

2021 Play Tracker USTA Team Challenge Help Guide for Providers and Players

- Link to [The Net Generation PlayTracker Site](#)
- Link to [Team Challenge Site](#) for providers
- Link to [PlayTennis](#) for players to find programs
- Link to [Team Challenge Help Center](#) for Providers

- **PlayTracker play points for USTA Team Challenges will come from Serve Tennis (event must be registered in Serve Tennis on the program side)**
 - In order for Team Challenges to count for Net Generation PlayTracker credit, a provider must check-in players through Serve Tennis.
 - If a provider did not check in players, an automated email will be sent to them through the system to remind them to check-in their players. That email copy can be found [here](#).

- **USTA Team Challenge Ball Colors within the PlayTracker:**
 - Red Ball, Orange Ball and Green Ball

- **Format for players receiving PlayTracker play points for USTA Team Challenges:**
 - 100 play points (per Team Challenge event)
 - There is no MAX set for play points received each year in red and orange
 - Play Points for participating in Green Ball Tennis are capped at 500 points.
 - Red Ball USTA Team Challenges count towards red play points
 - Orange Ball USTA Team Challenges count towards orange play points
 - Green Ball USTA Team Challenges count towards green play points
 - If a player is at least 9 or 10 years old, the player is able to play in green ball events regardless of how many points they've earned in red and orange, and they would earn green points.
 - For players under the age of 9, they will not be allowed to play in green ball events unless they had the coach's assessment piece, in which case they would be cleared for green ball and would be able to earn green ball points
 - A green ball player can play down to orange or red if needed based on skill level.
 - PlayTracker playpoints will appear on the player's profile in real-time.
 - Players are eligible for PlayTracker points on the first day of the month of their 5th birthday.

- **How do players move from one ball color to another?**
 - Moving from Red to Orange ball:
 - Players are recommended to stay in red ball until 7 years of age
 - Players must be at least 5 years of age to participate in an Orange Ball Net Generation Event.
 - It is strongly recommended players do not advance to Orange Ball before the age of 7.
 - Recommend 1,000 play points before they move to orange ball
 - Skills + Parent Education Video (and/or turn 7)
 - No win points are provided
 - No coach assessment available
 - Moving from Orange to Green ball:
 - Players recommended to stay in orange ball until 9 years of age

- Recommend 1,000 play points before they move to green ball
 - Skills + Parent Education Video + Coach Assessment (and/or turn 9)
 - Players under 9 may advance to Green Ball status after receiving 85% on an Orange Level 1 coach assessment.
 - The coach assessment must be completed by a certified coach who has completed the assessment training video. (Must be a current USPTA or PTR member - current with fees)
 - No win points are provided
- Moving from Green to Yellow ball:
 - Players recommended to stay in green ball until 11 years of age
 - 1,500 play/win points before they are able move to yellow ball
 - Players are capped at 500 play points in green ball
 - Skills + Wins (and/or turn 11)
 - Win points provided and required to move forward to yellow
 - No coach assessment provided
- **How does a player get assessed by a coach to move from orange to green ball?**
 - The coach assessment is to be done by a certified coach and a current USPTA or PTR member (current with fees)
 - The coach assessment training video will be live on the Net Generation App on January 1, 2021
 - There is an assessment process for certified coaches to be able to assess players
 - Coaches must have the Net Generation App
 - They must Complete SafePlay compliance
 - They must connect to player (through App) and be listed primary coach
 - They must complete assessment training video
 - Assess Player
 - Change play skill level within the app