by calculating the highest percentage of total games won/total games played of all 2nd place teams. Defaults are not included in the calculations.

16. National Split Up/Move Up

16A. Captains and players should be familiar with USTA League National Regulation. "See Texas/National Operating Schedule"-under league resources on home page of the gfwtennis.com website.

17. Grievance



17A. Any grievance alleging a violation by an individual or team of (i.) the USTA Constitution and Bylaws; (ii.) the USTA League or Local REGULATIONS; (iii.) the FRIEND AT COURT – The USTA Handbook of Tennis Rules and Regulations including The Code; or (iv.) the standards of good conduct, fair play and good sportsmanship, shall be filed in writing by the team captain/acting captain/coordinator or league committee.

17B. The Grievance Report should be filed with the Local League Coordinator WITHIN 5 DAYS of the alleged violation or within **24 hours** if the grievance occurs on the last match of the league season, whichever comes first. Upon receipt of the grievance, the league coordinator shall immediately email the Grievance Chair, and the party(ies) against whom the Grievance has been filed.

17C. The GFWTC Grievance Committee will investigate the alleged violation and shall have the power to dismiss or deny the grievance or to direct the correction of any violations by reasonable means, including utilizing the USTA Point Penalty System. This is applicable to any party to the grievance as long as such party has been given the opportunity to review and present evidence.

17D. The GFWTC Grievance Committee shall prepare a written decision setting forth the basis for its decision and the deadline for any written appeal and promptly send copies to the parties involved. **All communications regarding grievances must be in writing only. No texts/phone calls to coordinator allowed.**



Grievance Form

17E. NTRP Grievance: If the matter is an NTRP protest, a written protest must be submitted by a **team captain** to Todd Reed, NTRP Coordinator at USTA Texas, treed@texas.usta.com.

18. Know the Rules

18A. Captains and players should know the local league rules and be aware of all [USTA National](#) & [Texas Operating Procedures](#), [Friend at Court](#) guidelines, and [The Code](#).

18B. Any issues not explicitly addressed in this handbook shall be left to the discretion of the grievance committee.

18C. Coordinators may interpret any rule that needs clarification

Captain Responsibilities-All Captains must have a USTA number

1. Choose a facility for your team's home matches and obtain permission from that facility before requesting a team number. Request a new team number prior to each league season through the coordinator.
2. All matches should be played at approved facilities by the GFWTC Board.
3. Recruit enough players to meet the initial roster deadline.
4. Notify the team of league schedule, neutral site matches for the league.
5. Know the local league rules, The Code from Friend at Court, and Texas Operating Schedule.
6. Ensure that team is adhering to all regulations and requirements during league play (Rosters/Player eligibility)
7. Verify your roster on Tennis Link before allowing players to participate in league matches. Confirm with your facility match times are accurate with Tennis Link.
8. Make sure your contact information is up-to-date in Tennis Link.
9. Establish line-ups for league matches and inform team members. Exchange line-up at the designated match time and confirm opponents. **KNOW THE RULES FOR DEFAULTING LINES.**
10. Captains should try to advise their opposing captain of any known defaults at least 48 hours before the scheduled match. Exchange contact information for any acting captain prior to match.
11. Advise players they are responsible for their own water.
12. Email your coordinator if you are unsure of any rule or need interpretation.



Player's Responsibilities

1. Register for your team using Tennis Link before participating in a league match. Be sure your membership is current through the entire length of the league season.
2. If applicable, declare your primary team with your captain, prior to the start of the season if you play on multiple teams.
3. Before match play, confirm you are on the correct court playing the correct opponents by introducing yourself to your opponent(s).
4. Silence your cell phone.
5. All players participating in these leagues shall abide by the standards of good conduct, fair play, good sportsmanship, and are responsible for knowing the rules, regulations and operating procedures.
6. Start your match on time.

A note to captains and players:

Friends/family/coaches attending a match-- While we all enjoy a great match, the match is between the players on the court. "Fans" should not assist with line calls nor become disruptive during a match. A sportsmanship grievance may be filed for these types of "fans" against the team/players. Any player on the court can ask the team to assist with their "fans", if unable to assist, a grievance can be filed for poor sportsmanship against the team/players on the court.