



Junior Team Tennis for Kids

Rules and Regulations

Administered by

USTA / HAWAII PACIFIC SECTION

SPRING 2019

HAWAII PACIFIC SECTION STAFF

DIRECTOR OF JUNIOR TENNIS – Mimi Kennell
1888 Kalakaua Avenue, C309, Honolulu, HI 96815
Phone: (808) 585-9533 (Work)
Fax: (808) 585-9512 (Fax)
kennell@hawaii.usta.com

RULES & REGULATIONS

I. LOCAL LEAGUES

Leagues shall be organized within each district and shall play a round robin format during the spring (March-May), summer (June-August), and fall (October-December).

II. ELIGIBILITY

- A. Teams will be formed in the appropriate skill/age groups based on the criteria below.
- B. If a player is 11, he/she is eligible to compete as long as their skill level is appropriate. Players must remain age eligible through the end of the season. *Note: A one-time waiver may be granted to a player who is 12 and under, as long as their skill level is appropriate.*
- C. **Youth Player Progression eligibility rules applied to all players. Coaches are responsible to check each player's eligibility prior to registering the player on the team.**
- D. **Players must be at least 7 years of age on or during the current season of league play.**

III. TEAM ROSTERS

- A. Team Rosters must be submitted by the deadline via TennisLink. Coaches shall register the team and be responsible for paying the Player League fees using a credit card. The player league fee is \$33 per player.
- B. The Team League fee is \$40, which includes official match balls and masking tape (if required). Coaches shall submit a check payable to USTA/HPS, Attention: Mimi Kennell, 1888 Kalakaua Avenue, Suite C309, Honolulu, HI 96815.
- C. A team roster must have minimum of (4) players to form a team.

IV. SKILL DIVISIONS

Coaches are responsible to use their best judgment when forming a team with players appropriately grouped by the following criteria.

- A. The 60 Orange format is played on a 60-by-21-foot court, with an orange ball and a 23- to 25-inch racket. Players In this format are developing more advanced stroke technique, greater court coverage and improved recognition skills. Orange players need to develop greater racket-head speed to control the ball with improved pace, spin, height and depth. Tactically, orange players are developing high percentage patterns with the forehand as a weapon from the baseline and improving net transition skills on a larger court. Orange players are progressing in their ability to hold serve with greater spin, power and control and are learning to read the serve and adjust the size of their backswing on the return accordingly. Players with two or more seasons of experience. See USTA competencies at http://www.usta.com/About-USTA/Player-Development/10_and_under_tennis_competencies_orange/
1. **Orange Intermediate Division –First time players up to three seasons of experience.**
 2. **Orange Advanced Division – Players with two or more seasons of experience.**

B. Green Division – A player with past experience in the Orange division.

The 78 Green format is played on a full-size 78-foot court, with a green ball and a 25-27-inch racket. Players in this format should display refined stroke technique, movement skills and recognition to properly cover the full-sized court. Green players have the correct grips, preparation and swing paths for all strokes and a higher level of spin, pace and control than orange players. From the backcourt, green players have developed the forehand as weapon, a reliable backhand and sound decision making. Tactically, green players have improved their ability to defend and also to attack the net with proper positioning and dependable execution of volleys and overheads. On the serve, green players are continuing to develop the serve as a weapon with refined spin, placement and consistency. When returning, green players have the ability to use the block return on more powerful first serves and have developed an aggressive second-serve return. See USTA competencies at http://www.usta.com/About-USTA/Player-Development/10_and_under_tennis_competencies_green/

V. MATCH PLAY FORMAT

A. Orange Division (10 & Under)

1. Court layout
 - a. 60' x 21' (singles court)
 - b. 60' x 27' (doubles court)
 - c. 21' x 10.5' (service box)
2. Each team match shall consist of (3) rotations of 20-minute timed matches. This will allow a total of (6) matches to be played: (3) singles and (3) doubles.
3. A minimum of (3) players are required to play the team match. A team with only (2) players will not be able to fulfill this format.
4. Each match is No-Ad scoring. Players shall play as many games as possible within the 20-minute period. However, if there is a difference of 5-games before time is called, the match shall be counted as completed. If a player(s) are leading by two or more points when time is called, the player(s) shall receive credit for that game won.
5. Each match score will count towards the final team score. The winner will be determined by the total games won.

B. Green Division (10 & Under) – Full Sized Court

1. Each team match shall consist of (3) rotations of 20-minute timed matches. This will allow a total of (6) matches to be played: (3) singles and (3) doubles.
2. A minimum of (3) players are required to play the team match. A team with only (2) players will not be able to fulfill this format.
3. Each match is No-Ad scoring. Players shall play as many games as possible within the 20-minute period. However, if there is a difference of 5-games before time is called, the match shall be counted as completed. If a player(s) are leading by two or more points when time is called, the player(s) shall receive credit for that game won.
4. Each match score will count towards the final team score. The winner will be determined by the total games won.

C. Sample of a typical match if scheduled at 1:00.

- | | |
|-----------|---|
| 12:30 | Home team line courts (Orange only) and warm-up |
| 1:00 | Introduce line-ups |
| 1:10-1:30 | Round 1 – (1) singles & (1) doubles |
| 1:35-1:55 | Round 2 – (1) singles & (1) doubles |
| 2:00-2:20 | Round 3 – (1) singles & (1) doubles |

Note: If time allows and if the court is available, an additional round can be played.

VI. SCHEDULE OF PLAY

- A. Matches will be scheduled on Saturdays.
- B. Players and coach should arrive 30 minutes prior to the scheduled match time. All players and coaches should be present when lineups are exchanged. Line-up introductions shall be conducted 5 minutes prior to scheduled match time. All matches shall start at the scheduled time.
- C. Players are allowed an optional 5-minute warm-up, including practice serves. Once a player has entered the court to play a match, he/she is not allowed to leave the court, except for the purpose of contacting his/her coach or for a toilet visit.
- D. If a match was discovered to have been played incorrectly after its completion, the match played in good faith will stand.

VII. COACHES' DUTIES

- A. All coaches and parent coaches shall be required to undergo a criminal background screening through the National Center for Safety Initiatives. The background screening is valid for two years. Two coaches per team are allowed. If adding a third coach or fourth coach, the cost shall be the responsibility of the coach as follows: \$20 for the third coach and \$20 for the fourth coach. See NCSI form for instructions.
- B. Before the match, print a blank scorecard by going online at <http://tennislink.usta.com/TeamTennis/>
 1. Enter your match number, click 'Go'
 2. Click 'Print Report'
- C. The home team coach shall be responsible for lining the courts and providing (3) balls for each court. The home team is designated on the printed schedule. Disregard the online published schedule and the printed home team on the scorecard.
- D. During the match.
 1. Coaches are responsible for the management of the team's matches. If the coach is not able to attend a team's match it is imperative the coach delegate a team parent to accompany the players. It is the responsibility of the coach to educate the team parent(s).
 2. Coaching must be performed only by the team coach/parent during changeovers on odd games. Team coach/parents are allowed to remain on the court, however no other parents are allowed on the court during matches. During the changeover, a maximum of 90 seconds shall elapse from the moment the ball goes out of play at the end of the game to the time the ball is struck for the first point of the next game.
 3. To eliminate scoring disputes, coaches shall urge players to announce the set score prior to his/her serve in each game and the game score prior to serving each point.
 4. In settling a scoring dispute, coaches shall use their best judgment, which may consist of one of the following:
 - a. Counting all points and games played agreed on by the players, with only the disputed points or games being replayed.
 - b. Resuming play from a score mutually agreeable to players.
 - c. In the ultimate, a decision should be reached by a racquet spin.
 5. In the spirit of good sportsmanship, coaches are responsible for exercising proper etiquette for team cheering.
 6. Coaches are responsible for the safety of all players. Coaches shall use their best judgment and determine when play is unsafe and shall suspend play if necessary (i.e., wet court conditions, stray balls in the playing area, etc.)
- E. After the last match.
 1. Indicate the players receiving Sportsmanship nominations by circling their name at the bottom of the scorecard.
 2. Keep your copy for your own records.

F. Reporting sportsmanship nominations

E-mail Mimi Kennell at kennell@hawaii.usta.com and provide the following information after the completion of the season.

1. Division
2. Team name
3. Player's name
4. Number of votes

VIII. SEASON FINALE

All teams participating in season play shall be invited to compete in the Season Finale.