

CSRATA Junior Team Tennis Rules



The CSRATA abides by the USTA (United States Tennis Association) National Junior Team Tennis, UTSA Southern, and USTA Georgia Rules and Regulations. We encourage captains and players to read and familiarize themselves with these regulations, the USTA's Rules of Tennis and "The Code". (The Code is the USTA's official publication for all matches without officials.) Links to the rules and regulations can be found on <http://www.csratennis.com/> by clicking on "Rules and Regulations". Players and/or teams outside of Richmond and Columbia County are allowed to participate, subject of approval by Junior Team Tennis Coordinator. All home matches shall take place at Richmond and Columbia County, or other CSRATA recognized tennis facilities.

I. Teams and Players

A. Membership

1. All team members must be members of the USTA and the membership must be valid through the end of the current season.
2. All team members must register on TennisLink (<https://tennislink.usta.com/TEAMTENNIS/Main/RegisterPlayers.aspx>) and pay the JTT fees for CSRATA Junior Team Tennis prior to playing a match.
3. Any points won by a player whose USTA membership expires during a season are taken away from his or her team and awarded to the opposing team.
4. Below is a breakdown of Membership and JTT fees.

Description - If you are New player or Returning player that needs to renew membership, the total cost will be:	All Divisions
USTA Jr. Membership for 1 year	\$20.00 (10U free until 12/31/16)
Fall Season JTT Fees	\$26.00 (8U - \$15.00)
TennisLink Fee	\$3.00
Background check Fee	\$1.00
Total Cost to Player	\$50.00
Description - If you do not need to renew membership, the total cost will be:	All Divisions
Fall Season JTT Fees	\$26.00 (8U - \$15.00)
TennisLink Fee	\$3.00
Background check Fee	\$1.00
Total Cost to Player	\$30.00

B. Age Eligibility

1. The date for eligibility for the Fall or Spring JTT is August 31 of the championship year (2016).
2. Play in the age group that relates to your age before that date. You may always play in a higher age group.

C. Court Availability

1. Courts have been arranged and reserved for you per the JTT Match Schedule. Please refer to

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this schedule to determine your match location.

2. It is advisable for the HOME captain to contact the match facility to confirm that courts have been reserved a few days prior to each match.
3. If a match has to be re-scheduled, please make every attempt to re-schedule at the original match facility. If the match changes location, notify the JTT coordinator (Helen Campbell). These facilities are paid based upon the scheduled usage.
4. Each JTT match will be given 2-3 courts to complete the matches at each facility depending upon availability.

D. Rosters

1. Each roster must be registered on TennisLink with a minimum of six players—three boys and three girls. To avoid forfeits, at least five boys and five girls are recommended. **(Advanced)** Intermediate and beginner flights: Minimum of 4 with six players recommended to avoid forfeits.
2. Only one boy and one girl can play two positions per match. However, you may only schedule a player in two positions when all other players of the same gender on the team have played an equal or greater number of completed matches during a season. The intention of this rule is to clearly encourage a FAIR rotation of players. "Stacking" your players and trying to "manipulate" the system in order to gain extra points is definitely discouraged and not in keeping with the philosophy of JTT.
3. It is also recommended to rotate your singles players each week. Every child who wishes to play singles should be given a chance to play singles if at all possible. Please remember, JTT is trying to maximize fun and love of tennis for as many kids as possible!

E. Add-Ons

1. The JTT Coordinator must approve all add-ons after the Team Captains' Meeting.
2. A player may not be added to a team if his or her rating is higher than the level the team is playing.

F. Ineligible Player

1. Any person not listed on a roster in accordance with these rules is ineligible to play.

G. Player Participation **(Advanced)**

1. All players must play two matches during a season.
2. Two matches must be played to advance to district championships, defaults not counted.
3. Only one "win" by forfeit counts towards a player's eligibility.
4. It is suggested that you rotate players evenly throughout the season. Everyone on your team should have a chance to play singles, doubles, and mixed doubles.

II. Captains

A. Team Captain - we strongly encourage parents to be captains

1. Each team must have a team captain.
2. Rotating team captains may be used for scheduling the matches and only trained parents approved by the JTT should be in charge of a dual meet.
3. Team captains listed on the match schedule must be accessible to all teams in the division and to the JTT Coordinator.

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4. Team captains may be captain of one team only.
5. Professionals may not be team captains, assistant team captains or scorekeepers for divisions 12's, 14's, and 18's. They should only provide instruction to the players.
6. Divisions 8's and 10's will have Professionals assisting the captains and scorekeeping as these players and parents learn the game of tennis.
7. All USTA Southern Section Jr. Team Tennis Local League Coordinators, Captains and Co-Captains will be required to complete a background screening and online youth protection training program. This process is now in effect for all programs.

a) Visit <http://www.usta.com/safeplay> and go to Jr. Team Tennis section. Please be sure to allow 10 business days for completion of required Steps 1 – 3, as described below:

1. **Access the training video at <http://training.safesport.org>.** You will be prompted to create an account. The video is 90 minutes long; however, if you cannot complete the course in one visit, you can pick up where you left off when you return using the account you created.
2. **Review the USTA Protection Policies and Procedures for USTA Jr. Team Tennis** [Link provided from the first link you go into], following successful completion of the video.
3. **Complete Your Background Screen Application.** In the application, you will be required to certify and affirm that you have successfully completed (1) and (2) above. The USTA has retained the services of an independent third party, the National Center for Safety Initiatives (NCSI), to conduct background screenings of all applicants. Please begin your background screen through NCSI here: [LINK TO BE PROVIDED ONCE YOU COMPLETE OTHER STEPS]

b) Once you have submitted your background screen information, results will be generated in approximately 10 business days. Please be sure to add ncsisafe.com to your accepted email domain list. Watch for an email from Compliance@ncsisafe.com in the days following your application; this will contain an Applicant ID number which can be used to check the status of your application on NCSI's website.

c) NCSI may contact you within the 10 business day waiting period to request more information. You can confirm the legitimacy of the request by checking your status on NCSI's website using the Applicant ID number; your status will note the same request for information. Please watch for communications from NCSI as these emails may end up in your "spam" folder.

d) Following the above described waiting period, you will receive either a green or red light, based on the results of your application and the USTA's criteria. If you receive a green light, you will receive an email from the USTA notifying you that you've been cleared through Safe Play with instructions on what to do next. You also will be listed on the results page of USTA.com: http://www.usta.com/About-USTA/background_screening_program_results. If you received a red light, you will be notified by NCSI of your status and you will not be eligible to participate in Jr. Team Tennis.

B. Team Captains' Meeting Attendance

It is mandatory that a team captain or team representative attend the Team Captains' Meeting.

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CAPTAINS/COACHES DUTIES

PRE-LEAGUE

- Contact possible players for your team. Minimum team requirement is 3 girls and 3 boys.
- Determine what age division and ability level your team needs to play. Review the National Tennis Rating Program (NTRP) self rating guidelines found on the next page of this handbook. **All individual players need to be rated using this standard and cannot play on a team lower than their ability.** Please go to www.georgia.usta.com, Junior Team Tennis, or click [here](#) for a direct link for more information on How to Determine a Players Level.
- **Ask about Southern and Georgia tournament play experience.** Please go to www.georgia.usta.com, Junior Team Tennis, or click [here](#) for a direct link to find information on tournament player criteria. You may need to have try-outs or challenges to determine what level your team should play.
- Check all birthdays to be sure all players are age eligible through August 31st for your age division.
- Be sure your players have current USTA memberships.
- If you have anyone who wanted to play, but does not have the skills to make the team, recommend they contact the league coordinator or refer them to a local program to help them develop the skills to keep them interested in playing tennis.

PRACTICE

- Establish days and location for practices
- Communicate fees and schedules to parents and children
- Establish rules for safety at practices. (No swinging racquets, etc.)
- Begin practice sessions
- Distribute simple rules of tennis to the kids
- Recruit other parents to help
- Teach your players how to play **no-ad scoring** and a **tiebreak**.
- Try different doubles teams

PRE-SEASON

- Recruit parents to organize drinks/snacks and help with transportation or carpooling.
- Try to promote team spirit.

MATCHES

- Encourage good sportsmanship and appreciation for teammates and coaches.
- Require your players to shake hands with each other after the match.
- Advise the parents that there will be no coaching.
- Build their confidence. Have your player's look and act like tennis players.
- Consider a "buddy" system on the day of matches-using a player that is not playing that day to watch and encourage their "buddy". Be sure you teach the etiquette of tennis to spectators and players.
- Captains may assist players on the **beginner teams only**. If the players are having a problem with scoring or tiebreakers, both captains from the teams can assist. Please do not sit on the court. Please do not give strategy advice to the players. Only help with a specific problem the players are having

POST MATCH

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- Home team (or winning team) should enter scores in TennisLink and the opponent should confirm the scores. Scores must be posted within 48 hours after each match of the season to determine standings or match may be scored as a double default. If scores are not disputed during above time period, scores will stand as posted.

USTA National Tennis Rating Program (NTRP) Guidelines

Use the following guidelines to help place participants in correct skill levels locally. These are guidelines that can be used by a coach, parent, or a player. These are the skill levels that help determine which division to enter your players in local leagues.

- 1.0** Player is just starting to play tennis and is learning the basic skills of serving, forehands, backhands and volleys.
- 1.5** Player needs to coordinate moving when hitting the ball. Player is still concentrating on getting the ball over the net from a stationary position. Player is learning to serve and keep score.
- 2.0** Player is now beginning to coordinate footwork when contacting the ball but is not consistent in hitting the ball over the net. Player can serve to some degree but double faults often. Player understands scoring as well as correct serving and return of serve positions. Player has limited success with volleys but has knowledge of court positioning in singles and doubles.
- 2.5** Player is able to judge where ball is going. Player can sustain a slow paced rally of several shots with someone of the same ability using both forehand and backhand sides and can volley with moderate success. Player can keep score unassisted, can call own lines, can serve overhand from baseline and has understanding of basic rules.
- 3.0** Player is getting better at moving to the ball and is improving court coverage, can sustain a rally with consistency on slow to moderate paced shots. Player serves with fair consistency with few double faults. On ground strokes, player needs to improve control of height, depth, direction and speed. Player attempts to move opponent from side to side and hit to the opponent's weakness.
- 3.5** Player can sustain a rally and is beginning to develop directional control and depth of ground strokes. Player is starting to recognize opportunities to attack short balls by coming to the net. Player is developing more spin and power on the serve and seldom double faults. Player is becoming more aggressive and applying basic strategy in singles and teamwork in doubles.
- 4.0** Player has dependable strokes, including directional control and depth on higher-paced shots and has good court coverage. Player has added variety in shot selection by using lobs, overheads, volleys, and approach shots with some success. Player is developing a game plan, is serving with good consistency and is now forcing some errors with power and/or spin. Player demonstrates good teamwork in doubles.
- 4.5** Player has a very dependable game and executes most shots consistently on higher-paced shots. Player's court coverage and footwork are sound and has begun to master the use of power and spins. Player can vary depth of shots and game plan according to opponents. Player's first serve may produce some winners and second serves are hit with good spin and placement. Player can be aggressive in both singles and doubles and covers weaknesses well. Player is developing an offensive weapon.
- 5.0** Player has good shot anticipation and frequently has an outstanding shot or weapon around which a game may be structured. Player can regularly hit winners or force errors on short balls and is capable of all shots. Player's first serve is an offensive weapon and often allows rushing the net after the first or second serve. Volleys and overhead smashes are typically winning shots. Player is match-wise and uses shots that have a high percentage of success in both singles and doubles.

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Important information for Tournament Players

1.05 Official Rating Program: Players with a sectional (12-18's standings 1-300 and 10s standings 1-100) standing in any age group as of July 31, 2015 must enter at the advanced level (NTRP 3.5 & above). 10 year olds with a 10's standing playing in the 12's, 14's or 18's may only play in Intermediates or Advance and if they do not have a standing of 1-300 in the 12's 14's and 18's. Players with a 1-100 standing in the 10's who are playing in the 10's must play Advance. Standings are referring to the July 31 date previous to the Championship year. Players with more than 150 points in any age group on the posted Georgia standing list as of the end of July 2015 may not play Beginner level (NTRP 2.0 and below). Point totals shall include both singles and doubles divisions from which points were acquired. Points earned due to defaults will not be considered and may be deducted if noted in writing to the State League Coordinator at time of Championship registration.

REGISTRATION

NEW TEAM MANAGER REGISTRATION/TEAM CREATION

- All Team Managers and Co-Managers must first complete a Safety and Child Protection Training Session and Volunteer Background Screening. Please go to www.georgia.usta.com, Junior Team Tennis, Volunteer Background Screening, to begin this process. This is mandatory and must be completed by (date). Once you have received notice that you are approved you must use the applicant ID number you received when starting the background check application to login to TennisLink to create a team as follows.
- Complete registration as a Manager in TennisLink. Go to www.georgia.usta.com, scroll down the left menu and click on **TennisLink**, click on Junior Team Tennis, then scroll down to the bottom of the JTT TennisLink home page and under **Options** click on **Become a Coach/Manager**.
- Enter USTA membership number or if not a member, complete personal information to register and receive your Team Tennis Captain number. Write down your number and password and keep with team information.
- Follow instructions to create a new team choosing Section: Southern, District: Georgia and (your area and program name). Click on "**Jr**", write down your Team Number, complete team creation.

RETURNING MANAGER REGISTRATION/TEAM CREATION

- Effective August 1, 2013, all Managers and Co-Manager registered in TennisLink must first complete a new Safety and Child Protection Training Session and Volunteer Background Screening. Please go to www.georgia.usta.com, Junior Team Tennis, Volunteer Background Screening to begin this process. This is mandatory and must be completed by (date). Once you have received notice that you are approved you must use the applicant ID number you received when starting the background check application to login to TennisLink to create a team as follows.
- Go to www.georgia.usta.com, click on **TennisLink** in the left menu, then chose Junior Team Tennis. Click on **Sign In** found on the top right hand corner of the JTT TennisLink home page just above the JTT logo. Log in with your USTA membership number or Team Captain Number and password.
- Under **My Options** on the right menu click on **Create New Team**. Enter Section: **Southern**, District: **Georgia** and our area and program. Click on "**Jr**", write down your Team Number and complete team creation.

PLAYER REGISTRATION

- Continue to the TennisLink Instruction page found on the next page for open registration or registering with a team number.

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- Each player must have a current USTA Junior membership. New membership and/or renewals may be obtained at USTA.com or 1-800-990-USTA. The junior membership cost is \$20.00. (For new 10U players, USTA is currently offering a free one year membership.) Through this membership each player receives "Smash" or for 10U 'Bounce' magazine and is eligible to play in USTA sanctioned tournaments and Team Tennis leagues for one year, along with receiving local vendor discounts and other benefits of membership.
- Player(s) will be unable to register for a team without a current USTA membership number.
- Once captains have registered a team in TennisLink they should give the new team number to players to register for their team. Individuals may do this, or the captain of the team may wish to collect the fees and enter all the players at one time.
- Each player will pay an online league registration fee of \$-----. This fee will cover the (season) Junior Team Tennis league fee which will include...(i.e. balls, court fees for matches, captains gifts, end of season party, awards, ...). If there are any children wishing to play but unable to afford these fees, please contact the local league coordinator or community tennis association to arrange for scholarship funding for that player.
- Player(s) may be added to a team roster prior to the last match of the season.
- Player(s) must be registered on TennisLink prior to participating in a match.

CAPTAINS MEETING

- **Mandatory Captain's Meeting:** On (DATE) we will have a mandatory captains meeting to hand out the schedules and go over details of the season. **All captains or a team representative must be in attendance.**

TENNISLINK

USTA MEMBERSHIP - TO JOIN OR RENEW

You will need:

- Credit card information (name on card, expiration date, billing zip code)
- If renewal, USTA Number of player

Step 1: Go to www.georgia.usta.com (or your league website link).

Step 2: Click on Membership tab on the top row.

Step 3: Complete registration form or click on "Renew Membership" on right menu.

Step 4: Complete process, write down or print out membership number.

PLAYER REGISTRATION

If you **HAVE** a team number, you will need:

- Credit card information (name on card, expiration date, billing zip code)
- Team number
- USTA Number of player

Step 1: Go to www.georgia.usta.com (or your league website link), scroll down to **TennisLink, then click on Junior TeamTennis**

Step 2: Click on **Have a Team ID?** found at the top of the home page.

Step 3: Enter Team number ID then on next page enter USTA number of player

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Step 4: Click **Proceed to check out**

Step 5: Verify registration is for correct team

Step 6: Enter payment information; select **Submit**. Print a receipt for a record of your payment.

(for open registration programs only)

If you **DO NOT HAVE** a team number, you will need:

- Credit card information (name on card, expiration date, billing zip code)
- USTA member number

Step 1: Go to www.georgia.usta.com (or league website for link), on left menu, click on **TennisLink, then Junior Team Tennis**

Step 2: Click on **Find a Program** found at the top of the home page.

Step 3: Enter zip code

Step 4: Choose our league program, enter USTA number and division

Step 5: Click on **Proceed to Checkout**, enter payment information, select Submit. Print a receipt for a record of your payment.

FORMAT OF PLAY – 10U, 12U, 14U and 18U

TEAM

- Teams are co-ed.
- Each team must have a minimum of 3 boys and 3 girls.
- The number of players needed for a match is 4 boys and 4 girls. However, if you only have 3, you can play one girl and/or one boy twice at the mixed doubles position.
- No more than 12 players per team is recommended.

TEAM MATCH

- Each team match consists of five (5) individual matches played in order of Boy's Singles, Girl's Singles, Boy's Doubles, Girl's Doubles, then Mixed Doubles

AGE ELIGIBILITY

- Players must be age eligible for their age division through August 31st

LEVELS/DIVISIONS

These are the possible divisions of play. 10U will play on modified 60' courts with low compression orange balls and rackets no longer than 25". 12U Beginner and Intermediate levels will play with low compression green balls.

- 10U – Beginner (2.0 and below); Intermediate (3.0 and below); Advanced (3.5 and above)
- 12U - Beginner (2.0 and below); Intermediate (3.0 and below); Advanced (3.5 and above)
- 14U – Beginner (2.0 and below); Intermediate (3.0 and below); Advanced (3.5 and above)
- 18U – Beginner (2.0 and below); Intermediate (3.0 and below); Advanced (3.5 and above)
- The number of teams and players registered for the program will ultimately determine levels and divisions. Teams may be moved to the next level if necessary. Captains will be notified.

SCORING

- 10U: 2 out of 3 first to 4 games no ad sets with a 3rd set played as first to 7 point game.

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- All other divisions will play 2 out of 3 short sets first to 4 no ad games with a set tiebreaker played at 3 all (first to 7 points by 2) and a match tiebreak played instead of a third set (first to 10 points by 2).
- Teams shall receive 1 point for each game and tiebreak won; maximum 40 points per match
- No-ad scoring. The first player to win 4 points wins the game. If the score reaches 40 all, the next point becomes the game point. At 40 all, or deuce, in singles, the receiver may choose to receive either in the ad or the deuce court. In doubles, the receiving team may choose to receive in either the ad or deuce court. In mixed doubles, the boy must receive serve from the boy and the girl must receive serve from the girl. In calling the score of a no-ad game use 15, 30, 40, and game. They may call the score of 40 all "deuce".

Format of play – 8U

- Mixed gender teams of 4 players each
- Team match will consist of 2 singles and 1 doubles match
- Matches played on modified 36' court with red felt balls and rackets no longer than 23"
- Scoring: 2 out of 3 first to seven point games. Third game, if necessary, will be counted as one point

III. Dual Meets

A. Match Time

Dual meets for 10, 12's, 14's, and 18's will be on Sunday beginning promptly at 2 p.m. (8U begin at 1:30.) In some divisions, there may be two dual meets on Sunday at 2 p.m. and 4 p.m. Warm-up begins 15 minutes prior to match time.

B. Format

Intermediate and beginner: Dual meets for division 8's consist of 2 singles and 1 doubles. Dual meets for division 10's consist of 2 singles and 2 doubles 12's, 14's, and 18's (single gender) consist of 1 singles and 1 doubles per round up to 4 rounds. 12's, 14's, and 18's consist of one boys' singles, one girls' singles, one boys' doubles, one girls' doubles and one mixed doubles (in that order). **(Advanced)**

C. Setting up Matches

1. The home team captain contacts the visiting team captain at least four days prior to dual meetings to discuss directions, court reservations, etc. You are encouraged to work out any time or line-up conflicts.
2. With the agreement of both captains, matches may be played earlier than the scheduled date. They may not, however, be played after the scheduled date.
3. If a captain is unavailable for a match, a designated replacement who knows the rules and regulations must be named.
4. All matches (including rescheduled matches) must be played at the facility named on the match schedule unless otherwise approved by the JTT Coordinator.
5. The team captain calls the opposing team's captain as soon as he or she knows that any or all individual matches will be forfeited. This prevents inconveniencing the opposing team's players.

D. Line-Ups / Scorecards

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1. Blank scorecards should be printed from TennisLink, line-ups completed on scorecard, and exchanged 10 minutes before the scheduled match time.
2. Last-minute substitutions may be made only in the event of illness, injury or absence of a player.
3. Substitutions may not be made after a point has been played in that position.
4. Team captains record the results of each individual match on the scorecard, verify, and agree on match scores at the completion of the match.
5. The home team captain enters the match scores on TennisLink unless otherwise agreed on by both captains. The visiting team captain verifies the match scores on TennisLink.
6. **Match Scores must be entered and verified within 48 hours of the completion of the match.** After 48 hours, TennisLink automatically verifies match scores for unverified matches. The opposing team loses all rights to contest any score discrepancies. **If the score hasn't been entered by either captain within 48hrs, a double default may be entered.**

E. Rules of Play

1. USTA rules and regulations govern play.
2. "The Code," a handbook of ethics and fair play, should be understood and followed by every captain and player.
3. A copy of USTA rules and regulations, CSRATA rules and "The Code" should be available at all dual meets. All of the rules and regulations can be found on www.ustageorgia.com under Jr. Team Tennis and Rules & Regulations.
4. Captains are responsible for making sure a replacement has these documents.

F. Defaults

The 15-minute default rule is in effect for all scheduled matches. The default rule is in effect when a court becomes available for that match. Please be as lenient as possible — **within reason** — about defaults.

G. Balls

1. The home team provides USTA-approved balls for each court.
2. Captains may want to bring an extra can of balls in case an additional court becomes available.

H. Warm-up

Warm up is limited to five minutes including practice serves.

I. Coaching

1. Captains are allowed to coach only at set breaks.
2. Captains, teammates, spectators or coaches may not volunteer advice on line calls or scoring.
3. Cheering or excessive clapping is not permitted. Please refer to the Behavior Guidelines for Parents.
4. Both team captains are responsible for controlling spectators' conduct during match play.
5. It is acceptable during the first three weeks of play to assist the 10 & 12 under division players since they may need help in scoring, rotation of serve, etc.
6. Parents may not be on the same court as their child. It is acceptable for the captain to help with the tiebreak in all age groups. In the older age groups, you may explain the tiebreak one time and then must leave the court.

J. Courts

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1. If the home team is unable to provide courts for any scheduled dual meet, the visiting team has first option of providing courts. (The host team is considered the home team.)
2. If the visiting team does not elect to provide courts, the responsibility reverts to the home team, which must provide courts within the approved JTT area at the scheduled time.

K. Alcoholic Beverages

Spectators at junior matches should not consume alcoholic beverages.

L. Refreshments

Most tennis facilities (except Warren Road and Lakeside High School) provide cups, ice, and water. Please make sure the players have water before they walk onto the court.

M. Awards

Fall season is a non-advancing season except for the Advanced Division. At the conclusion of a Spring season, the team with the most games won is declared the division winner. JTT division winners for divisions 10's, 12's, 14's, and 18's are eligible to participate in the play-offs for the Georgia Junior State Championships provided the player has played in three team matches and only one of the three matches is a default.

N. Play-offs

Play-offs may be held at the end of each season with the top teams in each division competing against each other. (This requires two or more divisions in the same skill level.) The number of teams that go to the play-offs depends on the number of teams in that division. The JTT Coordinator assists with scheduling play-off matches.

IV. Scoring

A. Format

Intermediate and beginner

- Division 8 & Under – Scoring format is 2 out of 3 games. Games are played first to seven (7) points.
- Division 10 & Under – Best two out of three mini sets, first to 4 games (at 3-3, the winner of the next game wins the set 4-3). If they split sets, play a tiebreaker to 7.
- Division's 12's, 14's, 18's – Best two out of three mini sets, first to 4 games (at 3-3, the winner of the next game wins the set 4-3). If they split sets, play a tiebreaker to 10.

Advanced

- **Division's 12's, 14's, 18's** - Best two out of three mini-sets to 4 games. Tiebreaker at 3 games all. Match tiebreaker (10 points) if they split sets. Therefore, two mini-sets will be played to 4 games with no ad scoring. Examples of match score could be one of the following: [4-0, 4-1] or [4-2, 4-3] or [4-1, 1-4, 1-0], etc.
- **Set Tiebreaker** – If the set score reaches 3-3 in either set, then players are to play a set tiebreaker, i.e. the first one to 7 and leads by at least a two point margin. Examples of set tiebreaker scores can be 7-5, 7-3, 8-6, 9-7, etc.
- **Third Set Match 10-pt Tiebreaker** – If players split sets, i.e. both opponents win a set, then the third set will be decided by a match 10-point tiebreaker, i.e. the first one to 10 and leads

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by at least a two point margin. Examples of match tiebreaker scores can be 10-8, 10-5, 11-9, 12-10, etc.

B. Team Points

The total number of games won is counted for the winner and loser. NO BONUS POINTS ARE AWARDED.(The maximum number of points for any position is eight. The maximum total points per match are 40. Advanced)

C. No-Ad Scoring

- The team or player to win four points wins the game. If the score reaches 3-3, the receiver has a choice of receiving in the ad or deuce court. The winner of the next point wins the game.
- Players may call the score as 1, 2, 3, and game; They may call the score of 3-3 “deuce.”
- In doubles, the receiving team chooses who receives the last point. Both players remain on the same receiving side they played on during the match.
- In singles, the receiver may choose to receive on either the left or right side of the court.
- In mixed doubles, the boy receives serve from the boy, and the girl receives serve from the girl. The receiver remains on the same side he or she has received on during the match.

D. Tiebreaks

Fall intermediate and beginner : no tiebreaks will be played

- If a set reaches 3-3 for 10U, players play one more game to determine the winner.
- If a set reaches 3-3 for 12,14 or 18 & under, players must play a tiebreak. The order of serving is the same as it was at the start of the match.
- In doubles, the first server serves one point from the right side. The second server serves two points starting from the left side and ending on the right side. The third server serves two points starting on the left and ending on the right side. The fourth server serves one point from the left side and then players change ends of the courts. The fourth server serves one point from the right side. Play continues in such a manner until one team wins at least seven points with a two-point margin. Teams change ends of the court every six points.
- In singles, the first server serves one point from the right side. The second server serves two points starting on the left side and ending on the right side. The players continue to alternate serving two points each until one wins a minimum of seven points with a two- point margin. Players change ends of the court every six points.

V. Penalties and Forfeitures

A. Ineligible Players

If an ineligible player participates in a dual meet, all points earned by that player are forfeited.

B. Penalties

The Local JTT Coordinator has the authority to impose penalties and violations in situations where no penalty is provided by these rules.

C. Excessive Defaults

Dropping points often has an impact on division standings and you are strongly encouraged not to

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forfeit entire matches. Consider playing a practice match if your team has to forfeit a position, and use a player who has already played. (These points do not count.)

1. Excessive defaults are defined as defaulting all points of a dual meet or averaging more than one default per dual meet.
2. If a team has excessive defaults, all its matches will be nullified and remaining matches will be treated as byes.

D. Suspension

If a team has excessive defaults, the team may be suspended the following season. This penalty also applies to any team withdrawing after schedules have been completed.

E. Protests

1. If the team captains cannot resolve conflicts, the JTT Coordinator should be contacted.
2. Submit official protests in writing to the JTT Coordinator within seven days of the scheduled match being protested. The JTT Coordinator normally replies within 10 days.

VI. Inclement Weather

A. Rain

1. In the event of rain, incomplete individual matches stand as played.
2. The same players at the exact game and point resume incomplete matches as they stood when play was halted.
3. Line-ups for matches not started (including any position previously defaulted) may be changed provided it does not conflict with the eligible player rules.
4. Matches must be completed in accordance with the Rain-Out Rules.

B. Rain-Out Rules

1. In the event a match is cancelled due to rain, teams have seven days to make up the match.
2. If a day cannot be agreed upon, the match must be played the following Friday (fifth day).
3. If it rains on the fifth day, the match must be made up the next day there isn't any rain.
4. Notify the JTT Coordinator of all rain-out matches. Give the Coordinator the date, time and place of the make-up match.
5. Rain out of the last scheduled match of a season should be made up on the next day without rain.
6. In the case of a rain out, it may be necessary to set up individual matches on different days to accommodate schedules.
7. If disagreement occurs, Friday is the day for the make-up match.

C. Temperature

Teams are not obligated to play a match if the temperature is below 32° F or above 95° F. If teams decide to play, it must be the decision of both captains. Rain-Out Rules apply to rescheduling the match. There are no provisions for extreme wind.

VII. Ability Level Guidelines

Use the guidelines below to determine at which level a player should play. When in doubt, the player should play in the higher level, because the player will probably be at that level within one or two

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matches of the season.

Beginner

If an individual has never played a JTT match before or recently started playing tennis, the player is a beginner. This type of player may play in a beginner JTT for two seasons. (If a player has played in local sanctioned tournaments, the player is not a beginner.) If a player has played in local unsanctioned satellite tournaments and not won any matches, he or she can still be considered a beginner. All 10 & under players can be considered a beginner unless the above criteria are clearly exceeded.

Intermediate

If a player has: played in local satellite tournaments and won a match or matches in the tournaments; been a JTT player for two seasons; and can sustain a three-ball rally regularly, the player is classified as an intermediate.

Advanced

An advanced player is one who: has played local tournaments and routinely wins one or more matches in his or her age group; can place the ball to different parts of the court; and understands how to win points in his or her respective age group.

VIII. Georgia Junior Team Tennis State Championship Regulations

1. If a team captain or player, regardless of intent, breaks any of rules, the team is subject to disqualification and will not be allowed to attend the championships.
2. Any player that plays in Fall or Spring JTT is eligible to participate.
3. Recruiting substitute players is only allowed with permission of the JTT Coordinator prior to any contact being made with the other player or parent.
4. A player will not be allowed to play up when a team in his or her age and skill level is in need of a player, unless that player played on the team during the JTT season.
5. Missing the submittal deadline or the Team Captains' Meeting will result in withdrawal from the championships.

IX. Georgia Junior Team Tennis State Championship Ability Level Determination Rules

The USTA Junior Team Tennis Program uses the National Tennis Rating Program (NTRP) guidelines for rating players. These guidelines are used for district championships. Parents or coaches, using the NTRP guidelines mentioned below, may rate players. Rate solely on ability. Do not adjust for age. Incorrectly rated players will be declared ineligible and will lose any points they may have won. The points are awarded to the opponent. It is the team captain's and team coach's responsibility to make sure all players are rated properly. Team placement is determined by the average NTRP rating of a team.

A. GENERAL CHARACTERISTICS OF NTRP PLAYING LEVELS

1.0 Player is just starting to play tennis.

1.5 Player has limited experience and is working primarily on getting the ball in play.

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Note to team coach/manager: Player needs to coordinate moving when hitting the ball. In fact, player is still concentrating on getting the ball over the net from a stationary position. Player is learning to serve and keep score.

2.0 Player lacks court experience and their strokes need developing. Player is familiar with the basic positions for singles and doubles play.

Note to team coach/manager: Player is now beginning to coordinate footwork but is not consistent in hitting the ball over the net. Player can serve to some degree, understands scoring as well as correct positions for serving and receiving, and has limited success with volleys.

2.5 Player is learning to judge where the ball is going, although their court coverage is limited. Player can sustain a short rally of slow pace with other players of the same ability.

Note to team coach/manager: Player can keep score unassisted, can call own lines, can serve overhand from the baseline, and has an understanding of the basic rules.

3.0 Player is fairly consistent when hitting medium-paced shots, but is not comfortable with all strokes and lacks execution when trying for directional control, depth, or power. The most common doubles formation is one-up, one-back.

Note to team coach/manager: Player is improving court coverage and can sustain a rally and serve with consistency. On ground strokes, player needs to improve control of height, depth, direction, and speed.

3.5 Player has achieved improved stroke dependability with directional control on moderate shots, but needs to develop depth and variety. They exhibit more aggressive net play, have improved court coverage, and are developing teamwork in doubles.

Note to team coach/manager: Player is starting to recognize opportunities to attack short balls by coming to net. Player is developing more spin and power on the serve and seldom double faults

4.0 Player has dependable strokes, including directional control and depth on both forehand and backhand sides on moderate-paced shots. Player can use lobs, overheads, approach shots, and volleys with some success and occasionally forces errors when serving. Rallies may be lost due to impatience. Teamwork in doubles is evident.

Note to team coach/manager: Player has added variety in shot selection by using lobs, overheads, volleys, and approach shots with some success. Player can develop a game plan.

4.5 Player has developed use of power and spin and can handle pace. Player has sound footwork, can control depth of shots, and attempts to vary their game plan according to your opponents. Player can hit first serves with power and accuracy and place the second serve. They tend to over hit on difficult shots. Aggressive net play is common in doubles. Note to team coach/manager: Player is developing an offensive weapon.

Note to team coach/manager: Player has added variety in shot selection by using lobs, overheads, volleys, and approach shots with some success. Player can develop a game plan.

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5.0 Player has good shot anticipation and frequently has an outstanding shot or attribute around which a game may be structured. They can regularly hit winners or force errors off of short balls and can put away volleys. Player can successfully execute lobs, drop shots, half volleys, overhead smashes, and has good depth and spin on most second serves.

5.5 Player has mastered power and/or consistency as a major weapon. They can vary strategies and styles of play in a competitive situation and hit dependable shots in a stress situation. Player has had intensive training for national tournament competition at the junior and collegiate levels and has obtained a sectional and/or national ranking.

6.0 to 7.0 Player has had intensive training for national tournament competition at the junior and collegiate levels and has obtained a sectional and/or national ranking. 7.0 Player is a world-class player.

The general characteristics of NTRP playing levels and USTA Southern standings player search are easily accessed by visiting the USTA Georgia Jr. Team Tennis home page or clicking on the links below.

What Levels To Play In Jr. Team Tennis

USTA Southern has developed tools to assist local program, team managers, team captains and players to determine which level players should play in USTA Jr. Team Tennis. In addition other forms are included to assist with administering the program.

Manager/Captain Code of Ethics [Download .pdf](#) [Download Word doc](#)
[How to Level Players Online Course](#)

[Experience Score Card](#)

NTRP Characteristics for Juniors [Download .pdf](#) [Download Word doc](#)

Player Roster Profile Form [Download .pdf](#) [Download Word doc](#)

USTA Southern Standings Search in all divisions [Click Here](#)

Players who must play Advanced level

#1 – 300 in the 12s – 18s

#1 – 100 in the 10s

USTA Georgia Points Per Round Search [Click Here](#)

Players with more than 150 PPR must play Intermediate or Advanced

B. Rules for Ranked Players (per USTA Southern Georgia Rules and Regulations) 1.05 Official Rating Program: Players with a sectional (12-18's standings 1-300 and 10 standings 1-100) standing in any age group as of July 31, 2014 must enter at the advanced level (NTRP 3.5 & above). 10 year olds with a 10's standing playing in the 12's, 14's or 18's may only play in Intermediates or Advance and if they do not have a standing of 1-300 in the 12's 14's and 18's. Players with a 1-100 standing in the 10's who are playing in the 10's must play Advance. Standings are referring to the July 31 date previous to the Championship year.

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Players with more than 150 points in any age group on the posted Georgia standing list as of the end of July 2014 may not play Beginner level (NTRP 2.0 and below). Point totals shall include both singles and doubles divisions from which points were acquired. Points earned due to defaults will not be considered and may be deducted if noted in writing to the State League Coordinator at time of Championship registration.

The most current ranking information is available when Georgia Junior State Championships packets are turned in so that players may be rated properly.

Call the GTA office at 404.256.9543 if you have any questions as to whether or not a player is ranked.

BASIC RULES OF TENNIS AND TENNIS ETIQUETTE

FIRST RULE OF TENNIS:

ALWAYS TREAT YOUR OPPONENTS WITH COURTESY AND RESPECT

1. Server/Receiver—Players stand on opposite sides of court. The person who delivers/hits the ball is the server and the other the receiver.
2. Spin of racket—The player that wins the racket spin may choose or require the opponents to choose the right to serve or receive. The other side shall choose which side he (she) wants to start on.
3. Beginning—Server waits on receiver to be ready and stands behind the baseline to put ball in play. Receiver must allow ball to bounce in service box before returning. In delivering the service, server stands alternately behind right and left courts beginning every game from the right side. Ball served shall go over the net and land in service court, which is diagonally opposite the server.
4. Faults—Service of a fault if server misses ball in attempting to serve, if ball does not land in proper court, or if ball touches anything before hitting ground.
5. Service after Fault—After a fault (if it is first serve), server serves again from the same side/place. If the second serve is also a fault, server loses the point.
6. Service Let—During service, a ball that touches the top of the net but lands in proper court is termed a let and counts for nothing. Serve is replayed. There is no limit to the number of lets.
7. Receiver becomes Server—At the end of the first game, the receiver becomes the server. Player's change ends at the end of the 1st, 3rd, 5th and subsequent alternate games.
8. Players lose point—Players lose the point if ball hits ground twice, if ball hits any object such as net post before landing inside lines, if player or racket touches the net, if ball touches anything other than player's racket.
9. Ball landing on the line is good. (**Repeat...BALL LANDING ON ANY PART OF THE LINE IS GOOD.**)
10. Scoring—If player wins 1st point, score is called 15 for that player and love [zero] for the other player. The server's score is always given first. On winning the 2nd point, the score is called 30. On winning the 3rd point the score is called 40. On winning the 4th point, the score is called game. If both players have won 3 points, the score is called Deuce (same as 40-40). The player that wins the next point in no-ad scoring wins the point.
11. Set—A player who wins 4 games wins the set. At 3 games all, a 12-point set tiebreaker (first to 7 points by two) is played.
12. Third Set - Match tiebreaker is played in lieu of a third set. First to 10 points by two.

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- 13. THERE IS TO BE NO COACHING OR CALLING OF LINES BY PARENTS OR SPECTATORS DURING MATCHES (except beginner level matches during the regular season and by agreement of both coaches.)**

PLAYER, SPECTATOR AND TEAM ETIQUETTE

Besides the rules of tennis there are also some important unwritten laws, which come under the title of tennis etiquette. Tennis is a social game, a game involving simple politeness and consideration. Everyone will enjoy the game so much more if those standards are maintained. Here are some of the rules, which are most important:

- Talk quietly when standing near tennis courts that are in use.
- Never walk behind a court when a point is still in play. Wait until the point is over and then cross as fast as possible.
- Always come prepared. Bring not only balls, but towels and water to drink when it is hot.
- Wear sneakers for tennis. Other shoes may wear out quickly, hurt your feet, or damage the court.
- When you're ready to play, put racket covers, ball cans, jackets etc., out of everyone's way.
- To see whom serves first, spin your racket. If you win the spin, the choice is yours. You may serve first, or you may choose to receive first or to pick which end of the court you want to start playing on. As a third choice you may make your opponent choose first.
- When sending balls back to a neighboring court, roll them to the back of the court. Never send them back while play is in progress.
- Retrieve balls for your partner and your opponent.
- Don't criticize your partner, but offer encouragement.
- Call your own lines and let your opponent hear the call. If the ball is good say nothing and play on.
- Always respect the line calls of your opponent.
- If there is a disagreement, offer a let. In other words, replay the point, even if it was a second service.

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