



Southern Crescent Junior Team Tennis
Local League Rules
2011 Championship Year

Paula Reynolds
Local League Junior Coordinator
678-763-8443

juniorteamtennis@gmail.com

www.scjuniorteamtennis.com

Southern Crescent Junior Team Tennis Leagues

Southern Crescent Junior Team Tennis is a 6-8 week program of team practice and match play for boys and girls. A team captain will create their new team online at TennisLink. Once the team captain creates the team, TennisLink will assign a team number and the captain will give that team number to all players to register themselves online at TennisLink. Match schedules will be available on TennisLink and will include the dates, times and location of all matches.

USTA Team Tennis League

Teams are co-ed

Each match consists of five individual matches

Boys Singles

Girls Singles

Boys Doubles

Girls Doubles

Mixed Doubles

Each team must have a team captain

Each team must have enough players to form a lineup to be considered a complete team for scheduling

Match play for 12U are Fridays at 4:30pm

Match play for 14U is Saturdays at 3:00pm

Match play for 18U is Saturdays at 11:00am

Kids Quick Start Team Tennis

8U Kids Quick Start Team Tennis

Teams are co-ed

Each match consists of three individual matches

Boys Singles

Girls Singles

Mixed Doubles

Each team must have a team captain

Each team must have enough players to form a lineup to be considered a complete team for scheduling

Match play for 8U are Fridays at 4:30pm

10U Kids Quick Start Team Tennis

Teams are co-ed

Each match consists of four individual matches

Boys Singles

Girls Singles

Boys Doubles

Girls Doubles

Each team must have a team captain

Each team must have enough players to form a lineup
to be considered a complete team for scheduling

Match play for 10U are Fridays at 4:30pm

Divisions of Play

Southern Crescent Junior Team Tennis divisions are listed below. They are based on age and ability levels of players and teams. We use the National Tennis Rating Program to rank our players (NTRP). All captains must fill out a Junior Team Tennis Team Profile Form. Captains will be responsible for proper rating of each player on the roster. No player can play in a level lower than their NTRP rating. Each individual team member, not the team average, must fit the NTRP guidelines for the level of play. These forms must be completed and turned into the Local League Coordinator before teams can be scheduled. The Junior Team Tennis Team Profile Form and the NTRP Guidelines are available for you to download on our website on Information Downloads page www.scjuniorteamtennis.com.

Age Eligibility

Junior Players must be age eligible through August 31, 2011. Whatever the age of the junior player is on August 31, 2011 is the age division the junior will play for the fall 2010 and spring 2011 season. Southern Crescent Local League age categories include 18U, 14U, and 12U. Kids Quick Start Team Tennis age categories include 10U and 8U.

Kids Quick Start Team Tennis

Levels of Play:

8u Kids Quick Start Tennis

Beginner 2.0 NTRP and Below
Foam Balls/36' Court

10u Kids Quick Start Tennis

Beginner 2.0 NTRP and Below
Low Compression Balls/60' Court

Junior Team Tennis

Levels of Play:

12 & Under

Beginner 2.0 NTRP and Below
Intermediate 3.0 NTRP and Below
Advanced 3.1 NTRP and Above

14 & Under

Beginner 2.0 NTRP and Below
Intermediate 3.0 NTRP and Below
Advanced 3.1 NTRP and Above

18 & Under

Beginner 2.0 NTRP and Below
Intermediate 3.0 NTRP and Below
Advanced 3.1 NTRP and Above

Southern Crescent Junior Team Tennis Fees

USTA Membership:

To participate players must be a member of the United States Tennis Association (USTA). The cost of a membership is \$19.00 per player annually. Membership with USTA provides your child with a USTA number, which is necessary for league registration. The above price is based on registration for a single player; however, there is an option to have a family membership. To obtain a USTA membership or renew your membership click on **Join USTA at www.scjuniorsteamtennis.com**. You can also call 1-800-990-8782 for more information or to join/renew over the phone.

League Fees:

Southern Crescent Junior Team Tennis fees are \$34.50 for each season. This amount will be paid when you register on TennisLink. The \$34.50 amount covers the cost of player shirt, TennisLink fees, balls for all dual matches, and awards. The \$34.50 amount does not cover any additional fees a facility may charge non-residents or non-members for use of their tennis facilities.

Coaching Fees:

Team coaching is part of this league. The coaching fee is paid directly to the facility, coach, or tennis professional. Players must have at minimum a once a week coaching to play on a team. Check with your facility, coach or tennis professional in regards to these fees.

Captains

An individual may not be the team captain of more than one team during a season in the same division of the SCJTT League.

Matches

The number of teams signed up for a division will ultimately determine levels, divisions and number of matches.

The home team must have water available for players. Refreshments are not required but recommended.

Matches will be scheduled using Tennislink scheduler computer program

The schedule will be available on Tennislink and will include the dates, times, and location of all matches

Warm-ups should be limited to 10 minutes, including serves. Play is continuous. Captains must monitor warm-up times.

Lineups should be exchanged between the opposing captains before the match begins.

It is mandatory that a captain or representative be present at each match for both teams.

Teams must play out of Southern Crescent Tennis League approved facilities.

The home team must guarantee a minimum of 2 courts for league play.

The courts must have on-site bathroom facilities.

Home captains must furnish two unopened cans of USTA approved yellow balls per dual match.

Away captains must furnish one unopened can of USTA approved yellow balls per dual match.

“Home” team captains should contact the visiting team captain at least 3 days prior to a scheduled match to make final arrangements for the match.

If the captain listed on the schedule will not be present at the match, he/she should notify the opposing captain with the name of the person acting in his/her stead.

Medical Time Outs

Medical time outs include but are not limited to an injury, illness, and heat related condition or cramping. A medical time out consists of evaluation time as determined by the captains plus a maximum of three minutes of treatment time.

A player may request one or more suspensions of play for a toilet visit.

Order of Play

The captains can agree on order of play; however, if they cannot agree, the order of play will default to Boy’s Singles, Girl’s Singles, Boy’s Doubles, Girl’s Doubles and then Mixed Doubles. Players in the second time slot (i.e. Doubles Lines) must be available 30 minutes after the first time slot begins: Third time slot (i.e. mixed doubles) must be available 1 hour after the first time slot begins. Both captains must be in agreement to play extra/all matches simultaneously if extra courts are available.

More than one team

A player may participate on more than one team in a local league during the same season as long as it is not the same division and or flight in the same league. A player may not participate on more than one championship team.

Defaults and Forfeits

A default occurs when a player fails to appear within 15 minutes of the scheduled match time. Be lenient as possible within reason about defaults. We want the juniors to get to play their matches.

If a team needs to default a position, it must be at the singles position. This will affect the fewest number of players on each team.

If your team must forfeit a position, please contact the other team captain prior to the scheduled match.

Teams that forfeit an excessive amount of matches which in turn affect the outcome of their flight and or division may have all its matches to date nullified and may be treated as a bye for the remainder of the season. The forfeiting team may be suspended or placed on probation the following season. This will be determined by the Grievance Committee.

A team that defaults an entire match may have all its matches to date nullified and may be treated as a bye for the remainder of the season. The defaulting team may be suspended or placed on probation the following season. This will be determined by the Grievance Committee.

If a team withdraws after schedules have been completed that team may be suspended or placed on probation the following season. This will be determined by the Grievance Committee.

Ineligible Player

In all dual meets in which an ineligible or out of level player participates, the guilty team may be penalized by forfeiting the points earned by the ineligible player.

Suspensions

Any player who has been suspended under USTA Junior Suspension Points System, will be suspended from Local League play during the suspension period.

Court Monitors for Beginner Level Matches :

For beginner level matches only, a court monitor may be appointed to be on the court with beginner players to assist the players in their match. A court monitor is

limited to helping the beginner players with the following: (1) keeping score; (2) tiebreakers; (3) keeping the flow of the match going; (4) switching sides; and (5) making sure the player is serving from the correct side of the court. A court monitor may not assist the players with coaching, strategy, or line calls.

A court monitor must be appointed if either captain in a beginner level dual match requests a court monitor. A court monitor must be agreed upon by both captains of the dual match before match play begins.

A court monitor must be on the court so that there is no confusion to the beginner players and spectators who has been appointed as court monitor.

A court monitor shall not intimidate any player or they will be removed from the match.

A court monitor should only be appointed in beginner level matches if the beginner players need help with the basic play rules listed above.

The court monitor's assistance should not change the outcome of the match.

There will be no appointment of a court monitor's with the intermediate or advance teams – No Exceptions!

Coaching

Coaching is considered to be communication, advice or instruction of any kind, audible or visible, to a player.

A designated coach may coach the player(s) when the players change ends at the end of a game, but not when the players change ends after the first game and not during a tie-break game.

One person may be designated as the Coach of a team and must be appointed by the captain and identified with a coach nametag. (i.e. one coach per team for all five lines)

The designated coach should be familiar with the rules of coaching listed in the local league rules.

There will only be a team coach designated during a dual match.

There will be no appointment of a Coach for any matches not played as a dual match – No Exceptions!

Coaches should remain outside the fence

Coaching should be 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.

Any violation of these Coaching policies may result in the suspension of the coaching privileges and point penalties. Any protests will be reviewed and ruled on by the Southern Crescent Junior Team Tennis Grievance Committee (SCJTT GC).

We strongly recommend having both a team captain/manager and a coach.

Illegal Coaching

Coaching is considered to be communication, advice or instruction of any kind, audible or visible, to a player. Coaching is not permitted during a match or when there is suspension in play for medical or bathroom timeouts.

Captains, court monitors, teammates and spectators may not provide coaching, as defined above, or advice regarding line calls or scoring, during a match or when there is suspension in play for medical or bathroom timeouts. Exception: in accordance with the rules for court monitors for beginner level matches, a court monitor may provide limited assistance to the beginner players during a match. Exception: in accordance with the rules for the coach which is limited to specific times during the match

It is the responsibility of both captains to work together as a team to control the spectators conduct during match play.

Wireless Electronic Devices

Players are prohibited from using any wireless electronic device, such as cellular telephones, iPods, MP3 players, pagers, digital assistants (Palm, Pocket PCs, etc),

mobile e-mail devices (Blackberry), and other handheld devices during match play. All above-referenced wireless electronic devices must be turned off and unseen by players during match play. It is the responsibility of the player and the captain to make sure the player does not use, attempt to use, or appear to use a wireless electronic device during match play. If a player uses, attempts to use, or appears to use a wireless electronic device during match play penalties may be imposed upon the player and/or the player's team. Any complaints of the prohibited use of wireless electronic devices during match play will be reviewed and ruled on by the Southern Crescent Junior Team Tennis Grievance Committee (SCJTT GC). Penalties for non-compliance with above may result in appropriate corrective action, from a verbal warning up to and including forfeiture of a match by violating player and/or the violating player's team.

Substitutions

No substitution may be made in an individual match after the first point has been played

If no substitution can be made within 15 minutes of the time the match should start, that position will be forfeited

SCORE ENTRY

Home team should enter the match scores in TennisLink.

Visiting team should verify the scores entered, and confirm or dispute the results.

The scores should be entered and confirmed in 48 hours.

SCORING

Scoring for 8u Beginner Kids Quick Start 36' court/Foam Ball:

All matches are best of three "mini-sets" to four games, with no-ad scoring. At three games all in a set, a regular no-ad game will be played. If the players split sets, a first to seven point game will be played in place of a third set. A team scores one point for every game won. The maximum number of points a player can win is eight points. The maximum number of points a team can win is forty points per dual match. Dual team matches can end in a tie.

Scoring for 10u Beginner Kids Quick Start 60' court/Low Compression:

All matches are best of three "mini-sets" to four games, with no-ad scoring. At three games all in a set, a regular no-ad game will be played. If the players split sets, a first to seven point game will be played in place of a third set. A team scores one

point for every game won. The maximum number of points a player can win is eight points. The maximum number of points a team can win is forty points per dual match. Dual team matches can end in a tie.

Scoring for 12u Division

All matches are no-ad, 2 out of 3 first to four game sets, with a match tiebreak in lieu of the third set. A set tie break is played at 3-all. A team scores one point for every game and tiebreak won and one point for winning the 3rd set tiebreak. The maximum number of points a player can win is eight points. The maximum number of points a team can win is forty points per dual match. Dual team matches can end in a tie.

Scoring for 14u and 18u Divisions:

All matches are 2 out of 3 first to four game sets with ads, with a match tiebreak in lieu of the third set. A set tie break is played at 3-all. A team scores one point for every game and tiebreak won and one point for winning the 3rd set tiebreak. The maximum number of points a player can win is eight points. The maximum number of points a team can win is forty points per dual match. Dual team matches can end in a tie.

PLAYING TWICE RULE

Each team has the option of doubling one girl position and one boy position in a match. Only one girl and one boy may “double up” to play two individual matches. Match of said doubling, or playing twice, must do so in the mixed position for one of the matches. This will be monitored by the captains.

You can not double two girl’s positions or double two boy’s positions in a match.

Each captain will have a playing twice form that will be filled out and signed by the captains of the opposing teams at each match along with the lineup. This will show the opposing teams how many matches a player has doubled. We are discouraging teams that play their best players twice each week while other teams are rotating and playing all their players equally. **Teams may not play a player twice in more than three matches in a season.** (Exceptions to this rule must be approved by Local League Coordinator for unforeseen player/team circumstances)

The Playing Twice Form will be turned into the Local League Coordinator after the last match of the season is completed.

In all dual meets in which there is an ineligible doubling of a player the guilty team may be penalized by forfeiting the points earned by the ineligible doubling.

Players cannot play twice in the Kids Quick Start Team Tennis 8U League

It is recommended to rotate your players evenly when doubling throughout the season. We want all the kids to get equal court time.

Player Add-On

Players may be added on a team roster up until the last match of the season. Add-on players must be on the team roster on TennisLink before they can take the court to be eligible to play. Captains must forward add-on player's name, NTRP rating, and tournament information to the Local League Coordinator for approval and to add to their Team Profile Form.

In all dual meets in which an ineligible or out of level player participates, the guilty team may be penalized by forfeiting the points earned by the ineligible player.

Rescheduling

If both captains agree, a match may be rescheduled due to a majority of players being absent from league play and should be played before the originally scheduled match date.

The match should be played before the original scheduled match date. The only exception to playing after the scheduled match day is due to inclement weather and approval by the Local League Coordinator. (See- inclement weather and rain out rule)

Please be flexible with players who need to play early. We want juniors to get to play their matches and not have to forfeit when possible.

Home Courts

The home team captain must confirm court reservations for at least two courts at their facilities for each home dual match prior to the date of the scheduled match. If the home team captain does not confirm the courts and two courts are not available for match play at match time, a full home team default will occur.

If the home team captain cannot confirm court reservations for at least two courts at their facility prior to the scheduled match play and match time, the home team captain must notify the visiting team captain at least 24 hours prior to the scheduled match and the visiting team has the first option of providing its home courts and hosting the match. If the visiting team does not elect to provide its home courts and host the match, the responsibility reverts back to the original home team, which must provide at least two courts within a reasonable distance of the originally scheduled match. If the home team cannot provide at least two courts for a scheduled match, a full home team default will occur.

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. Stats and Standings are available for your review on TennisLink

AWARDS

Awards will be presented for 1st place teams in each division.

PROGRESSION

Georgia State Championship: Division winners will automatically qualify to advance to the State Championships.

Each player must have a history of a minimum of three local team matches played during the championship year and be age eligible through August 31st. Of the three team match minimum requirement only one may be recorded as a default.

Qualifying teams will have a minimum of 3 girls and 3 boys, registered through TennisLink Team Tennis and have local match results recorded in the system to advance to the Championships.

Please refer to the USTA Georgia website www.ustageorgia.com, for tournament details.

Inclement Weather

Weather conditions that shall authorize the cancellation of a scheduled match are lightning, rain, tornado warning, or severe temperatures (a temperature of 32° or colder, or a temperature of 100° or more according to the Weather Channel at time

of play).

Extreme winds are not a reason to cancel or reschedule a match

A half-hour delay from the scheduled start time for the team match is to be observed at all times in order for weather conditions to improve.

It must be agreed by both captains that the weather is not going to improve in that time period for the match to be called for rain.

A sick junior is not a reason to cancel or reschedule a match. (See- substitutions)

Try to schedule the makeup match before the next regularly scheduled match.

Both captains must agree on the makeup day, time and location. Captain must confirm the rescheduled time. If both teams cannot agree on a date and time to play the make-up match the date is set by the default date. (See Rain Out Rule)

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, server's name) down as players leave the court.

Rain Out Rule

In the event a match is canceled due to rain or inclement weather, teams have fourteen (14) days to make up any incomplete individual matches. If a day and time cannot be agreed upon by the 14th day, the match or matches will take place at 5:00 PM of the 14th day. If you cancel due to rain on the 14th day, the match or matches will take place at 6:00 PM each successive day thereafter. Please contact your local league coordinator if you have to make up the last match of the season due to a rainout. The default date may be different due to time restraints.

Protests

If there are any conflicts that cannot be resolved by the team captains within the rules, the local league junior coordinator should be contacted but only after the team captains have failed to resolve the issue. All official protests must be submitted to the local league junior coordinator in writing within 5 days of the scheduled match being protested. Please be familiar with the rules of Tennis, The Code, USTA, STA, GTA, and Local League Rules. Rules can be found www.scjuniorteamtennis, www.ustageoriga.com, www.usta.com.

Cheering Rule

One of the goals of USTA Junior Team Tennis is to allow the players a competitive setting without the pressure of spectators. The purpose of the matches is to allow the best team on the court to play and win. We do not want any outside cheering or clapping to change the outcome of the match by undue pressure. Cheering can get out of control, often intimidating children on the court. Cheering can also disrupt other matches in progress. Cheering can also cause conflict between opposing teams. We want all teams that play to feel good after every match. For this reason **we are not going to allow verbal cheering of any kind. The only type of cheering allowed will be respectful clapping for good shots provided spectators clap for both teams' good shots.**

Captains are responsible for their team spectators and should be sure that their team parents and players know and understand the rules on cheering.

We are going to allow clapping only with strict rules. If clapping gets out of hand (or there is verbal cheering), the spectators will be informed from the captains or local league coordinator that there will be no clapping for the remainder of the match. If abuse continues, the person(s) will be asked to leave the site. If the local league junior coordinator feel that the clapping rule is disrupting matches clapping may be suspended for the rest of the season.

When it is inappropriate to clap:

- Player hits a double fault
- Player hits a ball 2 feet out on a deuce point
- Player whiffs a serve
- Player hits ball into the net

When it is appropriate to clap:

- Player hits an overhead for a winner
- Players have a long rally
- Clear winner
- Match has finished

Spectators should use common sense. Think about how your child would feel in a situation before subjecting another child to unfairness.