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## Rules and Regulations

Revised April 2, 2010

The purpose of the USTA Clarke Oconee Tennis Association is to promote Junior Team Tennis, an organized format of match play for junior players within the counties of Athens-Clarke, Barrow, Jackson, Madison, Morgan, and Oconee.

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. The QuickStart (QST) format, ages 10 and under play on modified, smaller scaled courts and is a practice-and-play program allowing children to learn as they play. The QST 8u division is a cooperative play program involving the support of coaches, parents and players to ensure these children are having fun while learning the game of tennis.

### PLAYER REGISTRATION

- Each player must have a USTA Junior membership current through the match season. (Fall/Spring) New membership and/or renewals may be obtained at [www.USTA.com](http://www.USTA.com) or 1-800-990-USTA. Junior membership is \$18.00 and includes a subscription to "SMASH" magazine and eligibility to play in USTA sanctioned tournaments and Team Tennis leagues.
- 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 able 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 a Nike Dri-Fit Team shirt (a \$30 value), match balls, court fees, match supervisor fees and end of season party with awards. (Seasons may be combined). **LEAGUE FEE DOES NOT INCLUDE CLINIC FEES.**
- 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 regulation 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.
- Teams must have a minimum of 6 players.
- The number of players needed on match day is six.

### **TEAM MATCH**

- Jr. and QST 10u team match consists of 2 individual singles match and 2 doubles matches. For divisions consisting of only 2 teams, the team match may be altered.
- For Georgia State Championship eligibility, each player must be age eligible and participate in at least 3 local league matches.

### **AGE ELIGIBILITY**

- Players must be ages 6 - 18. Players/teams advancing to the Georgia State JTT Championship must be of age division cut-off by 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:

- QST 8U-Beginner
- QST 10U-Beginner
- 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).

The number of players signed up for the program will ultimately determine levels and divisions. Every effort will be made to have balanced teams. Divisions may be combined.

### **SCORING**

#### Junior divisions (12u and up)

- Each individual match will be a 8-game pro-set with no ad scoring, 7-pt tiebreak at 7 games all, first to 7 ahead by two points wins the tie-break.
- A team shall receive 1 point for each game won.
- Winner determined by total games won.

#### QST 10u division

- Each individual match will be a 6-game pro-set with no ad scoring, 7-pt tiebreak at 5 games all, first to 7 ahead by two points wins the tie-break.
- A team shall receive 1 point for each game won.
- Winner determined by total games won.

#### QST 8u division

- Timed rally play.

- Stats and Standings does not apply.
- Scores will be reported, however all players will receive awards.

### WARM-UP

- Warm ups will be limited to five minutes. More time is allowed for QST 8u division.

### 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.)
- If no substitution can be made within 15 minutes, that position will be forfeited.
- A singles player may also play a doubles match in the same team match.

### MATCH SCHEDULES

- Matches will be scheduled using TennisLink and will include the dates, times and location of all matches.
- Matches will be held once per week.
- Match sites are determined by the home facility of registered teams. Possible locations: Athens Country Club, Athens Christian, Bishop Park, Herman C Michael Park, Jennings Mill Country Club, Madison Co Park & Rec, Morgan Co. Tennis Complex, and Oconee Veterans Park. \*Additional locations may be added.
- A match includes a 5-minute warm up, must begin on time if a court is available. A **DEFAULT** occurs when a player fails to appear within 15 minutes of the scheduled match time.
- **Forfeits.** If your team must forfeit a position, please contact your opposing Parent Captain/Coach prior to the scheduled match.
- **Matches CANNOT be changed on the day of the match unless due to weather.**
- **Line-Ups.** Match line-ups will be prepared by the pros/instructors and will be given to 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, Pro 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:
  - Athens Country Club [www.athenscctennisnews.com](http://www.athenscctennisnews.com) 706-354-7126
  - Bishop Park 706-613-3592
  - Jennings Mill Country Club [www.racquetech.com](http://www.racquetech.com) 706-548-0660
  - Oconee County park facilities 706-769-2954
- Make-up matches should be played as soon as possible.
- Try to schedule the makeup match before the next regularly scheduled match.
- Both captains should agree on the makeup day, time and location.
- **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) are to be played as soon as possible. **Make-up matches must be played within two weeks of the original match date.** Parent Captains will arrange the match and players will email/phone results to their Parent Captain. **The agreed upon day/time/place must be emailed to league coordinator.**
- 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 agreed upon day/time/place must be emailed to league coordinator.**

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

### **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

### Pro-Set, No ad scoring format

Jr divisions 12u and up - 8 Game Pro-Set, NO ad scoring with a 7 pt tie-break at 7 games all.

10u QST division- 6 Game Pro-Set, NO ad scoring with a 7 pt tie-break at 5 games all.

**No-ad scoring.** The first player to win 4 points wins the game. If the score reaches 3 points all, the 7<sup>th</sup> point becomes the game point. 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 girls.** In calling the score of a no-ad game, players use Love, 15, 30, 40, and game.

**Tie-Break.** Be sure players know how to play a tie-break. 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 seven points with a two-point margin. Teams change ends of the court every six points.

**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 seven 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 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup> 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 1<sup>st</sup> 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 2<sup>nd</sup> point, the score is called 30. On winning the 3<sup>rd</sup> point the score is called 40. On winning the 4<sup>th</sup> 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. **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.)