

2019 USTA/Midwest Jr. Team Tennis Section Championships

General RULES for Coaches

*USTA rules will be enforced (Friend at Court 2019)

Tournament Director:

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Check-in

- Coaches will check-in teams and turn in line-up at site tournament desk 30 minutes prior to scheduled match.

Match order/format

- Two courts are used for team matches.
- For 14's and 18's each match is an eight game pro-set no-ad scoring. A set tie-break will be played at 7-7.
- For 10's and 12's each match is a six game set no-ad scoring. A set tie-break will be played at 5-5.
- Team scoring is based on cumulative games won
- Sudden death - if at the completion of a team match, the cumulative game score is tied, each team will put one mixed doubles team on the court to compete in a 12 point tiebreaker. Anyone officially on the team may play the mixed doubles sudden death. The tiebreaker counts as one game for the winning team. **In the 10's division, it will be a gender-neutral pair who plays the tiebreaker.**

Warm-up

- Warm-up prior to the first match played is a maximum of 5 minutes. **In subsequent matches the warm-up is a maximum of 3 minutes.**

Substitution

- If a player suffers an injury or illness prior to the first point being played, a substitution may be made (however, the roster order may not be altered)
- Once the first point has been played, a substitution may not be made.

Forfeit/Default

- Once a court becomes available, the clock starts for a team to present its players for play. If there is a delay, the penalty shall be:

1-5 minute delay:	loss of toss and 1 game penalty assessed to each match
6-10 minute delay:	loss of toss and 2 game penalty assessed to each match
10-15 minute delay:	loss of toss and 3 game penalty assessed to each match
More than 15 minutes:	Default
- If a singles player or doubles team does not show up for play or defaults, the opponent shall win 8-0 or 6-0 depending on the team age division.
- If a team is short a player the default will come at the singles position. However, the singles match will still be played for points per round. A team may not compete in the event if they are short more than one boy or more than one girl.
- If a team does not show up, the opponent shall win by a forfeit score of 40-0 or 36-0 depending on the age division.

Scoring/Results Reporting/Sportsmanship Pin Presentation

- Home team coach keeps score and turns in completed score card after both coaches have signed off.
- **After each match, teams will line up facing one another and each coach will present a sportsmanship pin to a player from the opposing team in a presentation type format to emphasize good sportsmanship. This will be done after every team match.**

Coaching

- Each team is allowed one registered coach to talk to players. No coaching during play. Coaches may only coach from the net post if they are playing on courts between end courts and players are not accessible by the fence, otherwise they must stay outside of the fence to coach. Coaching is allowed only after the first game and during each change-over. All coaching will be monitored by roving officials.

Standings/Tiebreakers

- The team with the most games won within a flight will be crowned the champion of that flight. The team with the second most games won shall finish second, etc.
- If there is a tie between two or more teams, the following tiebreakers will be used in the following order until the tie is broken:
 - Head-to-Head
 - Fewest total sets lost
 - Fewest total games lost
 - Spin of the racquet