



Rules and Regulations

The purpose of the USTA Mitchell County Recreation & Mitchell County CTA Tennis Association is to promote Junior Team Tennis, an organized format of match play for junior players within the counties of Mitchell, Tift, Colquitt, Decatur, Lowndes & Thomas.

Junior Team Tennis offers junior players the opportunity to improve their tennis skills, gain match experience, meet other players and play in a **team** environment. Any child, ages 6-18 that has completed a required series of group tennis lessons or has undergone an on court evaluation may participate in match play. The Junior age group, ages 10-18 has mastered the basic skills of tennis, knows the fundamentals of keeping score, singles and doubles strategy, and the competition of team play.

PLAYER REGISTRATION

- Each player must have a USTA Junior membership current through the match season. (Sum/Winter) New membership and/or renewals may be obtained at www.USTA.com or 1-800-990-USTA.
- Player(s) will not be able to register for a team without a current USTA membership number.
- Players may be registered by Parent Coach, Parent and in special circumstances, Team Coach or Coordinator.
- League pre-registration form is to be completed and returned to Coach or Coordinator. This information is used to create teams, establish and maintain communications, principally by e-mail. Players are not allowed to participate without signed release forms on file. If a player is found to have played without filed paperwork, their match will be disqualified.
- The league fee will vary according to season length in a given season. This fee is paid on-line at the time of registration and will include a TennisLink user fee.
- These fees include match balls, lunch/snacks, court fees, and match supervisor fees. (Seasons may be combined).
- Players may be added to a team roster prior to the last match of the season.
- Players must be registered on TennisLink prior to participating in a match.
- Any player suspended under USTA Southern Suspension Points regulations can not participate in local league play during the suspension period.

FORMAT OF PLAY

TEAM

- Teams are co-ed. For Georgia State Championship eligibility, a team must consist of at least 3 boys and 3 girls.
- **Full Team:** Teams must have a minimum of 6 players in order to play all 5 matches in a team match. The 6 players must consist of 3 girls and 3 boys. Any team that defaults an individual match will lose the match with a score of zero. For example, if the match format is 2 out of 3 sets to 6 the score would be 6 – 0, 6 – 0.
- **Playing Twice:** Playing twice is permitted **ONLY** when a team has 3 or more boys & 3 or more girls present at the match. Teams can double only one girl and one boy twice in each team match. Players who play twice will receive 15 minutes rest period between each match.
- **Individual Defaults:** Individual match defaults occur when less than 3 boys or 3 girls show for the match. Teams with less than 3 girls or 3 boys **CAN NOT** double any player (i.e. boy or girl). For example, if a team has a 3:00pm match time and 4 boys/2 girls have checked-in only 4 matches could be played (i.e. boys singles, boys doubles, mixed doubles, & girls' singles). If only 3 boys and 2 girls were present at match time only 3 matches could be played (i.e. mixed doubles, girls singles, and boys doubles). We do encourage teams to play practice matches with the available courts and available time if possible. However, practice matches will not be scored or counted for league play. The practice matches can also be stopped by the host facilitator if they need the courts.
- **Team Defaults:** Team defaults occur when a team does not show for a match. Any team that defaults a match will lose the match with a score of zero. For example, if the match format is 2 out of 3 sets to 6 the scores would be 6 – 0, 6 – 0 for all 5 matches.

AGE ELIGIBILITY

- Players must be ages 6 - 18. All players must be age eligible by the USTA cut-off date August 31 of the Championship year.
Example: For the Championship year 2008/2009, player date of birth is 7/1/1996. At the start of the season the child is 12, but could not play at the 12u age group at the State Championship because the child will be 13 at the cut-off date.

LEVELS/DIVISIONS

Possible divisions of play:

- 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).

Every effort will be made to have balanced teams. Divisions may be combined.

SCORING

Junior divisions (ages 10-18)

- Matches will either be 2 out of 3 sets to 4 games or 2 out of 3 sets to 6 games. Tiebreakers will be played at 3 all in the 4 game sets and 5 all for the 2 out of 3 sets. All tiebreakers will be first person to 7 points win by 2 points except for the tiebreaker in place of a third set. Sets played to 4 will have a 7 point tiebreak instead of a 3rd set. Matches played to 6 will play a 10 point tiebreak instead of a 3rd set (i.e. first to 10 win by 2). All games are no-add.
- A team shall receive 1 point for each game won.
- Winner determined by total games won.

WARM-UP

- Warm ups will be limited to five minutes.

SUBSTITUTION

- Lineups should be exchanged between the opposing captains before the match begins.
- No substitution may be made in an individual match after the warm up has begun, except for illness, injury, or no show of a player prior to the start of the match. (i.e. the first point has not been played.) For example, when the captains have exchanged line-ups and the first point has not been played, the captain can make a substitution if a player becomes ill, injured, or teammate arrives.
- If no substitution can be made at the scheduled match time for the ill or injured player an individual match forfeit will be awarded to the opposing team.

MATCH SCHEDULES

- Matches will be scheduled using TennisLink and will include the dates, times and location of all matches.
- Match sites are determined by the hosting facility. Possible locations: Mitchell County Tennis Center, Packer Park, Bainbridge Tennis Center, and Thomasville High Schools. *Additional locations may be added.
- A match includes a 5-minute warm up & must begin on time if a court is available.
- **Default:** A default occurs when a player fails to appear at the scheduled match time.
- **Forfeits:** If your team must forfeit, please contact your opposing Parent Captain/Coach prior to the scheduled match & the host site.
- **Matches CANNOT be changed on the day of the match unless due to weather.**
- **Line-Ups:** Match line-ups will be prepared by the captains and will be given to opposing parent captains for team distribution. Parent Captains will exchange line-ups at start of the match. Line-up exchange may be done day prior to match.

INCLEMENT WEATHER

- Weather conditions that shall authorize the cancellation of a scheduled match are lightning, rain or severe temperatures (a temperature of 32° or colder, or a temperature of 100° or more).
- If there is any question about weather, please call Parent Captain, host site, or Coordinator. During weekday play, if the weather is questionable, contact the facility of play 1 hour prior to match time to verify whether matches have been canceled. Please use the following contact information:

- Mitchell County Tennis Center 229-336-2353
- Bainbridge Tennis Center 229-248-2020
- Moultrie Packer Park
- Thomasville YMCA 229-226-0133
- Make-up matches will not be rescheduled unless do to Inclement Weather
- Check tennislink schedule for designated make-up days due to bad weather.
- **Inclement Weather During Play:** In the event inclement weather occurs after play has begun, completed individual matches will stand as played and incomplete matches must be resumed by the same players at the exact game and point that existed when play was halted. Suggestion: write match details (score, servers name) down as players leave the court.

MAKE-UP MATCHES/RESCHEDULING

- Make-up matches (i.e. rain outs, incomplete matches) will be played on the regularly scheduled make-up days or any day the captains reschedule amongst themselves before the scheduled make-up day. Please check with the host facility, Mitchell County Recreation, or on tennislink for information about the make-up days due to bad weather.

CAPTAINS RESCHEDULING HOST DAYS:

- Captains are permitted to reschedule matches. Rescheduling will be the responsibility of both captains and not your local league/host facility. Captains must work out a day, time, and facility. The matches must be completed before the last make-up day of the season. Any match not played will result in a score of zero for both teams.

WARNING: Making up days in our league is sometimes very difficult. Our league often schedules double header days and back to back weeks of tennis matches. If those matches get rained out make-up matches can quickly pile up. Thus, captains could quickly get behind in the rescheduling process of finding a day, time, and facility that both captains/teams will agree to play.

SCORE ENTRY/STANDINGS

- Match scores are to be entered in TennisLink by Parent Captain of **home** team.
- Scores must be entered within 48 hours after the completion of the matches.
- Visiting team should verify the scores entered, and confirm the results. If there is discrepancy, please select "dispute" the scores online and contact the coordinator. The coordinator will enter the appropriate changes.
- If no scores are reported and verified by 48 hours, the match will result in a double default.

LOCAL LEAGUE CHAMPION

- Winners will be determined by total games won at the end of the season. The team who has accumulated the most games won will win their division.
- In the event of a tie at the end of the season, the tie shall be broken by the first of the following procedures that does so:
 1. Head to Head.
 2. Least number of games lost.

PROGRESSION

Teams may advance to the Georgia State Championships from no more than two seasons per Championship year.

- One berth per season for a maximum of 4 teams in any given age/level, i.e. 2-4 Teams.
- Two berths per season for a maximum of 8 teams in any given age/level, i.e. 5-8 teams, 2 berths

WARNING: SWGJTT often combines divisions in our league to give all teams an opportunity to play. For example, we might combine a 12U beginner division that only has 1 team with a 12U intermediate division with 7 teams. Thus, the 12U division would have 8 teams but one of them would not be competing for the 12U intermediate bids.

SPECTATORS/PARENTS/COACHES

- No excessive cheering or clapping is permitted.
- No clapping for errors.
- It is the responsibility of the coaches and captains to work together as a team to control the spectators and parents conduct during match play.
- No one should be on the court or in the players' seating area.

Instructions On Scoring Format

Scoring formats vary with each division. Please check tennislink score sheets & with your Jr. Team Tennis Coordinator to verify the scoring format.

Tie-Break. Be sure players know how to play a tie-break. If a set reaches 7 all, players must play a tiebreak. The order of serving is the same as that of the start of the match.

In doubles, 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 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 ten points with a two-point margin. Teams change ends of the court every six points. 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 girls.

In singles, the first server shall serve one point from the right. 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 ten points with a two-point margin. Player's change ends of the court every six points.

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. **COACHING IS PERMITTED FOR CAPTAINS ONLY!!! THERE IS TO BE NO COACHING OR CALLING OF LINES BY PARENTS OR SPECTATORS DURING MATCHES** (except during regular season by agreement of both coaches.)