

TOURNAMENT PARENT 101

UNDERSTANDING THE DO'S & DON'TS

WATER

Make sure your child has a full water container prior to checking in



CHECKING-IN

Players should check in to the tournament desk 15 minutes prior to each match. Players will be penalized per USTA Friend at Court rules for being late. Being 15 minutes late for the scheduled match time will result in the player being defaulted



NO COACHING!

Once your child enters the court, NO COACHING ALLOWED! You can cheer and that's it!



MY KID IS BEING CHEATED

If you feel that your child is being cheated, you cannot do the following:

- * Approach or speak to the opponent during or after the match
- * Speak to your child during the match about them being cheated
- * Speak to the tournament director and request an umpire

While you might feel that your child is being cheated, he or she may not. If your child thinks they are being cheated, they need to be coached prior to a USTA tournament on how to handle the situation. The best approach is to leave their racket on the court, go to the tournament desk, and request an umpire.

SCORING DISPUTE

If there is a scoring dispute between your child and his/her opponent, you are not allowed to interject. Again, your child needs to be coached prior to the tournament to go and get an official to help with the scoring issue. Also, if you think the score is incorrect but your child and opponent are playing the match with no scoring disputes, you may not interject or get an official. Your child and their opponent are playing the match in good faith.



REPORT BACK TO THE TOURNEY DESK

After the match, win or lose, your child needs to immediately report back to the tournament desk and find out when their next match will be, or if they are finished with the event.



NORTHERN CALIFORNIA

BE RESPECTFUL

Remember to be respectful to all tournament staff, including the tournament director and umpires. Understand that an umpire has the right to code or penalize your child based on your disorderly conduct to any tournament staff.