



USTA Net Generation Pathway Regulations

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I. OVERVIEW OF THE USTA NET GENERATION PATHWAY

The USTA NET GENERATION PATHWAY REGULATIONS describe the programs offered by the USTA to introduce youth aged 5-18 to competition. These Net Generation Programs focus on fun, teamwork, decision-making, and learning to compete. The USTA Net Generation Pathway is aligned with the long-term athletic development principles of the American Development Model (ADM), which guide parents and coaches as their players develop and mature. The ADM framework is intended to improve the health and well-being of tennis participants for a lifetime.

Depending on a player’s age and skill level, Red, Orange, Green, and Yellow Ball Tennis will be played, and the format will range from a more informal and low-pressure team environment to non-elimination events. These programs are called USTA Team Challenge, USTA Junior Team Tennis (Local Track), and USTA Junior Circuit. As players progress, their training and play experiences will evolve, and the Pathway will provide the opportunity to play more competitively, if desired. Net Generation Programs do not count for junior ranking; *however*, participation and results will be recorded in the Net Generation PlayTracker and will control, along with age and in some cases an assessment, when a player can progress from Red to Orange to Green to Yellow Ball Tennis, and also when a player may begin competing in tournaments that count for ranking.

II. GENERAL

These Regulations apply to all Net Generation Programs. Any authority delegated by these Regulations to the USTA Local Play and Competition Committee, the USTA Recreational Competition Department, or any other entity stated herein, unless otherwise stated, may not be delegated to a different authority.

- A. Name.** The USTA Board of Directors has approved the adoption of these rules and regulations known as the USTA NET GENERATION PATHWAY REGULATIONS.
- B. Governance.** The USTA NET GENERATION PATHWAY REGULATIONS apply to all USTA Net Generation Programs. The USTA Constitution and Bylaws, and FRIEND AT COURT - *The USTA Handbook of Tennis Rules and Regulations*, apply to all Net Generation Programs (unless modified by these USTA NET GENERATION PATHWAY REGULATIONS). In any match played without officials, the USTA official publication, THE CODE, must be observed.
- C. Waiver of Regulations.** Except where a waiver is specifically permitted herein or by **USTA Regulation XX.**, no USTA NET GENERATION PATHWAY REGULATION may be waived.
- D. Amendments.** These USTA NET GENERATION PATHWAY REGULATIONS may be amended by the USTA Local Play and Competition Committee with the approval of a Net Generation Pathway Regulations Subcommittee. The Subcommittee shall be comprised of the Chair of the USTA Local Play and Competition Committee, who will serve as Chair of the Subcommittee, at least one member of the USTA Recreational Competition Department, a staff representative with oversight for Net Generation programs of at least one Sectional Association, and such other members appointed by the Chair. Proposed amendments are subject to review and comment by the Office of General Counsel and Chair of the Constitution and Rules Committee prior to adoption. Each amendment must be in writing and must be forwarded to the USTA Local Play and Competition Committee and the individual who has oversight of Net

Generation programs within each Section at least 21 days before any meeting of the USTA Local Play and Competition Committee at which the amendment will be considered. Unless otherwise specified, amendments become effective on January 1 following the year of adoption.

- E. Conforming Changes.** If the Chair and the Staff Member of the USTA Local Play and Competition Committee jointly request that a change be made to the USTA NET GENERATION PATHWAY REGULATIONS, the Office of General Counsel may authorize the change if it:
- Conforms with the USTA Constitution, USTA Bylaws, ITF Rules of Tennis, and USTA Regulations;
 - Makes language and stylistic changes;
 - Promotes clarity;
 - Eliminates ambiguity;
 - Corrects a mistake; or
 - Provides additional guidance.
- F. Glossary of Terms.** For purposes of these Regulations, certain words and phrases are defined in a glossary included herein. This glossary has been prepared as a reference to many terms included in these Regulations. The definitions provided have been drawn from these Regulations and, in some cases, other documents published by the USTA.
- G. Non-Discrimination.** Discrimination in Net Generation Programs is prohibited as specified in the USTA Constitution, USTA Bylaws, and USTA Regulations.

III. NET GENERATION PROGRAMS

Net Generation Programs must be consistent with the requirements set forth in these regulations.

A. Program Descriptions.

- i. USTA Team Challenge.** USTA Team Challenge is an introduction to competition that focuses on team play and character development in a fun, social environment, and includes the opportunity for parent education (including Safe Play education and training). The USTA, in consultation with the Local Play and Competition Committee, will determine and publish the requirements for conducting a USTA Team Challenge. (See Appendix 1)
- ii. USTA Junior Team Tennis (Local Track).** The local track of USTA Junior Team Tennis (Local Track) is designed to introduce players to team competition in a primarily local setting that focuses on level-based play opportunities, developing skills, and fun. USTA Junior Team Tennis (Local Track) is governed by the USTA Junior Team Tennis Regulations (See Appendix 2)

Regulation III.A. Comment #1: USTA Junior Team Tennis has two distinct program tracks:

- USTA Junior Team Tennis (Local Track) that is designed to introduce players to competition in a setting that focuses on play opportunities, developing skills, and fun; and
- The National Championship Junior Team Tennis track that is designed to allow advancement from local competition to District, Sectional and National Championship events for the 14 and under and 18 and under Intermediate and Advanced divisions.

The USTA Junior Team Tennis (Local Track) is a Net Generation Program.

- iii. USTA Junior Circuit.** The USTA Junior Circuit consists of non-elimination events that group players by ability (also known as flighting). The USTA, in consultation with the Local Play and Competition Committee, will determine and publish the specific requirements for conducting a USTA Junior Circuit event. (See Appendix 3)
- B. USTA Membership Required.** USTA Membership is required to play in a Net Generation Program.
- C. Results Do Not Count for Ranking.** Results from USTA Net Generation Programs do not count for junior ranking.
- D. Required Ball Usage for 8 and 10 Divisions.** If at any time a Net Generation Program is designated for 8 and under players, it must use Red Ball Tennis. If at any time a Net Generation Program is designated for 10 and under players, it must use Orange Ball Tennis or Green Ball Tennis.
- E. Events.** Boys, girls and coed events are permitted.
- F. Duration of Net Generation Program Events.** All Net Generation Program Events will be no longer than one day in length, with a four-hour limit per player, *except that*, season-ending events or special events organized by the Sectional or District Association may be up to two days in length with no time limit per player.
- G. Limited Entries.**
- i. Entry Deadline; Late Entries.** Although a USTA Team Challenge and a USTA Junior Circuit event will have an entry deadline, Event Directors are encouraged to accept late entries to the extent the additional players can be accommodated. Late entries are accepted in the order received. Late entries received at the same time are ordered by random draw.
- ii. Event Capacity.** When entries must be limited, any method of selection can be used, unless the method has been restricted by the USTA.

Regulation III.G.ii. Comment: Examples of selection methods that may be used for limited capacity events include:

- A method that gives priority to players previously not selected;
- Selection based on the players ratings, either by selecting from the top down or the bottom up; and
- Selection based on the date entry received.

H. Event Director Role. In addition to administrative duties, the Event Director of a Net Generation Program is responsible for maintaining high standards of good sportsmanship, communication with players and parents, addressing inappropriate behavior onsite, and any other decisions within the event that arise. The Event Director must comply with the requirements of Safe Play, including clearing USTA background screening and successfully completing Safe Play education.

I. Parent and Player Meeting. The Event Director will conduct an educational meeting for parents and players before the start of play.

Regulation III.I. Comment: The parent and player meeting is an important part of the educational process. Meetings held just prior to play are most effective. Meetings can be virtual or in person. Topics such as character development, sportsmanship, Safe Play education and training, how a player progresses through the pathway, upcoming events, and other relevant information may be presented. When a series of USTA Team Challenge events, or a USTA Junior Team Tennis (Local Track) program is organized, the meeting should be held prior to the start of the first event or league match.

J. Rest Between Matches. The Event Director will offer reasonable rest to players between matches which in many cases will be no more than 15 minutes.

Regulation III.J. Comment: Additional rest should be offered when the length of a match, heat, humidity, total time on court during the day, or other conditions justify more rest. See also Rest Table in USTA Regulations.

K. Limited Use of Point Penalty System. The Point Penalty System set forth in USTA Regulations is not used when Red Ball Tennis is played. It is only used in all other Net Generation Program Events when authorized by the Sectional Association.

L. Limited Use of USTA Suspension Point System. The USTA Suspension Point System set forth in USTA Regulations is not used in Net Generation Programs that use Red Ball Tennis. It is only used in a Net Generation Program that uses Orange or Green Ball Tennis when authorized by the Sectional Association.

Regulation III.K. and L. Comment: It is highly recommended that the Point Penalty System and the USTA Suspension Point System are not used in any Net Generation Program Event. If the Point Penalty System is used to penalize lateness, see Appendix 6 for appropriate penalty.

IV. NET GENERATION PLAYTRACKER

The Net Generation PlayTracker sets the requirements to be met by a player under the age of 11 to progress from participating in Red Ball Tennis to Orange Ball Tennis to Green Ball Tennis to Yellow Ball Tennis. The requirements will be determined by the USTA in consultation with the Local Play and Competition Committee. (See Appendix 4)

V. SANCTIONING NET GENERATION PROGRAM EVENTS

Net Generation Program Events are sanctioned by the USTA.

Regulation V.C. Comment #1: The term "Net Generation Program Event" is used to describe one Program organized during a sanction period.

Regulation V.C. Comment #2: The USTA Regulations allow for sanctions to be awarded to Organization Members, Sectional Associations, District Associations and Direct Member Clubs or Organizations. Net Generation Programs will be sanctioned using the procedures described below:

- **USTA Team Challenge:** A USTA Team Challenge is sanctioned when an eligible applicant creates and posts an event or a series of up to six events in the Serve Tennis Programming Module;
- **USTA Junior Team Tennis (Local Track):** USTA Junior Team Tennis (Local Track) programs are sanctioned in accordance with the USTA Regulations and are formed when the minimum number of teams submit the requisite information, such as team rosters and a schedule to the appropriate Section or District coordinator using TennisLink and the coaches and/or managers have been Safe Play certified; and
- **USTA Junior Circuit:** An application for a USTA Junior Circuit event must be submitted in the Serve Tennis Tournament Module. The sanction is approved or denied based on a process established by the Sectional or

VI. RED BALL TENNIS

- A. Definition of Red Ball Tennis.** The USTA Regulations define Red Ball Tennis as played on a 36-foot court as described in Figure 1 of the Appendix 5. As described in the ITF Rules of Tennis, the net must be 33 inches (0.838m) high at center and the ball must be a stage 3 (red) ball.
- B. Minimum Age.** Players must be at least 5 years of age to participate in a Net Generation Program that uses Red Ball Tennis.
- C. Racket.** Players must use a racket that is no longer than 23 inches (58.5 cm).
- D. Ball Usage.** New stage 3 (red) balls are not required for a Net Generation Program Event. There is no limit to the number of matches for which the balls may be reused.

VII. ORANGE BALL TENNIS

- A. Definition of Orange Ball Tennis.** The USTA Regulations define Orange Ball Tennis as played on a 60-foot court as described in Figure 2 of the Appendix 5. As described in the ITF Rules of Tennis, the net must be 36 inches (0.914m) high at center and the ball must be a stage 2 (orange) ball.
- B. Minimum Age.** Players must be at least 5 years of age to participate in a Net Generation Program that uses Orange Ball Tennis; *however*, it is strongly recommended players do not advance to Orange Ball before the age of 7.
- C. Racket.** Players must use a racket that is no longer than 25 inches (63.5 cm).
- D. Ball Usage.** Events start with new (orange) balls. The balls may be reused, but should not be used for more than four hours.

VIII. GREEN BALL TENNIS

- A. Definition of Green Ball Tennis.** Green Ball Tennis is played on a 78-foot court as described in USTA Regulations. As described in the ITF Rules of Tennis, the net must be 36 inches (0.914m) high at center and the ball must be a stage 1 (green) ball.
- B. Minimum Age.** Only players who are:
 - 9 years old; or
 - 7 years old and have met the requirements of the Net Generation PlayTracker may play in a Net Generation Program that uses Green Ball Tennis. (See Appendix 4)
- C. Racket.** Players must use a racket that is no longer than 27 inches (68.58 cm).
- D. Ball Usage.** Events must start with new (green) balls. The balls may be reused, but should not be used for more than four hours.

IX. YELLOW BALL TENNIS

- A. Definition of Yellow Ball Tennis.** The ITF Rules of Tennis govern the court, racket, and ball used in Net Generation Program Events that use Yellow Ball Tennis.
- B. Minimum Age.** Only players who are 11 years old or who have met the requirements of the Net Generation PlayTracker may play in a Net Generation Program that uses Yellow Ball Tennis. (See Appendix 4)
- C. Ball Usage.** Events must start with new (yellow) balls. The balls may be reused, but should not be used for more than four hours.

Appendix 1: USTA Team Challenge

USTA Team Challenge is intended for players who are able to drop-hit a serve and sustain a modified rally. The following are characteristics of the USTA Team Challenge Format:

- A USTA Team Challenge may be organized as one event or consist of a series of up to six events.
- Red, Orange, and/or Green Ball Tennis may be used. USTA Team Challenge does not use Yellow Ball Tennis.
- Boys and girls can be organized to play separately or together.
- Players are organized into groups or teams based on ball color. Players must play in the ball color they have achieved or lower as determined by the Net Generation PlayTracker or by observing the players.
- Further organization by age and/or physical size within ball color may be done when appropriate.
- Players who are unable to sustain a modified rally using a specific ball, may be moved to a different ball to achieve success.
- Players experience a progression of free play, cooperative play, and team competition.
- A timed rotation of 5 minutes is used when Red Ball Tennis is played.
- A timed rotation of 8 minutes is used when Orange and Green Ball Tennis is played.
- During play, there will be an acknowledgment of points won, but there will be no recognition of winners at the end of a rotation or the competition.
- Duration of a USTA Team Challenge is typically one hour and should not be more than 90 minutes.

Appendix 2: USTA Junior Team Tennis Regulations (Local Track)

[Insert JTT Regulations here]

Appendix 3: USTA Junior Circuit

The USTA Junior Circuit offers non-elimination competitions to develop skills by playing matches against other juniors of similar ability. It is intended for players who can serve and keep score and the focus is on introducing the concept of individual results and on good sportsmanship.

The USTA Junior Circuit is an important transition point in the Net Generation Pathway. Orange, Green, and Yellow Ball players with different skill levels, experience, and goals are in the process of determining a direction to take in the game, whether it be for recreation or higher levels of competition. The USTA Junior Circuit is designed to help a players make this decision in an encouraging, supportive environment.

The following are the characteristics of the USTA Junior Circuit:

- Orange, Green, and/or Yellow Ball Tennis may be used.
- Players enter a USTA Junior Circuit event based on ball color. Players must play in the ball color they have achieved or lower as determined by the Net Generation PlayTracker.
- Players aged 10 and under must be grouped in an Orange U10 event or a Green U10 event to count in the Net Generation PlayTracker. For all other events, while it is possible for an Event Director to limit the age of participants, is not recommended; however, an Event Director always has the option of separating players in a way that improves the experience, including separating players based on age disparity.
- Events may be offered in singles and/or doubles. Boys, girls and coed events are permitted.
- Players will be grouped (or flighted) by ball color based on ability into round robins* of 3, 4, or 5 players.
- Ratings are most effective tool to group players by ability. When ratings are not available, players may be grouped based on the number of Net Generation PlayTracker points or a visual evaluation. Consideration may also be given to a player's age, physical maturity, or other pertinent information.
- Match Formats:
 - One Short Set to 4 games (no Tiebreak is played; one game is played at 3-games all to determine the winner). This match format is recommended for a round robin of 5 players so that the event can end on time.
 - One 6-game set (no Tiebreak is played; one game is played at 5-games all to determine the winner).
 - Best of 3 Short Sets with a 7-Point Match Tiebreak played in lieu of a 3rd set. If the score in a Short Set is 3-games all, one additional game is played to determine the winner.
 - Timed Match of any length determined by the Event Director using the Point or Game FormatNo-Ad scoring is recommended.
- Each round robin is assigned to the same one or two courts for all matches.
- Players will self-record results on a score sheet and turn in the results after all matches are completed.
- Duration of events should last no more than four hours for each player.
- When Green Ball Tennis is played, results are used for ratings.
- Event Director must post the results within 3 days after the completion of the event.
- Determining Order of Finish for Round Robin Formats. If the Event Director will be recognizing the winners of each round robin, the player who wins the most matches is the winner. If two or more players are tied, the Event Director will use the Serve Tennis application for breaking ties. If Serve Tennis is unavailable, the Event Director will use these steps in the following order to break ties:

Timed Matches (Point Format):

- The head-to-head win-loss record in matches involving just the tied players;
- The player with the highest percentage of points won;
- The head-to-head win-loss record in matches involving the players who remain tied.

All Other USTA Junior Circuit Match Formats:

- The head-to-head win-loss record in matches involving just the tied players;
- The player with the highest percentage of sets won of all sets completed;
- The head-to-head win-loss record in matches involving the players who remain tied;
- The player with the highest percentage of games won of all games completed;

If all the steps have been applied and a tie still cannot be broken, a random drawing among the remaining tied players will be done to determine their order of finish.

* Other Formats:

- Compass draws may be used for season-ending events or special events organized by the Sectional or District Association.
- The USTA Local Play and Competition Committee may pilot or authorize for use other formats in USTA Junior Circuit events.

Appendix 4: Net Generation PlayTracker

The Net Generation PlayTracker monitors players as they move through the Net Generation Pathway from Red to Orange to Green to Yellow Ball Tennis. Advancement will be based not only on age thresholds; advancement from Green Ball Tennis to Yellow Ball Tennis can also be earned through playing in and winning matches in Net Generation Programs that use Green Ball Tennis or through an assessment. Points for participating are called "Play Points;" points for winning matches are called "Win Points." While point totals can determine progression from Green to Yellow, they will also act as motivation for a player progressing from Red to Orange to Green Ball Tennis. Players can view and track their points by logging into Serve Tennis.

Net Generation PlayTracker Points			
Net Generation Program	Play Points	Green Ball Singles Win Points	Green Ball Doubles Win Points
USTA Team Challenge	100	-	-
USTA Junior Team Tennis (Local Track) (U8 and U10 events)	100	100	50
USTA Junior Circuit (U10 events)	100	100	50

The Net Generation PlayTracker assigns Play and Win Points as follows:

- Points are earned separately for participation in events that use Red Ball Tennis, Orange Ball Tennis, and Green Ball Tennis.
- There is no limit to the number of Play Points that can be earned by participating in Red Ball and Orange Ball Tennis.
- Play Points for participating in Green Ball Tennis are capped at 500 points.
- Results in events that use Green Ball Tennis will earn Win Points - there is no cap to the number of Win Points that can be earned.

Thresholds for Advancement:

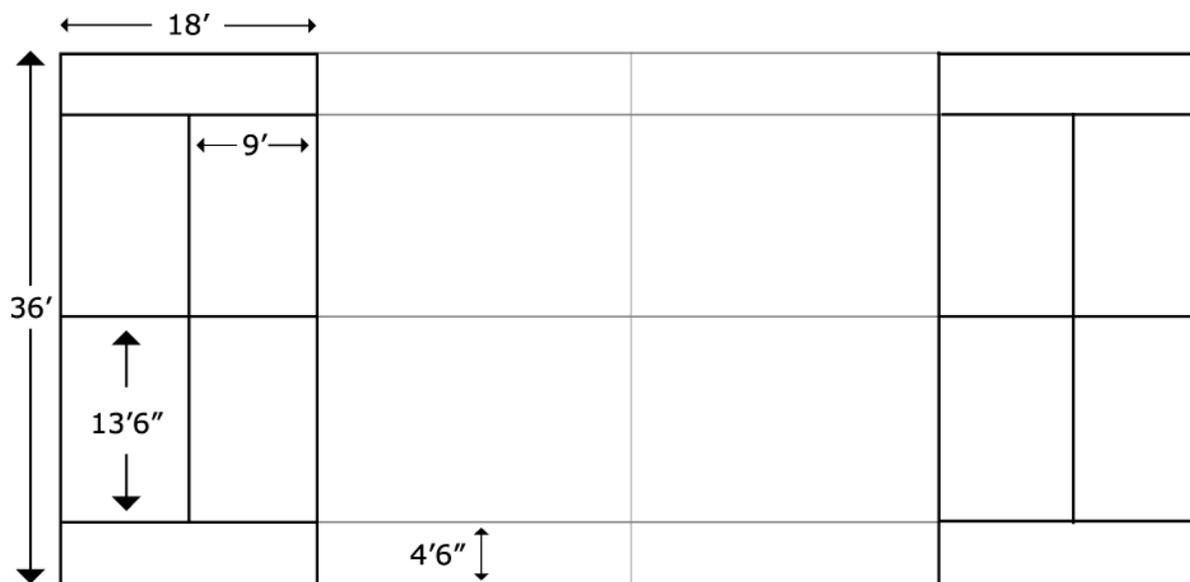
- Regardless of a player's age, a parent/legal guardian is required to watch an educational video before the player participates for the first time with Red Ball, Orange Ball, Green Ball, and Yellow Ball Tennis in a Net Generation Program, which will include Safe Play education and training.
- To advance from Orange Ball Tennis to Green Ball Tennis, a player must be either:
 - 9 years of age; or
 - at least 7 years of age and assessed by a USPTA or PTR* certified coach that has completed the Net Generation assessment training, with a score of at least 85%.
- Players under 11 years of age are required to earn total 1500 points for participation in Green Ball Tennis to become eligible for Yellow Ball Tennis, including tournaments that use a yellow ball and count for junior ranking.

A player that advances to a new ball color may choose to continue to play in the previous ball color in addition to the new one in order to continue to fully develop their skills.

**These acronyms refer to the United States Professional Tennis Association and the Professional Tennis Registry.*

Appendix 5: Red and Orange Ball Tennis Court Layouts

Figure 1: 36-Foot Red Ball Tennis Court



Instructions for Laying Out 36-Foot Court on Top of Regulation 78-Foot Court

The Court

The court shall be a rectangle that is 36 feet long and 18 feet wide. This size shall be used for singles and doubles.

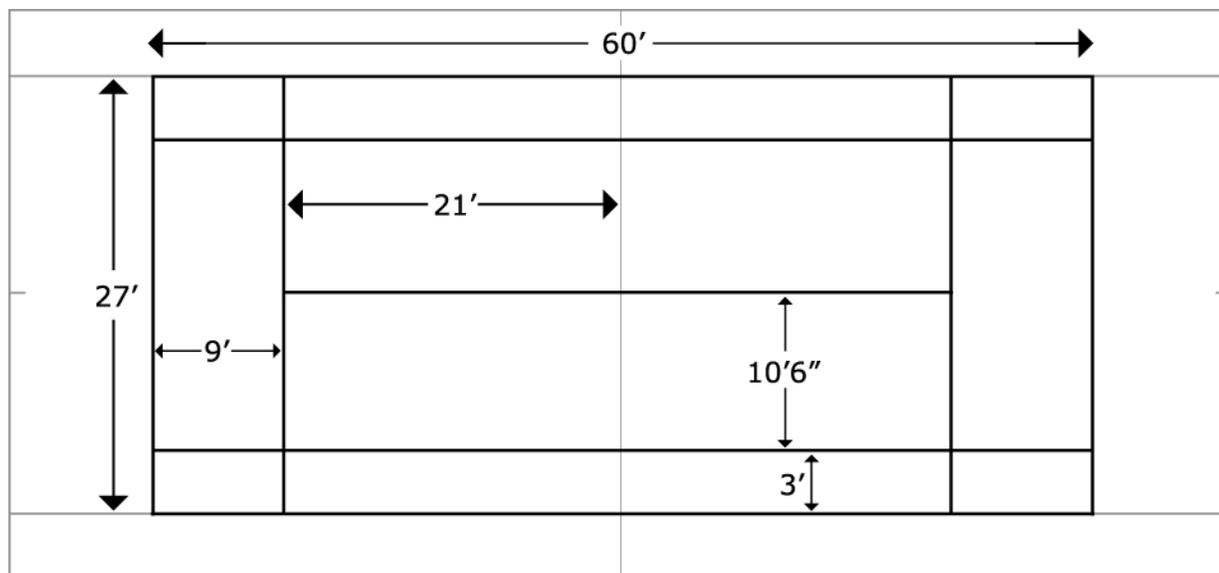
The Net

The court shall be divided across the middle by a net suspended by a cord that shall pass over or be attached to two net posts at a height of 33 inches. The net shall be fully extended so that it completely fills the space between the two net posts and must be made of sufficiently small mesh so that a ball cannot pass through it. The height of the net at its center shall be 33 inches.

Marking the Lines on the Court

- Create two baselines by drawing lines that are 36 feet apart at the ends of the court. (This places the baselines on top of the doubles sidelines of a 78-foot court.)
- Create two sidelines by drawing lines that are 18 feet apart and perpendicular to the baselines. They are used for singles and doubles. (This places the sidelines on the baseline and service line of a 78-foot court.)
- Create two service lines by drawing lines between the sidelines that are parallel to each baseline and 4 feet 6 inches inside each baseline.
- Create the center service line by starting at one service line and drawing a line parallel to the sidelines that is halfway between the sidelines and that ends at the other service line. (The center service line results in the formation of two service courts on each side of the court.)
- Divide each baseline in half by a 2-inch wide center mark that is drawn inside the baseline and parallel to the sidelines.
- All lines shall be 1.5 inches wide, the same color, and shall clearly contrast with the color of the surface. If the lines are painted on a 78-foot court, they shall be of a different color than the lines on the 78-foot court and shall stop 3 inches from the standard lines.
- All measurements shall be made to the outside of the lines.

Figure 2: 60-Foot Orange Ball Tennis Court



**Instructions for Laying Out 60-Foot Court
on Top of Regulation 78-Foot Court**

The Court

The court shall be a rectangle that is 60 feet long and 21 feet wide for singles and 60 feet long and 27 feet wide for doubles.

The Net

The court shall be divided across the middle by a net suspended by a cord that shall pass over or be attached to two net posts at a height of 42 inches. The net shall be fully extended so that it completely fills the space between the two net posts and must be made of sufficiently small mesh so that a ball cannot pass through it. The height of the net at its enter shall be 36 inches. The net may be held down by a strap. The strap and band shall be primarily white.

Marking the Lines on the Court

- Create two baselines by drawing lines that are 60 feet apart at the ends of the court.
- Create two singles sidelines by drawing lines that are 27 feet apart and perpendicular to the baselines. Leave a 2-inch gap in each sideline immediately behind each service line.
- Create two doubles sidelines by drawing lines that are 33 feet apart and perpendicular to the baselines. (This places the doubles sidelines on top of the singles sideline for a 78-foot court.)
- Use the existing service lines of the 78-foot court as the service lines.
- Use the existing center service line of the 78-foot court as the center service line.
- Divide each baseline in half by a 2-inch wide center mark that is drawn inside the baseline and parallel to the sidelines.
- All lines shall be 1.5 inches wide, the same color, and shall clearly contrast with the color of the surface. If the baselines and singles sidelines are painted on a 78-foot court, they shall be of a different color than the lines on the 78-foot court.
- All measurements shall be made to the outside of the lines.

Appendix 6: Penalties for Lateness when Point Penalty System Used

Part 1: Lateness Before Start of Match			
Match Format	Timed Matches (Point Format)	Timed Matches (Game Format) of 30 Minutes or Less	All Other Formats
If one player or team is late	5 minutes or less: Loss of toss plus 1 point	5 minutes or less: Loss of toss plus 1 game	See USTA Regulations for penalties when other match formats are used
	5:01 - 10 minutes: Loss of toss plus 2 points	5:01 - 10 minutes: Loss of toss plus 1 game and 2 points	
	10:01 - 15 minutes: Loss of toss plus 3 points	10:01 - 15 minutes: Loss of toss plus 2 games	
	More than 15 minutes: default	More than 15 minutes: default	
	Except for a default, the Referee must not assess more than a 3-point penalty	Except for a default, the Referee must not assess more than a 2-game penalty	
Both players or teams equally late up to 15 minutes	No Penalty		
Both players more than 15 minutes late	The Referee may default both players, or the Referee may reinstate the match using the principle in effect when both players are late but arrive at different times.		
Both players late but arrive at different times	In singles, the penalty accrues when the first player arrives. In doubles, the penalty accrues when the first team arrives. Penalize the opponent(s) based on the difference in their arrival times.		
Part 2: Lateness for Resumption of Suspended Match: The same penalties are assessed, except that there is no loss of toss.			

Glossary

7-Point Match Tiebreak. The 7-Point Match Tiebreak is played in some matches in lieu of the deciding final set. The first player or team to win 7 points by a margin of at least 2 wins the final set 1-0 and the match.

Coed Event. Players may enter a coed event regardless of gender. Any combination of boys and girls is permitted in singles and doubles.

Compass Draw. This is a non-elimination format that is so named because players advance in four to eight different directions depending upon when they lose their first match and when they lose their subsequent matches.

Division. Division refers to one or two events in which the eligibility criteria are identical. For example, the Girls' 12 Singles and Girls' 12 Doubles are two events but only one division because their eligibility criteria are identical.

Event Director. The Event Director of a Net Generation Program Event is the person responsible for maintaining high standards of good sportsmanship, communication with players and parents, addressing inappropriate behavior onsite and any other decisions within the event that arise. The Event Director must comply with the requirements of Safe Play, including clearing USTA background screening and successfully completing Safe Play education.

Flighting. Flighting is a method of distributing players entered in an event into separate groups so that players of the same level are in the same group and compete against each other. For example, assuming there are four draws (A-D) and 16 players entered, the distribution would be:

Draw A (strongest flight)	Draw B	Draw C	Draw D (weakest flight)
1	5	9	13
2	6	10	14
3	7	11	15
4	8	12	16

Green Ball Tennis. Green Ball Tennis is played on a 78-foot court with a stage 1 (green) ball and a racket no longer than 27 inches in length.

ITF Rules of Tennis. The ITF Rules of Tennis are the rules for the sport of tennis. They are made by the International Tennis Federation (ITF). The USTA, as a member of the ITF, has agreed that the ITF Rules of Tennis apply to Net Generation Programs.

Level-Based Competitions. Level-based competitions, or level-based play, use flights to separate players into multiple groups so that players of similar ability are in the same group and compete against each other.

Limited Capacity Events. These are USTA Team Challenge or USTA Junior Circuit events that need to limit entries due to reasons such as the length of the event and number of courts available.

Match Format. The match format refers to the scoring format used by an event.

Modified Rally. A modified rally is one in which the players can use alternative methods to send the ball including bumping, trapping and rolling the ball between two players.

Net Generation. Net Generation is the USTA's youth (ages 5-18) tennis brand, dedicated to welcoming new players to the game by providing education, skill development and play opportunities in a fun and enjoyable way. Net Generation aims to engage kids of all ages, backgrounds, and skill levels, and bring together parents, coaches, teachers and volunteers throughout the country.

Net Generation Pathway: The Net Generation Pathway includes play and competitive experiences designed to introduce youth to competition, progressing in a fun and player centered way to prepare players for a lifelong love of the sport. Results from Net Generation Pathway Events do not count for rankings.

No-Ad Scoring. No-Ad Scoring is the same as Advantage Scoring or Regular Scoring except that when the score

reaches 40-40 (or 3-3 when numeric scoring is used), the receiver selects which side to receive serve on and only one additional point is played to determine the winner of that game.

Non-Elimination Draw Format. In this event format, players are never eliminated after they lose. Examples include a round robin grouping and a compass draw.

Numeric Scoring. Numeric scoring consists of substituting 0, 1, 2 and 3 for love, 15, 30, and 40.

Orange Ball Tennis. Orange Ball Tennis is played on a 60-foot court with a stage 2 (orange) ball and a racket that is not longer than 25 inches.

Play Points. Play points are earned for participating in a Net Generation Program Event and recorded in the Net Generation PlayTracker.

Pro Set. A pro set consists of one set only in which the first player to a specified number of games wins the match. One 6-game set is an example of a pro set played to 6 games. One Short Set is an example of a pro set played to 4 games. In the USTA Junior Circuit, when one of these two formats is used one final game is played to determine the winner of the match at 5-games all in a 6-game set and at 3 games all in a Short Set.

Red Ball Tennis. Red Ball Tennis is played on a 36-foot court with a stage 3 (red) ball and a racket that is not longer than 23 inches.

Regular Scoring. This is the traditional scoring system in which the points are 15, 30, 40, Deuce, and Advantage.

Round Robin. A round robin is a format in which a player plays every other player in the group.

Serve Tennis Platform. The Serve Tennis Platform consists of a broad set of digital tools to support all providers and facilities to attract, engage, and retain players. The Serve Tennis Platform will also provide digital modules to manage Programming, Registration, Communication, Court Booking and Membership Management.

Short Set in Orange, Green, and Yellow Ball Net Generation Events. A short set in Orange, Green, and Yellow Ball Tennis is a set won by the first player to reach 4 games by a margin of 1 game. If the game score is tied 3-3, one game is played for the set.

Timed Match (Game Format). The Timed Match (Game Format) consists of an ongoing set until the end of a specified period of time. The player winning the most completed games wins the match. If the score is tied, the player ahead in the final game wins, if that final game score or point total is tied, one more point is played to determine the winner.

Timed Match (Point Format). The Timed Match (Point Format) is an ongoing tiebreak game during which the players do not change ends and continue playing points until the end of the specified period of time. The player who has won the most points wins the match. If the score is tied one point is played to determine the winner. The player due to serve the next point will serve the final point.

Net Generation PlayTracker. The Net Generation PlayTracker assigns and records Play and Win Points to each Net Generation Program. Players under the age of 11 accumulate Play and Win Points that are used as benchmarks to progress from Green to Yellow Ball Tennis.

USTA Junior Circuit. This is a group of non-elimination result-based events that do not count for rankings. Primarily, round robin formats are used for Junior Circuit events. The USTA Junior Circuit is an important transition point in the Net Generation Pathway. Orange, Green, and Yellow Ball players with different skill levels, experience, and goals are in the process of determining a direction to take in the game, whether it be for recreation or higher levels of competition. The USTA Junior Circuit is designed to help players make this decision in an encouraging, supportive environment.

USTA Junior Team Tennis (Local Track). USTA Junior Team Tennis has two distinct program tracks, one of which is the USTA Junior Team Tennis (Local Track) that is designed to introduce players to competition in a setting that focuses on play opportunities, developing skills, and fun. USTA Junior Team Tennis (Local Track) may include Sectional and District championships, but players do not advance to a National Championships and results do not count for ranking. The USTA Junior Team Tennis (Local Track) is part of the Net Generation Circuit.

USTA Team Challenge. Team Challenge is a level-based competition that allows for skill development without an emphasis on instruction or results.

Win Points. Win Points are earned for winning matches in a Net Generation Program Event that uses Green Ball Tennis and are recorded in the Net Generation PlayTracker.