



USTA Arkansas Junior Team Tennis Regulations

Within USTA Junior Team Tennis there are two separate and distinct program tracks:

- **The Junior Team Tennis track** is designed to introduce kids to team competition in a setting that focuses on play opportunities, developing skills, and FUN. The three priorities of local JTT are to (1) make it easy to form teams, (2) increase play opportunities for every child, and (3) promote level based play. Teams in this program have the opportunity to compete at the annual State Championship event but do not advance beyond that.
- **The National “Championship” Junior Team Tennis track** is designed to allow advancement from local competition to State, Section and *National championship events for 10 and under, 12 and under, 14 and under, and 18 and under Intermediate and Advanced divisions. The delivery of local play in this track can be designed to promote more play opportunities, developing skills and the FUN of playing with friends on a team. *Only 14U and 18U have the opportunity to advance to the National Championships.

Arkansas Junior Team Tennis **FORMAT GUIDE:** [CLICK HERE](#)

The Regulations in this document are applicable to the “local” Junior Team Tennis track only. Please refer to the Southern and National regulations for information on Championship JTT.

Junior Team Tennis Track Regulations

Age Categories (Ages 5-18)

- 8 and Under
- 10 and Under
- 12 and Under
- 14 and Under
- 18 and Under

Age Eligibility: Players must remain age eligible through July 31st

Levels of Play: Beginner and Intermediate

Courts and Equipment

- **8U** - red low-compression ball on 36' courts, 23" racquet or smaller.
- **10U** - orange low-compression ball on 60' courts, 25" racquet or smaller.
- **12U** - Green dot ball on full size courts, 27" racquet or smaller.

Revised January 9, 2019

- **14U and 18U** - standard yellow ball on full size courts, 27" racquet.

Championship Advancement

All teams in each age division and level, who have competed in at least 3 team matches over a period of at least 3 days, may advance to the State Championship event. Each player must qualify by playing in at least two (2) team matches during the season.

When a team is located in a geographically isolated location and significant travel is necessary to participate in Junior Team Tennis, they may request a waiver from the USTA Arkansas Junior Team Tennis committee to allow the team to play less than the "over a period of at least three days" requirement.

Local League Tennis Season

Local league coordinators shall determine the specific dates of their season.

- SPRING: February to June 30 (registration opens February 1st)
- FALL: August to December

Participation Requirements

Players must have a current USTA membership, valid through the end of the program season, and be registered in Tennislink prior to playing a match.

Determining Player Level

NATIONAL TENNIS RATING PROGRAM (NTRP)

The National Tennis Rating Program (NTRP), which defines the characteristics of a player's levels, is the official system for determining the levels of competition for the USTA Junior Team Tennis League.

GENERAL CHARACTERISTICS OF NTRP PLAYING LEVELS

BE GI N N ER	1.0 Player is just starting to play tennis. 1.5 Player has limited experience and is working primarily on getting the ball in play. <u>Note to team coach/manager:</u> Player needs to coordinate moving when hitting the ball. In fact, player is still concentrating on getting the ball over the net from a stationary position. Player is learning to serve and keep score. 2.0 Player lacks court experience and their strokes need developing. Player is familiar with the basic positions for singles and doubles play. <u>Note to team coach/manager:</u> Player is now beginning to coordinate footwork but is not consistent in hitting the ball over the net. Player can serve to some degree, understands scoring as well as correct positions for serving and receiving, and has limited success with volleys.
IN TE R M E DI	2.5 Player is learning to judge where the ball is going, although their court coverage is limited. Player can sustain a short rally of slow pace with other players of the same ability. <u>Note to team coach/manager:</u> Player can keep score unassisted, can call own lines, can serve overhand from the baseline, and has an understanding of the basic rules. 3.0 Player is fairly consistent when hitting medium-paced shots, but is not comfortable with all strokes and lacks execution when trying for directional control, depth, or power. The most common doubles formation is one-up, one-back. <u>Note to team coach/manager:</u> Player is improving court coverage and can sustain a rally and serve with consistency. On ground strokes, player needs to improve control of height, depth, direction, and speed.

3.5 Player has achieved improved stroke dependability with directional control on moderate shots, but needs to develop depth and variety. They exhibit more aggressive net play, have improved court coverage, and are developing teamwork in doubles.

Note to team coach/manager: Player is starting to recognize opportunities to attack short balls by coming to net. Player is developing more spin and power on the serve and seldom double faults.

4.0 Player has dependable strokes, including directional control and depth on both forehand and backhand sides on moderate-paced shots. Player can use lobs, overheads, approach shots, and volleys with some success and occasionally forces errors when serving. Rallies may be lost due to impatience. Teamwork in doubles is evident. **Note to team coach/manager:** Player has added variety in shot selection by using lobs, overheads, volleys, and approach shots with some success. Player can develop a game plan.

-Fill out the online [Experience Survey](#) for an automated play level/NTRP recommendation.

Local Competition

Number of Teams

- A team must advance from a division with a minimum of two teams at the same age and play level as the division to which the team is advancing. Local league coordinators may combine divisions/levels at their discretion to maximize play opportunities.

Team Composition

- 18 & under, 14 & under, 12 & under and 10 & under teams shall consist of a minimum of 3 players (gender neutral).
- 8 & under teams shall consist of a minimum of 3 players (gender neutral).

Competition Format

Local league coordinators may determine the competition format which best meets the needs of the local program. This may include dividing divisions into flights, determining match and scoring format, and when to allow coaching. Unless stated otherwise by the local league coordinator, the following format and rules will be followed during the local season and during Championship play.

Team Match

- a. 8 and under team matches will consist of 3 singles matches.
- b. 10U-18U: Team matches will consist of 2 rounds of play: 1 singles and 1 doubles; followed by, 1 singles and 1 doubles.

Individual Match

An individual match is any singles or doubles match played as part of a team match.

Scoring

- a. 8 and Under divisions will play 2 out of 3 games to 7 points (win by 1). The first player to win 7 points wins the game. The player to win 2 games wins the match.
- b. 10U-18U: Set to 6 games, No-Ad. 7 point tiebreak played at 5 all.

NO-AD Scoring – If the score reaches deuce, a deciding point shall be played. The **receiver** has a choice of receiving in the ad or deuce court. The winner of the next point wins the game. In

doubles, the **receiving team** has a choice of who will receive the deciding point. Both players must remain on the same receiving side they have played on during the match.

Tiebreak Procedure

- In a tiebreaker points are simply counted as: one, two, three, four and so on. The first player to reach 7 points by 2 wins.
- Players will alternate sides of the court after every point where the total score is a multiple of six.
- Keep your side at the beginning of the tiebreaker.
- The person who was set to serve at the end of the last game will serve first in the tiebreaker.
- The first service will be from the deuce (right) side of the hash. The first server in a tiebreaker will only serve one point.
- After the first player serves one point, the second server will serve two points. For the rest of the tiebreaker, each server will serve two points at a time.
- After the first serve in the tiebreaker, each player will perform the first of their two serves from the 'add' (left) side of the hash. Each player's second service will be on the deuce (right) side of the hash.

Team Match Scoring

- 8 & Under: The team match is scored by cumulative games won from each of the 3 events. A team scores a point for every "point" won and 1 point for winning the 3rd game. The maximum number of points a player can win is fourteen (14). The maximum number of points a team can win is forty-two (42) points.
- 10U to 18U: The team match is scored by cumulative games won from each of the 4 events. A team scores a point for every game won. The maximum number of points a player can win is six (6). The maximum number of points a team can win is twenty four (24) points. Team matches can end in a tie.

Defaults and Retirement

An individual default occurs when a player fails show. In the event that a team is down to 2 players, the format of play should be 1 doubles match, followed by 2 singles matches. If the opposing team has already exchanged their lineup, they will be given the opportunity to change their entire lineup. The non-defaulting team will receive the total number of games for that match.

A retirement occurs when an individual match has started and a player or a doubles team is unable to continue due to injury, loss of condition, or emergency. In case of retirement, the non-retiring player/team will be credited with such number of additional games as would have been won if the match were completed.

Team Lineups

Coaches/Team Managers shall exchange their team lineup cards simultaneously prior to the beginning of the team match. No substitution may be made in an individual match after the

lineup has been presented, except for injury to, or illness of a player prior to the start of such match.

Player Participation

Players may participate on more than one team in a local program during the same season; provided that players may not play on more than one team in the same division.

STATE: Players may compete on both a JTT track team and a Championship track team at the State Championship event. All JTT Track teams must be able to meet the minimum team requirement of 3 players, **not including** any players who are competing on 2 teams.

Coaching

Coaching should be a positive reinforcement to your player and not against the opponent. Coaching is considered to be communication, advice or instruction of any kind, audible or visible, to a player. **In no event is coaching permitted during a tiebreak.** Coaching is permitted by a coach only during the time when players change ends at the end of odd games or during rest periods. Coaches must remain outside of the fence and shall not go on court. Local leagues may adopt rules and/or exceptions to accommodate local play.

Each Junior Team Tennis team shall have a team coach/manager responsible for the team and its administrative affairs during the season. Each coach/manager shall be in compliance with the USTA Safeplay procedures.

STATE CHAMPIONSHIP EVENT: July 12-14 at Burns Park Tennis Center

- June 30..... Season Closes
- June 10- June 28..... Championship Registration Dates
- June 28..... Registration Deadline (Noon)
- July 1..... Draw for State Champs (No Refunds after Draw)
- July 5..... Championship Schedule Posted
- July 12-14..... Arkansas State Championships (*North Little Rock*)

-At the State Championships, an individual may captain only one team. Individuals may, however, be a co-captain on multiple teams.

-The team manager is responsible for registering the entire team at one time.

-The cost per player is \$25.

Visit www.ArkTennis.com/jttstate for more info.