

Aiken Junior Tennis League Rules

The Aiken JTL abides by the USTA's (United States Tennis Association) USA Team Tennis, Southern Section and South Carolina Tennis Association Regulations. We encourage captains and players to read and familiarize themselves with these regulations, the USTA's Rules of Tennis and "The Code". (The Code is the USTA's official publication for all matches without officials.) The rules and regulations can be found on www.usta.com by clicking on "Rules and Regulations".

I. Teams and Players

A. Membership

1. All team members must be members of the USTA and the membership must be valid through the end of the current season.
2. All team members must register on TennisLink (<https://teamentennis.usta.com/Main/RegisterPlayers.aspx>) and pay a \$26.00 Aiken Junior Tennis League fee plus a \$3.00 TennisLink fee prior to playing a match.

B. Age Eligibility

1. The date for eligibility for the fall league is August 31, 2009.
2. Play in the age group that relates to your age before that date. For example, if you turn 13 in September, you will play in the 12 & Under division for the spring. If you turn 13 in August, you will play in the 14 & Under division for the spring. You may always play in a higher age group.

C. Court Availability

1. Each team must guarantee at least two courts at the same address for all matches during a season.
2. Check with the court owners (club, county, or subdivision) before you field a team at a facility.
3. The league does not arrange courts. Captains must arrange a place to play. Call to reserve your courts before the day of the match to assure that your team will have courts to play on.

D. Rosters

1. Each roster must be registered on TennisLink with a minimum of six players—three boys and three girls. To avoid forfeits, at least five boys and five girls are recommended.
2. Only one player of each gender can play two positions in a match provided that other players on the team of the same gender have played twice in an equal or greater number of previous matches during a season.

E. Add-Ons

1. A team may add players until May 29, 2009.
2. The Junior League Coordinator must be notified of all add-ons after the season starts.

F. Ineligible Player

Any person not listed on a roster in accordance with these rules is ineligible to play.

G. Player Participation

1. All players should play at least two matches during a season.
2. It is suggested that you rotate singles players evenly throughout the season. Everyone on your team should have a chance to play singles, doubles, and mixed doubles.

II. Captains

- A. Each team must have a team captain.
- B. Rotating team captains may be used for scheduling the matches and only trained parents or juniors approved by the league should be in charge of a dual meet.
- C. Team captains listed on the match schedule must be accessible to all teams in the division and to the Junior League Coordinator.
- D. Professionals may not be team captains, assistant team captains or scorekeepers. They should only provide instructions to the players.

III. Dual Meets

A. Match Time

All dual meets start at 4:30 p.m. on Friday. Warm-up begins at 4:15 p.m.

B. Format

Dual meets consist of one boys' singles, one girls' singles, one boys' doubles, one girls' doubles and one mixed doubles (in that order).

C. Setting Up Matches

1. The home team captain contacts the visiting team captain at least four days prior to dual meetings to discuss directions, court reservations, etc. You are encouraged to work out any time or line-up conflicts.
2. With the agreement of both captains, matches may be played earlier than the scheduled date. They may not, however, be played after the scheduled weekend. For example, both teams agree on a conflict for Saturday and agree to play the next day, Sunday.
3. If a captain is unavailable for a match, a designated replacement who knows the rules and regulations must be named.
4. All matches (including rescheduled matches) must be played at the facility named on the match schedule unless otherwise approved by the League Coordinator.
5. The team captain calls the opposing team's captain as soon as he or she knows that any or all individual matches will be forfeited. This prevents inconveniencing the opposing team's players.

D. Line-Ups / Scorecards

1. Blank scorecards should be printed from TennisLink, line-ups completed on scorecard, and exchanged 10 minutes before the scheduled match time.

2. Last-minute substitutions may be made only in the event of illness, injury or absence of a player.
3. Substitutions may not be made after a point has been played in that position.
4. Team captains record the results of each individual match on the scorecard, verify, and agree on match scores at the completion of the match.
5. The home team captain enters the match scores on TennisLink unless otherwise agreed on by both captains. The visiting team captain verifies the match scores on TennisLink.
6. **Match Scores must be entered and verified within 48 hours of the completion of the match.** After 48 hours, TennisLink automatically verifies match scores for unverified matches. The opposing team loses all rights to contest any score discrepancies.

E. Rules of Play

1. USTA rules and regulations govern play.
2. "The Code," a handbook of ethics and fair play, should be understood and followed by every captain and player.
3. A copy of USTA rules and regulations, CSRATA rules and "The Code" should be available at all dual meets.
4. Captains are responsible for making sure a replacement has these documents.

F. Defaults

The 15-minute default rule is in effect for all scheduled matches. The default rule is in effect when a court becomes available for that match. Please be as lenient as possible — **within reason** — about defaults.

G. Balls

1. The home team provides USTA-approved balls for each court.
2. Captains may want to bring an extra can of balls in case an additional court becomes available.

H. Warm-up

Warm up is limited to five minutes including practice serves.

I. Coaching

1. Coaching is illegal.
2. Captains, teammates, spectators or coaches may not volunteer advice on line calls or scoring.

3. Cheering or excessive clapping is not permitted. Please refer to the Behavior Guidelines for Parents.
4. Both team captains are responsible for controlling spectators' conduct during match play.
5. It is acceptable to assist the 10 & Under and 12 & Under division players since they may need help in scoring, rotation of serve, etc. Especially at the 10 & Under level, coaches are encouraged to help facilitate play in order to have matches completed in a timely fashion.
6. Parents may not be on the same court as their child. It is acceptable for the captain to help with the tiebreak in all age groups. In the older age groups, you may explain the tiebreak one time and then must leave the court.

J. Courts

1. If the home team is unable to provide courts for any scheduled dual meet, the visiting team has first option of providing courts. (The host team is considered the home team.)
2. If the visiting team does not elect to provide courts, the responsibility reverts to the home team, which must provide courts within the approved league area at the scheduled time.

K. Refreshments

Most tennis facilities provide cups, ice, and water. Please assure that the players have water before they walk onto the court.

IV. Scoring

A. Format

All matches are eight-game, no-add pro sets (first player to win eight games by a two-game margin) with a tiebreak at 8-8. (Do not play a tiebreak at 7-7.)

B. Team Points

The total number of games won is counted for the winner and loser. NO BONUS POINTS ARE AWARDED. The maximum number of points for any position is nine. The maximum total points per match are 45.

C. No-Ad Scoring

- The team or player to win four points wins the game. If the score reaches 3-3, the receiver has a choice of receiving in the ad or deuce court. The winner of the next point wins the game.
- Players may call the score as 1, 2, 3, and game; or 15, 30, 40, and game. They may call the score of 3-3 "deuce."
- In doubles, the receiving team chooses who receives the last point. Both players remain on the same receiving side they played on during the match.
- In singles, the receiver may choose to receive on either the left or right side of the court.
- In mixed doubles, the boy receives serve from the boy, and the girl receives serve from the girl. The receiver remains on the same side he or she has received on during the match.

D. Tiebreaks

If a set reaches 8-8, players must play a tiebreak. The order of serving is the same as it was at the start of the match.

In doubles, the first server serves one point from the right side. The second server serves two points starting from the left side and ending on the right side. The third server serves two points starting on the left and ending on the right side. The fourth server serves one point from the left side and then players change ends of the courts. The fourth server serves one point from the right side. Play continues in such a manner until one team wins at least seven points with a two-point margin. Teams change ends of the court every six points.

In singles, the first server serves one point from the right side. The second server serves two points starting on the left side and ending on the right side. The players continue to alternate serving two points each until one wins a minimum of seven points with a two-point margin. Players change ends of the court every six points.

V. Penalties and Forfeitures

A. Ineligible Players

If an ineligible player participates in a dual meet, all points earned by that player are forfeited.

B. Penalties

The Local League Coordinator has the authority to impose penalties and violations in situations where no penalty is provided by these rules.

C. Excessive Defaults

Dropping points often has an impact on division standings and you are strongly encouraged not to forfeit entire matches. Consider playing a practice match if your team has to forfeit a position, and use a player who has already played. (These points do not count.)

1. Excessive defaults are defined as defaulting all points of a dual meet or averaging more than one default per dual meet.
2. If a team has excessive defaults, all its matches will be nullified and remaining matches will be treated as byes.

D. Protests

If the team captains cannot resolve conflicts, the Junior League Coordinator should be contacted.

VI. Inclement Weather

A. Rain

1. In the event of rain, incomplete individual matches stand as played.
2. The same players at the exact game and point resume incomplete matches as they stood when play was halted.
3. Line-ups for matches not started (including any position previously defaulted) may be changed provided it does not conflict with the eligible player rules.

B. Rain-Out Rules

1. In the event a match is cancelled due to rain, teams have seven days to make up the match.

2. Notify the Junior League Coordinator of all rain-out matches. Give the Coordinator the date, time and place of the make-up match.
3. In the case of a rain out, it may be necessary to set up individual matches on different days to accommodate schedules.
4. If disagreement occurs, Friday is the day for the make-up match.

C. Temperature

Teams are not obligated to play a match if the temperature is below 32° F or above 95° F. If teams decide to play, it must be the decision of both captains. Rain-Out Rules apply to rescheduling the match. There are no provisions for extreme wind.