



SOUTHERN CRESCENT

LOCAL LEAGUE RULES AND PROCEDURES



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SECTION 1: CAPTAIN AND CO-CAPTAIN REQUIREMENTS

TEAM CAPTAINS/CO-CAPTAINS

- Parent captains are required for all teams. Pros are permitted to be co-captains.
- In the presence of special circumstances, a pro as captain will be considered on a case-by-case basis. Please contact the Southern Crescent Local League Junior Coordinator (the "Junior Coordinator") if you are a pro seeking to be sole captain of a team.
- Team captains may not be a team captain of more than one team during a season in the same division.
- Background checks are mandatory for all team captains and co-captains.

BACKGROUND SCREENING/YOUTH PROTECTION TRAINING PROGRAM

- As a captain, you **MUST** complete the SafePlay process before you will have access to create a team in TennisLink. To complete the SafePlay process, follow the steps here: <https://customercare.usta.com/hc/en-us/articles/360041617612-How-to-Become-Safe-Play-Approved-Renew>.
- Screenings are good for two (2) years, so if you are a returning captain, you can go to <https://usta.com/safeplay> to check your status. Please check your expiration date as you will be **LOCKED OUT** of TennisLink if you don't renew before the expiration date.
- You must be approved before you can create a team in TennisLink and the screening approval can take up to ten (10) business days. We cannot guarantee team entry if the screening is not submitted with enough time for clearance and team submission.

SECTION 2: TEAM, FACILITY, AND PLAYER REQUIREMENTS

TEAM REQUIREMENTS

- Each team must have a team captain and co-captain with a current phone and email address in order to receive league information throughout the season.
- 10U Beginner, 10U Intermediate, and 10U Advanced is non-gender specific and must have a minimum of 4 players.
- 12U, 14U, and 18U teams are co-ed and must have a minimum of 3 boys and 3 girls.
- No more than 12 players per team are recommended.



HOME FACILITY REQUIREMENTS

- Teams must play out of Southern Crescent Tennis League-approved facilities.
- The home team must guarantee a minimum of two (2) courts for league play at the same address and of the same surface.
- Facilities must have an accessible, working restroom and an on-site telephone (may be cellular).

PLAYER REQUIREMENTS

Age Eligibility

- Players must be age eligible for their age division through August 31st of the Championship Year. The Championship Year is defined as September 1, 2025 to August 31, 2026.
- For Non-Championship seasons, which typically occur in the fall, players must be age eligible for their age division through January 1st of the year subsequent to the season.

Level Eligibility

- The USTA Junior Team Tennis play-levels are defined as Beginner, Intermediate and Advanced. The guidelines below will help determine the appropriate level for all players on a team. 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. If this needs to occur, the team captains will be notified by the Junior Coordinator.*
- The SJTTL programs in USTA Southern will use the **ITF World Tennis Number** (WTN) to promote level based play across the Section.
 - 40-1 scale, with 40 (minimum) being a beginner player and 1 (maximum) being an elite professional.
 - Players will have a separate WTN for singles and doubles rating. The registration platform only considers a player's singles rating at time of registration.
 - Players with a low confidence factor will have the option to sign up in any division.
 - Players can locate their ratings, as well as JTT Results within their USTA.com profile.



The rating bands for SJTTL are as follows:

Division/Flight	Eligible WTN Range	Ineligible WTN Range
12 & Under Beginner	40-31	30.9-1
12 & Under Intermediate	40-29	28.9-1
12 & Under Advanced	40-1	NA
14 & Under Beginner	40-29	28.9-1
14 & Under Intermediate	40-27	26.9-1
14 & Under Advanced	40-1	NA
18 & Under Beginner	40-27	26.9-1
18 & Under Intermediate	40-23	22.9-1
18 & Under Advanced	40-1	NA

- **10U/12U Level Eligibility Requirements:**

In 12U divisions, a player may play green or yellow ball based on Play Tracker regulations/allowances. . For more information, please visit: <https://netgeneration.usta.com/us-en/the-net-generation-playtracker.html>

In 10U divisions, a player may play green or orange ball based on Play Tracker regulations/allowances. For more information, please visit: <https://netgeneration.usta.com/us-en/the-net-generation-playtracker.html>

Find Your Rating:

If you have played with the USTA within the last 5+ years, either singles or doubles, you have an ITF World Tennis Number. The ITF World Tennis number was developed by the International Tennis Federation, the world governing body of tennis, and is one of the most advanced and accurate rating systems in the world.

Please visit <http://tennislink.usta.com/TeamTennis/Main/Home.aspx> to find your rating!



USTA Membership

- All players must have a United States Tennis Association (USTA) membership that is current through the entire season to play.
- 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** under the "Junior Leagues" tab at www.ustasoutherncrescent.com. You can also call 1-800-990-USTA (8782) for more information or to join/renew over the phone.

More Than One Team

- A player may participate on more than one team in the Southern Crescent Junior Team Tennis 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.

SECTION 3: TEAM AND PLAYER REGISTRATIONS

TENNISLINK

- Registration for teams and players must be submitted online using the TennisLink program - <http://teamtennis.usta.com>. Teams will be responsible for the accuracy of their information. Please check all player eligibility requirements PRIOR to registering the player. Any questions or concerns should be addressed prior to registering on TennisLink.
- Once captains have 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.
- Player(s) may be added to a team roster up until the last match of the season.
- Player(s) must be registered in TennisLink prior to participating in a match.

LEAGUE FEES

- Each player will pay an online Southern Crescent Junior Team Tennis League registration fee. This fee will cover TennisLink fees, balls for all dual matches, and awards.
- This fee does not cover any additional fees a facility may charge non-residents or non-members for use of their tennis facilities.



SECTION 4: FORMAT OF PLAY - 10U, 12U, 14U, AND 18U

TEAM MATCH

- 10U Beginner, Intermediate, and Advanced team matches consist of three (3) individual matches: two (2) lines of singles and one (1) line of doubles.
- 12U, 14U, and 18U team matches consist of five (5) individual matches played in order of Boy's Singles, Girl's Singles, Boy's Doubles, Girl's Doubles, then Mixed Doubles. (See *Order of Play* rule.)
- 10U will play on modified 60' courts and rackets between 23" and 25" long. 10U Beginner and Intermediate will play with low compression orange balls; 10U Advanced and 12U Beginner-Intermediate levels play with low compression green balls; and 12U Advanced, 14U and 18U will play with yellow balls.

SCORING

- 10U: 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 lieu of a third set.
- 12U: All matches are best of three "mini-sets" to four games, *with no-ad scoring*. A set tiebreaker will be played at 3 all (first to 7 points by 2) and a match tiebreak will be played in lieu of a third set (first to 10 points by 2).
- 14U (all levels) and 18U Beginner: All matches are best of three "mini-sets" to four games, *with ad scoring*. A set tiebreaker will be played at 3 all (first to 7 points by 2) and a match tiebreak will be played in lieu of a third set (first to 10 points by 2).
- 18U Intermediate/Advanced: All matches are best of three sets to six games, *with ad scoring*. A set tiebreaker will be played at 5 all (first to 7 points by 2) and a match tiebreak will be played in lieu 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".



SECTION 5: FORMAT OF PLAY - 8U

- Each match consists of three players minimum (gender does not matter).
- Team match will consist of 3 singles matches.
- Matches played on modified 36' court with red felt balls and rackets no longer than 23".
- Each team must have a captain.
- Scoring: 2 out of 3 first to seven point games. Third game, if necessary, will be counted as one point.

SECTION 6: MATCHES

MATCH SCHEDULES

- The number of teams signed up for a division will ultimately determine levels, divisions, and number of matches.
- 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.
- A match, which includes a 5, but no more than 10, minute warm up, must begin at the scheduled time. Scheduled start times for each division are as follows:
 - Match play for 8U is Friday at 4:30 p.m.
 - Match play for 10U is Friday at 4:30 p.m.
 - Match play for 12U is Saturday at 9:00 a.m.
 - Match play for 14U is Saturday at 1:00 p.m.
 - Match play for 18U is Saturday at 11:00 a.m.

SETTING UP A MATCH

- As a courtesy, the home team captain should contact the visiting team captain at least three (3) days prior to a dual meet to discuss number of courts available, court surface, order of play, etc.
- 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.

MATCH DAY

- The home team must have water available for players. Refreshments are not required, but are recommended.
- It is mandatory that a captain or representative be present at each match for both teams.
- The home team provides balls for the match as follows:
 - **12U Advanced, 14U, and 18U – Yellow Ball** – Home team must furnish one (1) unopened can of USTA-approved yellow balls *per court* for each dual match. Balls are re-used for subsequent matches on the same court.
 - **12U BEG and INT, 10U ADV – Green Dot Ball** – There should be 3 green dot balls per court and home team keeps the balls at the conclusion of the match. These are low compression balls and may be REUSED for multiple matches.
 - **10U BEG and INT – Orange Ball** – There should be 3 orange balls per court and home team keeps the balls at the conclusion of the match. These are low compression balls and may be REUSED for multiple matches.
 - **8u – Red Felt Ball** - There should be 3 red balls per court and home team keeps the balls at the conclusion of the match. These are low compression balls and may be REUSED for multiple matches.

LINE-UP EXCHANGE/SUBSTITUTIONS

- Team captains must exchange scorecards with complete line-ups simultaneously prior to starting play. Once the scorecards have been exchanged, changes to the line-ups cannot be made except as follows: (1) if a player becomes ill or injured before his/her individual match is played, another player may be substituted; (2) if a player does not arrive in time to play their individual match, another player may be substituted or (3) the match is postponed due to inclement weather. (See *Inclement Weather* rule.) Players removed from the line-up due to (1) or (2) above cannot be reinserted in the match.



- A substitution is defined as a player not scheduled in the line-up or a player in the line-up that is eligible to play two positions (See *Playing Twice* rule.)
- If no substitution can be made within 15 minutes, that position will be forfeited.

WARM-UP

- Warm ups should be limited to five, but no more than 10, minutes, including serves.
- Captains (or court monitors, as applicable) must monitor warm-up times.

ORDER OF PLAY

- Captains may agree on order of play; however, if they cannot agree, the order of play will be played in the order of Boy's Singles, Girl's Singles, Boy's Doubles, Girl's Doubles, and then Mixed Doubles.
- Players in the second time slot (i.e., the doubles lines) must be available 30 minutes after the first time slot begins. Players in the 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.

PLAYING TWICE

- The number of players needed for a 12U, 14U, and 18U match is 4 boys and 4 girls; however, if you are short players, any two players may play two positions per match (referred to as "playing twice").
- **The same players may not play twice in more than two matches per season.** This will be monitored by the captains. (Exceptions to this rule must be approved by the Junior Coordinator for unforeseen player/team circumstances.) Abuse of this rule will result in a loss of points.
- It is recommended to rotate your players evenly when doubling throughout the season. We want all the kids to get equal court time.

COURT MONITORING FOR BEGINNER 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 with the intermediate or advance teams – NO EXCEPTIONS!

MEDICAL TIME OUTS/BATHROOM BREAKS

- 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.

WIRELESS ELECTRONIC DEVICES

- Players are prohibited from using any wireless electronic device during match play. All 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. Penalties for non-compliance with the 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.

DEFAULTS/FORFEITS/RETIREMENTS

- 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 your team must forfeit a position, please contact the other team captain prior to the scheduled match.
- *If a team needs to default a position, it must be at a position that will affect the fewest number of players on each team.*
- 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 Southern Crescent Junior Team Tennis 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 Southern Crescent Junior Team Tennis 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 Southern Crescent Junior Team Tennis Grievance Committee.
- A retirement occurs when an individual match has started and a player or a doubles team is unable to continue due to injury, loss of condition, or emergency.
- In case of retirement, the non-retiring player or doubles team shall be credited with such number of additional games as would have been won if the match was completed and the non-retiring player or doubles team won every subsequent game.

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 the USTA Junior Suspension Points System, will be suspended from Southern Crescent Junior Team Tennis Local League play during the suspension period.

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 these Southern Crescent Local League Rules and Procedures.
- There will only be (1) one 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.
- 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, except as specifically set forth in the *Court Monitoring for Beginner Matches* section and the *Coaching* sections.
- It is the responsibility of both captains to work together as a team to control the spectators' conduct during match play.

CHEERING

- One of the goals of USTA Junior Team Tennis is to allow the players to experience what it means to be part of a team, where every point won counts toward the total team effort. Support for every player on the court is essential for good teamwork. Team captains are responsible for their team spectators and should be sure that their team parents and players know and understand the following guidelines for proper behavior during a match:
 - Clapping for good shots will be allowed provided spectators clap for both teams' good shots.
 - Appropriate cheering will be allowed. 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 do not want any outside cheering or clapping to change the outcome of the match by undue pressure.
- If there is excessive abuse of the rules, no clapping OR cheering will be permitted for the remainder of the event.
 - 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.
- There should be no hanging on or over the fence.
- No spectators sitting on the court during match play.
- No bullying of the players by a coach, captain, monitor, parent, spectator, and/or another player.

PROTESTS

- If there are any conflicts that cannot be resolved by the team captains within the rules, the 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 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 these Southern Crescent Local League Rules and Procedures. Rules can be found www.ustasoutherncrescent.com, www.ustageorgia.com, www.usta.com

INCLEMENT WEATHER

- Weather conditions that shall authorize the cancellation of a scheduled match are lightning, rain, tornado warning, or severe temperatures (a temperature BELOW 32° or ABOVE 95°, according to the Weather Channel at time of play). Extreme winds and wind chill are not reasons 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. Both captains must agree to reschedule for the match to be called for inclement weather.
- A sick junior is not a reason to cancel or reschedule a match. (See *Lineup Exchange/Substitution* rule.)
- Try to schedule the makeup match before the next regularly scheduled match. Both captains must agree on the makeup day, time and location. Captains 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 *Rainout* rule.)

- Make-up matches may be made up on an individual match basis.

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 down match details (score, server's name) as players leave the court.

RAINOUT RULE

- In the event a match is canceled due to rain or inclement weather, teams have **thirteen (13) days** to make up any incomplete individual matches. Both captains must agree on the makeup day, time and location. Captains must confirm the rescheduled time.
- If a day and time cannot be agreed upon by the 13th day, the match or matches will take place at 5:00 p.m. the 13th day. If you cancel due to rain on the 13th day, the match or matches will take place at 5:00 p.m. each successive day thereafter.
- Rainouts of the last match of the season must be completed within **six (6) days** of the original match date. If a day and time cannot be agreed upon by the 6th day, the match or matches will take place at 5:00 p.m. the 6th day. If you cancel due to rain on the 6th day, the match or matches will take place at 5:00 p.m. each successive day thereafter.

RESCHEDULING

If both captains agree, a match may be rescheduled due to a majority of players being absent from league play and must be played *before* the originally scheduled match date. The only exception to playing after the scheduled match day is due to inclement weather. (See *Inclement Weather* and *Rainout* rules.) 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. **You may, however, only ask the opposing team captain once to play early. If their answer is "no," the match must be played on the scheduled match date.**

SECTION 7: ENTERING SCORES IN TENNISLINK

SCORE ENTRY

- Both captains should review and sign both scorecards at the end of a match. A captain's signature on a scorecard represents the captain's agreement that the information contained therein is true and accurate.



- The home team should enter scores in TennisLink and the opponent should confirm the scores; however, if scores are not entered within 24 hours by the home team, then the other team captain may enter the scores. Scores must be posted within 48 hours after a match is played or the match may be scored as a double default. If scores are not disputed during above time period, scores will stand as posted.
- When a tie-break has been played, the set is recorded with a score of 4-3. If a 3rd set tie-break is required the score is recorded as 1-0.
- Opposing team should verify the scores entered, and confirm the results.
- If there is discrepancy, please select “dispute” the scores online and contact the league coordinator. The league coordinator will enter the appropriate changes.

HELPFUL HINTS

Match ID Numbers

You will need match numbers for score entry and score confirmation.

Print a “Match Summary” report which lists your matches along with their ID numbers. Save this for reference throughout the season.

Scorecards

If while in *Match Summary* or *Match Schedule* you click on a match ID number, you can print a blank scorecard for the designated match. This blank scorecard will list the names of all registered players on both the home and visiting teams. Take this to the match for recording scores



WINNERS

- 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. Team wins.
 3. Individual wins.
 4. Sets won.
- If a division has more than one flight, playoffs will be scheduled to determine a winner.
- Up-to-date stats and standings are available for your review on the TennisLink.

AWARDS

First place teams in each division will receive bag tags.

SECTION 9: ADVANCEMENT TO GEORGIA STATE CHAMPIONSHIPS

- 10U-18U teams qualify to advance to the USTA Georgia Junior Team Tennis State Championships. There is no advancement to the State Championships for 8U teams.
- If a division has more than 4 teams, additional berths may be awarded by USTA Georgia.
- Each player must have a history of a minimum of two team matches played (separate team match numbers) on the team advancing from that season, one of which can be a default. Playing twice in one match is considered only one team match.
- Each player must be age eligible through August 31st of the Championship Year.
- 12U-18U State team rosters must have a minimum of 3 eligible girls and 3 eligible boys who meet all requirements to advance to the Championships, otherwise the next team will be invited.
- If a team cannot meet the minimum of three boys and three girls to advance to State, they will be allowed to add one eligible substitute player (one boy or one girl) from another team from the same season.
- Refer to the USTA Georgia website, www.georgia.usta.com, for tournament details.



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 7-point set tiebreaker (first to 7 points by two) is played.
12. Third Set – A 10-point match tiebreaker is played in lieu of a third set (first to 10 points by two).
13. **THERE IS TO BE NO CALLING OF LINES BY PARENTS OR SPECTATORS DURING MATCHES**
14. Coaching will be allowed by the team coach that will be identified by both teams before the start of the match. The coach will be allowed to coach the player after games 3, 5, 7 etc. In a tiebreaker coaching will be allowed when the players switch sides. Ie 6, 12, 18 etc.



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.
- Spin your racket to see who serves first. If you win the spin, the choice is yours. You may choose to (1) serve first (2) receive first, (3) pick the end of the court on which you want to start playing, or (4) 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.