Ten Things You Should Know

1. How to self-rate. First set up your TennisLink account. Go to www.usta.com/texas click on "TennisLink", (in blue, upper portion of the page). You will see two red boxes. If you have already set up your TennisLink account, choose, "Click here to login". If you have not set up your TennisLink account choose, "Don't have a USTA Account? Learn more and create one today" and set up your own personal TennisLink account. Once set up, you will then log back into your account. When you arrive at the welcome page, click on "USTA LEAGUE" located at the top left of the page. It is on this page you will see the Self Rate option located below "Find NTRP Rating Info". Click on the Self Rate option. Make sure your computer settings allow pop-ups to "pop up" and do not use an i-pad or phone. Follow the instructions. If you have had an NTRP rating in the past the system will give you your last published rating because, "Individuals with expired NTRP ratings will be limited to their last published rating". At the end of the self-rating process it will ask 3 questions, "Are you satisfied with your rating?", "Do you want a higher rating?", "Do you want to appeal your rating?". Depending on what you choose, you will either be done or you will be appealing. To appeal your rating, go through the appeals process and submit it.

2. USTA Leagues are played using levels, (or a combination of levels), so that the players have a competitive and enjoyable match. These levels include 2.5, 3.0, 3.5, 4.0, 4.5, and 5.0. There are 50 levels within each level. For example, a 3.0 rated player actually has a dynamic rating of somewhere between 2.51 - 3.0. A 3.5 player is between 3.01 - 3.5 and so on.

3. The NTRP rating system is predictive. It predicts who should win the match and by what score before you step foot on the court. This prediction is based on the thousands of matches played between players who are at the same skill level. The computer uses a proprietary algorithm to calculate who will win the match and by what score. A player can win all of their matches and not get bumped up or a player can lose all of their matches and not get bumped down if they are winning or losing by the predicted scores.

4. Each match played in USTA Leagues is given a match rating based on the dynamics of the players who participate in the match and the score of the match. These match ratings help determine your year-end rating.

5. Tournament play and/or Mixed doubles play: Mixed results will not be part of generating a player's year-end rating, except for those players who participate in the Mixed Division exclusively. A player who plays in the Mixed Division exclusively will receive a published Mixed Exclusive (M) rating level at year-end unless they have a valid Computer (C) rating level from a previous year on file in TennisLink. A player who plays exclusively in the Mixed Division and subsequently chooses to participate in the Adult Division must enter by using a valid Computer (C) rating from a previous year. If

such player does not have a valid (C) rating from a previous year, he or she must self-rate with the minimum NTRP rating level being the higher of the self-rating or valid Mixed Exclusive (M) rating. A player who plays exclusively in NTRP tournaments and subsequently chooses to participate in the Adult Division must enter that Division by using a valid Computer (C) rating from a previous year. If such player does not have a valid (C) rating from a previous year, he or she must self-rate with the minimum rating being the higher of the self-rating or valid Tournament Exclusive (T) rating.

6. All self-rated players are subject to dynamic disqualification. What is dynamic disqualification? Dynamic disqualification is our "checks and balances" against players who self-rate below their skill level. Every match in USTA Leagues is given a match rating and if those match ratings show the player to be "playing clearly out of level", that player receives a "strike". If the self-rated player generates three strikes - they are disqualified and moved up to the appropriate level. This is why it is important to self-rate correctly.

7. If a self-rated player self-rates below their skill level as a result of omitting historical information pertaining to their past, they can be disqualified. If you suspect a player has self-rated lower than they should have and you have solid evidence that proves this fact, an NTRP grievance can be filed. USTA Texas will review the case and make a ruling based on the evidence that you provide. If the evidence proves to be correct, then the player is disqualified and moved up to the appropriate level.

8. Rating appeals. Self-rate appeals go through the appeals process. You start by going to your TennisLink account and click on "Appeal Rating". Go through the process and submit it. Your information comes to the Section office. Your information and history are reviewed by the Appeals Committee and your appeal is either granted or denied. A computer rated player can appeal their rating through the automatic appeals process. When you appeal a computer rating, you are appealing your previous year-end rating. Again, you go to your TennisLink account and click on "Appeal Rating". You check the rating that you want to appeal to and click ok. The system then checks to see if your year-end rating meets the criteria to move either up or down. If it does, your appeal is granted, if not it is denied. If you have an injury or illness, you can file a medical appeal. To be eligible to file a medical appeal, your injury or illness must be "permanently disabling".

9. Ratings are current/valid for 3 years for players 59 years old and under and 2 years for players who are 60 years old and over, (if no matches have been played since a player's last published rating). Once a player's rating has expired, they will have to self-rate in order to participate in leagues and tournaments.

10. Year-end ratings are posted at the end of November/beginning of December. Year-end ratings are based on matches played during the Championship Year. You must play at least three matches, (that produce dynamic ratings), to earn a year-end rating.