

USTA SOUTHERN JUNIOR TEAM TENNIS LEAGUE (SJTTL) SECTION CHAMPIONSHIPS

Mobile, AL

SEPTEMBER 2-4, 2023

This document is to aid those attending the Southern Section SJTTL Championship by highlighting regulations to be aware of. Teams are responsible for reading and abiding by the complete SJTTL regulations are listed here. [USTA Southern SJTTL 2023 Regulations FINAL 9-12-2022.pdf](#)

RULES & INFORMATION

1. **Player/Team Eligibility:** All players and teams must meet the Southern SJTTL eligibility requirements. All players with a National standing inside the range listed in the table below must play in Advanced in that division. The September 7th, 2022 standings lists will be used to players who must play [advanced](#).

Age Division	Range	(Standings based on September 7, 2022)
18U	1 to 1,500	must play ADV in 18U
16U	1 to 1,500	must play ADV in 18U
14U	1 to 1,500	must play ADV in 14U

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 6 no ad scoring. A set tiebreaker is played at 5 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 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	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.

2. **Site:** Mobile Tennis Center , 851 Gaillard Dr., Mobile, AL 36608

3. **Event Format:** Team will compete in a round-robin format, with possible advancement to a single elimination playoff depending on the final number of teams participating.

4. **Team Match Format:** Each team match includes 4 courts including: boys singles, girls singles, boys doubles, girls doubles. All 4 (four) courts are assigned at the same time. A player can only play 1 courts in a team match - no doubling up or playing twice.

5. **Scoring:** See chart above 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 12-18'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 division, and sixty (60) for 12-18U divisions. Team matches during round robin play can end in a tie.

- **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.
- **Set Tie-Break:** Players must play a set tiebreak in the following instances, 12-18s 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 12's – 18's if a third set is required, a 10 point 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 10's 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.

6. **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.**

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 must be filled out on Match Tennis Teams **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:** **A team must have 3 boys and 3 girls present at the first match of the SJTTL Section Championship to participate in the event.** After the first match, 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.

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 minutes = 3 games + loss of toss, 15 minutes late = default. Lateness penalties may be applied to the whole team if the lineup is not submitted or to an individual court if lineup is turned in and player(s) are not present.

10. Scorecards must be filled out prior to each match on Match Tennis Teams. Captains must sign the card electronically after each match. After signing the scorecard a sportsmanship nomination can be chosen for that match. Results will be entered into TennisLink. Balls must be returned at the completion of the match.

11. Substitutions after the scorecard has been submitted a substitution 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. Team Tie-Break Procedures:

<p>Team Match ends in a tie (example: 35-35): Tie-Break for Round Robin Level: If two or more teams are tied:</p>	<p>No Tie-Break in the Round Robin Play</p> <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
<p>Playoff Match Tie-Break:</p>	<p>Once the Tie is determined during a single elimination playoff format, each team designates a mixed doubles team to play a Match Tie Break to determine which team advances. The teams will flip a coin to determine who serves first and be given a 5 –minute warm-up. In 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.</p>

14. Divisions with Playoff Matches: Divisions with teams that advance to a single elimination Playoff draw will begin each match with zero (0) points. Points from the original round robin draw are not carried over to the Playoff rounds.

15. Good sportsmanship of participants, 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.

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 as 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 delaying play.
- 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 or officials 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 and smart watches must be turned off while on 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, texts will be sent using Match App Teams to captains and players.

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. **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.

24. **Sportsmanship awards** - a Jot form will be sent to all captains to nominate players. The players will be notified and receive a gift at the tournament and have their picture taken!

25. **Team Captains** must be listed as the Team Captain on TennisLink. All Captains must be approved through the USTA Safe Play process. Individuals may be listed as the co-captain for multiple teams.