



SOUTHERN

USTA JUNIOR TEAM TENNIS SOUTHERN SECTION CHAMPIONSHIPS

Rome, GA

AUGUST 10-12, 2018

RULES & INFORMATION

- 1. Player/Team Eligibility:** All players and teams must meet USTA Junior Team Tennis eligibility requirements. All players must be rated according to the JNTRP Guidelines and within the Standings Guidelines. Players with a sectional standing with a 10's standings 1-100 in any age group as of July 31 in the previous Championship year must enter at the advanced level (NTRP 3.5 & above). Players participating in the 12-18U divisions with a 3.5 or higher JNTRP rating at the time of program registration must play Advanced. An Advanced Low division will be offered in the 12-18s age groups. Advanced Low's rating range will be 0-3.9, and all players must fall in this range at the time of local registration. Each state will have at least one berth in Advanced Low, and teams who participate in this division will not advance beyond the Section Championships. If a player is not on the appropriate team level as per our rules, the player will be declared ineligible. All points the player earned during Championship play will be deducted from the team's total points, the player will be ineligible to play in additional matches and will be ineligible to advance to higher level championships. If a team's level has been misrepresented, the team will not be eligible for awards and will not be eligible to advance to other Championship competitions.
- 2. Sites:** Rome Tennis Center at Berry College (100 Match Point Way Rome, GA) & Downtown Tennis Center (339 West 3rd Street Rome, GA)
- 3. Format:** Round-robin with the following **order of play:** Boys' singles, girls' singles, boys' doubles, girls' doubles, mixed doubles. Tournament Desk reserves the right to alter order of play for all lines except mixed doubles.
- 4. Scoring:** See chart below for match scoring format, ball type, court size, and racquet requirements. For 10's a set is won when a team wins 4 games not by a margin of 2. For 12's a set tie break is played at 3-all. For 14-18's, a set tiebreak is played at 5-all. A team scores a point for every game won and a point for winning the 3rd set tiebreak. The maximum number of points a player can win is eight (8) points in the 10U & 12U divisions, and twelve (12) points for the 14-18U divisions. The maximum number of points a team can win is forty (40) points for the 10U & 12U divisions, and sixty (60) for 14-18U divisions. Team matches can end in a tie.

DIVISIONS, BALL TYPE, AND SCORING FORMATS

Division	Level	Court	Ball	Racquet	Scoring
10 & U	Int	60"	ORANGE	Must be 25" or smaller	Best 2 out of 3 short sets - no ad, first to 4 games. 3rd set is a 7-point tiebreak. (only have to win by 1 in set & tiebreak).
10 & U	Adv	78"	GREEN	Must be 29" or smaller	Best 2 out of 3 short sets - no ad, first to 4 games. 3rd set is a 7-point tiebreak. (only have to win by 1 in set & tiebreak).
12 & U	Int	78"	GREEN	Must be 29" or smaller	Best 2 out of 3 sets, short sets to 4 no ad scoring. A set tiebreaker is played at 3 all. A 10-point match tiebreak is played at one set all.
12 & U	Adv	78"	YELLOW	Must be 29" or smaller	Best 2 out of 3 sets, short sets to 4 no ad scoring. A set tiebreaker is played at 3 all. A 10-point match tiebreak is played at one set all.
14 & U	Int	78"	YELLOW	Must be 29" or smaller	Best 2 out of 3 sets, short sets to 6 no ad scoring. A set tiebreaker is played at 5 all. A 10-point match tiebreak is played at one set all.
14 & U	Adv	78"	YELLOW	Must be 29" or smaller	Best 2 out of 3 sets, short sets to 6 no ad scoring. A set tiebreaker is played at 5 all. A 10-point match tiebreak is played at one set all.
18 & U	Int	78"	YELLOW	Must be 29" or smaller	Best 2 out of 3 sets, short sets to 6 no ad scoring. A set tiebreaker is played at 5 all. A 10-point match tiebreak is played at one set all.
18 & U	Adv	78"	YELLOW	Must be 29" or smaller	Best 2 out of 3 sets, short sets to 6 no ad scoring. A set tiebreaker is played at 5 all. A 10-point match tiebreak is played at one set all.

NO-AD Scoring: The first team or player to win four points wins the game. If the score reaches 40 all, the receiver has a choice of receiving in the ad or deuce court. The winner of the next point wins the game. **In singles, the receiver may choose to receive on either the left or right side of the court. In doubles,** the receiving team has a choice of who will receive the last point. Both players must remain on the same receiving side they have played on during the match. **In mixed doubles,** the boy must receive serve from the boy, and the girl must receive serve from the girl.

Set Tie-Break: Players must play a set tiebreak in the following instances: 12U divisions at 3 all, and 14-18s divisions at 5-all. The winner is the first to reach seven (7) points by a margin of 2 points. In 10's no set tiebreak is played.

In doubles for 12-18's, the first server shall serve **one** point from the **right** side. The second server shall serve **two** points, starting from the **left** side and ending on the **right** side. The third server shall serve **two** points, starting on the **left** and ending on the **right** side. The fourth server shall then serve **one** point from the **left** side and then players **change ends of the courts**. The fourth server shall then serve **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 (6)** points.

In singles for 12's -18's, the first server shall serve **one** point from the **right** side. The second server shall serve **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 (6)** points.

Tie-Break in Lieu of the Third set: For 12U, 14U and 18U if a third set is required a match tiebreak will be played, first to reach 10 points by a margin of 2 points. One game point will be awarded to the winner of the third set tie break. For 10U if a third set is required a set tiebreak will be played, first to reach 7 points not by a margin of 2 points. One game point will be awarded to the winner of the third set tie break.

5. **Scoring Disputes:** Players must keep score and make all calls. Team captains, coaches and spectators cannot interfere. If a dispute arises, players should attempt to settle the dispute. If unsuccessful, players should summon an official to the court. The referee will handle **foot faults**. **Lines judges or court monitors will not be provided.**

6. **Play Twice Rule:** Players (one boy/one girl) may play twice (two positions) in a team match. The second position in which players compete twice must be Mixed Doubles. In other words, a boy/girl playing twice may play in the Singles and Mixed Doubles position, or the Doubles and Mixed Doubles position. Players who have played twice in a team competition may not play twice again until after three rounds of competition have been completed by their team. The "playing twice" rotation begins anew in the fourth round of round robin play (and 7th round, if applicable), and in the Playoff and Final flights.

A team does not have to have fewer than 4 boys and/or fewer than 4 girls to play an individual twice. Teams with more than 3 boys/3 girls may elect to play one boy/one girl twice in a team match. For teams with only the minimum number of three boys/girls, one boy/one girl will play twice in each team match and each boy/girl must play twice before another plays twice again. **The pink Play Twice form must be submitted before each match and signed by the tournament desk staff. If it is determined that this rule was violated by an illegal lineup, all points played will stand and the team in compliance will receive all remaining points.**

7. **Check-in:** Teams must check in **30 minutes prior to each match at the designated tournament site.** Team Captains only to the tournament desk. Scorecards and pink Play Twice form must be filled out **BEFORE** reporting to the tournament desk. **All team members must be present and ready for play at time of check in.** Teams will be assigned between 2-4 courts for the match. Should courts become available for additional positions, the teams must play the match when the court(s) become available. A representative from the team should notify the tournament desk when matches are finished and as courts become available. This will help the tournament staff in assigning courts.

8. **Defaults:** If a team needs to default a position, it must be at singles as this will affect the fewest number of players. The opposing team will be given the opportunity to change the lineup in the event of a default. At all championships, a minimum of 3 boys and 3 girls should be available and eligible to compete.

9. **Time Penalties:** **Penalties for lateness may be enforced at the tournament director's discretion. Such penalties may be assessed as follows:** 5 minutes or less-1 game + loss of toss, 5:01-10 minutes-2 games + loss of toss, 10:01-15:00-3 games + loss of toss. At 15 minutes late the entire match is defaulted and will be handled by the referee and tournament committee.

10. **Scorecards**, along with the pink Play Twice form, must be filled out completely **BEFORE** reporting to the tournament desk. Scorecards must be signed and turned in after each match. Each scorecard also contains a place for a sportsmanship nomination, which should be completed when the scorecard is signed and turned in. Scorecards for the next match will be distributed after scorecards from the previous match are turned in.

Scorecards must indicate a match number as shown on the schedule. Results will be entered into TennisLink. Balls must be returned at the completion of the match with the scorecards. Scorecards **will not** be accepted without balls.

11. **Substitutions** after the scorecard has been submitted may be made only in case of illness or injury and approved by the tournament desk. Substitutions in an individual match cannot be made after the first point has been put into play in that individual match.

12. **Warm-up** is limited to (5) minutes, including serves. All players on the court must take warm-up serves prior to the beginning of play. Captains will be asked to help monitor the warm-up time.

13. Tie-Break Procedures:

Set Tie-Break when the score reaches 3-all (12U) or 5-all (14 & 18U) (excludes 10U):	First to reach seven (7) points by a margin of two (2) points
Tie-Break in lieu of 3 rd set:	<ul style="list-style-type: none"> • Match Tiebreak for 12, 14, 18 U first to reach ten (10) points by a margin of 2 points • Set Tiebreak for 10U first to reach seven (7) points not by a margin of 2 points
Team Match ends in a tie (example: 35-35):	No Tie-Break in the Round Robin Play
Tie-Break for Round Robin Level: If two or more teams are tied:	<ul style="list-style-type: none"> • Head to head team match win/loss record between the tied teams. A win is determined by most games won • The team with the most team matches won in the round robin flight • The team with the most individual matches won in the round robin flight • The team with the most sets won in the round robin flight • Percentage of games won during match of tied teams • Percentage of games won in round robin matches • Coin Flip
Playoff Match Tie-Break:	Once the Tie is determined each team designates a mixed doubles team to play the Match Tie Break. The teams will flip a coin to determine who serves first and be given a 5 – minute warm-up. Mixed Doubles will play a Match Tie-Break for 12, 14, 18 & Under the winner is the first to reach ten (10) points by a margin of two (2) points. 10U Mixed Doubles will play a Set Tiebreak the first to seven (7) points by a margin of two (2) is the winner.

14. **Divisions with Playoff Matches:** Divisions with teams that advance to Playoff draws begin each match with zero (0) points. Points from the original round robin draw are not carried over to the Playoff rounds. The Play Twice rule will start over as new in divisions where a playoff is required to determine division winners. All teams are required to complete all matches.

15. **Good sportsmanship** of juniors, parents, and spectators is mandatory at all times -on and off the courts. Interference by parents or spectators is absolutely not permitted. If spectators do not comply with good sportsmanship, they may be asked to leave the premises by the official. Each Coach will have a pin to

award to an opponent during the tournament.

16. **Coaching will be allowed** during a changeover at the end of odd games. Coaching is considered to be communication, advice or instruction of any kind, audible or visible, to a player. The following coaching policies must be followed. Any violation of these coaching policies may result in the suspension of the coaching privileges and point penalties.

- One person may be designated to Coach of a team during each dual team match and must be registered with the tournament and identified with a Coach badge. Coaches may not alternate during a team match.
- The designated Coach may coach the player(s) when the players change ends at the end of a game and may be done when the players change ends after the first game without delay.
- Coaching is not permitted during a tie-break game or tie-break in lieu of the third set.
- Coach must remain outside the fence and cannot receive input at the fence from any other parties to relay to the player when speaking to the player.
- Coaching should be a positive reinforcement to your player and not against the opponent.
- A player is not allowed to be coached if the coaching is given by signals during play.

17. **Communication with tournament officials or staff** is allowed by the Manager/Captain and/or Coach/Team Coach/Manager only. Abusive or confrontational behavior from anyone toward tournament officials/tournament staff will not be tolerated and may result in the suspension of coaching privileges and/or point penalties.

18. **The Point Penalty System** will be in effect. This means that abusive or unsportsmanlike behavior by players or spectators will not be tolerated. Examples of behavior that warrant PPS are disrespect of officials, racket abuse, ball abuse, swearing, delaying play. The referee will enforce the Point Penalty System as follows:

First Offense:	Loss of Point
Second Offense:	Loss of Game
Third Offense:	Default

19. **Electronic devices including cell phones are not allowed on the court.**

20. **Dress Code:** **Girls:** No sports bras without a t-shirt; no shorts/skirts with a rolled down waistband; no bare midriffs. **Boys:** No tank tops. Hemmed sleeveless shirts are permitted. The Dress Code will be strictly enforced.

21. **Rain Delays:** In the event of rain, please remain at the tournament site until the tournament staff informs you of the playing schedule. In the event of a long rain delay, it will be at the discretion of the Tournament Committee to use an alternative-playing format. If scoring is changed a conversion of scores may be necessary. **For tournament updates and court conditions, please call 1-888-434-0998.**

22. **Cancellation:** Should inclement weather or other circumstances prevent the completion of the tournament, the Tournament Committee will determine whether the matches played at the point of cancellation will be used to determine the round robin group winners and a champion and finalist in each level. Winners may be determined by percentage of games won and commonality among teams. If the Tournament Committee determines that there was a lack of "equal opportunity" for all teams in the level due to the schedule of play, the Tournament Committee will place all teams in a drawing to determine the champion and finalist in each level. (For instance, in a five team round robin, one team may be in first place

at the time of cancellation with two matches played, while other teams in the round robin have fewer matches played. This example would not provide “equal opportunity” for all teams in the round robin and would not be used to determine the round robin group winner). If any team in a round robin flight is mathematically out of contention at the time of cancellation, they will be excluded from the drawing. Winners also may be determined by total games won and commonality among teams or percentage of games won or by the percentage of games won of those played when play is suspended.

23. **Tournament Deposits:** Teams must play the tournament to completion. If a team leaves before the competition is completed or defaults an entire match, the team may be charged the \$250 team deposit plus TennisLink processing fees. In addition, the tournament committee may file a grievance against the team.

24. **Awards** will be given to winners and finalists of each level and team photos taken at the site after the division matches are completed. **Winners are determined by the total number of games won.** Scores must be verified with captains and tournament officials before awards are presented. Teams eligible to advance to further Championships must sign up for the National Championships no later than August 26th.

25. **Sportsmanship awards** will be given to 1 boy and 1 girl in each age division. Awards will be shipped directly to the winners. Please note sportsmanship award nominees from your opponents’ team on each match scorecard. Each Coach will have a pin to award to an opponent during the tournament.

26. **Team Captains** may only be listed as the Team Captain for ONE team for the tournament. All Captains be approved through the USTA Safe Play process. Individuals may be listed as the co-captain for multiple teams.