



RULES AND REGULATIONS

(Board approved - 11/18/16)

**administered by
the
USTA / HAWAII PACIFIC SECTION
SPRING 2019**

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RULES & REGULATIONS

The USTA Junior Team Tennis is a national program administered by the Hawaii Pacific Section. Junior Team Tennis is a vital component of junior player development. It bridges the gap between entry level participants and tournament competitors. Junior Team Tennis' objective is to provide youngsters with a team opportunity for fun, fitness, and friendship through learning and playing the lifetime game of tennis. Success is measured on participation and how they play the game – win or lose.

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I. LOCAL LEAGUES

Leagues shall be organized within each district and shall play a round robin format during the Spring (February-May) and Winter (September-December).

A. Junior Team Tennis (JTT) Divisions (see below)

1. Spring Season - A player is eligible to compete in the age division determined by their age on March 1st. A player with a birthday during the season may continue to compete in the age division in which he/she started the season.
2. Winter Season - A player is eligible to compete in the age division determined by their age on August 31st. A player with a birthday during the season may continue to compete in the age division in which he/she started the season.

B. USTA Championship Junior Team Tennis (CJTT) Divisions (see below)

Spring & Winter Seasons - Players must remain age eligible through August 31 of the championship year to be eligible for advancement opportunities.

II. ELIGIBILITY

The USTA Jr. Team Tennis play levels are defined as Beginner (NTRP 2.0 & below), Intermediate (NTRP 3.0 & below) and Advanced (NTRP 3.5 & above).

Teams will be formed in the appropriate skill/age groups.

1. 2.5 Division (JTT) – 12 & Under
2. 2.5 Division (JTT) – 14 & Under
3. 2.5 Division (JTT) – 18 & Under
4. 3.0 Division (JTT) – 12 & Under
5. 3.0 Division (CJTT) – 14 & Under
6. 3.0 Division (JTT) – 14 & Under (Non-Gender)
7. 3.0 Division (CJTT) – 18 & Under
8. 3.5 Division (JTT) – 14 & Under
9. 3.5 Division (JTT) – 18 & Under
10. 4.0 Division (JTT) – 18 & Under
11. Open Division (CJTT) – 14 & Under
12. Open Division (CJTT) – 18 & Under

III. TEAM ROSTERS

DIVISION	SKILL(AGE)	MINIMUM # OF PLAYERS	MATCH FORMAT	AGE ELIGIBILITY	NATIONAL EVENT
Junior Team Tennis	2.5(12) 2.5(14) 2.5(18) 3.0(12)	(6) any gender	1S, 2S, 1D, 2D, 3D	Cut off date: Spring Season - March 1 st Winter Season – August 31 st	No
Junior Team Tennis	3.5(14) 3.5(18) 4.0(18)	3 boys, 3 girls	BS, GS, BD, GD, MXD	Cut off date: Spring Season - March 1 st Winter Season – August 31 st	No
Junior Team Tennis	3.0(14)	(4) any gender	1S, 2S, 1D, 2D	Cut off date: Spring Season - March 1 st Winter Season – August 31 st	No
USTA Championship Junior Team Tennis	3.0(14) 3.0(18) Open(14) Open(18)	3 boys, 3 girls	BS, GS, BD, GD, MXD	Cut off date: Spring Season - August 31 st Winter Season – August 31 st	Yes

- A. Team Roster must be submitted by the deadline via TennisLink. Coaches shall register the team and be responsible for paying the league fees using a credit card.
 - 1. Junior Team Tennis Divisions
\$33 League Fee
 - 2. USTA Championship Junior Team Tennis Divisions (Spring season only)
\$33 League Fee + USTA membership
- B. No additions allowed after the deadline. A late fee of \$40 will be charged for any incomplete rosters. No refunds will be made after the deadline.
- C. To help eliminate defaults and excessive doubling-up situations, a player can be listed only on two rosters in two different divisions. However, if the player qualifies for Sectional Championships, he/she must choose to compete in one division only.

IV. SKILL/AGE DIVISIONS

- A. The Junior NTRP rating and Youth Progression Level is used to determine the proper skill level and division.
 - 1. All returning players can access their current NTRP ratings. Go to:
<http://tennislink.usta.com/Tournaments/Main/FindAJuniorRating.aspx>
 - 2. All players under age 11 can access their Youth Progression Level at:
<http://tennislink.usta.com/Tournaments/Common/Home.aspx?mode>
 - 3. When checking if a player is eligible to play in a specific level for the upcoming season, it will be based on the player's rating at the time of registration.
 - 4. Players that have a rating .2 above the desired level of play shall be allowed to play down in that level, i.e. a 3.2 rated player shall be allowed to play 3.0. No exceptions shall be granted for players .3 or higher.
 - 5. Once a player is eligible, he/she is locked in for the entire season, including divisions that advance to Nationals.
- B. Players that do not have a rating must self-rate themselves. For more information, go to
https://www.usta.com/Youth-Tennis/Junior-Competition/junior_ratings_faq/
- C. The minimum age for the 12 & Under and 14 & Under divisions is 9 years of age. The minimum age for the 18 & Under divisions is 13 years of age.

V. COMPETITION FORMAT

- A. 2.5 Divisions (12 & Under / 14 & Under / 18 & Under); 3.0 Division (12 & Under).
 - 1. Each team match will consist of 1st singles, 2nd singles, 1st doubles, 2nd doubles, and 3rd doubles. *Coaches must position players in the lineup in the order of strength to promote more competitive match play. For doubles positions, the order of strength shall be determined by the skill level of the doubles team and not by the individual player(s).* Optional scrimmage matches may be played with extra players present and court time available.
 - 2. A player must play one singles and one doubles if the lineup is short of required players. If the 1st singles player must double-up, he/she must play in the 1st doubles position. A minimum of 6 players of the same or mixed gender is needed to form a team.
 - 3. Every attempt must be made to allow all players present to play in the lineup before making a player play in a singles and a doubles match. If a player is injured, ill, or placed on probation, he/she may attend the match, however shall not be dressed in uniform. If a player is "doubled-up" before playing other players present at the match, the team match will be defaulted in favor of the opposing team, (40-0).
 - 4. The line-up may consist of any combination of boys and girls.
 - 5. If a team is short of (6) players, 3rd Doubles must be forfeited. Coaches must notify the opposing coach of any defaults before the lineup is announced. The opposing coach is then allowed to make changes to his/her lineup, if it will make a difference in maximizing participation. *Strongly recommended: All players present shall have an opportunity to play before another player doubles-up.*

6. A minimum of 4 players are required to play each team match, however will suffer two match defaults in the 2nd and 3rd Doubles positions.
 7. Each match will be an eight (8) game pro set, No-Ad scoring with a 7-point tiebreaker played at 7 all. The player/team who first wins seven points shall win the tiebreaker and the match provided there is a margin of two points over the opponent(s).
 8. Each match score will count towards the final team score. The winner will be determined by the total games won.
 9. In the event that team scores are tied at the completion of all matches, the 1st doubles will play a 10-point match tiebreaker (first team to reach 10, must win by 2 points) to determine the winner of the overall match. When starting the tiebreaker, the players shall spin a racquet for choice of sides and the right to be the server or receiver.
 10. A defaulted match will count as an 8-0 win for the opposing team. A double default will count as zero for each team.
 11. A player unable to complete a match because of sickness, injury, or unsportsmanlike conduct, will be considered as "retired." The retired player shall receive all games won up until the point of retirement. The non-retired player shall receive all remaining games to complete the match.
 12. 2.5(12) Only: This division shall play with the green ball (75% compression) for all matches.
- B. 3.0 Divisions (14 & Under / 18 & Under)
1. Each team match will consist of boy's singles, girl's singles, boy's doubles, girl's doubles and mixed doubles
 2. "3 & 3 rule." A minimum of (3) boys and (3) girls are required to play to avoid a default. lineup is announced. The opposing coach is then allowed to make changes to his/her lineup, if it will make a difference in maximizing participation. Strongly recommended: All players present shall have an opportunity to play before another player doubles-up.
 3. A team with 5 players may play, however will suffer a pre-designated match default. To clarify, please note the following consequences:
 - a. (1) girl and (4) boys may play, but girl's doubles would be defaulted.
 - b. (2) girls and (3) boys may play, but girl's singles or girl's doubles would be defaulted.
 In both situations the rule will apply if the boys suffer the same shortage. In some instances opposing teams may have different shortages of players, however, defaults must follow the designations described above. Coaches must notify the opposing coach of any defaults before the
 4. A team with four players may play, however will suffer two match defaults. To clarify, please note the following scenarios that can play:
 - a. (3) boys and (1) girl, or (3) girls and (1) boy
 - b. (2) boys and (2) girls
 Note: (4) boys, or (4) girls cannot play
 5. Every attempt must be made to allow all players present to play in the lineup before making a player play in two matches. If a player is injured, ill, or placed on probation, he/she may attend the match, however shall not be dressed in uniform. If a player is "doubled-up" before playing other players present at the match, the team match will be defaulted in favor of the opposing team, (40-0). In order to expedite matches, any player that is "doubling-up" shall be required to play first.
 6. If a player is scheduled to play two matches in the same day and becomes ill or injured after having completed the first match, at the player's request, a coach may substitute said player for the second match without penalty. This rule is not to be used by a coach for strategic planning.
 7. Each match will be an eight (8) game pro set, No-Ad scoring with a 7-point tiebreaker played at 7 all. The player/team who first wins seven points shall win the tiebreaker and the match provided there is a margin of two points over the opponent(s). In mixed doubles, the player of the same gender as the server shall receive the deciding point.
 8. Each match score will count towards the final team score. The winner will be determined by the total games won.
 9. In the event that team scores are tied at the completion of all matches, the teams will play a mixed doubles, 10-point match tiebreaker (first team to reach 10, must win by 2 points) to determine the winner of the overall match. Prior to the start of the match, each coach shall select and indicate by circling on the scorecard: one boy and one girl to play a mixed doubles match tiebreaker. If a boy and girl are not indicated prior to the start of the team match, the mixed doubles shall play. When starting the tiebreaker, the players shall spin a racquet for choice of sides and the right to be the server or receiver.
 10. A defaulted match will count as an 8-0 win for the opposing team. A double default will count as zero for each team.

11. A player unable to complete a match because of sickness, injury, or unsportsmanlike conduct, will be considered as "retired." The retired player shall receive all games won up until the point of retirement. The non-retired player shall receive all remaining games to complete the match.
- C. 3.5 Divisions (14 & Under / 18 & Under); 4.0 Divisions (18 & Under); Open Divisions (14 & Under / 18 & Under)
1. Each team match will consist of boy's singles, girl's singles, boy's doubles, girl's doubles, and mixed doubles.
 2. "3 & 3 rule." A minimum of (3) boys and (3) girls are required to play to avoid a default.
 3. A team with 5 players may play, however will suffer a pre-designated match default. To clarify, please note the following consequences:
 - a. (1) girl and (4) boys may play, but girl's doubles would be defaulted.
 - b. (2) girls and (3) boys may play, but girl's singles or girl's doubles would be defaulted.

In both situations the rule will apply if the boys suffer the same shortage. In some instances opposing teams may have different shortages of players, however, defaults must follow the designations described above. Coaches must notify the opposing coach of any defaults before the lineup is announced. The opposing coach is then allowed to make changes to his/her lineup, if it will make a difference in maximizing participation. *Strongly recommended: All players present shall have an opportunity to play before another player doubles-up.*
 4. A team with four players may play, however will suffer two match defaults. To clarify, please note the following scenarios that can play:
 - a. (3) boys and (1) girl, or (3) girls and (1) boy
 - b. (2) boys and (2) girls

Note: (4) boys, or (4) girls cannot play
 5. Every attempt must be made to allow all players present to play in the lineup before making a player play in two matches. If a player is injured, ill, or placed on probation, he/she may attend the match, however shall not be dressed in uniform. If a player is "doubled-up" before playing other players present at the match, the team match will be defaulted in favor of the opposing team, (60-0).
 6. If a player is scheduled to play in two matches in the same day and becomes ill or injured after having completed the first match, at the player's request, a coach may substitute said player for the second match without penalty. This rule is not to be used by a coach for strategic planning.
 7. Best of three tiebreak sets with a match 10-point tiebreak in lieu of a third set. No-Ad scoring, and a 7-point tiebreaker played at 5 all. The player/team who first wins seven points shall win the tiebreaker and the match provided there is a margin of two points over the opponent(s). In mixed doubles, the player of the same gender as the server shall receive the deciding point.
 8. The winner will be determined by the total games won.
 9. In the event that team scores are tied at the completion of all matches, the teams will play a mixed doubles, 10-point match tiebreaker (first team to reach 10, must win by 2 points) to determine the winner of the overall match. Prior to the start of the match, each coach shall select and indicate by circling on the scorecard; one boy and one girl to play a mixed doubles match tiebreaker. If a boy and girl are not indicated prior to the start of the team match, the mixed doubles shall play. When starting the tiebreaker, the players shall spin a racquet for choice of sides and the right to be the server or receiver.
 10. A defaulted match shall count as a 6-0, 6-0, win for the opposing team. A double default shall count as zero for each team.
 11. A player unable to complete a match because of sickness, injury, or unsportsmanlike conduct, will be considered as "retired." The retired player shall receive all games won up until the point of retirement. The non-retired player shall receive all remaining games to complete the match.
- D. 3.0 (14 & Under Non-Gender)
1. Each team match will consist of 1st singles, 2nd singles, 1st doubles, and 2nd doubles. *Coaches must position players in the lineup in the order of strength to promote more competitive match play. For doubles positions, the order of strength shall be determined by the skill level of the doubles team and not by the individual player(s).* Optional scrimmage matches may be played with extra players present and court time available.
 2. A player must play one singles and one doubles if the lineup is short of required players. A minimum of 4 players of the same or mixed gender is needed to form a team.

3. Every attempt must be made to allow all players present to play in the lineup before making a player play in a singles and a doubles match. If a player is injured, ill, or placed on probation, he/she may attend the match, however shall not be dressed in uniform. If a player is "doubled-up" before playing other players present at the match, the team match will be defaulted in favor of the opposing team, (32-0).
4. The line-up may consist of any combination of boys and girls.
5. If a team is short of (4) players, 2nd Doubles must be forfeited. Coaches must notify the opposing coach of any defaults before the lineup is announced. The opposing coach is then allowed to make changes to his/her lineup, if it will make a difference in maximizing participation. *Strongly recommended: All players present shall have an opportunity to play before another player doubles-up.*
6. A minimum of 2 players are required to play each team match, however will suffer a match default in the 2nd Doubles position.
7. Each match will be an eight (8) game pro set, No-Ad scoring with a 7-point tiebreaker played at 7 all. The player/team who first wins seven points shall win the tiebreaker and the match provided there is a margin of two points over the opponent(s).
8. Each match score will count towards the final team score. The winner will be determined by the total games won.
9. In the event that team scores are tied at the completion of all matches, the 1st doubles will play a 10-point match tiebreaker (first team to reach 10, must win by 2 points) to determine the winner of the overall match. When starting the tiebreaker, the players shall spin a racquet for choice of sides and the right to be the server or receiver.
10. A defaulted match will count as an 8-0 win for the opposing team. A double default will count as zero for each team.
11. A player unable to complete a match because of sickness, injury, or unsportsmanlike conduct, will be considered as "retired." The retired player shall receive all games won up until the point of retirement. The non-retired player shall receive all remaining games to complete the match.

VI. SCHEDULE OF PLAY

- A. Matches will be scheduled on Saturdays for the 12's and 14's divisions, and on Sundays for the 14's (Non-gender) and 18's divisions.
- B. Players and coach should arrive at least 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. *Note: If a practice court is not available prior to the designated start time, players are only entitled to the 5-minute warm-up prior to their match.*
- C. Players are allowed 5-minutes to 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. 2.5 Divisions (12 & Under / 14 & Under / 18 & Under); 3.0 Division (12 & Under)
 1. The order of matches shall be 1st singles, 2nd singles, 3rd doubles, 2nd doubles, and 1st doubles.
 2. The order of matches may be altered with mutual agreement. Coaches may allow the doubles to play before the singles if it will make the matches run faster.
 3. Any player playing in both a singles and a doubles match shall be entitled to a 5 minute rest period between matches.
 4. In the event that teams must play a match tiebreaker, a 2-minute break is allowed before the tiebreaker is played.
- E. 3.0 Divisions (14 & Under / 18 & Under)
 1. The order of matches shall be boy's singles, girl's singles, boy's doubles, girl's doubles, and mixed doubles.
 2. The order of matches may be altered with mutual agreement. Coaches may allow the doubles to play before the singles if it will make the matches run faster.
 3. Any player playing in both a singles and a doubles match shall be entitled to a 5-minute rest period between matches.

4. In the event that teams must play a match tiebreaker, a 2-minute break is allowed before the tiebreaker is played.
- F. 3.5 Divisions (14 & Under / 18 & Under); 4.0 Divisions (18 & Under); Open Divisions (14 & Under / 18 & Under)
1. The order of matches shall be boy's singles, girl's singles, boy's doubles, girl's doubles, and mixed doubles.
 2. The order of matches may be altered with mutual agreement. Coaches may allow the doubles to play before the singles if it will make the matches run faster.
 3. Any player playing in both a singles and a doubles match shall be entitled to a 10-minute rest period between matches.
 4. In the event that teams must play a match tiebreaker, a 2-minute break is allowed before the tiebreaker is played.
- G. 3.0 Division 14 & Under (Non-Gender)
1. The order of matches shall be 1st singles, 2nd singles, 2nd doubles, then 1st Doubles.
 2. The order of matches may be altered with mutual agreement.
 3. Every attempt must be made to allow all players present to play in the lineup before making a player play in two or more matches. If a player is injured, ill, or placed on probation, he/she may attend the match, however shall not be dressed in uniform. If a player is "doubled-up" before playing other players present at the match, the team match will be defaulted in favor of the opposing team, (32-0).
- H. On days of inclement weather, both teams are responsible to be present at the match site at the scheduled time. Both coaches may only make cancellations prior to the scheduled time with mutual agreement.
- I. On days of inclement weather, causing the delay of matches played, teams must start their match 30 minutes prior to the next scheduled match. For any matches not able to start before the 30 minute period, coaches may reschedule at another time or move to a different site.
- J. Make-up matches should be rescheduled within two weeks of the original scheduled date or at the earliest possible date and must be completed before the day of the last scheduled match of the season. If a mutual agreement of both team coaches cannot be determined, the match will count as a loss for both teams. Also, if players involved in the remaining matches are unable to attend a mutually-agreed upon makeup date, those players may be substituted with eligible players from the team roster if both coaches agree to such substitution. The League Coordinator must be notified of any change in schedule or if courts are needed due to rescheduling. Notification shall be the responsibility of the home team coach.
- K. If a match was discovered to have been played incorrectly after its completion, the match played in good faith will stand.

VII. DEFAULTS

- A. Teams failing to arrive for a match on the scheduled match day without prior notification will receive a default. Defaults of entire team matches are to be avoided at all costs. The score of a team default shall be recorded with the defaulting team losing all individual matches 0-8 or 0-6, 0-6.
- B. A player not present, with a court available, at the time his/her match is called shall be defaulted after 15 minutes. Table of penalties for lateness for a match.

5 minutes or less	Loss of toss and 1 game
5:01 to 10:00 minutes	Loss of toss and 2 games
10:01 to 15:00 minutes	Loss of toss and 3 games
More than 15:00 minutes	Default

VIII. PENALTIES

- A. A player deemed ineligible to participate in any division for any reason (i.e., but not limited to: age, ranking, playing out of level) shall be immediately dismissed, and all team matches involving said player will be recorded as defaults against his/her team (0-8 or 0-12). A player may be dismissed from the league for sportsmanship problems.
- B. A coach found in violation of the rules outlined above shall be subject to disciplinary action at the discretion of the Sectional League Coordinator. Such action may include the issuing of individual or team match defaults, dismissal from the league, suspension from further league participation, or other sanctions as deemed appropriate.

IX. GRIEVANCES

A. General Procedures

- 1. All complaints alleging a violation of the USTA Constitution and Bylaws; the USTA Regulations; the Rules of Tennis or other USTA regulations (unless modified by these USTA Junior Team Tennis Regulations); the USTA Junior Team Tennis Regulations or standards of good conduct, fair play and good sportsmanship, shall be filed in writing with the USTA Junior Team Tennis Grievance Committee responsible for enforcement.
- 2. All complaints involving the administration of the league shall be filed and heard at the next higher level in the same manner as any other complaint.
- 3. All complaints with regard to any aspect of the USTA Junior Team Tennis League shall be processed through the USTA Junior Team Tennis League Grievance and Grievance Appeal Committees at the appropriate level (i.e., local, area, section, or national.) Decisions of such grievance appeal committees shall be final and binding.
- 4. All complaints against an individual or team may only be filed by; (a) the team coach/manager of the team who has competed in the match where the alleged violation occurred, (b) the league coordinator, or (c) a member of the championships committee.
- 5. The league coordinator, a member of the Championship Committee, a member of the Grievance Committee, or a member of the Grievance Appeal Committee may file a grievance at any time.
- 6. Play during grievance procedures: An individual may continue to play during a grievance investigation and hearing but must understand that, if upheld, all matches played during that time may be defaulted.

- B. Self Rating Grievances – New players that must complete a self rating must use their best judgement. A player that intentionally misrepresents his/her actual skill level is considered to have violated the standards of good conduct, fair play, and good sportsmanship and may subject to a grievance complaint and possible disqualification.

C. Team Procedures

- 1. All complaints alleging a violation during local team competition shall be filed in writing with the local, area, or district USTA Junior Team Tennis coordinator having jurisdiction prior to the commencement of the next team match involving such individual or team, or within 24 hours after the end of local team tennis play, whichever occurs first.
- 2. Upon receipt of the complaint, the local, area, or district USTA Junior Team Tennis coordinator will immediately send a copy to the chair of the appropriate USTA Junior Team Tennis Grievance Committee and to the party (or parties) against whom the complaint has been filed.
- 3. A complaint regarding failure to meet eligibility requirements (e.g., age misrepresentation or USTA member) may be filed by a team tennis coach/manager or team tennis coordinator at any time. A USTA Junior Team Tennis coordinator may declare a player ineligible and disqualify that player without filing a grievance prior to the disqualification.

D. Scoring of eligibility disqualification in team

- 1. In the event of an eligibility disqualification during the local team tennis season and up to 24 hours after the end of local team play, all matches played by the player shall be considered losses and those matches shall be considered wins for the opposing players or doubles teams and scored according to the format described in TennisLink Team Tennis.

2. In the event of an eligibility disqualification after conclusion of the local USTA Junior Team Tennis season, the team will remain eligible to participate and retain games received up to the disqualification, but the ineligible player will not be allowed to advance.
- E. Grievance committee action
1. Following the receipt of a complaint, the appropriate USTA Junior Team Tennis Grievance Committee shall, as soon as reasonable, (a) cause such investigation of the alleged violation to be made as the committee deems appropriate and, if the committee deems the same to be necessary, shall (b) arrange for a hearing at which the parties involved shall have the right to appear personally and present evidence.
 2. The USTA Junior Team Tennis Grievance Committee shall have the power to dismiss the complaint or to direct the correction of any violations by reasonable means, including the suspension of a player or team.
 3. The USTA Junior Team Tennis Grievance Committee shall prepare a written decision setting forth the basis for its decision and the deadline for any written appeal and promptly deliver copies to the parties involved.
 4. The decision of the USTA Junior Team Tennis Grievance Committee shall be by majority vote.

X. GRIEVANCE APPEALS

- A. General Procedures - Any party to the complaint may appeal the decision of the grievance committee to the grievance appeals committee within the time fixed by the grievance committee in its findings. Upon receipt of an appeal of the decision of the grievance committee, the grievance appeal committee shall act promptly to resolve the appeal.
- B. Play during grievance appeal procedures
1. If a player or team was suspended by the grievance committee decision, the individual or team may not play during the appeal process.
 2. If the grievance was denied and appealed by the petitioner, the individual may play during his/her appeal process but must understand that if the decision of the grievance committee is reversed; all matches played during that time may be defaulted.
- C. The party appealing shall file written notice of appeal with the Chair of the appropriate grievance appeal committee and shall, at the same time, send a copy to the Chair of the grievance committee whose decision is being appealed, area, district, state or section USTA Junior Team Tennis coordinator, and to the other party (or parties) involved in the complaint.
- D. The parties appealing shall have an opportunity to submit in writing facts and arguments in support of their respective positions.
- E. Grievance committee action
1. The grievance appeal committee shall not be required to hold any hearing except as provided in X.E.2. Its decision may be based entirely on the findings of fact by the grievance committee whose decision is being appealed and on the facts and arguments submitted in writing by the parties to the appeal.
 2. If the grievance committee did not hold a hearing, the grievance appeal committee shall do so, provided any party involved in the complaint so requests in writing. However, the committee may hear such further evidence as it, in its absolute discretion, deems appropriate.
 3. The grievance appeal committee shall have the power to affirm, modify, or reject the decision of the grievance committee. If the grievance committee has imposed a penalty, the grievance appeal committee may not impose a harsher penalty. Any player or team suspended for a period of 12 months or more may appeal the final decision of the grievance appeal committee to the national USTA Junior Team Tennis Grievance Appeal Committee within the deadline established by the grievance appeal committee.
 4. A copy of the grievance appeal committee's written decision setting forth the basis of its decision shall be promptly sent to all interested parties and such decisions shall be final and binding. The following exception shall apply: Any player or team suspended for a period of 12 months or more may appeal the final decision of the grievance appeal committee to the national USTA Junior Team Tennis Grievance Appeal Committee within the deadline established by the grievance appeal committee. The administration may not appeal the decision of the grievance appeal committee.

5. The decision of the grievance appeal committee shall be by majority vote.

XI. COACHES' DUTIES

- A. All coaches and parent coaches shall be required to undergo a criminal background screening. The background screening is valid for two years and must be repeated after the completion of two years. Two coaches per team are allowed at no cost for the background screening. A third coach can be added for \$10, and a fourth coach for \$20.
- B. Before the match, print a blank scorecard by going online at teamtennis.usta.com. See match schedule for instructions.
- C. The home team coach shall be responsible for providing one can of new 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. Balls may be reused for the matches to follow in the same court. After completion of matches, the home team shall keep the balls.
- 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 and/or team parent (maximum of 2 coaches) during changeovers on odd games. Coaching must be performed from outside the fence or gate. In some situations, and with mutual agreement, coaches may be allowed to remain on the court during the match. Players are not allowed to coach, unless designated as the team coach. No parents or players are allowed on the court during matches.
 - a. 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. However, after the first game of each set and during the tie-break, play shall be continuous and the players shall change ends without a rest period.
 - b. At the end of each set, if the number of games is even, the changeover is not made until the end of the first game of the next set.
 - c. At the conclusion of each set, there shall be a set break of a maximum of 2-minutes.
 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. If the match goes into a match tiebreaker, enter the extra game onto a match previously played. Tally the scores and confirm with the opposing coach.
 2. Indicate the players receiving Sportsmanship nominations by circling their name at the bottom of the scorecard.
 3. Keep your copy for your own records.
- F. Reporting scores.
 1. The winning team must enter the score online by Monday midnight, following the match.
 - a. After logging in as a coach, click 'Score Entry'
 - b. Enter your match number, click 'Go'
 - c. Click 'Next'
 - d. Enter 'Date Match Played'

- e. Enter players using the pull down list
 - f. Enter the winning player's score
 - g. Enter result
 - h. Enter winner
 - i. Click 'Next' and review scores
 - j. Click 'Finish'
2. The losing team must verify the score online by Wednesday midnight, following the match. Same as above a.-c.
 - d. Review the scores reported by the winning team.
 - e. Click 'Confirm' or 'Dispute' then click 'Finish'
 - f. If the score is disputed, contact the opposing coach and reconfirm the correct score.
 - g. Go back online and follows steps a.-c.
 - h. Click 'Re-enter' and fill in the confirmed disputed results.
 - i. Click 'Finish'
- G. Reporting sportsmanship nominations – Submit the following information for the player receiving the most sportsmanship nominations after the last match: Division, Team Name, Player Name, and Number of Nominations. Email to Mimi Kennell at kennell@hawaii.usta.com.

XII. SECTION CHAMPIONSHIPS

- A. Qualifying criteria
 1. Teams qualifying will be based on final league standings determined by total games won. In the event of a tie, a tiebreak will be determined as follows:
 - a. If two teams are tied, head-to-head results.
 - b. If three or more teams are tied: least amount of sets lost, then the least number of games lost, then, finally, a spin of the racquet.
 2. A minimum of (6) players must qualify for the team to compete in the Section Championships. For the gender divisions, teams must have (3) boys and (3) girls.
 3. All players must compete in at least two local league season team (not individual) matches to qualify to compete in the Sectionals and Nationals. Neither one of the two matches may be the product of a default received. If a player qualifies for Sectionals in two divisions, he/she must choose to compete in one division only.
- B. Standard Procedures
 1. Players and coaches should arrive at least 40 minutes prior to the scheduled match time. All coaches must report to the tournament desk by this time.
 2. Lineups shall be introduced off-court, immediately after the coaches check-in and prior to the first open court. All players should be present during the introduction of the lineup. Player(s) not present, with a court available, at the time his/her match is called shall be defaulted after 15 minutes.
 3. Players are responsible for bringing their own water while playing in matches. Once entering the court, players are not allowed to leave their court for water. A player may leave the court only for the purpose of a toilet visit.
 4. Coaches shall monitor the 5-minute warm-up period including practice serves.
 5. If a player feels his/her match is out of hand because of 1) chronic foot faulting, 2) cheating, or 3) bad line calling, only that player may request for a linesperson and can refuse to play until the referee arrives. Both coaches shall designate a parent to fill in as a linesperson, if needed. The designated linesperson shall stand on the court, near the net post to oversee play. Players shall continue to call out the score and make their own line calls. The role of the linesperson is to overrule any mistakes, as mentioned above, made by either player.
 6. At the conclusion of each individual match, players must report their score to their respective team coaches. Both coaches shall sign the scorecards and nominate a player from the opposing team for the sportsmanship award. Both coaches shall return the scorecards and the balls to the Tournament Desk promptly at the conclusion of the team match.
 7. Any player doubling-up match may be required to play back-to-back matches. An effort will be made to allow a 5-minute rest period (for 8-game matches) or a 10-minute rest period (for 2 out of 3 set matches) if scheduling permits.

8. Should a player become ill or injured prior to the start of match play, at the player's request, a coach may make a substitution without a default. If a player is scheduled to double-up in the line-up and becomes ill or injured after having completed the first match and prior to the start of the second match, at the player's request, a coach may make a substitution without a default. Note: The coach must first make a request to the Tournament Desk so a ruling can be made. This rule is not to be used for strategic planning.

C. Competition Format (subject to change with notice)

1. Eight teams shall play in a compass draw - teams progress at the end of each round. Winners advance to the right and the losers to the left. Teams play for 1st place to 8th place on Sunday.
2. Six teams will be separated into two flights - the winner of each team match will be determined by total games won. For divisions playing best of three, 6-game sets, the match tiebreaker will count as a game won and a set won for the overall match. The winner of each flight will be determined by total games won. In the event that the flights are tied, a flight tie-break will be determined as follows:
 - a. If two teams are tied: head-to-head results
 - b. If three teams are tied: the least amount of sets lost, then the least number of games lost, then finally, a spin of the racquet.On Sunday, the order of play shall be determined as follows:
 - a. 1st place – Winner of flight 1 vs. Winner of flight 2
 - b. 3rd place – 2nd place of flight 1 vs. 2nd place of flight 2
 - c. 5th place – 3rd place of flight 1 vs. 3rd place of flight 2
3. Four teams shall play a round robin. The winner of each division will be determined by the total games won. For divisions playing best of three, 6-game sets, the match tiebreaker will count as a game won and a set won for the overall match. In the event that a division is tied, a division tie-break will be determined as follows:
 - a. If two teams are tied: head-to-head results
 - b. If three teams are tied: the least amount of sets lost, then the least number of games lost, then finally, a spin of the racquet.
4. Three teams shall play a round robin. The winner of each division will be determined by the total games won. For divisions playing best of three, 6-game sets, the match tiebreaker will count as a game won and a set won for the overall match. In the event that a division is tied, a division tie-break will be determined as follows:
 - a. If two teams are tied: head-to-head results
 - b. If three teams are tied: the least amount of sets lost, then the least number of games lost, then finally, a spin of the racquet.
5. Two teams shall play a double-header. The winner will be determined by the total games won. In the event that a division is tied, a division tie-break will be determined as follows: the least amount of sets lost, then the least number of games lost, then finally, a spin of the racquet.

D. Coaching

1. A limit of (2) coaches is allowed for each team. Coaches must wear their name badge. Coaching is allowed by the head coach and the assistant coach during changeovers on odd games except after the first game in the match. Coaching shall only be allowed from outside the fence or gate. The time allowed on changeovers during the match is 90-seconds and the time allowed prior to the Super Tie-Breaker is 2-minutes.
2. Please remind your players and parents to help police the area to keep the tournament site clean.

E. Pink Slip

1. A player may play twice (double-up) in a match. However, a player may not play twice again until each player on the roster has had the opportunity to play twice. This procedure will eliminate the overuse of the strongest players. It is mandatory that all players on the roster be given an equal opportunity to play.
2. If, at anytime, a player is going to play twice in a match, the coach must fill out a Pink Slip. If no player is to play twice, the Pink Slip need not be completed.
3. If the Pink Slip is needed, it must be completed and presented to the opposing coach prior to the line-up introduction. Teams who do not have this form signed by the opposing coach shall result in a default for the matches that the player is playing twice.

F. Inclement Weather

1. Delays due to weather may necessitate the scheduling of later or earlier matches and/or using a 6-game short set or 8-game set formats.
2. If play is suspended on the final day with any team not able to complete their match, then the team standings shall be based on comparable matches played, and awarded accordingly.
3. All teams must have completed a minimum of (1) match. If any team is not able to complete the (1) match minimum, then the team standings shall be awarded based on their seeding prior to the tournament.

G. Umpire

1. There will be a certified roving umpire present on site.
2. Players should be encouraged to play tennis without the need for umpires to be present for matches. In the case of disputed calls and upon the request of the player or coach, a roving umpire may be supplied to oversee the match. The presence of a USTA-certified umpire is important to those players who have not previously been exposed to the umpiring world.
3. When an umpire is called onto the court, the umpire shall make it clear to the players that he or she will remain until it is determined that the match is under control. Once the match is under control, the umpire will leave the court and move to all courts over which he or she has roving responsibilities. If a linesperson is needed, the designated parent shall oversee play.
4. One of the goals of the Sectional Championships is to teach players to play by the *The Code* as they graduate to other competitions and to understand the role and availability of umpires. Their own misbehavior and/or inability to call lines or trust their opponents not only reflects badly on them but deprives their fellow players of a fair match and thereby requires umpiring supervision.
Foot faults shall be enforced by the umpire only by request of a player or coach.

H. Grievance procedures

1. All complaints alleging a violation during championships competition shall be in writing and delivered to the duly appointed site director within 30 minutes of completion of the team match, or prior to the commencement of the next team match involving the player or team, whichever occurs first.
2. At the time a complaint is filed, a copy of such complaint shall be sent to the party (or parties) against whom the complaint has been made.
3. A complaint regarding failure to meet eligibility requirements (e.g., age misrepresentation, USTA member, or team composition) may be filed prior to or during the championship event. A USTA Junior Team Tennis coordinator may declare a player and/or a team ineligible and disqualify that player without filing a written grievance.
4. Scoring of eligibility disqualification
 - a. In the event of an eligibility disqualification prior to or after the conclusion of a championship event, the team will remain eligible to participate and retain games received up to the disqualification, but the ineligible player will not be allowed to advance.
 - b. In the event of an eligibility disqualification in a round robin format during the championship event, the player will not be allowed to advance on that team and all matches played by the player shall be considered losses and those matches shall be considered wins for the opposing players or doubles teams and scored according to the format described in TennisLink Team Tennis.
 - c. In the case of a disqualification in single elimination, the last individual match played by the player shall be considered a win for the opposing player or doubles team and scored according to the format described in TennisLink Team Tennis.

XIII. 2019 NATIONAL CHAMPIONSHIPS

A. DATES AND SITES

1. 14 Intermediate & Advanced – November 7-10, at the McFarlin Tennis Center in San Antonio, Texas.
2. 18 Intermediate & Advanced – November 14-17, at the McFarlin Tennis Center in San Antonio, Texas.

B. DIVISIONS AND QUALIFYING TEAMS – All teams' eligibility must be approved by the National Manager.

1. Intermediate – 3.0(14) 1st Place and 3.0(18) 1st Place
2. Advanced – Open(14) 1st Place and Open(18) 1st Place

C. MORE INFORMATION – Go to usta.com under “Youth Tennis” click “Junior Team Tennis.”