



USTA Junior Red, Orange, and Green Ball Tennis Regulations

As of June 15, 2015

Changes to Regulations since inaugural publication on April 12, 2015:

- Procedures for determining the order of finish when round robin draw formats are played were added as of June 15, 2015. (Regulation V.)

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I. GENERAL

These Regulations shall apply to Red, Orange, and Green Ball Tennis. Any authority delegated by these Regulations to the USTA Junior Competition Committee, the USTA Junior Tennis 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 that shall be known as the USTA JUNIOR RED, ORANGE, AND GREEN BALL TENNIS REGULATIONS.

B. Governance. The USTA JUNIOR RED, ORANGE, AND GREEN BALL TENNIS REGULATIONS shall apply to all Red, Orange, and Green Ball Tennis played in Junior divisions. USTA Constitution and Bylaws, and FRIEND AT COURT - *The USTA Handbook of Tennis Rules and Regulations*, shall apply to all matches played in Red, Orange, and Green Ball Tennis (unless modified by these USTA JUNIOR RED, ORANGE, AND GREEN BALL TENNIS REGULATIONS). In any match played without officials, the USTA official publication, THE CODE, shall be observed.

C. Waiver of Regulations. Except where a waiver is specifically permitted herein or by **USTA Regulation XX**, no USTA JUNIOR RED, ORANGE, AND GREEN BALL TENNIS REGULATION may be waived.

D. Amendments. These USTA JUNIOR RED, ORANGE, AND GREEN BALL TENNIS REGULATIONS may be amended by the USTA Junior Competition Committee with the approval of a ROG Regulations Subcommittee. The Subcommittee shall be comprised of the Chair of the USTA Junior Competition Committee, who shall serve as Chair of the Subcommittee, at least one member of the USTA Junior Tennis Department, the Player Development Manager of at least one Sectional Association, and such other members appointed by the Chair. Proposed amendments shall be subject to review and comment by the Office of General Counsel and Chair of the Constitution and Rules Committee prior to adoption. Each amendment shall be in writing and shall be forwarded to the USTA Junior Competition Committee and the Sectional Player Development Managers at least 21 days before any meeting of the USTA Junior Competition Committee at which the amendment will be considered. Unless otherwise specified, amendments shall become effective on January 1 following the year of adoption.

E. Conforming Changes. If the Chair and the Staff Member of the Junior Competition Committee jointly request that a change be made to the USTA JUNIOR RED, ORANGE, AND GREEN BALL TENNIS 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.

D. Non-Discrimination. Discrimination in Red, Orange, and Green Ball Tennis competitions is prohibited as specified in the USTA Constitution, USTA Bylaws, and **USTA Regulations**.

II. RED BALL TENNIS

A. Definition of Red Ball Tennis. USTA Regulation VI.B.1. defines Red Ball Tennis.

Regulation II.A. Comment: USTA Regulation VI.B.1. defines Red Ball Tennis as follows:

Red Ball Tennis is played on a 36-foot court as described in **Figure 8** of the **USTA Regulations**. The net shall be 33 inches (0.838m) high at center. The ball shall be a stage 3 (red) ball of any composition as described in **Appendix VII** of the **ITF Rules of Tennis**. **Figure 8** is also published at the end of these Regulations.

B. Divisions Required to Use Red Ball Tennis. **USTA Regulation VI.C.** sets for the divisions that are required to use Red Ball Tennis.

Regulation II.B. Comment: **USTA Regulation VI.C.1.** requires Red Ball Tennis in sanctioned tournaments in the 8 Division and is recommended for other competitions in this division.

C. Racket. The racket shall be no longer than 23 inches (58.5 cm).

D. Events. Boys, Girls, and Coed events may be held.

Regulation II.D. Comment: Coed events are recommended at the entry level and when a small number of entries are anticipated.

E. Scoring. The match shall consist of one of the following formats:

1. *One tiebreak game.*

i. *First to 7 by a margin of 1.* A tiebreak game whereby the first player or team to win 7 points wins the game; or

ii. *First to 7 by a margin of 2.* A tiebreak game whereby the first player or team to win 7 points wins the game, provided there is a margin of 2.

During the tiebreak game, the players shall not change ends.

2. *Best of 3 tiebreak games.* The best of 3 tiebreak games. Either tiebreak game format described in **Regulation II.E.1.** may be used. Players shall change ends at the end of each tiebreak game.

3. *Timed matches - point format.* To ensure equal playing time for each match, the Tournament Committee may authorize a timed match point format. This format consists of 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 shall serve the final point.

F. Draw Format and Size. Tournament draws shall be any non-elimination format such as a compass draw or round robin. The maximum draw size shall be 32. Tournaments should not last more than one-half day.

G. Continuous Play. When players change ends at the end of a tiebreak game, a maximum of 90 seconds is allowed.

H. Rest Between Matches. The Referee shall offer reasonable rest to players between matches.

Regulation II.H. Comment: Because Red Ball Tennis matches are relatively short, the minimum rest period of 30 minutes in **Table 11** of the **USTA Regulations** does not always apply. In most cases a rest period of less than 30 minutes is appropriate. 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.

I. Limit on Play. A player should play no more than 18 tiebreak games in a day.

J. Point Penalty System and USTA Junior Suspension Point System. The Point Penalty System set forth in **USTA Regulation IV.D.** and the USTA Junior Suspension Point System set forth in **USTA Regulation IV.F.** are not used.

Regulation II.J. Comment: Teaching and maintaining high standards of good sportsmanship are important. Although the Point Penalty System is not used, the Tournament Director, Referee, and other officials have the obligation to promote good sportsmanship, including addressing inappropriate behavior by players and persons associated with the players (parents, coaches, and associated spectators).

K. Results Not Considered for Ranking. Results shall not be considered for ranking.

L. Ball Usage. Tournaments must start with new stage 3 (red) balls. There is no limit to the number of matches for which the balls may be re-used.

III. ORANGE BALL TENNIS

A. Definition of Orange Ball Tennis. **USTA Regulation VI.B.2.** defines Orange Ball Tennis.

Regulation III.A. Comment: USTA Regulation VI.B.2. defines Orange Ball Tennis as follows:

Orange Ball Tennis is played on a 60-foot court as described in **Figure 9** of the **USTA Regulations**. The net shall be 36 inches (0.914m) high at center. The ball shall be a stage 2 (orange) ball of any composition as described in **Appendix VII** of the **ITF Rules of Tennis**. **Figure 9** is also published at the end of these Regulations.

- B. Divisions Required to Use Orange Ball Tennis. USTA Regulation VI.C.** sets for the divisions that are required to use Orange Ball Tennis.

Regulation III.B. Comment: USTA Regulation VI.C.2. states that either Orange Ball Tennis or Green Ball Tennis in sanctioned tournaments in the 10 Division and is recommended for other competitions in this division.

- C. Racket.** The racket shall be no longer than 25 inches (63.5 cm).
- D. Events.** Boys, Girls, and Coed events may be held (see **Regulation II.D. Comment**).
- E. Scoring.** No-Ad scoring should be used. The match shall consist of one of the following formats:
1. *One short set.*
 - a. *First to 4 games by a margin of 1.* A short set whereby the first player to win 4 games wins the set; or
 - b. *First to 4 games by a margin of 2.* A short set whereby the first player to win 4 games wins the set, *provided* there is a margin of 2. If the score reaches 4 games all, a 7-Point Tiebreak shall be played.
 2. *Best of 3 short sets.* The best of 3 short sets with a 7-Point Tiebreak played in lieu of the 3rd set. Either set format described in **Regulation III.E.1.** may be used.
 3. *Timed matches.* To ensure equal playing time for each match, the Tournament Committee may set a specified time period for matches as follows:
 - a. *Point format.* The point format consists of 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 shall serve the final point.
 - b. *Game format.* The game format consists of an ongoing set during which the players continue playing games until the end of the specified period of time. The player who has won the most completed games wins the match. If the game score is tied, the player ahead in the game in progress is the winner. If a game is not in progress or the score in the game in progress is tied, one final point is played to determine the winner. The player due to serve the next point shall serve the final point.

Regulation III.E. Comment: In the 10 Division, No-Ad scoring is recommended at all tournaments and competitions below the advanced level.

- F. Recommended Draw Format.** Tournament draws should be any non-elimination format such as a compass draw or round robin. Tournaments should not last more than one day, *unless* a longer period is authorized by the tournament sanction.
- G. Continuous Play.** When the players change ends at the end of a game, a maximum of 90 seconds is allowed *except that* no rest is allowed after the first game of each set and players shall change ends without delay. At the end of each set there shall be a set break of a maximum of 2 minutes.
- H. Rest Between Matches.** The Referee shall offer reasonable rest to players between matches.

Regulation III.H. Comment: Because some Orange Ball Tennis matches are relatively short, the minimum rest period of 30 minutes in **Table 11** of the **USTA Regulations** does not always apply. The guidelines in **Table 11** apply when the best of 3 short sets match format described in **Regulation III.E.2.** is used, in which case the rest offered shall be at least 30 minutes. In most other cases a rest period of less than 30 minutes is appropriate. 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.

- I. Limit on Play.** A player should play no more than 75 games in a day, no more than 60 of which should be singles.
- J. Limited Use of Point Penalty System.** The Point Penalty System set forth in **USTA Regulation IV.D.** is used only when authorized by the Sectional Association.

Regulation III.J. Comment: Teaching and maintaining high standards of good sportsmanship are important. When the Point Penalty System is not used, the Tournament Director, Referee, and other officials have the obligation to promote good sportsmanship, including addressing inappropriate behavior by players and persons associated with the players (parents, coaches, and associated spectators). Use of the Point Penalty System is recommended in advanced-level tournaments in the 10 Division.

- K. Limited Use of USTA Junior Suspension Point System.** The USTA Junior Suspension Point System set forth in **USTA Regulation IV.F.** is used only when authorized by the Sectional Association.
- L. Ball Usage.** Tournaments must start with new stage 2 (orange). The balls may be re-used. The following are guidelines for re-usage:
- Balls should be in use for no more than four hours, *except that* balls are not changed when a match is in progress; and
 - Balls should not be used for more than eight short sets.

IV. GREEN BALL TENNIS

- A. Definition of Green Ball Tennis.** **USTA Regulation VI.B.2.** defines Green Ball Tennis.

Regulation IV.A. Comment: **USTA Regulation VI.B.3.** defines Green Ball Tennis as follows: Green Ball Tennis is played on a 78-foot court as described in **Figure 1** of the **USTA Regulations**. The net shall be 36 inches (0.914m) high at center. The ball shall be a stage 1 (green) ball of any composition as described in **Appendix VII** of the **ITF Rules of Tennis**.

- B. Divisions Required to Use Green Ball Tennis.** **USTA Regulation VI.C.** sets for the divisions that are required to use Green Ball Tennis.

Regulation III.B. Comment: **USTA Regulation VI.C.2.** states that either Orange Ball Tennis or Green Ball Tennis in sanctioned tournaments in the 10 Division and is recommended for other competitions in this division.

- C. Racket.** The racket shall be no longer than 29 inches (73.3 cm).
- D. Events.** Boys, Girls, and Coed events may be held (see **Regulation II.D. Comment**).
- E. Scoring.** No-Ad scoring should be used (see **Regulation III.E. Comment**). The match shall consist of one of the following formats:
1. *Orange Ball Tennis scoring formats.* Any Orange Ball Tennis scoring format listed in **Regulation III.E.**
 2. *One 6-game set.* A set whereby first player to win 6 games wins the set, *provided* there is a margin of 2. If the score reaches 6 games all, a 7-Point Set Tiebreak shall be played.
 3. *Best of 3 tiebreak sets with a 10-Point Match Tiebreak played in lieu of 3rd set.* The best of 3 tiebreak sets with a 10-Point Match Tiebreak played in lieu of the 3rd set.

Regulation IV.E. Comment: The use of the Green Ball Tennis scoring formats set forth in **Regulations IV.E.2.** and **3.** are recommended only at advanced-level tournaments and competitions in the 10 Division.

- F. Recommended Draw Format.** Tournament draws should be any non-elimination format such as a compass draw or round robin. Tournaments should not last more than one day, *unless* a longer period is authorized by the tournament sanction.
- G. Continuous Play.** When the players change ends at the end of a game, a maximum of 90 seconds is allowed, *except that* no rest is allowed after the first game of each set. At the end of each set there shall be a set break of a maximum of 2 minutes, *except that* when the best of 3 Tiebreak sets with a 10-Point Match Tiebreak played in lieu of a 3rd set match format is used, there shall be a 3-minute rest period during which coaching may take place (see **Table 12** and **FAC Comment III.D-3**).
- H. Rest Between Matches.** The Referee shall offer reasonable rest to players between matches.

Regulation IV.H. Comment: Because some Green Ball Tennis matches are relatively short, the minimum rest period of 30 minutes in **Table 11** of the **USTA Regulations** does not always apply. The guidelines in **Table 11** apply when:

- The best of 3 short sets match format described in **Regulation III.E.2.** is used, in which case the rest offered shall be at least 30 minutes; and
- The best of 3 tiebreak sets with a 10-Point Match Tiebreak played in lieu of a 3rd set match format described in **Regulation IV.E.3.** is used, in which case the rest offered shall be at least 60 minutes.

In most other cases a rest period of less than 30 minutes is appropriate. 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.

- I. Limit on Play.** A player should play no more than 75 games in a day, no more than 60 of which should be singles.
- K. Limited Use of Point Penalty System.** The Point Penalty System set forth in **USTA Regulation IV.D.** is used only when authorized by the Sectional Association (see **Regulation III.E. Comment**).
- L. Limited Use of USTA Junior Suspension Point System.** The USTA Junior Suspension Point System set forth in **USTA Regulation IV.F.** is used only when authorized by the Sectional Association.
- M. Ball Usage.** Tournaments must start with new stage 1 (green) balls. The balls may be re-used. The following are guidelines for re-usage:
 - Balls should be in use for no more than four hours, *except that* balls are not changed when a match is in progress; and
 - Balls should not be used for more than eight short sets or six 6-game sets.

V. DETERMINING ORDER OF FINISH WHEN ROUND ROBIN DRAW FORMAT PLAYED

The player who wins the most matches is the winner. If two players are tied, then the winner of their head-to-head match is the winner.

If three or more players are tied, the Referee shall use the steps set forth below that corresponds with the match format played. The Referee shall use the steps in the order listed and shall break as many ties as possible using a given step before using the next step.

ROG	Red, Orange, and Green Ball Tennis Match Formats	Procedure for Breaking Ties
Red	One Tiebreak Game: • First to 7 by a margin of 1. • First to 7 by a margin of 2. <i>Score Examples: 7-6 (First to 7 by a margin of 1) 8-6 (First to 7 by a margin of 2)</i>	• 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. If all the steps have been applied and a tie still cannot be broken, a random drawing among the remaining tied players shall be done to determine their order of finish.
Red, Orange, and Green	Timed Matches - Point Format: 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 shall serve the final point. <i>Any point total for both opponents is possible for a score.</i>	
Red	Best of 3 Tiebreak Games: The best of 3 tiebreak games. Either tiebreak game format used in the One TB Game format may be used. Players shall change ends at the end of each tiebreak game. <i>Score Examples: 7-6, 6-7, 7-6 (First to 7 by a margin of 1) 8-6, 6-8, 8-6 (First to 7 by a margin of 2)</i>	• The head-to-head win-loss record in matches involving just the tied players; • The player with the highest percentage of tiebreak games won of all games completed; • The head-to-head win-loss record in matches involving the players who remain tied; • The player with the highest percentage of points won; • The head-to-head win-loss record in matches involving the players who remain tied; • The player with the highest percentage of tiebreak games won of games completed among the players under consideration; • The head-to-head win-loss record in matches involving the players who remain tied; • The player with the highest percentage of points won; and • The head-to-head win-loss record in matches involving the players who remain tied. If all the steps have been applied and a tie still cannot be broken, a random drawing among the remaining tied players shall be done to determine their order of finish.

ROG	Red, Orange, and Green Ball Tennis Match Formats	Procedure for Breaking Ties
Orange and Green	Timed Matches - Game Format: An ongoing set during which the players continue playing games until the end of the specified period of time. The player who has won the most completed games wins the match. If the game score is tied, the player ahead in the game in progress is the winner. If a game is not in progress or the score in the game in progress is tied, one final point is played to determine the winner. The player due to serve the next point shall serve the final point. <i>Any game total for both opponents is possible for a score.</i> <i>Score Examples:</i> 8-3 8-8: reported score when game score tied and: • the player ahead in the game is the winner; or • game score tied and one point is played to determine winner.	• The head-to-head win-loss record in matches involving just the tied players • The player with the highest percentage of games won of all games completed; • The head-to-head win-loss record in matches involving the players who remain tied; If all the steps have been applied and a tie still cannot be broken, a random drawing among the remaining tied players shall be done to determine their order of finish.
Orange and Green	One Short Set • First to 4 games by a margin of 1. • First to 4 games by a margin of 2.	
Green	One 6-game set	
Orange and Green	Best of 3 Short Sets with a 7-Point Tiebreak in lieu of 3rd set Either short set format may be used.	• 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; • The head-to-head win-loss record in matches involving the players who remain tied; • The player with the highest percentage of sets won of sets completed among players in the group under consideration; • 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 games completed among the players under consideration; and • The head-to-head win-loss record in matches involving the players who remain tied. If all the steps have been applied and a tie still cannot be broken, a random drawing among the remaining tied players shall be done to determine their order of finish.
Green	Best of 3 Tiebreak sets with a 10-Point Match Tiebreak in lieu of 3rd set	
Defaults, Withdrawals, Walkovers, and Retirements. A player is credited with a win in the round robin if the opponent withdraws, creates a walkover, or retires; or when an official defaults the opponent. When breaking a tie, only completed sets count as sets won and only completed games count as games won. A player who is defaulted for any reason other than lateness shall not play in subsequent matches and may not be declared the winner of the round robin. A player who is defaulted, retires, or creates a walkover shall finish lower than every player who has an identical match record.		

Regulation V. Comment 1: The Referee's determination as to whether a match should be scored as a default (and its type), withdrawal, or retirement affects the outcome of the round robin. Therefore, the Referee should use great care in determining why a player is not playing a match.

Regulation V. Comment 2: When a round robin tie must be broken by a random draw to determine the winner, a Sectional Association may choose to treat the loser of the random draw as a winner for the purpose of fulfilling criteria for advancement.

VI. SPECIAL TOURNAMENT DIRECTOR, TOURNAMENT CHAIRMAN, AND REFEREE PROVISIONS FOR 8 AND 10 DIVISIONS

The Tournament Director or Tournament Chairman of a Red, Orange, or Green Ball Tennis tournament in the 8 and 10 Divisions may also serve as the Referee. The recommendation for the use of a USTA-certified Referee in these Divisions does not apply.

Regulation VI. Comment 1: When a person serves as both Tournament Director and Referee, that person shall not be a member of the Tournament Appeals Committee. See **USTA Regulation I.D.**

Regulation VI. Comment 2: When a Sectional Association authorizes the use of the Point Penalty System in an Orange or Green Ball Tennis tournament, it is recommended that the Tournament Director not serve as or assume the responsibilities of the Referee and that the Referee be certified by the USTA.

36-Foot Court

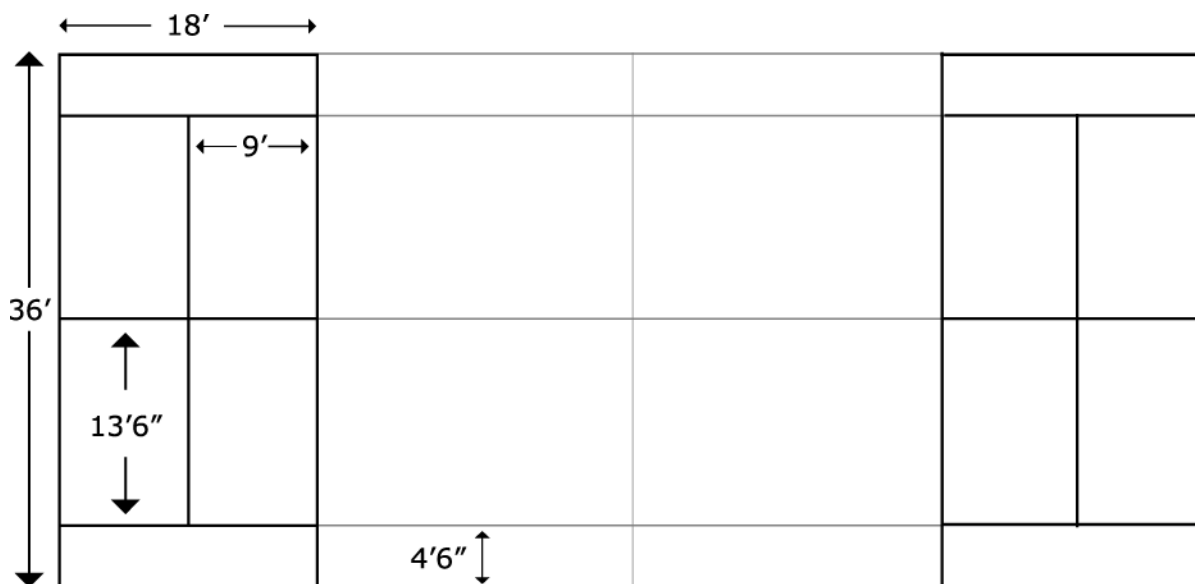


Fig. 8
Instructions for Laying Out 36-Foot Court
on Top of Regulation 78-Foot Court

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.

60-Foot Court

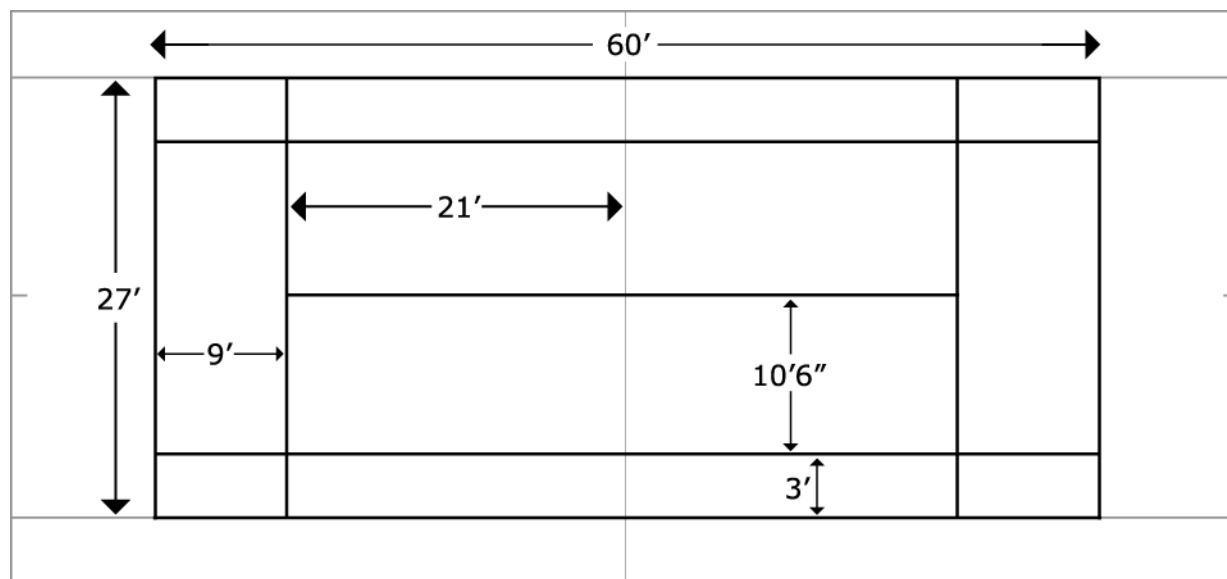


Fig. 9
Instructions for Laying Out 60-Foot Court
on Top of Regulation 78-Foot Court

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.

Glossary

7-Point Set Tiebreak. The 7-Point Set Tiebreak is played in some matches in lieu of the deciding final set or to determine the winner of a set or pro 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.

10-Point Match Tiebreak. The 10-Point Match Tiebreak is played in some matches in lieu of the deciding final set. The first player or team to win 10 points by a margin of at least 2 wins the final set 1-0 and the match.

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

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.

Consolation Draw. A consolation draw describes a group of different types of draws in which losers in the main draw play an additional match or matches against other players who have lost a match in the main draw.

Division. Division refers to one or two events in a tournament in which the eligibility criteria are identical. For example, the Girls' 10 Singles and Girls' 10 Doubles are two events but only one division because their eligibility criteria are identical.

Green Ball Tennis. Green Ball Tennis is played on a 78-foot court with a stage 1 (green) ball.

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 all USTA sanctioned tournaments.

Main Draw. The main draw is that part of a draw in which the remaining players have not yet lost a match.

Match Format. The match format refers to the scoring format used by a tournament.

No-Ad Scoring. This is a scoring system that is the same as the traditional system except that when the score reaches 40-40 (or 3-3 when numeric scoring is used), only one additional point is played to determine the winner of that game.

Non-Elimination Draw Format. In this tournament format, players are never eliminated after they lose. Examples are a round robin draw 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.

Point Penalty System. This is a system of penalties designed to deter unsportsmanlike behavior. The first penalty results in the loss of a point; the second penalty results in the loss of the game in progress, and the third penalty results in a default.

Pro Set. A pro set is a scoring system consisting 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. If games are tied, a 7-Point Set Tiebreak is played to determine the winner.

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.

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

Short Set in Orange and Green Ball Tennis. A short set in Orange and Green Ball Tennis is a set won by the first player to reach 4 games by either a margin of 1 or a margin of 2.

Tiebreak Game in Red Ball Tennis. A tiebreak game in Red Ball Tennis is a game won by the first player to

reach 7 points by either a margin of 1 or a margin of 2. During this type of Tiebreak Game, players do not change ends.

Timed Match. A timed match is a scoring format that may be played in Red, Orange or Green Ball Tennis whereby players continue playing until the end of a specified period of time has ended.

USTA Junior Suspension Point System. This is a system under which junior players are assessed points for unsportsmanlike behavior. A player who accumulates too many points is suspended. The system is not used in Junior Red Ball Tennis. The system is used in Orange and/or Green Ball Tennis only if authorized by the Sectional Association.