ILLUSTRATED INTRODUCTION TO THE RULES OF TENNIS

THIRD EDITION

UNITED STATES TENNIS ASSOCIATION

White Plains, NY • Flushing, NY • Boca Raton, FL

UNITED STATES TENNIS ASSOCIATION

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INTRODUCTION

This new edition of the *Illustrated Introduction to the Rules of Tennis* takes the mystery out of a game where LOVE means zero and ALL means the score is tied. With full illustrations, the *Illustrated Rules* explains in easy-to-understand language everything you need to know to start playing tennis—serving, scoring, the lines and parts of the tennis court, how to call balls in and out, and many other helpful tidbits.

The *Illustrated Rules* also provides tips on how to prepare for safe play and proper court etiquette.

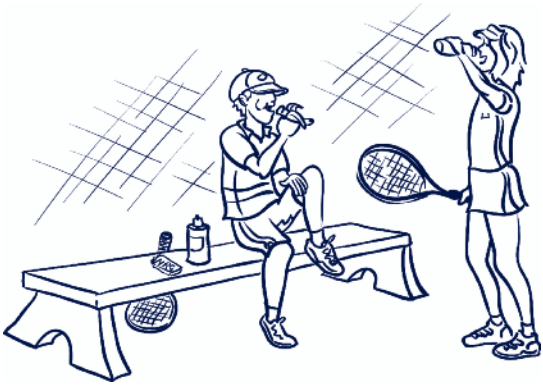
This book breaks down the rules and regulations for all age groups, including the popular new QuickStart Tennis play format that scales the game to size for younger players: a 36-foot (or mini) court for children 8-and-under and a 60-foot (or ¾) court for 9-10-year-olds. It also highlights the rules of play on a 78-foot (or full-size) court for those ages 11 and above.

The *Illustrated Rules* is for anyone and everyone who wants to understand the basic rules of the game in a fun, easy-to-learn format. By following the rules and treating opponents with respect, everyone wins because everyone gets the most enjoyment out of the game.

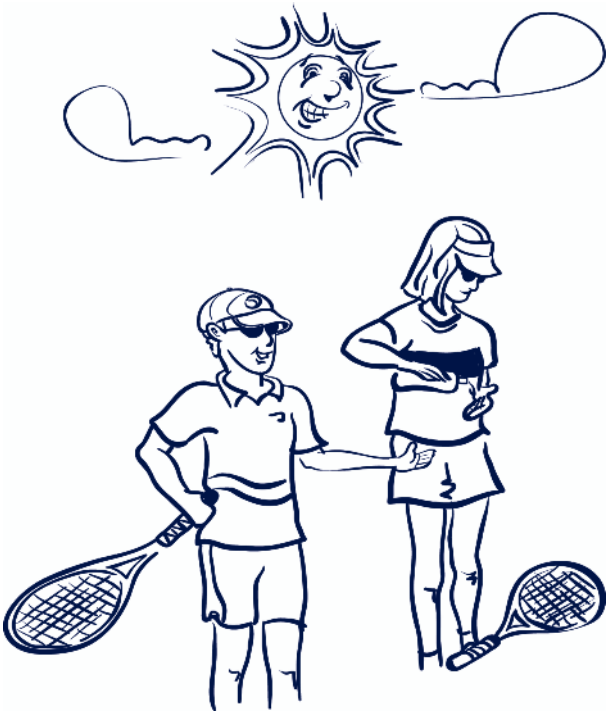
PREPARING FOR PLAY

Before starting to play, warm up by jogging lightly and moving easily about the court. This gets the heart pumping and makes the muscles warm and loose. Then do some easy hitting before starting play.

Wear tennis sneakers that provide good support. Other shoes may wear out quickly, hurt your feet or damage the court. Avoid black-soled shoes, which can leave marks on the court.

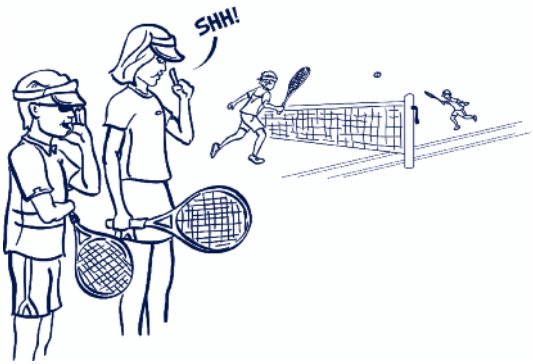


Don't eat a heavy meal or foods with lots of sugar before playing. And drink plenty of water and/or sports drinks leading up to and during your match.



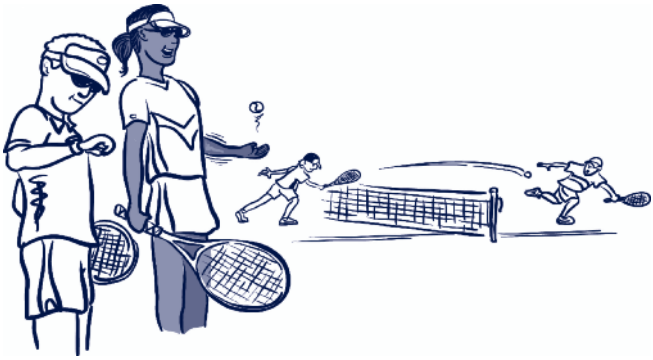
Use sweatproof sunscreen and wear a hat when appropriate.

COURT CONDUCT

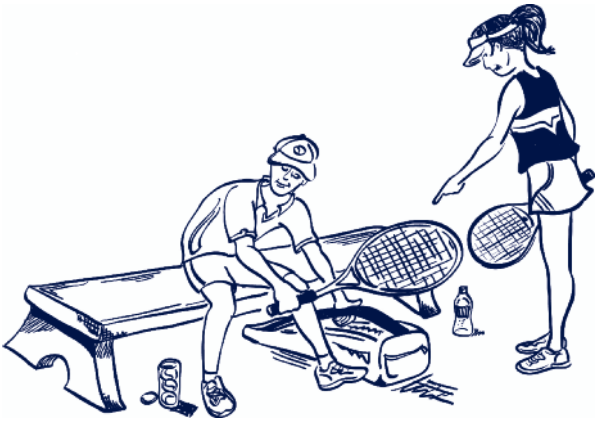


Always be courteous to those around you. Talk quietly when standing near tennis courts that are in use, and try to keep conversation during points to a minimum.

Don't walk across the back of another court until the players have finished playing their point. This can be disturbing to them and affect their play.

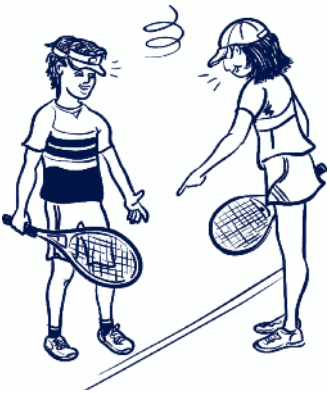


If people are using your court, don't disturb them and wait until their time is up.



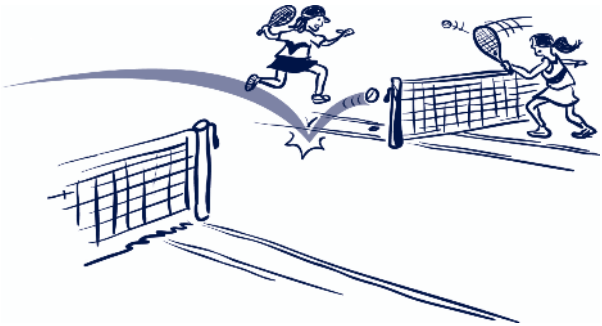
When you're ready to play, put jackets, water bottles and any other items you have safely out of everyone's way.

Keep a positive outlook and display proper sportsmanship throughout the match. Remember, you're playing for fun.

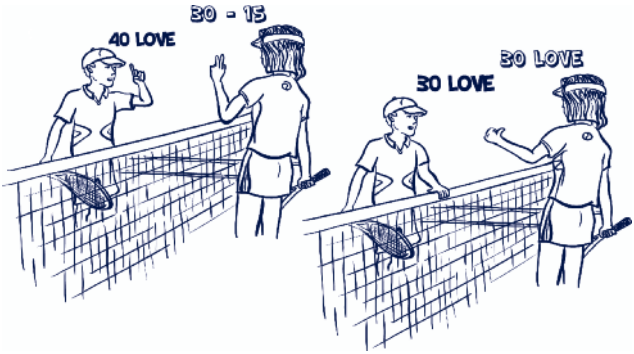


Keep the game moving. Don't stall and waste time between points. Accept all calls made by your opponent—without arguing or sulking. If you're unsure of a call, give your opponent the benefit of the doubt.

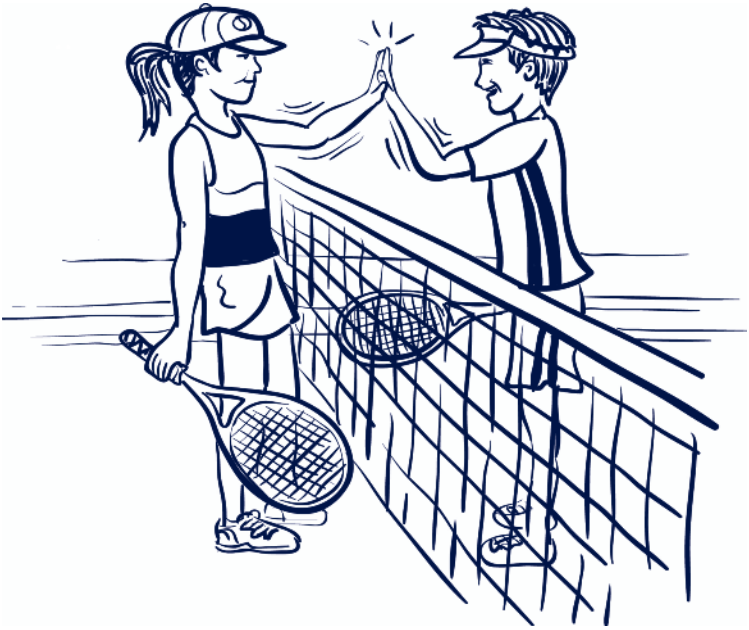
Don’t distract your opponent on purpose by talking or making unnecessary movements.



If your ball goes into the next court, wait until the players on that court finish their point before you ask for the ball. If a ball bounces onto your court, return it as soon as play has stopped on both courts.

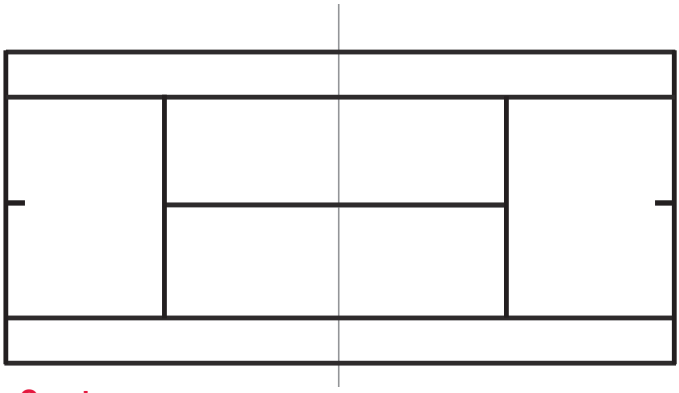


If there is a disagreement on the score, go back to the last score that you both agree upon or spin a racquet to decide which score to accept. Both players must accept the score put forward by the person who wins the racquet spin.

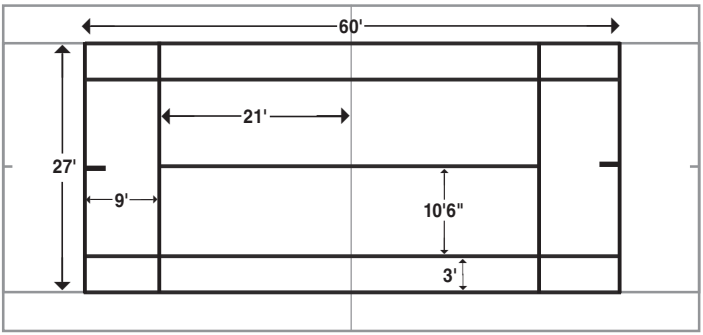


After the last point of the match, come to the net quickly and shake hands. Let your opponent know that you appreciated the match, no matter the outcome. If you and your opponent follow the rules of tennis and treat each other with respect, you'll both get the most enjoyment from the game—regardless of who wins.

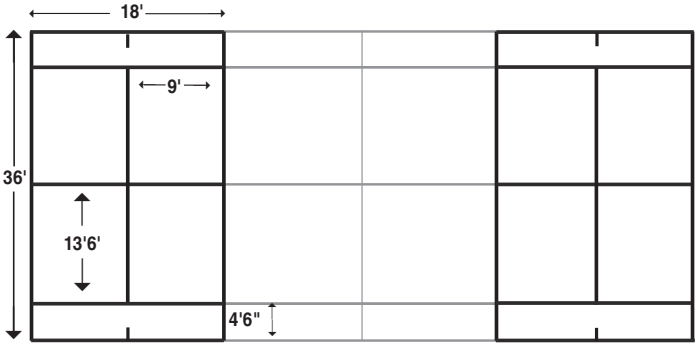
STARTING A GAME



Full-Size Court

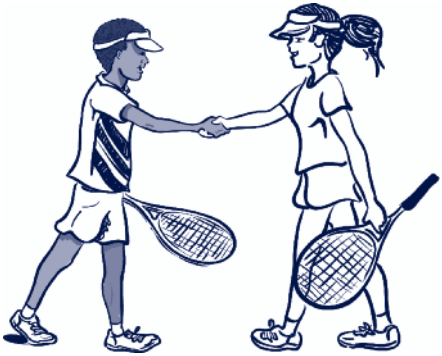


QuickStart Tennis – 60-Foot

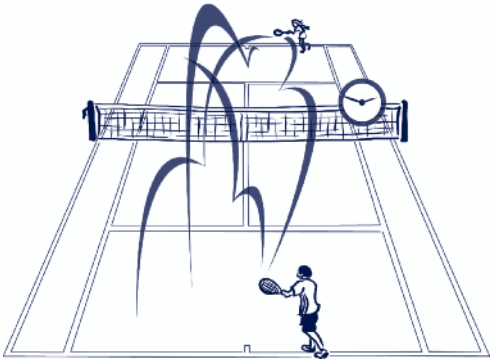


QuickStart Tennis – 36-Foot

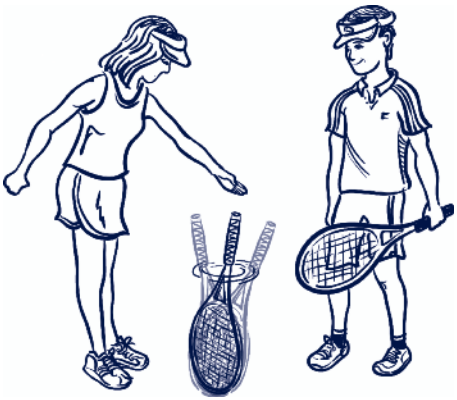
Note: There are no doubles alleys on a 36-foot court, so use all existing lines as the court boundaries.



Before you begin play, introduce yourself to your opponent and wish them good luck during the match.



Limit the warm-up before a match to approximately five minutes. Rally the ball back and forth with your opponent, hitting ground strokes, volleys and overheads. Then each player should take practice serves before play begins.



To see who serves first, spin your racquet or toss a coin. If you win the racquet spin or coin toss, you may: (1) choose to serve or receive first; (2) choose which side of the court you want to start playing on; or (3) require your opponent to choose first.

To put the ball in play for each point, one player serves the ball from behind the baseline. That player is called the **Server**; the player who receives the serve is called the **Receiver**.

SCORING: GAME, SET, MATCH

Before you're ready to begin playing a game, you'll need to know how to score. With the traditional scoring method, this may seem confusing at first. But once you master what each point is worth and a few other tennis terms, you'll have no problem.

The first thing you need to know is that tennis players play a **Match**, which consists of **Sets**, which in turn consist of **Games**. So we'll start by explaining scoring for a Game.

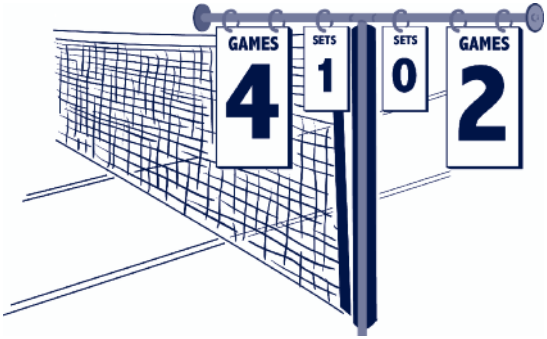
Scoring Using the QuickStart Tennis Format

Age	Court Size	Scoring
8-and-under	36' x 18'	Best-of-three, first-to-7-point games
10-and-under	60' x 21' (singles)	Best-of-three, with the first two sets as first-to-4-point games and a third set that is first to 7 points

In QuickStart Tennis, for children 10-and-under, the scoring system follows a 1-2-3-4 point pattern.

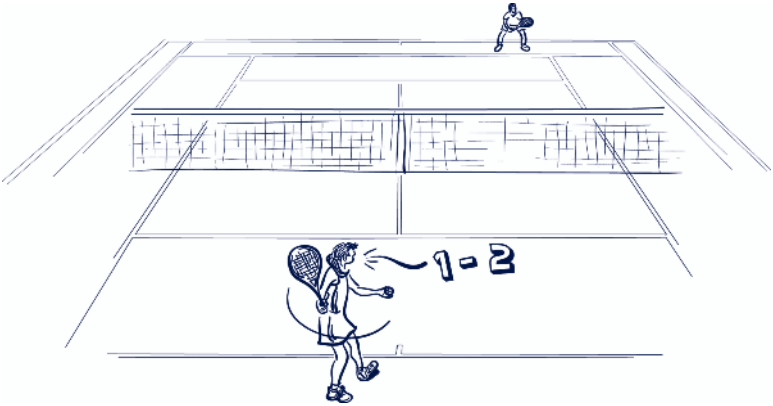
On a 36-foot court, for players 8-and-under: A **Game** is played to 7 points. The first player to win 7 points wins the game. The first player to win 2 games wins the **Match**.

Under the 36-foot court scoring system, the two players take turns serving. First a player serves for two points, then the opponent serves for two points. The two players trade serves back and forth until someone wins 7 points.



On a 60-foot court, for players 9-10: A **Game** is played to 4 points. The first player to win 4 points wins the game. As we noted earlier, a **Set** is made up of games. For the 60-foot court scoring system, the first player to win 4 games wins the set.

If a player wins both of the first two sets, that player wins the **Match**. If the players split the first two sets (that is, each player wins one set), the match is determined by a game to 7 points. In this case, first a player serves for two points, then the opponent serves for two points. The two players trade serves back and forth until someone wins 7 points and, with it, the match.



Before each point, the server should call out the score in a loud, clear voice so the receiver can hear it. The server should always say his or her score first. For example, if the server has 1 point and the receiver has 2 points, the server should say, “One-Two.”

Scoring Using the Traditional Scoring Method

Scoring a Game

Age	Court Size	Points	Scoring
11-plus	78' x 27'	0	Love
		1	15
		2	30
		3	40
		4	Game

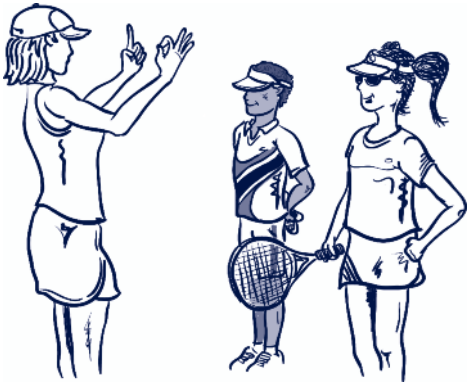
Scoring Terms

Love:	Zero
All:	Tied score except when Deuce
Deuce:	A score of 40-40
Ad in:	Scorer needs one more point to win
Ad out:	Receiver needs one more point to win

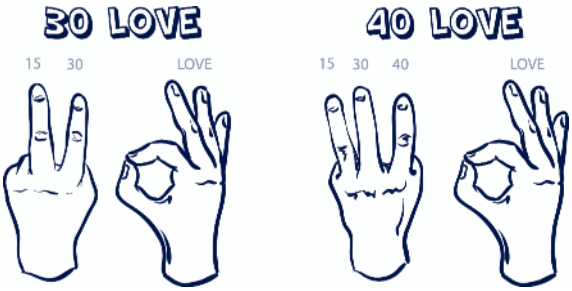
*In a **Game**, the player must win by two points in the traditional method or by one point in the No-Ad scoring method.*

There are two terms you need to know up front under the traditional scoring system: Love and All. Love means "zero" and All means the score is tied. In many ways, scoring in traditional tennis is the same as in QuickStart Tennis, just with different names for each point. See the chart above for how they match up.

In traditional tennis, it takes 4 points to win a Game, 6 games to win a Set and 2 sets to win a Match.

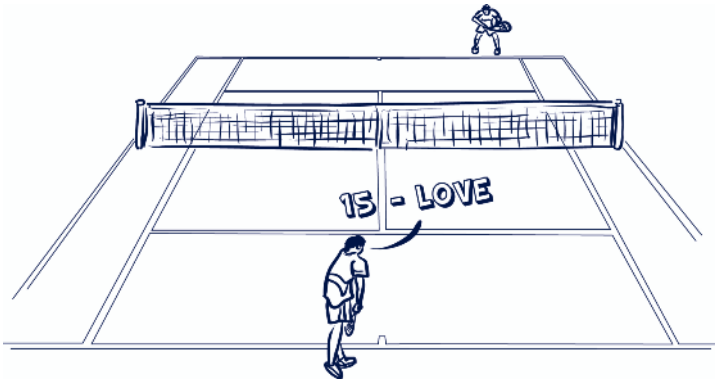


Here's an example of how traditional scoring works. The first player to win a point has a score of 15 (or one); the other player who has no points has a score of Love (or zero). The server's score is always said first. So 15-Love means the server's score is 15 and the receiver's score is 0.



If the server wins the next point, the score is 30-Love. If the server wins the third and fourth points, the score is 40-Love and, finally, **Game**.

If the receiver wins any of those points, the scoring changes. For example, it may go Love-15 (no points for the server, 15 for the receiver). Or 15-all (15 for the server, 15 for the receiver), 15-30, 15-40, **Game**, this time with the receiver winning the game.

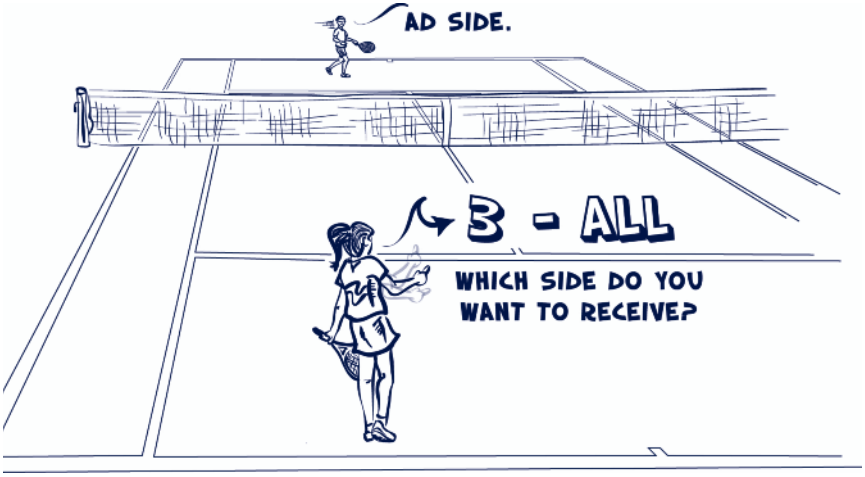


Before each point, the server should call out the score in a loud, clear voice so the receiver can hear it.

DEUCE!

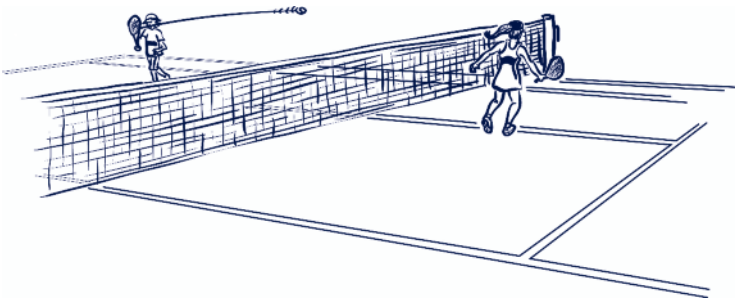
One of the big differences between QuickStart Tennis and traditional tennis is that you must win by two points to win a game in traditional tennis. This is where the term **"Deuce"** comes in. If each player wins three points, the score is tied at 40-40. This score is called **Deuce**.

The player who wins the next point after deuce has the **Advantage**, called Ad-in if the server wins the point and Ad-out if the receiver wins the point. If this same player wins the following point, he or she wins the game; if not, the score returns to deuce. The first player to win two points in a row after the deuce score wins the game.



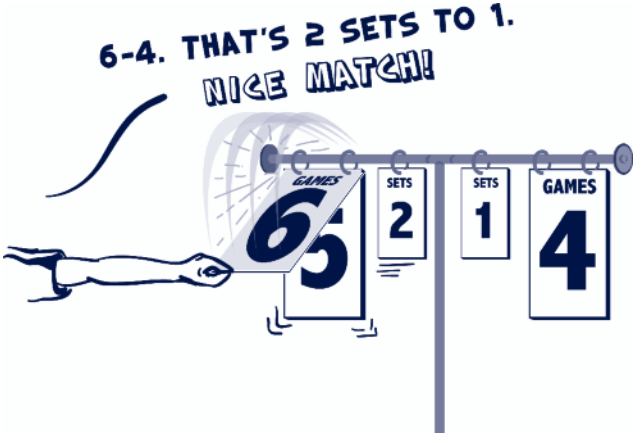
Alternative System for Scoring a Game – No-Ad Scoring: In No-Ad scoring, everything is the same up to Deuce (a score of 3-All).

In No-Ad scoring, when the two players reach 3-All, the receiver decides whether to receive the serve from the right half or the left half of the court. The player who wins the next point after 3-All wins the game.



Scoring a Set and a Match Using Traditional Scoring: The first player to win 6 games and be ahead by at least two games wins a **Set**. If the score reaches six games all, or 6-6, you may play a **Tie-break**.

In a tie-break in traditional scoring, the first player to reach 7 points with a margin of two points wins the set. But remember, you must win by a margin of two points, so the final score of a tie-break could be 8-6, 9-7 or even 20-18.



The first player to win two sets wins the **Match**.

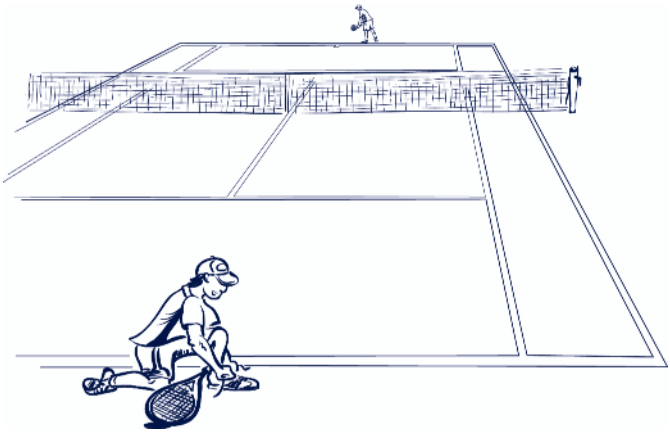
Note: This is the most common method of scoring a traditional set and match. Alternative methods are sometimes used in high school or college matches, or in other matches when time is a factor.

SERVING

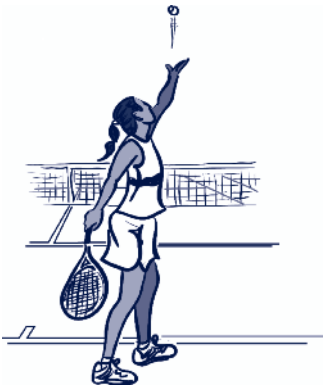
The serve starts a point in tennis, with the ball being hit before it bounces. The good news is that you get two chances to put the ball in play.

Under QuickStart Tennis' 36-foot court rules, serves can be underhand. Under 60-foot court rules, the first serve is overhand, but the second serve may be underhand. For traditional tennis rules, both the first and second serves typically are overhand.

And remember, always call out the score before you serve.

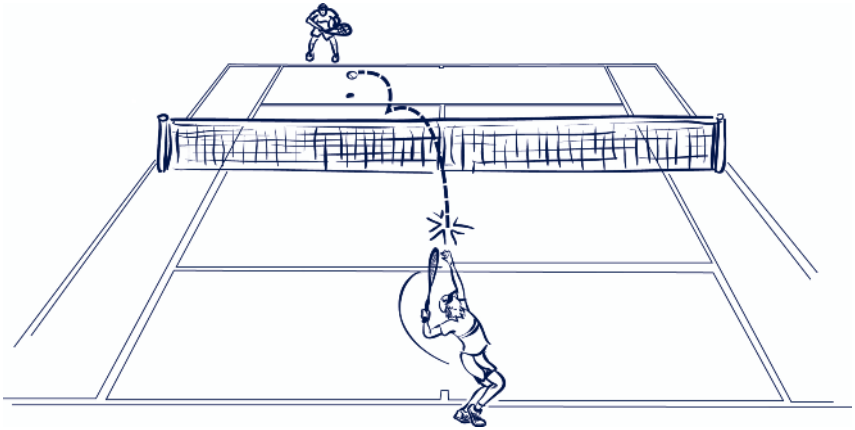


Before serving, be sure that the receiver is ready to play.

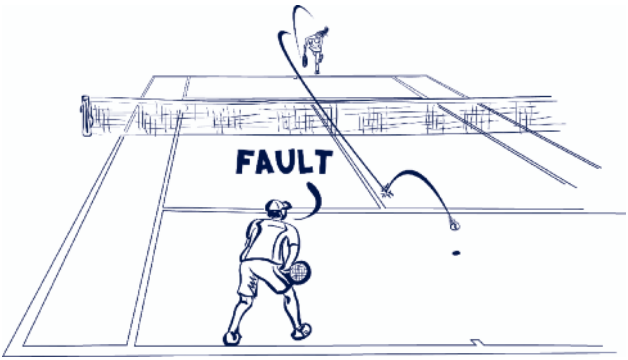


When serving the first serve, stand behind the baseline between the center mark and the right sideline. The ball is hit into the diagonal service box on the other side of the net.

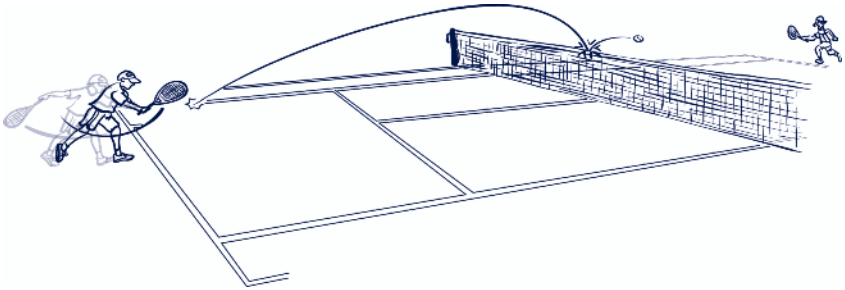
When serving, you're not allowed to step on or over the baseline before hitting the ball.



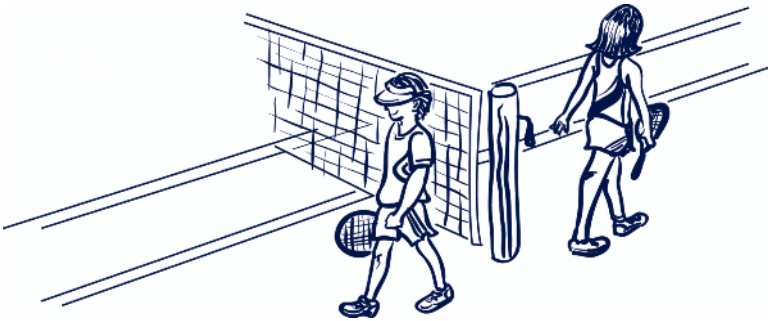
On the first point of a game, the first serve must go over the net and into the receiver's right service court. If your first serve doesn't go into the correct court, it's called a **Fault**. But remember, you get a second chance. If you miss your second serve, however, your opponent wins that point.



It's now either 15-Love (1-0 for QuickStart Tennis rules) or Love-15 (0-1 for QuickStart Tennis rules), so now you serve to the opposite court. This means you should stand behind the baseline between the center mark and the left sideline and aim diagonally for the receiver's left service court.

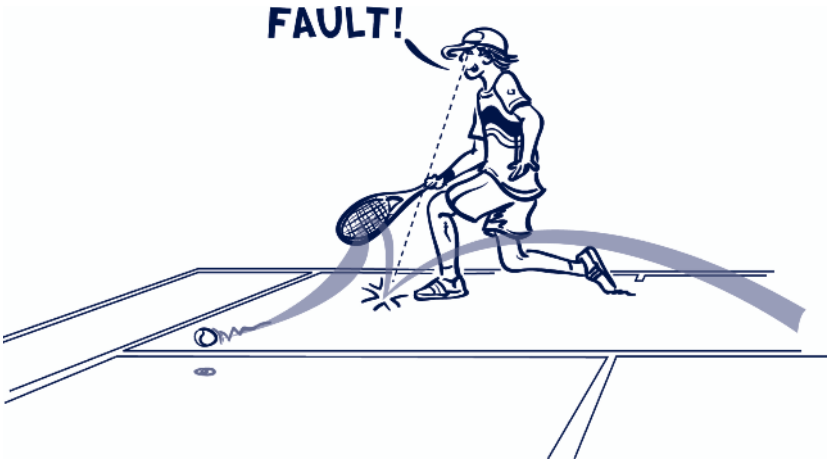


If you serve a ball that hits the top of the net before bouncing into the correct service court, it is called a **Let**. You may take that serve again. If it hits the net and then goes outside the correct service court, it's a fault. A served ball hitting the post is also a fault.



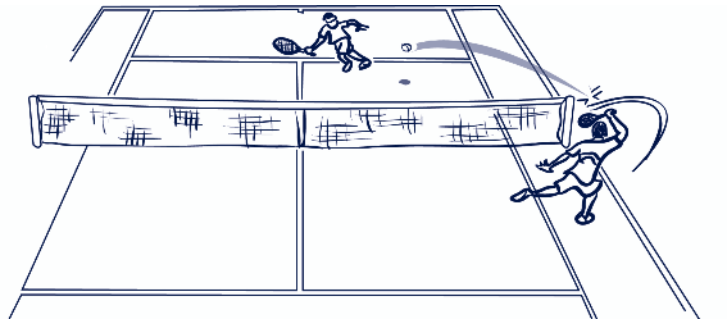
On a 36-foot court, you serve two points and then your opponent serves two points.

In traditional tennis and on a 60-foot court, after you have served one game in a set, you switch ends of the court and now receive your opponent's serve for one game. You should switch ends again after the third, fifth, seventh and following every odd-numbered game.

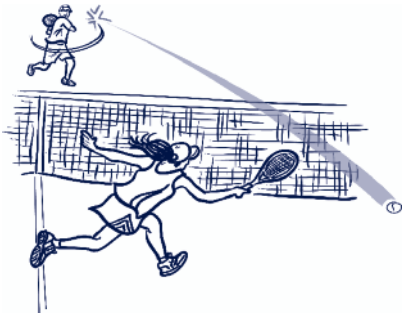


When receiving serve, if the serve is out, make sure to call out “fault” to alert the server and don’t return the ball unless you can’t avoid doing so. Just tap it gently into the net or let it go behind you.

PLAYING A POINT

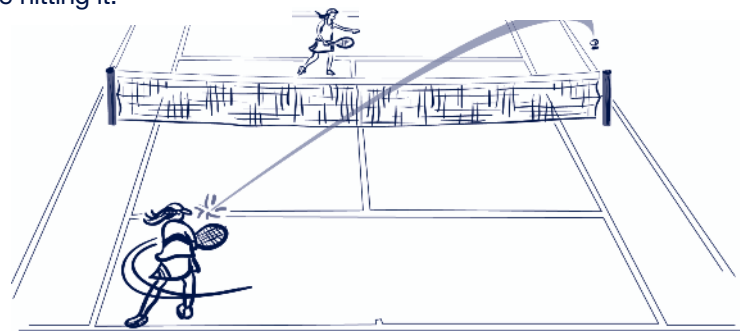


Except when serving, you may stand anywhere—in or out of the court—on your side of the net.

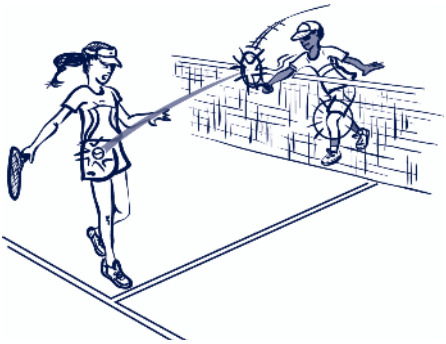


Except when receiving serve, you have the choice of hitting the ball on your side before it bounces (this is a **Volley**) or after one bounce (a **Ground Stroke**). When receiving serve, you must let the ball bounce once before hitting it.

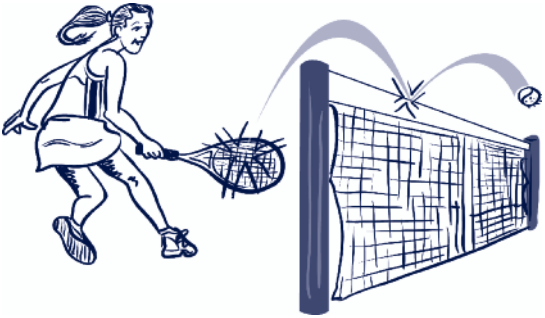
You win the point if you hit the ball over the net and into the court on the other side and your opponent doesn't return it, or if your opponent returns it to your side of the court but not inside the lines.



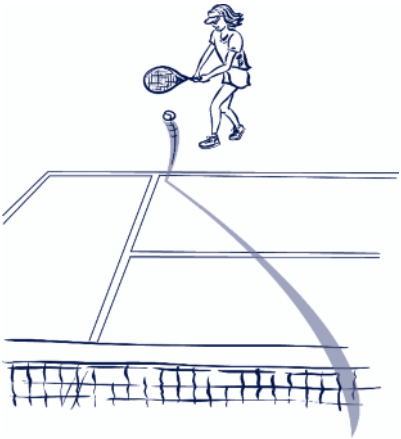
You lose the point if you hit the ball into the net or out of the court (unless your opponent plays the ball in the air before it lands outside the court boundaries; a ball must land out of bounds to be "out").



You also lose the point if: (1) the ball touches you or your clothing; (2) if you or your racquet touches the net or the net post before the point is over; (3) if you hit the ball before it passes the net; or (4) if you deliberately hit the ball more than once. You're on your honor to make these calls against yourself.



A ball is still in play if it happens to touch the net or post (except on a serve).

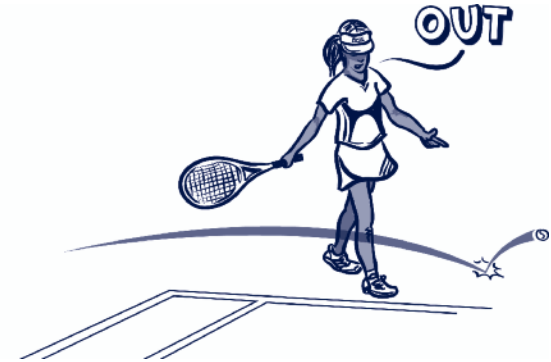


Continue to play a ball that lands on or touches a boundary line of the court. A ball that lands on the line is good.

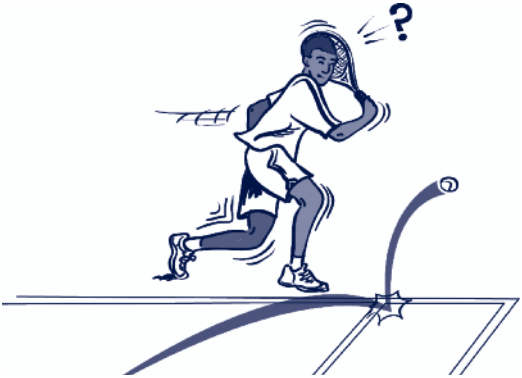
CALLING LINES

Only at the professional level are there line judges. The majority of tennis players make their own calls, which means you must always be honest and practice good sportsmanship. A fair match is the most fun for both players.

If the ball touches any part of the line, it is good. Call the ball out only if you clearly see space between where the ball hits and the line.

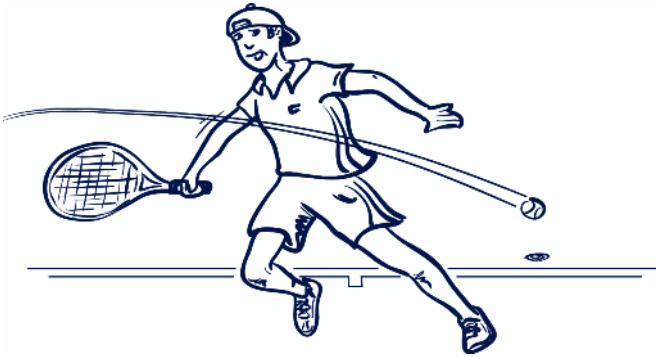


You should only make calls for balls hit to your end of the court. Out calls should be made immediately.

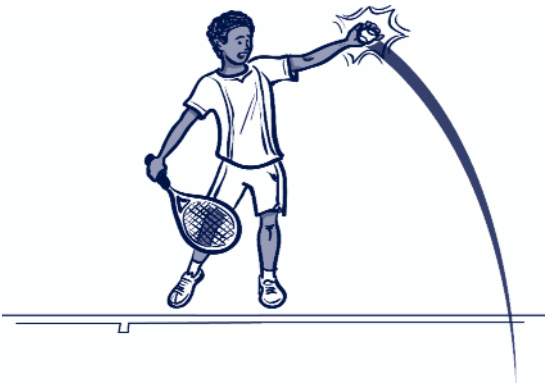


If you can't see that a ball is definitely out, you should consider it good and continue playing the point.

If later you see by a mark on the court that a ball you played was out, you can't change your mind and call it out. The point stands as played.

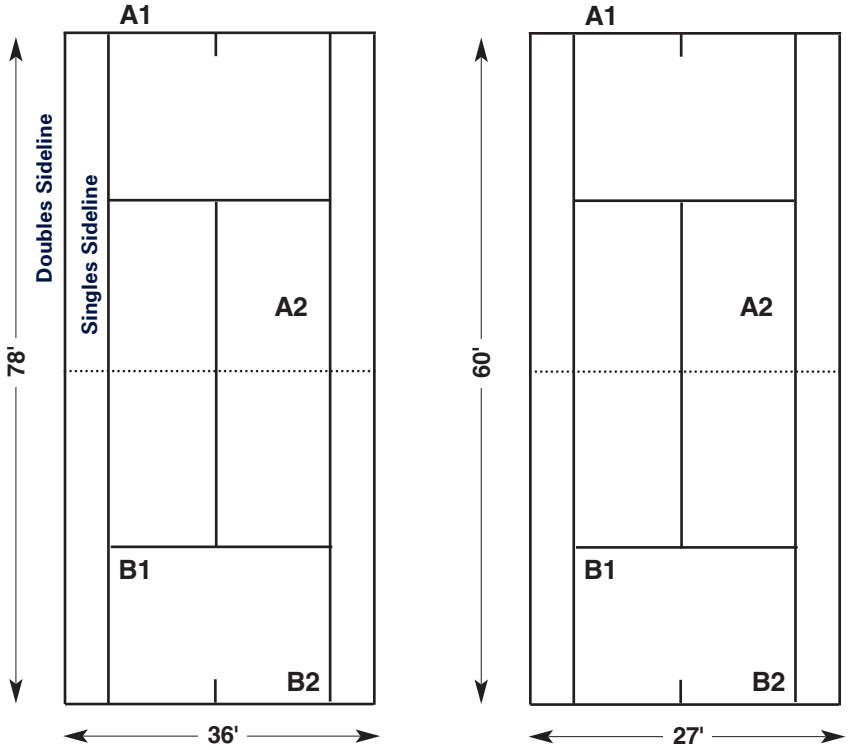


If a ball goes past you and you can't see where it lands, you must give the point to your opponent.



You lose the point if you catch the ball on the fly, no matter where you think it might land and even if you are standing outside the court.

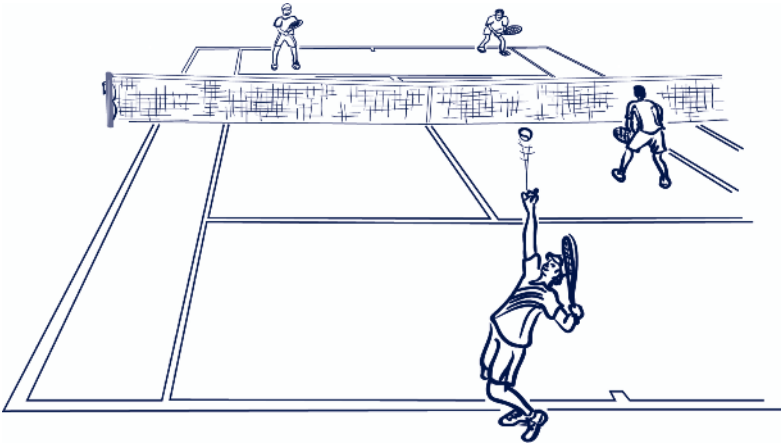
PLAYING DOUBLES



Traditional Court **All-Position Doubles**

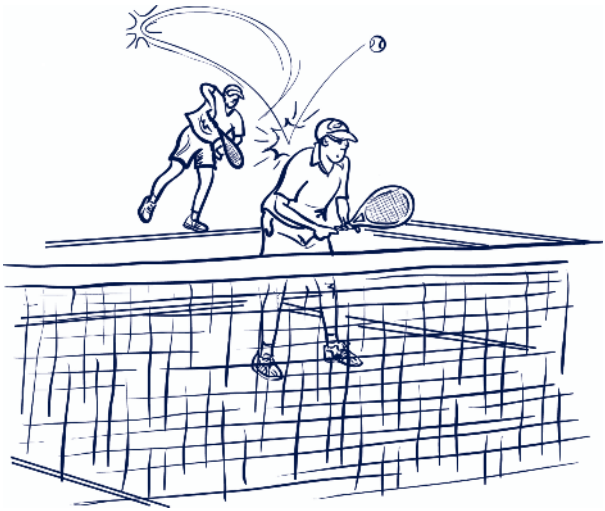
In doubles, you and a partner play against a team of two players on the other side of the net, using the full court between the baselines and the doubles sidelines.

If you are on the team that serves first, either you or your partner may begin the match by serving the first ball. Either person on the opposing team may receive the first ball on the right (or deuce) court. The partner will receive all serves to the left (or the ad) court. (The right side is also called the deuce court because, on a deuce score, the ball is served there.)

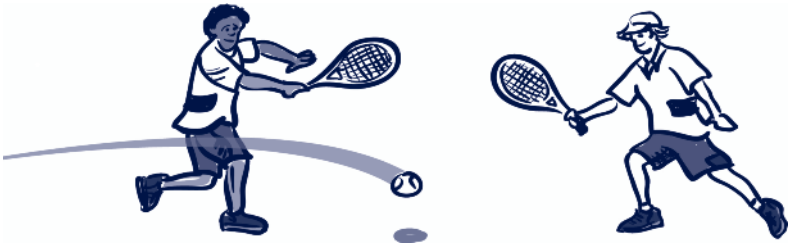


The same player must serve the entire game. So if you serve the first game, the opposing team will serve the second game, your partner will serve the third game, the partner on the opposing team will serve the fourth game and you will serve again on the fifth game, and so on. You must keep the same order of serving.

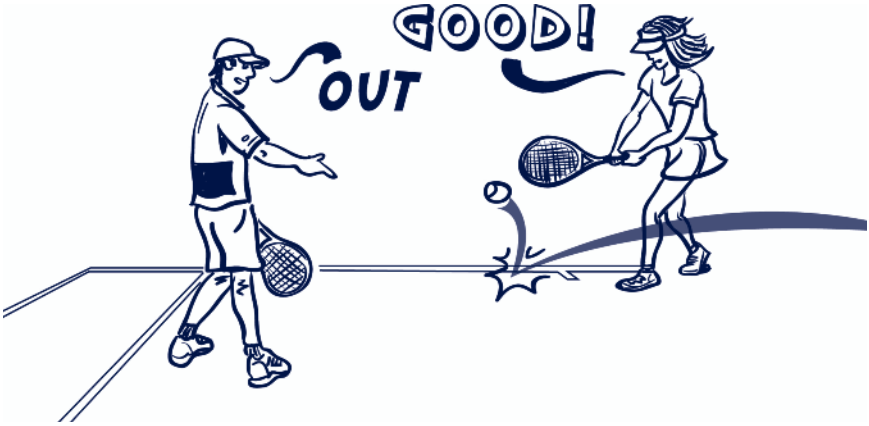
When it is your team's turn to receive, you can choose which player will receive the first ball. You must then keep the same sides for receiving for the entire set.



If the server's partner is hit with the serve, a fault is called. If the receiver or the receiver's partner is hit with the serve before it bounces, the server wins the point.



In returning shots (except the serve), either member of a doubles team may hit the ball. The partners don't have to alternate hits.



You should help your partner with line calls. If you think a ball your partner called out actually hit the line, you must call it good.

GLOSSARY OF TENNIS TERMS

ACE - A ball that is served so well the opponent cannot touch it with his or her racquet.

AD – Short for **Advantage**. It is the point scored after **Deuce**. If the serving side scores, it is **Ad-in**. If the receiving side scores, it is **Ad-out**.

ALL – An even score. 30-30 is, for example, 30-all. 3-3 would be 3-all.

ALLEY – The area between the singles and doubles sideline on each side of the court. (The singles court is made wider for doubles play by the addition of the alley.)

APPROACH – The shot hit by a player just before coming to the net.

BACKCOURT – The area around the baseline.

BACKHAND – The stroke used to return balls hit to the left side of a right-handed player (or to the right side of a left-handed player). Backhands are hit either one-handed or two-handed.

BACKSPIN – The backward rotation of the ball caused by hitting high to low under the ball.

BASELINE – The court's back line that runs parallel to the net and perpendicular to the sidelines.

CHOKE-UP – To grip the racquet closer to the throat and head of the racquet.

DEUCE – A score of 40-all, or 40-40. (This means the score is tied and each side has won at least three points.)

DEUCE COURT – The right side of the court, so called because on a deuce score, the ball is served there.

DOUBLE FAULT – The failure of both service attempts. On a double fault, the server loses the point.

DOUBLES – A match with four players, two on each team.

DOWN-THE-LINE SHOT – A shot where the ball follows the path of the sideline.

DROP SHOT – A softly hit ball with lots of backspin that lands near the net after crossing it.

FAULT – A served ball that does not land in the proper court.

FIFTEEN – The score of a player who has won one point.

FLAT SHOT – A shot that travels in a straight line with little arc and little spin.

FOOT FAULT – A fault called against the server for stepping on the baseline or into the court with either foot during delivery of the serve.

FORECOURT – The area between the service line and the net.

FOREHAND – The stroke used to return balls hit to the right side of a right-handed player (or to the left side of a left-handed player). Forehands are commonly hit one-handed.

FORTY – The score of a player who has won three points.

GAME – The part of a set that is completed when one player or side either wins four points and is at least two points ahead of his or her opponent, or who wins two points in a row after deuce.

GOOD BALL – Applies to a ball in play that lands in the court, or on any part of the line forming the boundary of the court.

GROUND STROKE – A stroke made after the ball has bounced; either a forehand or backhand.

HALF-VOLLEY – The stroke made by hitting a ball immediately after is has touched the ground.

LET – A point played over because of interference. Also, a serve that hits the top of the net but is otherwise good, in which case the serve is taken again.

LOB – A stroke that lifts the ball high in the air, usually over the head of the opponent at the net.

LOB VOLLEY – A volleying stroke hit over the head of the opponent.

LOVE – A score of zero in the traditional scoring system.

MATCH – The overall contest, usually decided by the best two-out-of-three sets.

NET GAME – Play in the forecourt close to the net.

NO-AD – A system of scoring a game in which the first player to win four points wins the game. If the score reaches 3-All, the next point decides the game.

NO MAN'S LAND – A slang term for the area between the service line and the baseline.

OUT – A ball landing outside the boundary lines of the court.

OVERHEAD – During play, a stroke made with the racquet above the head in a motion similar to that of an overhand serve.

POACH – To hit a ball in doubles at the net that would normally have been played by one's partner.

POINT – The smallest unit of score, which is awarded to a player when the opponent does not make a good return.

QUICKSTART TENNIS – A new play format for ages 10-and-under that includes age-appropriate court sizes, net heights, equipment and scoring.

RALLY – A series of good hits made successfully by players. Also, the practice procedure in which players hit the ball back and forth to each other.

RECEIVER – The player who receives the serve. Also known as the **Returner**.

SERVE – Short for **Service**. It is the act of putting the ball into play for each point.

SERVER – The player who serves.

SERVICE BREAK – A game won by the opponent of the server (that is, a game won by the receiver/returner).

SET – A scoring unit awarded to a player who or team that has won: (a) 6 or more games and has a two-game lead; or (b) 6 games and the tie-break game when played at 6-all. In QuickStart Tennis (for 10-and-under on the 60-foot court), a set is awarded to the first player to win 4 games.

SHOT – The hitting of the ball across the net and into the court on the other side.

SINGLES – A match between two players.

SLICE SHOT – A shot that imparts backspin on the ball by hitting the ball with a high-to-low motion.

SMASH – A hard overhead shot.

SPIN – The rotation of the ball.

STROKE – The act of striking the ball with the racquet.

THIRTY – The score of a player who has won two points.

TIE-BREAK – A system in traditional tennis used to decide a set when the score is tied, 6-all.

TOPSPIN – Forward rotation of the ball caused by hitting from low to high.

TOURNAMENT – A formal type of competition.

VOLLEY – During play, a stroke made by hitting the ball before it has touched the ground.

For more on the USTA, go to USTA.com

For more on QuickStart Tennis, go to USTA.com/QuickStart

TIE-BREAK SYSTEM OF SCORING

The tie-break system of scoring may be adopted as an alternative to traditional scoring, provided the decision is announced in advance of the match.

Set Tie-Break

The Set Tie-Break occurs when the score reaches 6-all in a set (i.e., each player or team has won six games).

Singles: In a set tie-break, the first player to win 7 points, and lead by at least a two-point margin, wins the set. If the score of the tie-break reaches 6 points-all, the game is extended until someone reaches the two-point margin. Consecutive numerical scoring (1, 2, 3, 4, etc.) is used.

The player whose turn it is to serve is the server for the first point, which is served into the deuce court. The opponent is then the server for the second and third points, with the second point served into the ad court and the third point served into the deuce court.

Thereafter, each player has two serves—with the first of these two serves going into the ad court—until the set has been decided. Players change ends of the court after every six points and at the conclusion of the tie-break.

Doubles: The same procedures for singles apply to doubles. The player whose turn it is to serve is the server for the first point. Thereafter, each player shall serve in rotation for two points, in the same order followed previously in that set.

Match Tie-Break

The Match Tie-Break is similar to the set tie-break except that the winner is the first to reach 10 points by a margin of two. It may be used in lieu of a third or final set to determine the winner of the match.

Receiving Positions: A doubles team may change receiving positions at the start of the tie-break.

Change of Ends: Players change ends at the start of the tie-break only if an odd-game changeover is due. During the tie-break, players change ends after every 6 points.

Rest Period: There are no rest periods permitted during the tie-break, except that if an odd-game changeover is due players may take the normal 90 seconds on the changeover.

LEARN TO RALLY AND PLAY

Practice Plans and Tips for Coaching Kids Ages 5-17

Third Edition

Features the QuickStart Tennis play format

UNITED STATES TENNIS ASSOCIATION

LEARN TO RALLY AND PLAY

Practice Plans and Tips for Coaching Kids Ages 5–17

White Plains, NY Flushing, NY Boca Raton, FL

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Preface

What makes tennis fun is being able to rally a ball back and forth over a net with a partner. The sooner youngsters can rally, the sooner they can actually play the game and participate on a team. This book is designed to give coaches and parents who work with youngsters at the beginning stages of development the necessary tools to get children playing the game during their first practice—tools such as simple lead-up activities and ways to modify the court, net, racquets, balls and match length.

This 2009 edition of *Learn to Rally and Play: Practice Plans and Tips for Coaching Kids Ages 5–17* includes practice plans that are age specific for children 5-6, 7-8, 9-10 and 11-17. Each series of practice plans is designed appropriately for the physical, mental and social skills of that age group. As a coach, you can refer specifically to the series of practice plans written for the age group you are coaching.

In addition to the skills needed by children to play the game successfully, this edition has instruction for the coach to make practice sessions safe and fun for young players. Just as the instruction for kids is age specific, the section and tips for adults is specific to youth coaches and provides examples of how to be fair, keep practices fun, view competition through a child's perspective, and even provides input on performance and skill development. This information for youth tennis coaches is new and vitally important, as more children are beginning tennis at younger ages and more adults are coaching young players and teams.

Each practice session is designed as a team practice that will prepare players for competition and match play, including USTA Jr. Team Tennis. Coaches can use the first few practices as preseason sessions and continue through the series as the team tennis season continues, so the child has an opportunity to practice in a group and play team matches.

In this edition, children are introduced to the game through the QuickStart Tennis format. QuickStart Tennis includes six specifications: age, court size, racquet length, ball weight and speed, net height and scoring format. This enables youngsters to practice and play real tennis to scale and allows them to play and learn at the same time—as opposed to the traditional model of learning the skills before playing the game. Since rallying and playing is much more fun than standing in line, children will want to continue to learn the game and develop the skills necessary to play with their friends on a team.

Enjoy this series of practice plans, and have fun getting kids playing this great game of tennis!

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Learn to Rally and Play

Chapter 1: Rally and Play: An Introduction

Introduction

Many sports have recognized the importance of giving children the opportunity to learn and play. For young people to be attracted to and succeed in a sport, the equipment, playing area and competitive structures need to be appropriate.

In the pages that follow, we will provide tools in the form of resources, instruction and opportunities that you as coaches and parents need to get our youngsters onto the tennis court and rallying and playing as quickly as possible.

An important component of this is the practice session plans (available in Chapters 4-7). These plans are written for coaches who are teaching children who are either new to the game of tennis or at the early stages of development. The activities are specific to the ages listed in each chapter. Each chapter and each age group is written in a progressive order so coaches can build a foundation and follow the progression as skills are developed.

For any coach, it is not uncommon to get a variety of ages in a beginning class or on a beginning team. You can use this book to find activities that will challenge and allow kids to succeed by moving forward or even back among the age group sessions.

This book contains a large number of activities. The key is to change the activities frequently, but don't hesitate to use activities or games the children enjoy from one practice to another. Just as young children enjoy the same story or movie, they like the familiarity of their favorite games.

The Needs, Abilities and Characteristics of Young Players

Children are not adults. They will eventually become adults, but only after a lengthy developmental process. That development takes place throughout childhood and adolescence. Children, especially those pre-puberty, have specific physical, mental and emotional needs and abilities that differ greatly from those of an adult.

These specific needs and abilities are highly related to the progress a child can make in any sport because sport requires technical and tactical competence. The ability to perform a technical skill is highly dependent on physical development. Competitive competence depends on tactical knowledge, which relies on a certain level of mental and emotional skill. Children also learn in different ways from adults, so teaching approaches must fit a child's needs.

Moreover, there are differences in the rate of growth and development among children of the same age and between boys and girls. Chronological age can be very

different from developmental age, and two children of the same age can be up to three years apart in developmental terms.

Youth tennis coaches need to recognize the differences between children and adults as well as among children themselves. Such recognition means adapting to the way in which children learn to play, and requires an understanding of what is best for them to enjoy the experience and make progress. In addition, sport has a responsibility to consider the development of the child as a whole person and not just as an athlete.

The following section describes the needs and abilities of each age group and then describes the equipment, scoring and competition, and teaching needed for each age group to have fun, progress and succeed.

Ages 5 to 6

Characteristics of the Age Group

Children in this age group are small in stature and lack strength. They are highly active. They are learning how to move and have great difficulty with "fine" motor skills. Partly because they are young but also because they lack experience, their reactions and anticipation skills are very low.

Some children of this age have not yet attended school and are only beginning the process of learning to read, write and count. They tend to be self-centered. They lack a sense of time and are impatient, become easily bored and have a very short attention span. They get tired quickly. They imitate and copy. Listening to and following instructions is very difficult for them. Concepts such as scoring and winning and losing are not understood yet.

Children of this age can run, jump and land, crawl, twist, hit and kick. They are developing agility, coordination and balance. They throw with limited rotation and catch with both hands. They are learning to handle equipment and have slow reactions and poor tracking skills.

They develop confidence through fun and success, and they are very creative. They enjoy exploring and copying. They are learning to share, to be part of a group and think about other people.

Equipment

These children should use 17- to 21-inch racquets, foam balls/Koosh balls/balloons and small playing areas such as a single service court. (Equipment is covered further in Chapter 2, on the QuickStart Tennis format.)

Practice Sessions

Children need to be taught in small groups of no more than one teacher/helper to four students (1:4). A ratio of 1:1 or 1:2, using parents or a sibling for added oversight, is ideal. Sessions should be fun, active and interesting. Coaches and helpers must be actively involved.

Many different activities should be covered in the same session, perhaps in a circuit of four or five different stations. Don't hesitate to repeat activities from one session to another. Children like to repeat activities they enjoy.

Teaching should be in very short time spans and highly visual with almost no—or very brief—explanation. The children learn by copying what they see, meaning that demonstration is more important than explanation. Children of this age group enjoy teaching aids and love to explore and to play with various colors and shapes.

Activities such as grips, swing action and rallying over a net can be too advanced for most children in this age group. The focus should be on a wide variety of skills such as balance, movement, agility, coordination, throwing, catching and hitting because this is the crucial age for the child to learn them.

Ask parents to help with "homework tasks" or "take-home activities" that continue the activities/lessons covered in the practice sessions. Parents then develop a better understanding of what their children are capable of doing and what they need to develop.

Length of Practice

A 30-minute time period is optimal for children of this age.

Ages 7 to 8

Characteristics of the Age Group

Fun continues to be of paramount importance for 7- to 8-year-olds. As children mature physically, neural pathways are becoming established and many gross motor skills are being developed; for example, throwing has more body turn and weight transfer. Children of this age group are likely to participate in many activities. This is important because skills can be transferred between different sports and activities. Reaction speed is improving but many children find tracking and making contact with a ball quite difficult.

Concentration and focus are improving, but copying is still the best way for them to learn, so demonstration is still the key. They seek adult approval frequently and are learning the concept of winning and losing.

Children of this age group are beginning to cooperate and share with others. They prefer to be with their own gender and show responsibility through simple tasks and requests.

Equipment

Children should use 19- to 23-inch racquets, foam or oversized low compression balls, a net height of 2-foot-9 and a court size of 36 feet in length and 18 feet in width.

Scoring and Competition

This age group should play two-out-of-three games, with each game being the first player to win seven points. (These matches should last approximately 20 minutes.) Multiple matches in round robin formats works best. Children of this age like being on and playing as a team.

Practice Sessions

Coaching children with a ratio of one coach/helper to four children (1:4) is ideal. Parents and siblings can show the children what to do and how to do it. Keeping children with their friends is important. Children 7-8 do best in a very active, fun and positive environment.

This is the time to introduce children to simple guidelines such as scoring and calling lines so they begin the process of learning the basic rules of tennis.

Length of Practice

The optimal length for each session is 45 minutes with a short break after 20 minutes.

Ages 9 to 10

Characteristics of the Age Group

This age group is becoming better able to concentrate and focus for longer periods of time. However, they need to be interested and inspired by enthusiastic and energetic coaches who are positive and encouraging.

Physically, they have more refined motor skills and, with practice, show fluent and well-developed skills. The children of this age group are becoming more independent and are able to understand concepts of winning and losing, even if they need help in knowing how to cope with them. They are able to share and enjoy being on teams. Some may be early maturers, especially girls. Players can be taught skills and positioning at this age and can be taught doubles positioning and tactics.

Players ages 9-10 have improved reaction and anticipation skills and more rotation while serving and when hitting ground strokes. Their decision-making skills are developing along with their independence and confidence. They need to be rewarded for effort and not just ability. They play well with others and prefer to be with their own gender. They seek and accept adult opinions. They are able to verbalize their thoughts and feelings.

Equipment

This age group should use 23- to 25-inch racquets, low compressions balls and a court that is 60 feet long and 21 feet wide (27 feet wide for doubles). The net should be 3 feet at the center and 3-foot-6 at the net posts.

Scoring and Competition

For match play, scoring is two-out-of-three, four-game sets with the final set determined by the first player or team to score seven points. Doubles play should be encouraged.

Practice Sessions

Have team practices in fun and positive environments, and reward effort and good attitude. Develop skills, good court positioning and shot selection. Keep practices active and simple.

Length of Practice

The recommended time for each practice is one hour, or 90 minutes for practice and a match.

In the case that you follow a practice with a match, divide the session so that no more than 45 minutes is devoted to practice. Take a short break and finish with match play for approximately 45 minutes.

Ages 11 to 17

Characteristics of the Age Group

Players in this age group are beginning—and moving through—puberty, but at different times and at different rates. Girls are likely to begin puberty up to two years earlier than boys. As a result, the differences between boys and girls of the same age can be very apparent in terms of physical maturity and in their mental and emotional development. Players of this age group will grow rapidly and in spurts, and can become tired quickly and will not have much strength until the muscle growth catches up with bone growth.

Girls will begin menstruation and boys will begin to develop male features. All these events are the result of hormonal changes and can make behavior a little unpredictable. Ups and downs are the norm. Coaches working with this age group need to understand what is happening as these children develop into young adults.

Children ages 11-17 have bodies with longer arms and legs—with their center of gravity constantly changing—and need activities that will help them with coordination, speed, endurance and power. These young players are making more of their own decisions and, thus, often choosing to play tennis and be on a team with their friends.

They are developing self-discipline and have the ability to work hard for longer periods of time.

Equipment

This age group should use 26-inch and full-sized 27-inch racquets with standard balls on full-sized courts for singles and doubles competition. Skills and tactics can still be taught using slower balls and smaller courts.

Scoring and Competition

Players should play matches using best two-out-of-three sets. It is acceptable to use a match tie-break (traditional tie-break, first to seven points) to determine the winner if the match score is one-set-all.

Practice Sessions

Players should practice and prepare for matches on teams. They can focus on concepts and activities for longer periods of time. Coaches should use the game as the focal point and should concentrate on skills that will improve game performance.

These players should have the opportunity to contribute. Let them voice preferences and opinions. They can understand verbal methods of coaching.

Length of Practice

The recommended time for each practice is 60 to 90 minutes. If the practice includes a scrimmage or match play, the session could last two hours—with the first hour devoted to skills, followed by a break and concluding with match play.

Teaching Tools and Equipment for Instructing the Developing Player

Each practice plan has a list of the equipment recommended for that session. Using the appropriate equipment allows young players to rally and play more effectively, especially as the ability to rally and play relates to the weight, length, speed and size of the equipment used.

It is highly recommended that all children have their own racquet, not only for the practice sessions but also for the take-home activities. These racquets should be the appropriate length based on the size of the player. The best way to measure for racquet length is to have a child stand up straight with his or her arms at their sides. (See page 9 for an illustration.) The distance from the tip of their fingers to the ground is the length the racquet should be.

Foam balls and oversized felt-covered balls are used on a 36-foot court. (Court dimensions are explained further in Chapter 2.) Foam balls are light, safe and bounce well. They are ideal for indoor use, especially if courts are set up on smooth surfaces. They are also recommended for safety reasons if there are lots of kids in a small space. Oversized low compression felt-covered balls may be more appropriate for outdoor use, especially in windy conditions. Many of these balls are approved by the International Tennis Federation (ITF) and fall under the Stage 3 or "Red" classification.

A low compression ball is used on a 60-foot court. This ball is a standard size felt-covered ball, but is softer, lighter and moves slower through the air than the traditional tennis ball approved for a full-sized court. The ITF approves these low compression balls as Stage 2 or "Orange" balls.

Other equipment listed makes learning easier and fun for kids and offers variety to the practice sessions. This equipment is available from all major tennis manufacturers and much of it can be obtained from sporting goods, department and toy stores. Many times a substitute can be created from items found around the house.

Below is a list of equipment with a description and some possible substitutes:

Cones: These are colorful plastic pylons used as obstacles or targets. Substitute with shoe boxes, tennis ball cans or pyramids created by tennis balls.

Koosh balls: A ball made up of colorful rubber strings bound together to form a ball, available at most toy stores. Substitute with beanbags or sock balls.

Playground balls: 10- to 12-inch textured inflated rubber balls. Substitute with beach balls, volleyballs, soccer balls or basketballs.

Poly spots and donuts: Colorful flat rubber, non-slip spots and circles for on-court marking. Substitute with carpet squares or sidewalk chalk.

Portable nets: Several portable net systems are available and come either in individual pieces that need to be joined to construct a frame for a net, or with all pieces attached by an elastic cable so they easily fit together and pop up so the net can be attached to the frame. A simple substitute would be to use caution tape or surveyor tape tied to the net, fence or chair.

Throw-down lines: Flat non-slip rubber strips approximately 2 inches by 24 inches that can be used as temporary lines for courts. Substitute with sidewalk chalk, a chalk snap line, masking tape or painter's tape. (Use a tape that will not pull up the court surface or leave a residue on the court.)

Chapter 2: QuickStart Tennis: Equipment and Rules for the Developing Player

The easier it is for kids to play tennis, the greater the chance that they'll stick with the game over the long haul. And the chances of retaining them are higher if they achieve early success and have fun playing.

That is the basis behind QuickStart Tennis. In an effort to engage children at the beginner level, other sports bring their games down to scale, from a smaller diamond for Little League baseball to a shorter goal and smaller ball for basketball.

For tennis, the answer is the same. In QuickStart Tennis, children will play on courts that are either 36 or 60 feet long, depending on their age and development, and with racquets that are shorter than the standard 27 inches for adults. Also, children will start by using a foam ball or an oversized low compression felt ball that bounces lower and moves through the air slower than the traditional felt ball.

Overall, there are six specifications to QuickStart Tennis—court size, age of player, type of ball, racquet length, net height and scoring—that allow children to learn and play tennis to scale. It is critical that all six specifications be used at the same time for the complete development of the child as a tennis player, and to create consistency for competitive play throughout the United States.

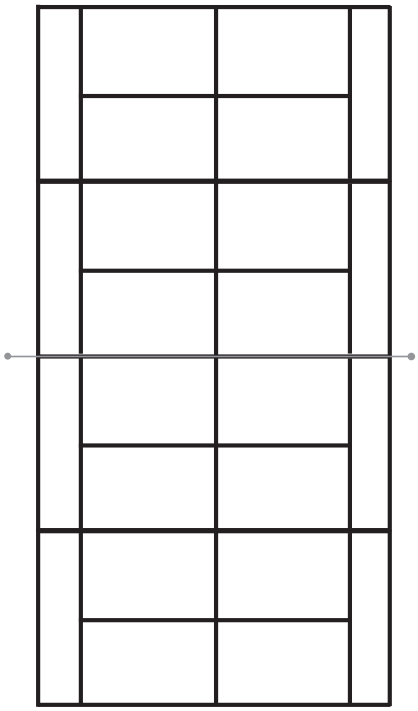
Age	Court Size	Racquet	Ball	Net Height	Scoring
8 and under	36' x 18'	Up to 23"	Foam and oversized low compression (Red Ball)	2'9"	Best of 3 games – first to 7 points
9-10	60' x 21' singles 60' x 27' doubles	Up to 25"	Low compression (Orange Ball)	3'	Best of 3 sets – first to 4 games with third set first to 7 points

Court Size

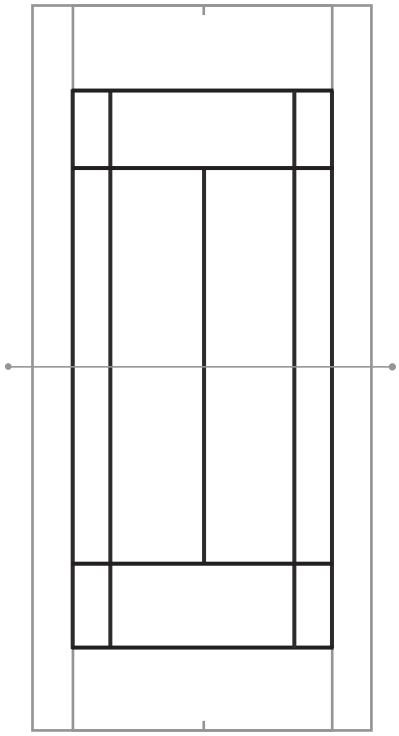
Thirty-six feet is the width of a regulation court, including the doubles alleys. On a 36-foot court, the doubles sidelines are the baselines and the singles sidelines are the service lines. A center service line should be marked between the two regulation sidelines. The width of the court is 18 feet and the regulation service line and baseline are used as sidelines.

The **60-foot court** is a three-quarters-sized court using the existing regulation net, while the baseline is moved 9 feet inside the existing, regulation baseline. The sidelines are moved in 3 feet on each side for singles, and the existing singles sidelines are used for doubles. The regulation service court is used as the service court for 60-foot tennis.

The narrower sidelines on the 60-foot court develop youngsters' abilities to move forward and close out points at the net. Young players also find it easier to anticipate a ball moving to the side of them, and the 60-foot court encourages them to learn how to "read" the height and depth of the incoming ball. If the court width was the regulation 27 feet, children would have to cover a distance almost the equivalent to an adult playing singles on a doubles court, and side-to-side ground strokes would become the most dominant shots.



36-foot Court



60-foot Court

Age

Children ages **8 and under** play on the 36-foot court and use the specifications recommended for a court measured from doubles sideline to doubles sideline. They will enjoy tennis on a court where they can rally, recover and play points when the ball stays in play for several hits.

Children ages **10 and under** play on the 60-foot court and use all of the specifications recommended for this court, which is three-quarters the size of a standard court. These children are mature enough to play a complete game on a three-quarter-sized court, and they will develop technique, shot selection, rallying skills and the ability to hit and recover on a 60-foot court. By reducing the size of the court to 60 feet, children 10 and under will be able to compete in both individual and team tennis events on a platform that fits their size and suits their abilities.

Ball

Foam and **oversized felt-covered balls** perform better based on court size, racquet length and the height of the child. Using the correct ball and racquet is critical so children can hit with full strokes and strong grips.

For the 36-foot court, foam balls are lightweight, move more slowly through the air and have a lower bounce. They can be easily hit and controlled with shorter and lighter racquets. An alternative to the foam ball is an oversized felt-covered ball, which is especially useful outdoors. It is helpful in that the ball—which moves slower and bounces lower—can be hit at the right height and the right speed in relation to the child. Otherwise, extreme grips become the norm as children adjust to consistently hitting balls above their heads. The International Tennis Federation (ITF) has official specifications for this ball that classify it as a Stage 3 or "Red" ball.

For the 60-foot court, a low compression, lightweight, felt-covered ball is ideal. It moves slower through the air and the bounce height is lower. The ITF has official specifications for this ball that classify it as a Stage 2 or "Orange" ball.

Racquet Length

Children will play much better if they use a racquet that is the appropriate length. A child using a racquet of the correct length will be able to control the swing pattern and angle of the racquet face. Ultimately, with the right racquet, he or she will be able to control direction, height, distance, spin and power.

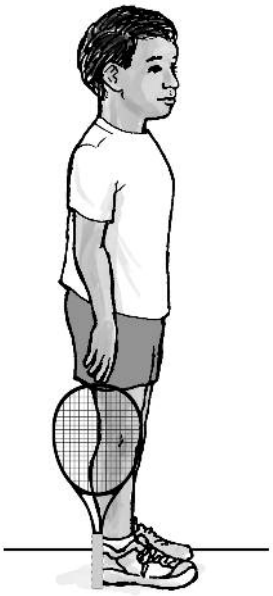
Children on the 36-foot court will generally use racquets up to 23 inches in length. On the 60-foot court, racquet length should not exceed 25 inches. These racquets are readily available, are to scale based on the height of the child and allow the child to develop racquet skills so they can hit with various speeds and spins. (These junior racquets have weight and grip sizes proportionate to the racquet length.)

Racquets that are too long are difficult for a youngster to control. These longer racquets also have more power, and thus children cannot hit with full strokes.

To measure for the correct length, have the children stand straight with arms at their sides. The racquet should be no longer than the distance from the fingertips to the ground.

These short racquets, varying in length from 17 to 23 inches, are usually made of aluminum; they are lightweight and have small grips.

As children grow taller and stronger, so should the racquet be longer and stronger. Children on a 60-foot court using low compression balls can begin with aluminum racquets but also have the option of using stronger and more powerful graphite composite racquets that are 23 and 25 inches in length. (A standard racquet is 27 inches.)



Racquet Length

Net Height

The 36-foot court uses a net height of 2 feet, 9 inches; this is more appropriate to the height of a child 5 to 8 years old and is the height of many temporary nets. No adjustments need to be made when using the 60-foot court and the regulation net that is 3 feet high at the center strap (and 3-foot-6 at the net posts).

Scoring

Young children need shorter matches based on their age, energy level and attention span. Children 8 and under play the **best-of-three, first-to-seven point games**. The server gets two serves and each player serves two points before changing servers.

The 60-foot match for 9- and 10-year-old children consists of two-out-of-three, four-game sets with the final set determined by one first-to-seven point game. The serve rules are the same as regulation tennis.

Optimally, children should play in small teams, where the result of their match counts as a point for the team. Any singles tournament should be round robin, compass draw or a similar format that enables as many players as possible to play as many matches as possible. (See the appendix for more on compass draws.)

Note: QuickStart Tennis is designed for players 10 and under. However, teaching techniques incorporating foam balls, low compression balls, shorter racquets and smaller courts can be applied to beginners at any age level. Also, the 60-foot court is very effective for senior players to play singles or doubles.

Chapter 3: Keys to Coaching Young Players

Coaching 101

In this book, we will spend much time focusing on how to rally a tennis ball and consequently play tennis, but it is important at the outset to look at what it means to play. Not just *play* tennis, but *play* itself. We'll explore what it means to play and to have fun and what makes things fun for a child. Without this understanding and framework, we could produce mechanically sound tennis players yet not give children the tools they really need to continue in tennis or other sports—or to be successful in life.

Buttoning Your Shirt

Have you ever buttoned your shirt wrong? Maybe you were in the dark, or you were in a hurry or you hadn't had your morning coffee. Somehow you ended up with one more button than you had a hole for. What happened? At which button did you do wrong? Was it the last one where you discovered your error? No, it was the first one. And then you just continued along, doing what you normally do. It seemed to make sense. It felt right. It's what everyone else does. It's how you always do it. It is how it's done. But if you start out wrong, you're going to end wrong.

Youth sports are like buttoning your shirt. If you start out wrong, you're going to end wrong. You may miss teaching something really important in the beginning stages, and as you go along, one button after the next, you get to the end and wonder what happened.

- "This is what the other coaches are doing."
- "It's how you've always done it."
- "This is what parents expect."
- "If we're going to win, this is what we've got to do."
- "This is the way my college or high school coach treated me."
- "I'm just teaching a bunch of kids; how hard can it be?"

It's not hard. You just have to pay attention—and be intentional—in the early stages. You have to start out right to get the results you and the kids want. What do kids want? Why do they start tennis and why do they quit? It's important to understand these questions—and answers—before you even think about picking up a tennis racquet.

Child Sports Statistics to Know

There are three statistics that make up the 70/80/90 rule of teaching kids. The first alarming statistic is that 70 percent of kids drop out of youth sports by the age of 13! Seventy percent! And tennis is no different. You can have tons of kids in your junior program, but if you keep doing what you've always been doing (buttoning your shirt without paying attention to how you start), 70 percent will be gone by age 13. Why? Adults! We're it! The top three reasons kids drop out of sports are because of us—coaches and parents. Despite our best intentions, we are the reason that kids quit.

Top Three Reasons Kids Drop Out of Youth Sports:

1. It's not fun anymore
2. Parental pressure to perform
3. Unmet coaching expectations

You can take those reasons and boil them down to two primary components: pressure and performance. This is the sad state of youth sports in America, and tennis is no different. If we don't change what we do, what we've always done, and how we do it, we're going to keep getting the same results, with 70 percent of kids checking out.

The 80 percent statistic is that kids (yes, even a 6-year-old) can remember with 80 percent accuracy what was said to them by a coach. Coaches, on the other hand, can only remember with 20 percent accuracy what they have said to children. The summary of the study on why kids drop out of youth sports, by University of Washington Ph.D. researchers Frank Smoll and Ronald Smith, is that "coaches are blissfully unaware of what they say to children and the impact it has on kids."

- "I didn't say that."
- "I wouldn't have said that."
- "Who are you going to believe: me, or a kid?"
- "They're just making that up."

Really? Statistics show they're not. Children are four times more likely to have an accurate recollection of what we said than what we "know" we said. That's scary! We have the best intentions. We want to do and say the right things. But sometimes in the heat of the battle or the afternoon sun, with a dozen or so little kids running around, when they just aren't cooperating, again, we say something trying to restore order. It may not be abusive, but it may not be the thing our kids need to stay active and involved in tennis, or even sports in general.

The 90 percent stat is that 90 percent of kids would rather play on a losing team than sit on the bench of a winning team. Kids want to play; they want to be involved. They don't want to sit around or wait in line for their turn. They want to be actively involved and engaged. Too often it's an adult model of scheduling, performance and competition that is imposed on kids and that influences how they experience youth sports.

Opportunities to Respond

The more opportunities you provide children to play, the better they will become at their chosen sport. The more they stand in line, waiting, watching and listening rather than moving, running and doing, the fewer opportunities they have to respond and learn. Sure, there will be times when you are instructing while they are watching and listening, but those times must be kept in balance and out-weighed by tons of time for them to play tennis. Experience is the best teacher. Let them experience every aspect of tennis. Create environments where children have as many opportunities to respond as possible.

Teach Kids to Think

As you will learn later in this book, tennis is an open skills sport in which there are no set plays. There are a multitude of decisions to be made, fluidly and in a split second. It's a lot like driving a car. There is some skill involved in making the car go left and right, but the critical element is in the decisions that go along with that. When to slow down or speed up, when to pull out or when to wait, and being prepared for what the other driver might do are all examples of the importance of learning to think that come with driving a car. But these decisions are independent of the skill and the actual mechanics of making the car go.

You can have players with great shots but poor shot selection. They can be very fast but always too close to the ball. They can be good volleyers but approach the net at the wrong time. It is important that we teach kids to think at all ages and stages of development. Too often as adults, coaches and parents, we order kids around the court, telling them what, when and how to do something. In the process, they become too reliant on a coach or parent to be able to handle situations on their own. For the kids who we do teach how to think, they become the smart players—those who "just know" where to be on the court and what shot to hit. Generally, they are in the right place at the right time. We often label these types of players as gifted, but most often they have been taught to think and react on their own at an early age. Give the kids you coach space to learn and space to make mistakes.

Making Mistakes

Mistakes are part of learning. They are to be expected. From children to pros, everyone makes mistakes. Even you make mistakes. When was the last time you tripped or bit your tongue? These are basic life functions, yet we sometimes make mistakes even in the simplest of tasks. Tennis is no different. You will sometimes make mistakes on the simplest of shots. The key is to determine when mistakes are just mistakes, and when they are a sign that something else is going on.

When children keep making the same mistakes, it is generally a sign that they have not learned the desired skill or strategy properly. Taking that a step further, they generally have not learned it because we have not taught it effectively. They are not trying to annoy you, ignore your instruction or think they are smarter than you. They are kids. Often we adults do not provide age-appropriate instruction or activities. One of the biggest mistakes that adults make in teaching children is failing to understand the difference between showing them a skill and actually teaching them. The more we just "show and tell," the less learning takes place and the more reliant they become on our instruction.

So if the ultimate goal in the performance spectrum is not to make any mistakes, how do you get there? The key is understanding that the opposite of making mistakes is not perfection. If you focus on NOT making mistakes, you will create fear, as well as a protective, cautious player. When children—or adults for that

matter—focus on not making mistakes, they are more likely to make them. Embrace mistakes. Allow them. Encourage them. Understand your part in the children's mistakes and adjust your instruction. And after you have done everything you can, expect that they will make some more.

Fun

What makes things fun? Why do you do what you do? Why do kids do what they do? Is there a difference between what is fun for you and fun for them? Certainly. Fun, or play, is different for everyone. The best definition of "play" is something done for the enjoyment of the doer. That's it. It's that simple. Two people might be skiers: One likes to jump off cornices into deep powder bowls, while the other likes safe, groomed runs. Who's having more fun? The person jumping off cornices may be hoopin' and hollerin' as he/she jumps, but the other person loves being outside in the winter, the crisp mountain air followed by a warm hot chocolate at the end of the day. They are both having fun doing what they love to do.

Tennis is no different. Who has more fun playing tennis: a 3.0 player or a 4.5 player? They both can have fun. Because we are in the business of helping people get better, we can too easily move toward saying the 4.5 player. However, it is incorrect to think that skill proficiency equates to more fun. The same is true in coaching children. Girls—and boys—"just wanna have fun." Coaching beginning tennis means helping kids have fun and it happens to be on a tennis court. There is a paradox of play that says the more you make it about skill acquisition and performance, the less fun it will be and the more likely kids are to drop out. The more fun you make it—without focusing on performance—the more children like it and the better they will perform.

Video Games & Skate Parks

Several years ago if you were to ask kids, "If you weren't playing tennis, what would you be doing," they would have said playing. Now they say playing video games. Therefore, our beginning-level teaching experience with kids is of the utmost importance. It is this first encounter with tennis that can set the stage for kids becoming— and staying—athletic and moving. While we would love for them to continue in tennis, our first priority is to create an environment that is fun and filled with movement. The more you equate fun with doing and movement, the more likely a child will be to stick with tennis and, ultimately, perform better.

Have you been to a skate park lately? They're packed. Why? Why are skate parks so crowded and, for the most part, baseball and soccer fields are empty, except for organized activities? The difference is adults. There aren't too many adults hanging out at skate parks, while they line the sidelines of other venues for games and practices. The United States Olympic Committee Athlete Development Department believes the best athletes in the country are at skate parks. Why? There are no coaches. Skate parks are filled with self-motivated athletes. There is no one telling the kids how to do certain tricks. Just kids teaching kids. They will work on something for hours, or even days. They'll figure it out by trial and error. And then they'll get it. They flip the board over once in the air. They will celebrate their achievement briefly, and then some other kid will show them how to flip it twice. Then they'll work on that. All without an adult guiding them, telling them what to do, showing them how they are doing it wrong, or getting in their face about not trying hard enough. The kids will even say its fun. It's fun because they are learning at their own pace, moving, risking, hanging out with friends, challenging one another, laughing and, at the deepest level, playing.

If you run a tennis program, your competition is not another tennis program. It's the local skate park. It is the truest example of kids playing athletically across America. The pick-up games of baseball and basketball have largely been replaced by skate parks. The last sentence from the previous paragraph described why you did what you did as a youngster and describes what still make things fun for children.

Kid Magnet

Kids naturally gravitate to whatever is fun. Is your tennis program fun from a kid's perspective? Or has an adult model of performance and skill acquisition taken over? Using the following list of characteristics of play, how does your program rate?

Learning at their own pace	Performance expectations
Full of movement	Standing in line, waiting
Promote risk taking & experimentation	Don't swing so hard; just get it in…
Being with friends	Separating kids so they get more done
Kids teaching kids	Adults-only models
Laughing	Stop goofing around; we've got a lot to do
Play	Structured environment

If you are like most of us, we can all use a little help making our programs a little more kid friendly. That's OK. All of us have been kids at one time, but it may have been a while. And what we used to do—mostly by accident—when we were kids turns out to be much healthier than what we are experiencing today. There are more options for kids today, which is great. But 70 percent of them are choosing not to participate in sports by the age of 13. What can we do to change that number? What can you do to change that number for the kids in your program?

Program Health

How healthy is your program? How do you judge that? By the trophies in the hall case? By the sheer numbers in each age bracket? By the smiles on the kids' faces? How skilled are your coaches? Are they skilled at working with children? Are they good tennis players but lack the skills and patience to work with kids? If your program is like most, your youngest coaches work with the kids' program. That is a U.S. model of coaching. The European model of coaching is to have the best coaches, the ones with the most experience, work with the youngest players. That could account for the number of great athletes that come from small countries, where they have fewer athletes and yet can compete on the world's stage.

Changing the Formula

Let's say you have a coach who is in charge of an age group that wins 85 percent of its matches, yet only 50 percent of the kids come back the following year. You have another coach who wins only 45 percent of his matches, but almost all of his kids continue with tennis the following year. Who is the better coach? Do you value performance or participation? Can you value both? Sure. But you can't value performance and expect participation to increase. (That's what we've been doing, and it doesn't work.) The more you value participation, the more performance comes. But it's so hard not to force it, to get in our adult model of scheduling, organization, competition, performance and winning.

There is a simple formula for working with children:

- The more they enjoy it, the more they will do it.
- The more they do it, the more they learn.
- The more they learn, the better they will perform.

Simply put, the more they enjoy it, the better they will perform. We typically start with the outcome and work our way backward, creating performance milestones to gauge our progress to make sure we are on target. We become so focused on the outcome and milestones that we fail to hold a child's heart and attention. We may have better players at age 10 than we ever had before, but still 70 percent of them are going to be gone in just three more years.

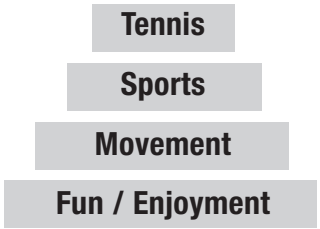
We need to get serious about play and about having fun playing tennis.

Invent and Pretend

Kids love to invent and pretend. It comes naturally for them and is a huge component of play. The more your practice activities incorporate the ability of a child to invent and pretend, the more fun it will be. To you it may appear more chaotic, but a skilled coach of children will know how to harness what is happening.

Do you know the football term "audible"? It's when the quarterback goes up to receive the ball snap and, in making a last-second read of what the defense is going to be doing, changes the play. To the outsider, it looks like a mad scramble. But to the experienced quarterback, it's a planned change. Working with young children is much the same. To the outsider, it looks pretty crazy. But if you are well prepared and can make adjustments on the fly based on what the kids are doing, you will create an environment where children will have fun and flourish. If your lesson plan is sequentially choreographed, you will become frustrated and your kids will be bored. A good rule of thumb is to have 12 things planned and hope to do eight. Give the kids a chance to choose what they want to do. Find out what game they like best in the first few practices and save that for last in subsequent practices.

There will be a great desire on your part to make the lesson be about tennis and acquiring skills. Kids don't play to acquire skills; they play because its fun. If they are acquiring skills at a high rate and aren't having fun, they are good candidates to join the 70 percent who drop out. There is a foundation of needs that must CONTINUALLY be met in order to keep kids playing tennis.



Too often as coaches and parents we go straight for the top and make all that we are doing with kids be about tennis. The more we continue to build the base, not just in the first age level or two, but continually, the more we create a foundation where a child can build the appropriate aptitude and training to become an athlete AND a tennis player.

The Zone

At the end of every lesson with kids, we often look at what was accomplished. Did they get it? How proficient are they at the skill that was taught? Who needs more work on what? What's next on the lesson plan? While that thinking is good, organized and normal, it focuses only on the top tier. Basically, it's an adult model of sport. It is primarily concerned with performance.

At the end of EVERY lesson, ask yourself—or better yet, ask the kids—did they have fun today? Did you hear laughter? Were they smiling? Would they want to invite their friends to join in?

The highest level of performance is called "the zone." That same state of being, of awareness, of performance, actually, in children, is called a state of play. Grand Slam champions have it AND children in your classes can have it—when they are so focused on "the now" that they lose track of time and space. Just like when you were outside playing as a child and your parents would call you to come in "in five minutes." And after 20 minutes had passed, you and your brothers and sisters were rounded up and headed home complaining, "It's not fair! It hasn't even been five minutes yet. Can't we stay out longer?" That is a state of play. It is focused attention and performance.

As coaches, we can create an environment where children can experience "the zone"—when they are focused on "the now," the activity, the joy they are experiencing. They aren't aware of how hot it is, who is watching or the match that will take place next. They are immersed in now. So an important question is this: Are your kids glad your lesson is over? Are you struggling to fill the time slot? Or are they, and you, wondering where an hour went? Do you have to kick them off the court because they just want to stay and play? Were you so immersed as well that you can't believe the time is over? That is the ultimate lesson, regardless of the skills that were taught. It invites participation. It captures the spirit of a child. They want to come back. They want to keep playing. And the more they do, the better they will be.

The Most Important Thing to Give Kids

Of all the things you can give kids, what's the most important? A winning attitude? Great forehands and backhands? Amazing tactics? A killer server? A killer instinct? Or would it be compassion and/or understanding?

According to research by Benjamin Bloom, author of *Developing Talent in Young People*, the most important thing is a love of the game. More than 20 years ago, Bloom did an in-depth study of young, talented people across different genres, including music, art, drama, science, math and sports. He looked for correlations between the diverse group of high-performing teenagers, similar to what Stephen Covey would do in his best-selling book, *The Seven Habits of Highly Effective People*. Bloom found that it wasn't discipline, specializing at a young age, being part of a great program, having enough money to make kids' dreams come true or being naturally talented that made the biggest difference. All the high-performing kids Bloom studied had, at an early age, a parent, teacher or coach who gave them a love for the game or a love for learning. The best student is a self-motivated one, the one who asks, "Why?" One who seeks out knowledge on his own. One who loves learning. One who reads voraciously. One who practices and then practices some more. The true gift of those labeled as gifted is not their talent, but their love for whatever it is they do.

But, How?

It's simple. You just "give" them a love for the game and your children will become champions. As Happy Gilmore says about golf, "Golf would be so much easier if you just hit a hole-in-one every time. You wouldn't have to learn how to putt." So how do you give children a love for the game? How do you give them something so powerful, yet so simple? The best way to give children a love for the game is to model it. You can't scream, yell, demean, scold, intimidate, or use fear or public humiliation with children and expect them to love it. You need to take to heart ALL the things we have said thus far AND simply just love playing tennis yourself. Go out there and have fun! Laugh and play! If it's not fun for you, how would you ever expect children to have fun? Remember, what's the No. 1 reason kids drop out of youth sports? It's not fun anymore.

"I try to make it fun, but the kids just don't respond." Have you ever felt that way? Like you're doing your best and it's just not clicking. You just went to a clinic and saw a high school coach do a great drill. But it isn't working with your kids. It's not any skill or drill that captures a child's heart; it's YOU! It's your attitude. It's your passion for life, sport and tennis that brings them back.

Can You Be a Dork?

One of the best ways to capture a child's heart is to not be afraid to be viewed as dorky. The best school teachers, year after year, are those who are not afraid to go out on a limb and be a little—or a lot—dorky. It's scary. You make yourself very vulnerable. Especially in front of a bunch of kids who could laugh at you. Still, those who aren't afraid to show a passion for life—and tennis—are able to inspire kids and create an environment where they will flourish.

Watch the movie *Patch Adams* for inspiration. A clown suit. Funny glasses. Crazy hats. Music on the court. Talking in rhymes. Backward Day. 1970s Day. Using a superball. Playing with two balls. Making noises. Making up games. Letting the kids make up games. There will be times when it won't look or sound like tennis. But your programs will be fun. Your programs will be full (because they are fun). Kids will stay around longer. And they will perform better because they are there and self-motivated.

Discipline

On the other end of the "fun spectrum" is the typical usage of the word "discipline." Typically we think of discipline as getting someone to do something they don't want to do. But the root word of discipline is "disciple," which means a joyful follower. Do you demand discipline or do you earn it? Are you trying to get kids to do something they don't want to do? Don't focus on what it is, but look at why they don't want to do it. The more you create a love of the game for your young players, the fewer discipline problems you will have.

Tennis enjoyed an explosion in participation when tennis whites were no longer required. More people became involved when the sport was more acceptable and the definition of proper attire was changed. Tennis may see its next explosion at younger ages when PROPER includes what is proper behavior for children. When your tennis lessons look less like school and work, and more like what KIDS would be doing naturally, your programs will grow in size.

The Most Important Thing to Teach Kids

If a love of the game is the most important thing you can GIVE the children you coach, the most important thing you can TEACH the children you coach is effort. The one quality that makes the biggest difference at the professional level is the thing you need to teach your kids at the youngest age. TEACH them that effort makes a difference! Don't just tell them after they've lost; teach them by the way you conduct yourself. Show them what maximum effort looks like! How can you expect them to dig deeper and give more effort when they don't feel like they have anything left if you don't model that, too? Imagine, you've already been on the court for six hours in a row, in the hot sun, and now you've got third graders. Do you have what it takes to dig deeper? Do you model effort?

Teaching Effort

The psychology of effort, and that of low effort, is a very interesting topic and could be a whole book in itself. In fact, there is such a book, and it's called *Mindset*, by psychologist Carol Dweck, Ph.D. She has done more than 30 years of research on success, failure and effort. Reading her book will change the way you coach and parent. She chronicles numerous personalities, including John McEnroe, and examines their mindsets in how they approached difficulties. Dweck says the best way to inspire success is to praise/reward effort, not performance. This is as true with elite athletes as it is with young children.

Praise effort! Don't praise the victory; praise the hard work in practice that makes the victory possible. Don't praise the number of forced errors; praise the effort it took to make the change. Don't praise the shot selection; praise how well they have been paying attention in practice. Don't placate a player in a loss; let him know there is more to learn and that continuing to work at it will make a difference.

None of us who has ever enjoyed some level of success would say that it came easily. Especially if you wanted to sustain it. Success comes to those who try. To those who persevere. To those who continue to work, or even struggle, through difficult times, dry spells or injuries. To those who are OK with making mistakes. Those who are successful have risen above all odds because they have discovered that is worth it to try again.

Careful What You Say

You can have the best strokes. You can move around the court with the greatest of ease. You can have a rocket first serve. You can even be masterful at communicating all of this to children. You are fit and all of the muscles in your body are fine-tuned for creating tennis excellence—except one. And this one muscle can be the most damaging to your young athletes. The muscle many of us need to work overtime to keep in check is our tongue. Remember the statistic that made up the 80 percent part of the 70/80/90 rule of teaching kids? Kids can remember with 80 percent accuracy what was said to them by a coach, and coaches can remember with only 20 percent accuracy what they say to kids. It is crucial that you take a serious look at everything you say to children.

The most damaging, and often overlooked, type of communication we use with others—and specifically children—is sarcasm. You can have all your other ducks in a row regarding teaching and instructing, but if this one is out of line, you are out of line. Using sarcasm may be OK for you. Your friends use it. They use it with you. It's not that big a deal. But a child may perceive it very differently, and what may not be a big thing for you can be very damaging to the child.

A young child who encounters sarcasm for the first time has a mental process to go through that is unfamiliar to them. An instructor may "jokingly" say, "Your grandmother is faster than you are." The naïve child begins thinking, *The coach doesn't know my grandmother. I* ***am*** *faster than she is. I* ***really am****. At least I thought I was. Is the coach lying to me or is he/she telling me the truth?* Children process your sarcastic comment by wondering and then begin the process of deciphering whether you are lying to them. It's the same thing you do when you encounter sarcasm as an adult from your friends, your spouse or your kids. As adults, we are faster at processing it and have more communication skills to judge the sincerity of the comment. Or at least we think so. Isn't that where sarcasm bites, when you feel there is some thread of truth encoded in the message?

Controlling your tongue and eliminating sarcasm when teaching children will greatly improve your communication and effectiveness with them. Wouldn't it be great if they knew that everything you ever told them was true? There would be no need for them to process your communication by running it through the sarcasm/lying filter. They would inherently know that you were speaking the truth to them and that they could trust you immediately. They would know that you are on their side and have their best interest in mind. Again, you might not think it's a big deal, but it is to children. Take the high road and be the best YOU can be!

Teach and Inspire

When you break down all the things we do on a tennis court with children, it comes down to two things: to teach and to inspire. That's it. That's the heart of a great tennis instructor. Your kids will not have success without both components. You may have taught them well, but if they don't play inspired or aren't inspired to give maximum effort, they will fall short. If you just inspire them without teaching them the skills they need to build upon, they again will fall short.

You have an incredible opportunity to make a difference in the life of child! As the Benjamin Bloom book, *Developing Talent in Young People*, points out, you are one of the greatest sources of influence in the life a child. It's not just about tennis, or forehands and backhands. It's about making a difference that can last a lifetime! It's about having them fall in love with movement, sports and tennis. If tennis is fun, they'll keep playing. If they keep playing, they're going to learn something along the way. And the more they learn, the better they will perform.

Have fun!

Laugh, giggle and be dorky!

You'll feel like a kid again.

You'll fall in love with tennis all over again!

You'll play better than you ever have before.

And your playing at tennis will draw in more kids!

Chapter 4: Driveway, Playground and Wall Tennis

Children often get their first exposure to sport through a parent or family member. As in other sports, this probably means going into the backyard with mom, dad or an older brother and playing catch, kicking a ball between the rose bush and the hedge, or shooting a lightweight basketball into a 4-foot basket. The list goes on, depending on the sport.

The common characteristic is that the equipment is smaller, lighter and the intent is to learn a very simple task: throwing, catching, kicking, dribbling or shooting. The instructions, if any, are generally brief and simple with the emphasis on activity. The duration is short because any activity is interesting for a brief period of time and could be interrupted by a passing butterfly or the discovery of a colorful flower in bloom.

Driveway/Playground Tennis

By that same token, tennis can be a driveway or a playground activity. The goal of playing catch is to learn to enjoy throwing and catching, not playing baseball. The goal of driveway and playground tennis is to rally with a family member. This is possible when everything is scaled down to the size of the child.

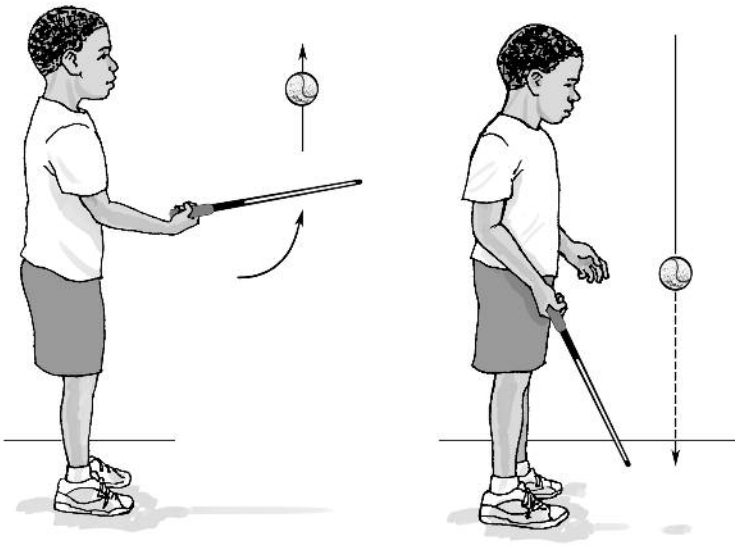
The Equipment

As discussed in Chapters 1 and 2, the most important variables are the ball, racquet and length of the court. It is a good thing that the driveway or playground space not be anywhere near the size of a regulation tennis court (which is 78 feet long by 27 feet wide). Even a space of 10 feet in length will work, provided that the racquets are short and the ball is light and slow. The "net" could be as simple as a line on the driveway/playground, rope or caution tape tied to a tree and chair across the driveway. A pop-up portable net is also an option. Lines can be drawn by using sidewalk chalk, or you can use the existing seams in the driveway or playground for the lines of the court.

Children under 5 years old should be using very short and lightweight tennis racquets in the 19- to 21-inch range. The ball should be a lightweight foam ball that rebounds well off the driveway/playground surface. Large foam balls with a diameter of around 4 inches are very forgiving if the surface is somewhat irregular. These lightweight balls will not travel very far or fast, and contact does not need to be made in the center of the racquet to make the ball go forward. The foam ball is easy on the arm and will not cause the racquet to twist in the hand of a child if hit off center.

Getting Started

The starting point for children is hitting the ball up in the air, letting it bounce on the ground and trying to hit it up again. This is a self rally, and children should attempt to hit the ball up as high as their head before the ball bounces so they can hit it again. This height is important because it gives kids an idea of how hard they must hit the ball to get it head high and allows them time to get in position to play the ball again after the bounce.



Tap Up

To develop better control and to create a challenge, a circle of about 2 feet in diameter could be drawn on the pavement as a target. This gives the youngsters something to aim for as they tap the ball up and try to land it on the target.

The next step is to do the same activity with the parent, but this time alternate hits. This is actually a mini rally since the ball is being alternately struck by the child and the parent. Once some level of success is attained, the next stage is to create two target areas a few feet apart. These targets should be on either side of a line, and the rally will go back and forth between the two targets placed three or four feet apart on the court.

So far, this is simple and the instruction has been visual as in "see if you can hit the ball up like mommy." Once you get to the stage of rallying the ball back and forth over a line to two targets, you are ready to put up the makeshift net using a rope or caution tape. You have now created a small tennis court and are ready to rally the same lightweight foam ball back and forth the over the net. The distance is short, the ball is very light and slow moving, and the racquet is short, so hitting balls with everything to scale will be a joy and countless hours can be spent hitting balls back and forth on the driveway or playground.

As the child becomes taller and stronger, boundary lines can be placed farther away from the net because the child will hit with more power. This gives the child an opportunity to rally by hitting balls after they bounce (ground strokes), and if he or she is closer to the net, out of the air (volleys). Eventually, children will learn to begin a rally and even play points with an overhand serve. They will also make up their own scoring and play different games.

Even older children can have an enjoyable driveway/playground experience in a limited space if the ball remains slow and light and the racquets remain short. Foam balls and 23- or 25-inch racquets over a net height of 30 inches will create enjoyable playing opportunities for children and adults alike on the driveway without a regulation-size tennis court.

Wall Tennis

Hitting balls off a wall or garage door has been a starting point and a method of practice for a number of champion players in the past. Many players have spent hours hitting balls off a wall and imagining themselves playing matches and match points against the champions of the day in the final of the US Open.

The Equipment

When using a regular hard ball, hitting against a garage or wall is possible only after developing some playing skills. The regular hard tennis ball rebounds off the wall quickly and gives little time to move to, prepare for and return the ball to the wall. The harder ball is simply not appropriate if the wall or garage door is irregular and certainly not an option if there are any glass windows anywhere near the wall or door.

With lightweight foam balls, hitting against the garage door can be much more accessible and enjoyable, even for younger children. Hours can be spent rallying off the wall without the need of a partner or any type of court set-up.

Getting Started

Children should begin with the progression described above for driveway or playground tennis: Begin with a self rally, hitting the ball head-level high. Once children can accomplish this, they should tap the ball to the wall instead of to a target 3-4 feet away. The ball should be hit up to a target about head high and returned to the wall after the bounce.

As the child becomes more accomplished, he or she can gradually move back and increase the length of his or her strokes. Contests can be created by drawing a line on the pavement farther away from the wall so the child can hit every ball from behind the line and develop full-length ground strokes. Rallies can eventually be started by using an overhand serve.

As children become older, stronger and more proficient, they can graduate to a longer racquet. If they continue to use the soft, slow foam ball, they will be able to generate power and racquet head speed to hit the ball and still have time to recover, prepare and return the next shot.

Chapter 5: Practice Sessions (Ages 5-6)

This chapter contains eight progressive practice sessions for children ages 5-6 playing on a 36-foot or smaller court and with 17- to 21-inch racquets and foam or oversized low compression balls. (By progressive, we don't mean that these lessons are ahead of their time; it means that each practice session sets the stage for the next.)

The goal of these practices is to help children learn how to use their racquets and judge the flight and path of the ball using fun activities. The ultimate goal is to have these children enjoy the experience of hitting balls back and forth.

Initially, with the 5- to 6-year-old age group, this will begin with floor tennis, leading to passing and throwing tennis. These activities will develop a child's ability to send and receive a ball before being able to rally a ball over a net or low barrier.

Also included in each practice is a list of equipment that is used for that session. Practices for this age group should last no longer than 45 minutes.

The practice session for 5- to 6-year-olds will contain the following:

1. Theme of the day
2. Movement Activities
3. Skill development
4. A take-home tennis activity

Note: Each practice session contains a tip for coaches written by Gary Avischious, an expert on coaching youth sports. Gary has done extensive study on how to make practices fun and how to motivate kids, as well as developing creativity in your practices and even what to say and what not to say to young players. If your practices are fun and challenging, your kids will want to come back to practices, and they will get better if they continue to come to your practices.

Practices at a Glance: Ages 5-6

This one-page guide outlines the eight practice sessions that follow. It serves as a handy reference for what is covered in more detail during each practice

Practice 1	**Controlling the Ball and Racquet**
Movement Activities	Flamingo, The Bird, Frog Hops, Racquet Quickness
Skills	Roll with Hands, Koosh Ball Pass, Tunnel Ball, Rolly Polly, Alligator River
Take Home Tennis	Koosh Ball Pass
Practice 2	**Sending and Receiving**
Movement Activities	Simon Sez, Red Light-Green Light, Team Tag, Cannon Ball
Skills	Catch Me if You Can, Underhand Throw and Catch, One Bounce-Two Bounce, Tennis Hockey
Take Home Tennis	One Bounce-Two Bounce
Practice 3	**Sending and Receiving with Direction**
Movement Activities	Funny Bones, Ball Drop, Sharks in a Tank, Dodge Ball
Skills	Lollipops, Throw Ball, Dirty Harry
Take Home Tennis	Throw Ball
Practice 4	**Sending and Receiving with the Racquet**
Movement Activities	Lobster Trap, Team Lily Pad, Through the Tunnel, Crash Test, Side Show
Skills	Tennis Shoot Out, Home Base
Take Home Tennis	Lobster Trap
Practice 5	**Sending and Receiving with Racquet on the Backhand**
Movement Activities	Train Crash, Applause, Racquet Splat, Bungee Jump, Clear the Court
Skills	Tennis Hockey, Alligator River
Take Home Tennis	Applause
Practice 6	**Rally Skills**
Movement Activities	Statues, Call My Name, Slamma Jamma
Skills	Jacks, Partner Jacks, Rally Me, Survivor
Take Home Tennis	Rally: Player and Adult
Practice 7	**Rally Skills with a Partner**
Movement Activities	Follow the Leader, Partner Toss and Catch, Inch Worm
Skills	Partner Rally Jacks, Splat, Mini Rally, Tag Team Singles
Take Home Tennis	Mini Rally
Practice 8	**Play Day**
Take Home Tennis	Mini Rally

Practice 1

Theme: Controlling the ball and racquet

Equipment: 17- to 21-inch racquets, foam or oversized low compression balls, Koosh balls or beanbags, large balls such as playground balls or beach balls

Note: For more information on equipment—including a definition of terms and possible substitutes—see Chapter 1.

Gary's Youth Coaching Tip

Kids don't care how much you know until they know how much you care.

Movement Activities

Flamingo. Have the children move around the court like an animal the coach chooses. When the coach shouts out "Flamingo," the players stop the animal imitation and balance on one foot with their arms out and eyes looking straight ahead. Repeat several times, choosing a different animal to imitate. You can even let the children make the animal noise.

The Bird. Have the children move around the court with the coach, but this time imitating one of three different types of birds that the coach will call out—either a hummingbird with arms moving short and quick, a robin with medium length and medium speed arm movements, or an eagle with long and slow arm movements.

Frog Hops. Jump from a crouching position along the ground, landing quietly on the balls of the feet and with both feet together.

Racquet Quickness. Two players (or player and coach) stand facing one another, each standing a racquet on the tip of the frame with the handle pointing up. At the count of three, the players will switch places and catch the other player's racquet without letting it drop. After several successful trials, move the children back a half-step at a time and see how far they can go without letting the racquets drop.

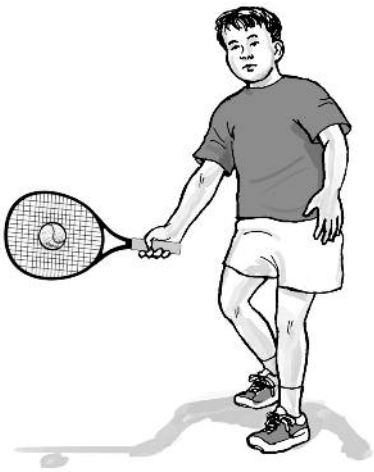
Skills

Roll with Hands. Using a playground ball or beach ball, have the children stand 4 to 5 feet apart and have them roll the ball back and forth to their partner or coach. Have them catch the rolling ball with two hands directly in front of their body.

Koosh Ball Pass. Use one Koosh ball or beanbag for each pair. Have the players begin by standing close together with their racquets, passing the Koosh ball back and forth from one racquet to the other. After several successful trials, have them move back so they have to use a gentle toss to get the Koosh ball from one racquet to the other. Add a challenge by tossing the Koosh ball low, high and even adding a creative catch, such as standing on one leg, between the legs, just above the ground, on one knee, etc. Let the kids be creative with their catch.

Tunnel Ball. Two players stand across from each other about 4 or 5 feet apart with one foam ball per pair. One player rolls the ball to her partner, who moves so the ball will roll through her legs without touching her feet. Every time the players are successful, they score a point.

Rolly Polly. The players stand across from each other on either side of the doubles alley. Players have a racquet and should position themselves sideways to the ball as they might be positioned for a forehand (see illustration)—with the edge of the racquet on the ground behind the ball and the strings touching the ball. Using the racquet, the player with the ball rolls it to his partner, who stops the ball with his foot and rolls it back. After five successful attempts, the two players roll the ball—and stop it—with the racquet before rolling the ball back.



The Forehand

Alligator River. The players line up across from each other on either side of the doubles alley, with their racquets and one ball for each pair. The coach or one of the players is the "alligator" and is going to walk down the "river" (i.e., the alley). As the coach walks down the alley, the players roll the ball to their partner, trying to hit the alligator.

Take Home Tennis

Koosh Ball Pass. Have parents, older siblings, friends, relatives, etc., pass a Koosh ball back and forth with the player. As the player gains success, have her move back and toss the Koosh ball and catch it on the strings. See if the player can move back two or three steps. Have her toss the ball low and high, and be creative in how the ball is caught on the strings.

Practice 2

Theme: Sending and receiving

Equipment: 17- to 21-inch racquets, foam or oversized low compression balls, large balls such as playground balls or beach balls, cones, poly spots or donuts

Gary's Youth Coaching Tip

Don't show kids "the right way" so they can be as good as you. Allow them to discover and experiment so they can be better than you!

Movement Activities

Simon Sez – Lines of the Court. Use this activity to learn the areas and lines of the court. The coach calls out a line or area of the court and a movement. For example: "Hop on one foot, skip, tip-toe, little mouse steps, monster steps, etc." After all players have gone to their line or part of the court, the coach goes to the correct area so everyone learns the correct line or area.

Red Light – Green Light. Players line up side by side, facing the coach who is a distance away. Players have a racquet with a ball, beanbag or Koosh ball balanced on the strings. The coach calls out either "green light" or "red light." On green light, the players can move toward the coach. When red light is called, they must stop. If the players are caught moving when red light is called, if the ball falls off the racquet or if they touch the ball, they must go back to the starting line. The first player to reach the coach wins.

Team Tag. Divide players into two groups. Use the area between the baseline and the service line. Call the name of one player who will attempt to tag as many players as he can in 30 seconds. If a player moves out of the defined playing area or if they get tagged, they are out. After 30 seconds, all players are back in and the coach calls out a new name.

Cannon Ball. The coach uses a large ball, either a playground ball or a beach ball, and tosses it high in the air and calls out a player's name. The player attempts to catch the ball after it bounces, counting how many times it bounces before it is caught. This continues until all the players have been called. This can also be done with partners, with one player tossing the ball up and the other partner catching it.

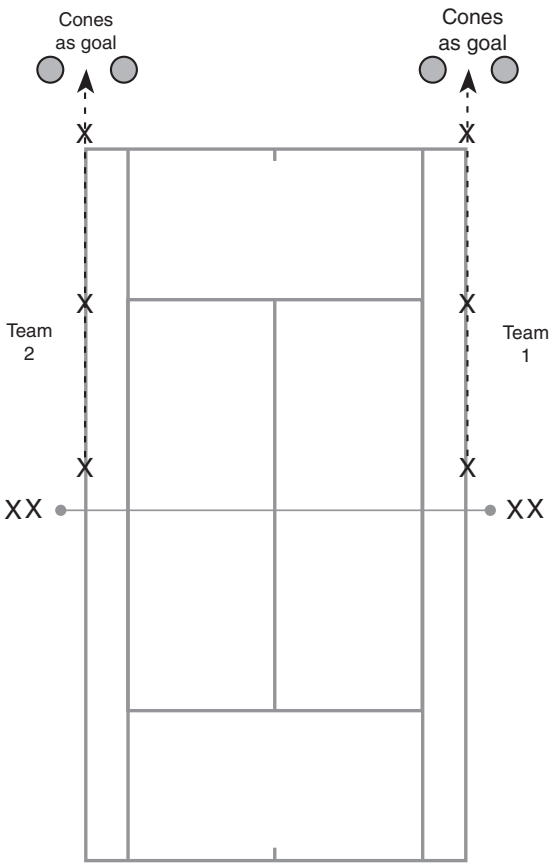
Skills

Catch Me If You Can (self toss and catch). Each player has a ball and tosses it in the air at least head high, lets it bounce on the court and catches it.

Underhand Throw and Catch (add clapping). Show children how to toss the ball underhand, standing with both feet facing the target and stepping forward with the opposite foot (left foot if they are right-handed) and swinging their arm at their side. Place a target for the ball about two-thirds of the distance to the partner so the player has an aiming point. Have the catcher clap when the ball bounces before catching. You can have them add multiple claps if they elect to catch the ball after two or three bounces.

One Bounce – Two Bounce. One player tosses the ball underhand over the net and calls out "One" or "Two." The other player must allow the ball to bounce that number of times before catching it and tossing it back, also calling out a number. Start with playground balls and progress to one player trapping the ball with the racquet, and then eventually hitting the ball on either one or two bounces.

Tennis Hockey. Players form two teams and stand across from each other on the doubles sidelines and place two cones as goals about 3 feet beyond the end of the line. Keeping the ball close to their racquets, the children tap the ball along the line (have them name the line) trying to keep the ball on the line. When they get to the end, they must try to score a goal for their team by hitting the ball between the two cones.



Tennis Hockey

Take Home Tennis

One Bounce – Two Bounce. The adult or older partner tosses a playground ball up in the air and calls out "One," "Two," "Three" or even "Zero." The player must allow the ball to bounce that number of times before catching it and tossing it back to the adult. Begin with a playground ball and progress to a foam ball with the child trapping the ball on the strings of his racquet.

Practice 3

Theme: Sending and receiving with direction

Equipment: 17- to 21-inch racquets, foam and oversized low compression balls, poly spots/donuts, playground balls

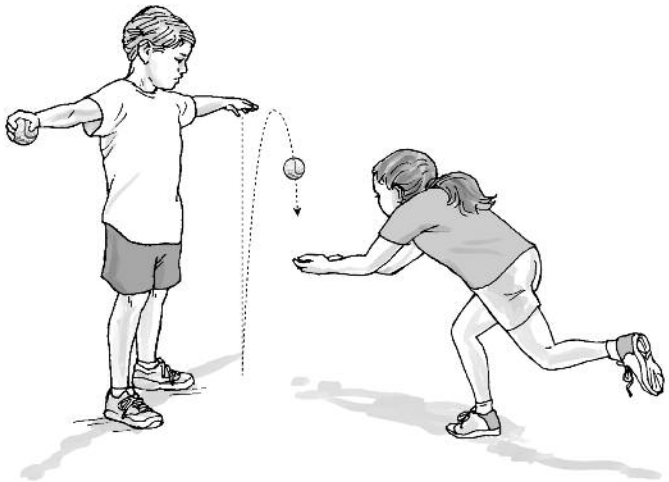
Gary's Youth Coaching Tip

It is not well executed forehands and backhands that get a child hooked on tennis. It is movement, fun and play that captures a child's heart—and it happens to occur on a tennis court.

Movement Activities

Funny Bones. To get kids moving, balancing and learning the lines of the court, have them move to the lines called out by the coach and balance on the line with the instructed number of body parts. The coach will give two commands: One will be for the line, and the second will be for the number of body parts to put on the line. For example, the coach could say "Skip to the baseline and balance on three body parts" (as in two feet and one hand), or "March to the center service line and balance on two body parts, but you can only use one foot."

Ball Drop. In pairs or with a coach, one player has a ball in both hands with arms extended at shoulder height. The player drops one ball and the partner runs and catches the ball after one bounce. Move slightly back after each successful drop and catch.



Ball Drop

Sharks in a Tank. Define the play area, such as the entire backcourt (between the service line and the baseline) or one service court, depending on the size of the group. The coach calls out the name of the child and that child becomes the "shark" and attempts to tag as many players as possible. When a player is tagged, he steps out of the boundaries, does two jumping jacks and then rejoins the game. It is a good idea to control the movement—calling out "fast walk," "skip" or "march"—to prevent anyone from getting hurt while running. The coach changes the identity of the shark frequently.

Dodge Ball. Players with racquets form a circle. One player is selected to be in the middle of the circle without her racquet. Players attempt to roll a foam ball across the circle and tap the player in the middle with the ball, who is dodging the rolling ball. Make this game move even quicker by using two or even three balls.

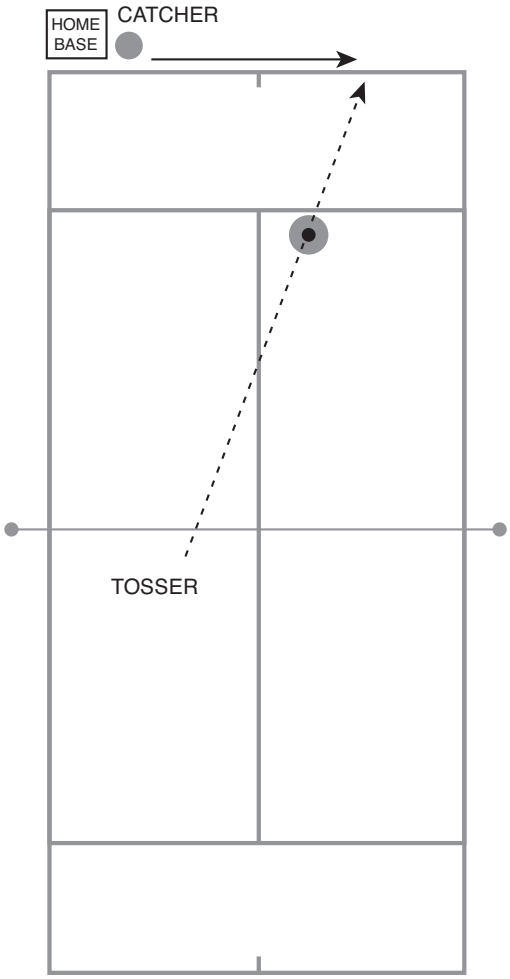
Skills

Lollipops – Roll or Toss to a Color. Two players, each with a racquet, stand 5 to 6 feet from each other with two spots of different colors in front of them. One of the players calls out a color of one of the spots and rolls the ball to that spot. The partner moves to stop and pick up the ball, calls out a color and rolls the ball back to that spot. Start this game with a rolling ball, progress to a tossed ball and finally incorporate rolling the ball with a racquet.

Throw Ball. Using a playground ball and a 36-foot court, children play tennis by throwing the ball over the net with two hands and catching it on the opposite side. You can permit multiple bounces but all other rules of tennis apply. By using two hands you can encourage rotation and getting sideways. Players learn to see empty spaces and can play over a net with relatively little skill while learning to move the opponent and learning the tactic of hitting to the open court.

Dirty Harry. Each player has a partner. One player is positioned off to one side of the court (tosser) while the other player (catcher) is starting on her "home base." Home base is just inside the singles side line of the 36-foot court. The tosser makes an underhand toss diagonally to a large target area (working on crosscourt). The "catcher" has to move out to catch the ball. Allow players three bounces, then two bounces, then one bounce before catching the ball. The "catcher" then does an underhand toss back to the tosser before returning to "home base." Address side shuffle on the recovery. The tosser can only toss the next ball once the catcher has returned to home base.

Each time the catcher successfully catches the ball and the tosser tosses the ball in the target area, they get one point. Use either scoring flip cards or cones to keep track of the score. The coach announces the number of points the players need to achieve. Players who are struggling may be challenged to score fewer points than more skilled



Dirty Harry

players. As they progress, the team can be challenged to get seven points. Stay within the seven-point goal, as this will help them learn the match play scoring system for QuickStart Tennis. When a team reaches their designated points, they yell "Dirty Harry" and they are the winners. All players rotate roles after a team has a "Dirty Harry."

Note: A large target area is essential to ensure success by all.

Variation: The tosser tosses the ball underhand to a large target area straight ahead (working down the line).

Variation 2: The tosser tosses from the other side of the court.

Take Home Tennis

Throw Ball. Have the child and an adult rally with a playground ball by throwing and catching over a line/net in the driveway or any other flat surface. You can allow multiple bounces and let the child move closer to the line/net for better success.

Practice 4

Theme: Sending and receiving with the racquet

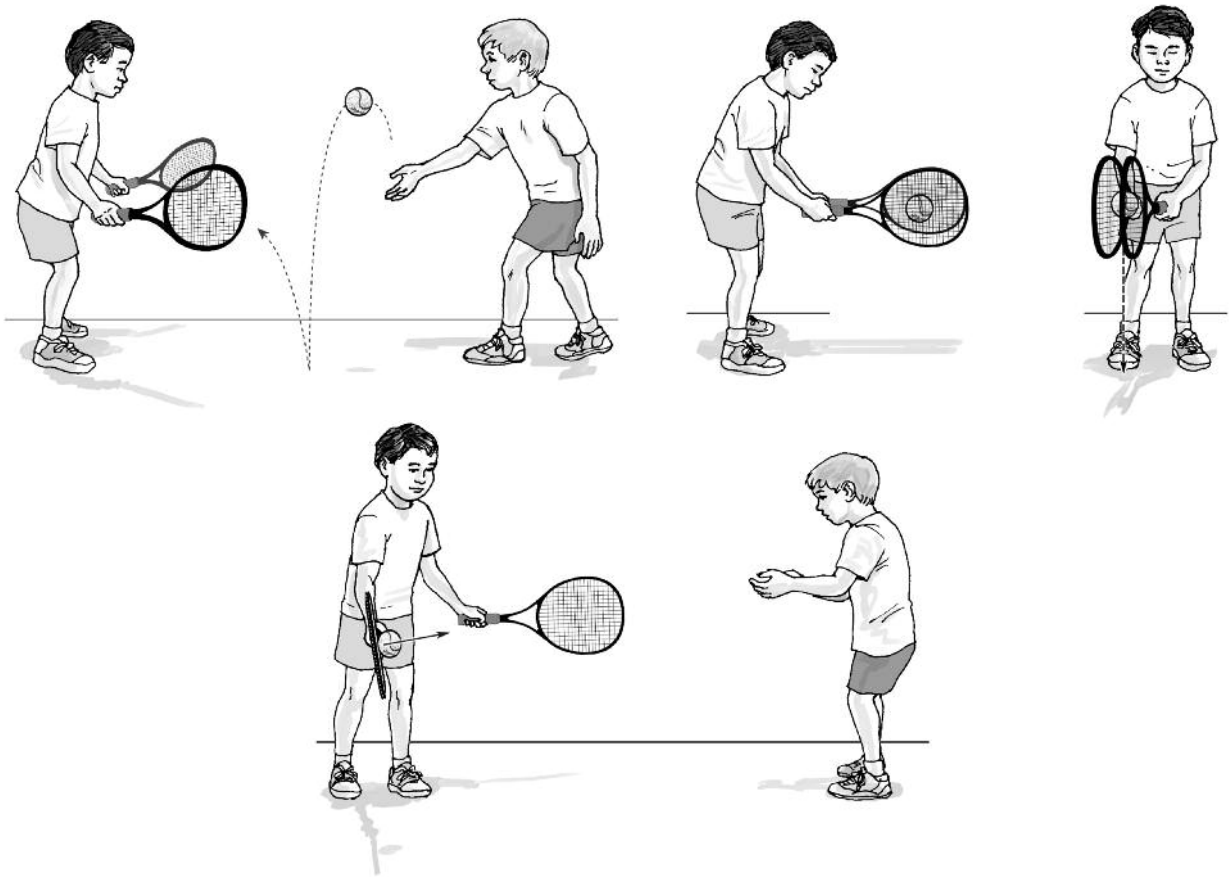
Equipment: 17- to 21-inch racquets, foam and oversized low compression balls, poly spots/donuts, playground balls, cones

Gary's Youth Coaching Tip

Who are you becoming because of tennis? It's not your win/loss record that is important. In the game of life, the bigger picture is more important than the details.

Movement Activities

Lobster Trap. This activity is done in pairs. The players stand 8 to 10 feet apart, with one player holding two racquets, one in each hand, and the partner with one ball. The player with the ball (the tosser) makes an easy underhand toss and the player with the racquets (the lobster) catches the ball after the bounce by trapping the ball between both racquets. After trapping the ball, the player drops the ball from the racquets and hits the ball back to the tosser. Encourage the "lobster" to trap the ball at the side of his body so it is easy to make the drop and hit from a sideways position. Change tossers and "lobsters" after five tosses.

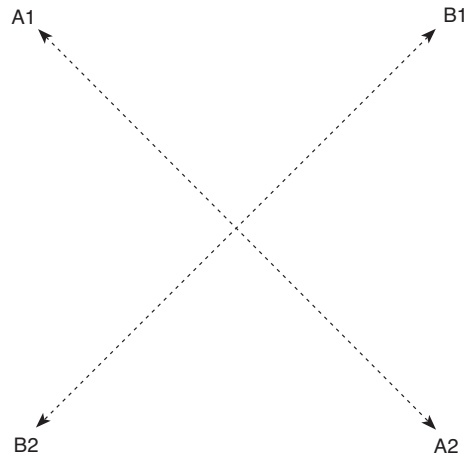


Lobster Trap

Team Lily Pad. Players work as a team to get from one side of the court to the other (the swamp). To cross the swamp, one player must step only on the "lily pads" (poly spots or donuts). Each team has two poly spots and one player places one "lily pad" in front, where the other player can hop to or step on. The partner picks up the vacated "lily pad" and moves it in front so the partner can move forward by stepping or hopping to the next "lily pad." This continues until one team makes it across the swamp. At this point, the players change roles and one person moves the lily pads while the other steps or hops to the open lily pad in front until she makes it back across the swamp.

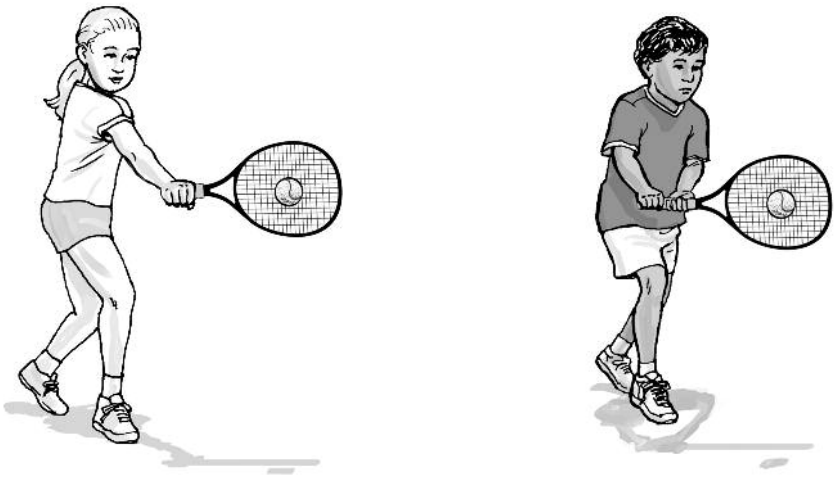
Through the Tunnel. Players line up right behind each other, with their legs wider than shoulder width apart. The last player in line, or the coach, rolls the ball between the legs of the other payers. After the player rolls the ball, she runs to the front of the line and tries to stop the ball before it passes her. Continue this format until the team reaches a designated area, such as one of the lines of the court.

Crash Test. This activity uses four players, each with a racquet and one foam ball per pair. Partners stand diagonally opposite each other with one ball, and the other pair is also diagonally opposite with one ball. When the coach calls out, "Go," the players roll the ball with their racquets to their partner opposite them, so two balls are going at the same time. If the two balls collide in the middle, the players yell out, "Crash."



Crash Test

Side Show. Players are in pairs, throwing a playground ball with both hands across their body to a partner on the other side of the net. The throw should resemble that action of the forehand and backhand (see illustration) ground stroke.



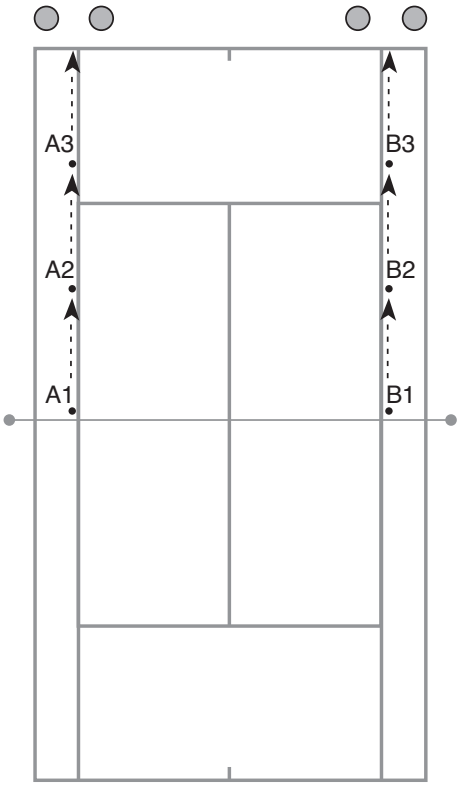
One-Handed Backhand, Two-Handed Backhand

Skills

Tennis Shoot Out. Players are divided into two teams. Spots are spread out along each singles sideline of the 78-foot court, and two cones forming a goal are placed behind the baseline. Make sure the goals are large enough to ensure success. Players from each team stand on a spot so they form a line along the singles sideline.

The ball starts with the player at the net, who rolls the ball with his racquet to the next player, who stops it and rolls the ball to the next player until it gets to the last player, who shoots the ball between the cones with her racquet. The first team to get the designated number of balls between the cones wins the game.

Home Base. Players are hitting or tossing a ball to each other over the net. A spot is placed in the center of the baseline as the "recovery spot." Every time a ball is tossed or hit, the player goes for the ball, traps it on his strings and hits or throws the ball to the other side of the net and recovers to his spot. The players are working cooperatively to score five points—a successful hit or toss, the trap, return and recovery.



Tennis Shoot Out

Take Home Tennis

Lobster Trap. The adult has one foam ball and the child has two racquets, one in each hand. The adult makes an easy underhand toss to the child, who traps the ball between both racquets after the bounce. After the trap, the child turns to the side, drops the ball from the racquets and hits a forehand to the adult. See page 34 for illustration.

Practice 5

Theme: Sending and receiving with racquet on the backhand

Equipment: 17- to 21-inch racquets, foam balls, oversized low compression balls, cones

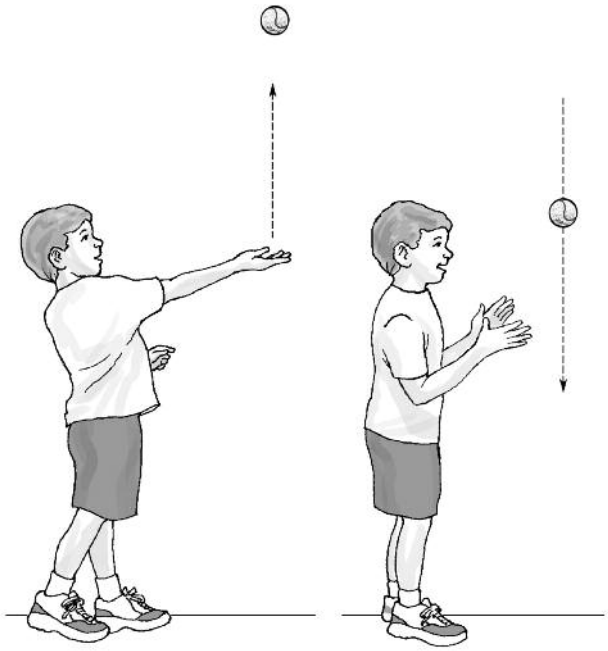
Gary's Youth Coaching Tip

You can't scream, yell, demean or humiliate a child into loving tennis. What are you going to do TODAY to help them fall in love with it?

Movement Activities

Train Crash (use backhand side of racquet). Two players stand on either side of the doubles alley, each with a ball. Players roll the balls back and forth with their racquet, using the backhand side without the two balls hitting. As they get more successful they can move back a step.

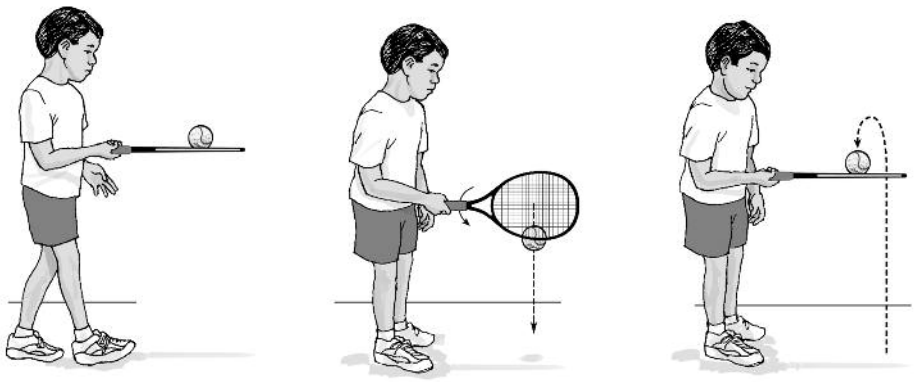
Applause. All players have a ball in their own space. Each will toss the ball up, clap and catch after the bounce. To increase the difficulty, have them clap twice before catching, then three times, then as many times as they can before the ball bounces twice.



Applause

Racquet Splat. Two players with one ball are facing each other. Place a racquet between the two players who are standing 8 to 10 feet apart. Each player will make an underhand toss attempting to hit the racquet face. Each time the ball hits the face of the racquet, the team scores one point. Make this a cooperative game so each team is trying to score as many points as possible in the allotted time. Keep the time frame short, such as 30 seconds, and switch partners frequently.

Bungee Jump. Each player has a ball that is balanced on the strings. The players move around the court balancing the ball. When the coach calls out, "Bungee Jump," the players let the ball drop off the racquet, let it bounce and then catch the ball back on the racquet. They may have to use their hands to trap the ball on the strings, but with practice they can just use the racquet face. Once the ball is on the strings, the player continues to move until the coach calls, "Bungee Jump," again.



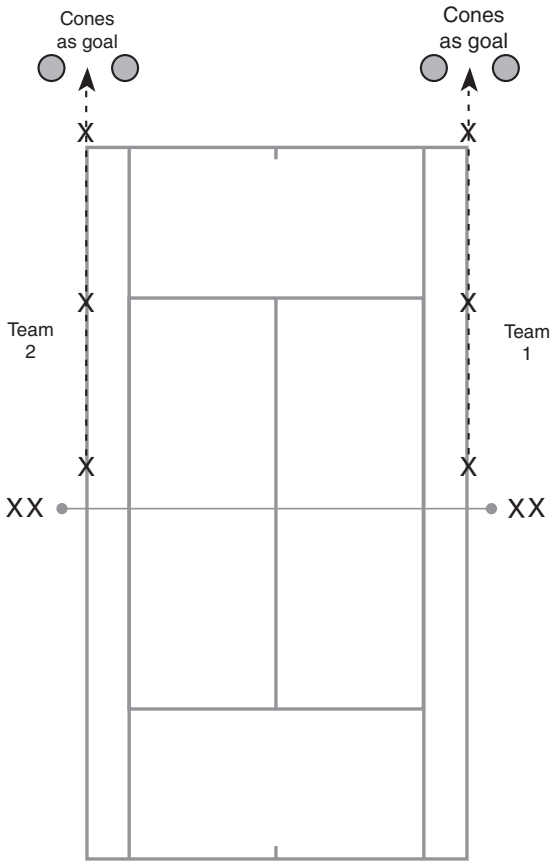
Bungee Jump

Clear the Court. Divide players into two teams and put them on either side of the net. Dump out as many foam balls as you have on both sides of the court. When the coach calls out, "Clear the Court," players pick up balls and throw them over the net to the other side of the court. Let them continue to catch or pick up balls and throw them over to the other side for a minute to see what side of the court has the fewest balls.

Skills

Tennis Hockey – Use Backhand Side of the Racquet. Place children in groups along a line starting by the net. Place two cones as a goal about 4 feet beyond the baseline. Keeping the ball close to the racquet on the backhand side, the children tap the ball along the line while trying to keep the ball on the line. When they get to the baseline, they try to score a goal by hitting the ball between the two cones.

Alligator River – Use Backhand Side of the Racquet. The players line up on either side of the doubles alley, each with a racquet and with one ball for each pair. The coach or one of the players is the "alligator" and is going to walk down the "river" – the alley. As the coach walks down the alley, the players roll the ball to their partner trying to hit the alligator's feet.



Tennis Hockey — Backhand

Take Home Tennis

Applause. Use a foam or playground ball. The adult tosses the ball up and the child claps and catches the ball after the bounce. Do the same with two claps and three claps before the catch. See if the coach and player can clap between the toss and catch without a bounce. Can you do two claps before the bounce? Three claps?

Practice 6

Theme: Rally Skills

Equipment: 17- to 21-inch racquets, foam and oversized low compression balls, throw down lines, poly spots or donuts

Gary's Youth Coaching Tip

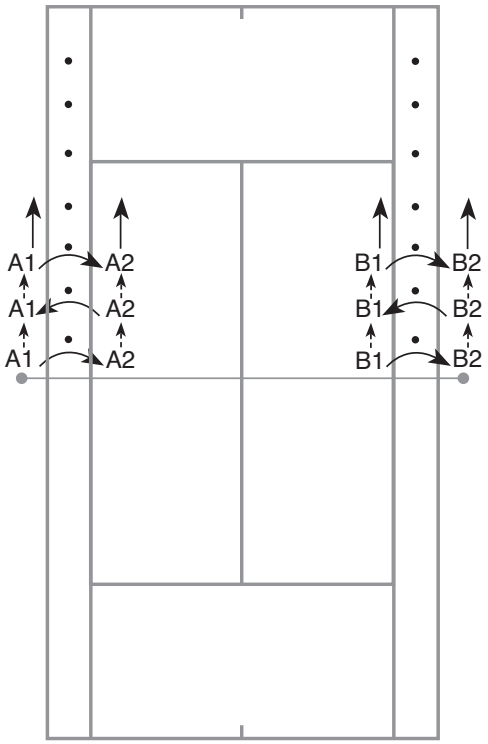
"I don't get excited about talent. I get excited about unconditional effort and I'm looking for it every time I'm with you." —Dr. Jim Loehr

Movement Activities

Statues. Children jog around the court until the coach calls out, "Freeze." Children have to stop very quickly and hold their balance.

Call My Name. Children are in pairs, one partner with a ball and the other with her back to her partner. The partner with the ball tosses it up and calls out the partner's name. The partner has to turn around and catch the ball after one bounce.

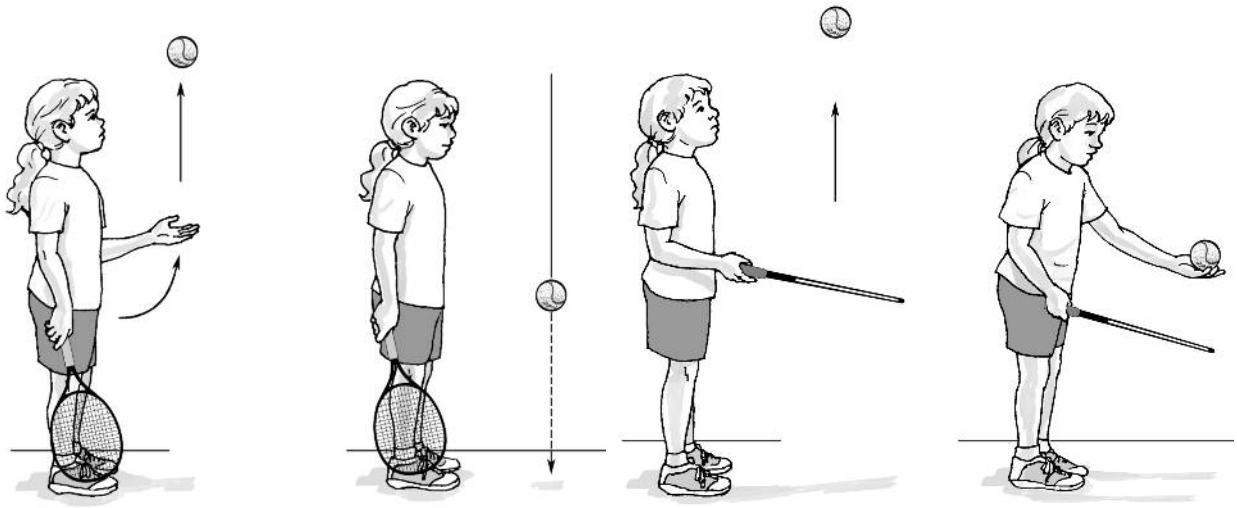
Slamma Jamma. Place throw down lines or poly spots/donuts every 5-6 feet inside the doubles alley. Players stand on either side of the doubles alley facing each other. Players side shuffle up and down the court tossing a ball underhand to a partner. The ball must bounce between the players before the partner can catch it. The goal is to move from the net to the baseline without dropping the catch. Every time a player drops the ball, the team quickly goes back to the nearest throw down line or spot before continuing on.



Slamma Jamma

Skills

Jacks. The player tosses the ball up and lets it bounce, bumps it up with the racquet one time and catches it—"onesies." The player then attempts to tap it up twice—"twosies"—and so on until they reach "fivesies"—or five in a row.



Jacks

Partner Jacks. Same as above except the ball is caught by a partner on each tap-up.

Rally Me. Within the service box, the player tosses the ball, lets it bounce off the court and bumps it up with the racquet, lets it bounce and taps it up again. This can be done while moving around the service box.

Survivor. Players line up on one side of the net (the island), and drop and hit a ball over the net—or, if need be, hit from a toss made by the coach. If the ball goes over the net, the player stays on the island and goes to the end of the line.

If the player misses, he is off the island and goes across the net, where he will try to catch a ball. If he catches the ball in the air, everyone on that side (the off-the-island side) gets to return to the island. If the ball is caught after one or two bounces, only that player goes back to the island. The last player left who successfully hits the ball over the net, into the court and that is not caught is the survivor.

Take Home Tennis

Rally: Player and Adult. Player rallies with an adult on any flat surface with a foam or oversized low compression ball. Alternate hitting up after one bounce and trying to keep the ball from going outside a defined area, such as an area in the driveway, sidewalk or playground.

Practice 7

Theme: Rally Skills with a partner

Equipment: 17- to 21-inch racquets, foam or oversized low compression balls, beanbags or Koosh balls

Gary's Youth Coaching Tip

Effort trumps everything, including talent.

Movement Activities

Follow the Leader. Have children follow the coach around the court and imitate the movement of the leader, such as run, hop, swinging arms, monster walk, march, shuffle sideways, skip, etc. The coach can substitute a player to serve as the leader.

Partner Toss and Catch. Place two players in a service court with one ball. The player with the ball will toss it up at least head-level height so it lands anywhere in the service box. The other player must move and catch it after one or two bounces, then toss it so the first player must run and catch it. See how many successful toss and catches each team can make. Change partners frequently.

Inch Worm. Players line up shoulder to shoulder in a straight line, with their racquets held out in front with the strings facing up. The last player in the line has a beanbag or Koosh ball. That player passes it from his racquet to the next player in line and then runs behind the line of players to the front of the line. As each player passes and moves to the front of the line, the line will move forward to the opposite end of the court.

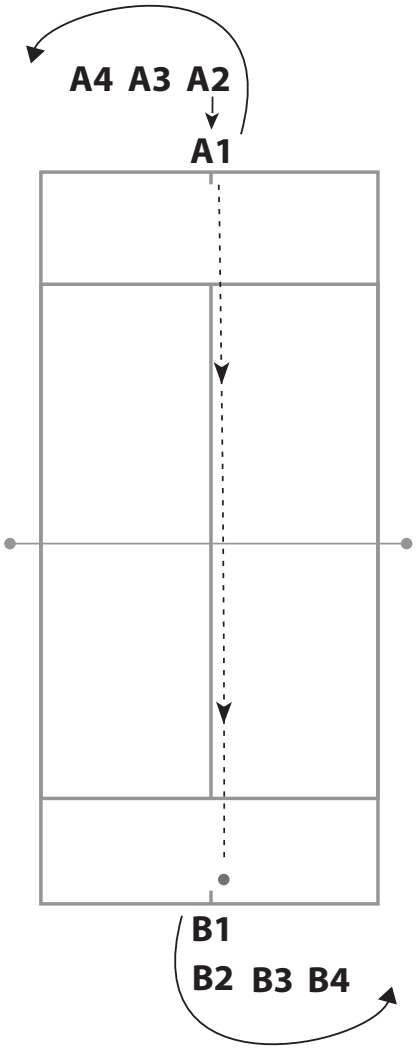
Skills

Partner Rally Jacks. Partners alternate hits going from one hit each, "onesies," up to five hits each, "fivesies."

Splat. Two players each with a racquet and a ball pyramid made of four balls (three for the base and one on top). One player drops and taps the ball up at about head-level height, trying to hit the ball pyramid to make it "splat." When the balls are hit, the player scores a point.

Mini Rally. Partners work together and rally over a line or low obstacle that serves as the net. They stand close to the obstacle and gently rally balls over the line or obstacle using the forehand. To start the rally, have players start close and sideways to each other, match up racquet faces and take two steps back.

Tag Team Singles. There are a few variations to this cooperative game where players in two lines on opposite sides of the net hit and move to the end of the line while keeping the ball in play. The rally begins with the first hit being a drop hit by the first player in line or by an underhand toss from the coach. This game is perfect for coaches and helpers to play as part of the team. They should get in line and participate just like the kids, hopefully adding consistent and accurate hits when they play.



Tag Team Singles

Take Home Tennis

Mini Rally. Player mini rallies with an adult over a line or low obstacle such as a racquet bag or any low barrier made by items from the house or garage. Use a foam or oversized low compression ball.

Practice 8

Theme: Play Day – Tennis Olympics

Equipment: 17- to 21-inch racquets; selected from practices above

Gary's Youth Coaching Tip

Praise effort, not ability and performance. Don't praise the first-serve percentage; praise the work it took to get that.

Movement Activities

This is a fun day and the activities can be just for fun or competitive, especially if the kids are placed on teams. Stations are set up around the court and players start at an assigned station and perform the activity. When the time is up, they move to the next station. All of the activities have been done somewhere in the first seven practice sessions.

Here are some samples of simple activities for the stations around the court:

- Self rally
- Rally with a partner
- Splat
- Inch Worm
- Throw ball
- Tag Team Singles
- Any other activity that the players enjoy

Take Home Tennis

Mini Rally Over a Line. Player mini rallies with an adult over a line or low obstacle such as a racquet bag or any low barrier made by items from the house or garage. Use a foam or oversized low compression ball.

Chapter 6: Practice Sessions (Ages 7-8)

This chapter contains eight progressive practice sessions for children ages 7-8 playing on a 36-foot court, and with 21- to 23-inch racquets and foam or oversized low compression balls. The goal of these practices is to help children learn the basics of a rally by being able to hit a ball back and forth over the net with a partner.

This chapter will build on and reinforce children learning to use their racquets and judging the flight and direction of the ball by using fun activities and games. While the emphasis will be on rally skills using both forehand and backhand ground strokes, other skills needed to play a complete game of tennis are introduced, including the serve and return, along with the volley.

The goal is to move a young player along from a simple rally to actual game play on a 36-foot court. Points will begin with a serve and players will learn simple tactics, recovery after the hit and shot selection. The rules of tennis also are introduced, and young players will learn to keep and announce score and to call their own lines.

Each session for this age group will include an opportunity for kids to rally and play. The chapter will begin with roll ball, where kids roll balls back and forth using the 36-foot court, followed by throw ball, where they throw and catch one ball over a net into the 36-foot court. This will lead into rally and play opportunities. Don't be concerned if kids struggle some keeping the ball in play. As a coach, you need to get them moving, tracking and hitting. The kids might not be very successful initially, but they will probably think this is the most fun, and they will get better in every practice.

Included in each practice session is a list of equipment that is used for that session, as well as a coaching tip from youth coaching expert Gary Avischious. Practices for this age group should be no longer than 60 minutes.

The practice sessions for 7- to 8-year-olds will contain the following:

1. Theme of the day
2. Movement activities
3. Skill development
4. Game
5. A take-home tennis activity

Practices at a Glance: Ages 7-8

This one-page guide outlines the eight practice sessions that follow. It serves as a handy reference for what is covered in more detail during each practice.

Practice 1	**Racquet Control**
Movement Activities	Different Moves, Ball Chase
Skills	Kirk-O-Rama, Lobster Trap, Half-Pound Lobster Trap
Game	Roll Ball Tennis
Take Home Tennis	Roll Ball Tennis
Practice 2	**Instant Rally Progression – Forehand**
Movement Activities	Dynamic Warm-up, Ball Drop
Skill	Instant Rally Progression—Forehand
Game	Splat, Throw Ball Tennis
Take Home Tennis	Driveway/Playground Forehand Tennis or Forehand Wall Tennis
Practice 3	**Instant Rally Progression – Backhand**
Movement Activities	Two Ball Roll, Two Ball Toss, Jog Ball
Skill	Instant Rally Progression—Backhand
Game	Lobster Rally
Take Home Tennis	Driveway/Playground Backhand Tennis or Backhand Wall Tennis
Practice 4	**Forehand and Backhand Rallying**
Movement Activities	Partner Ball Tossing and Catching, Call My Name, Rally Me, Jacks
Skills	Reinforce Forehands and Backhands
Game	Four Square, Tag Team Singles
Take Home Tennis	Driveway/Playground Continuous Rally or Wall Tennis
Practice 5	**Serve and Return**
Movement Activities	High Fiver, Mirror
Skill	Introduction to Underhand Serve
Game	Champions
Take Home Tennis	Driveway/Playground or Wall Tennis
Practice 6	**Rally Skills**
Movement Activities	Slamma Jamma
Skills	3-2-1 Juggle Rally, Continuous Rally
Game	Tag Team Singles, Up and Down the River
Take Home Tennis	Driveway/Playground or Wall Tennis
Practice 7	**Volley**
Movement Activities	Jog Ball, Koosh Ball Step-Back
Skill	Volley Introduction
Game	Champion of the Court, Star Catcher
Take Home Tennis	Driveway/Playground or Wall Tennis
Practice 8	**Play Day**
Game	Star Team
Take Home Tennis	Driveway/Playground or Wall Tennis

Practice 1

Theme: Racquet Control

Equipment: 21- to 23-inch racquets, foam or oversized low compression balls

Gary's Youth Coaching Tip

Seventy percent of kids drop out of youth sports by the age of 13. What are you going to do today to make sure the kids in your program are not part of the 70 percent?

Movement Activities

Different Moves. Players are in pairs with one person designated as the leader. The leader will do a movement activity on the court, such as jogging, hopping, skipping, jumping, etc., and moving in different directions—forward, backward, sideways. The partner has to copy the movement and follow the leader as closely as possible. Players should take turns as the leader.

Ball Chase. Both players stand beside each other, one with the ball, and the other player with his back to his partner. The player with the ball rolls it away from the partner and calls out, "Go." The other player turns around, chases after the ball and stops it before it finishes rolling. *A variation is to face forward and have the back player roll the ball between the legs of the player in front, who runs after the ball and stops it before it stops rolling.*

Skills

Kirk-O-Rama. To liven up simple racquet-handling activities like bouncing balls up and down, add some music and change activities every 20 to 30 seconds. Use a variety of activities and have players change every time they hear a whistle. With racquets, have players try any or all of these activities for variety in your practices:

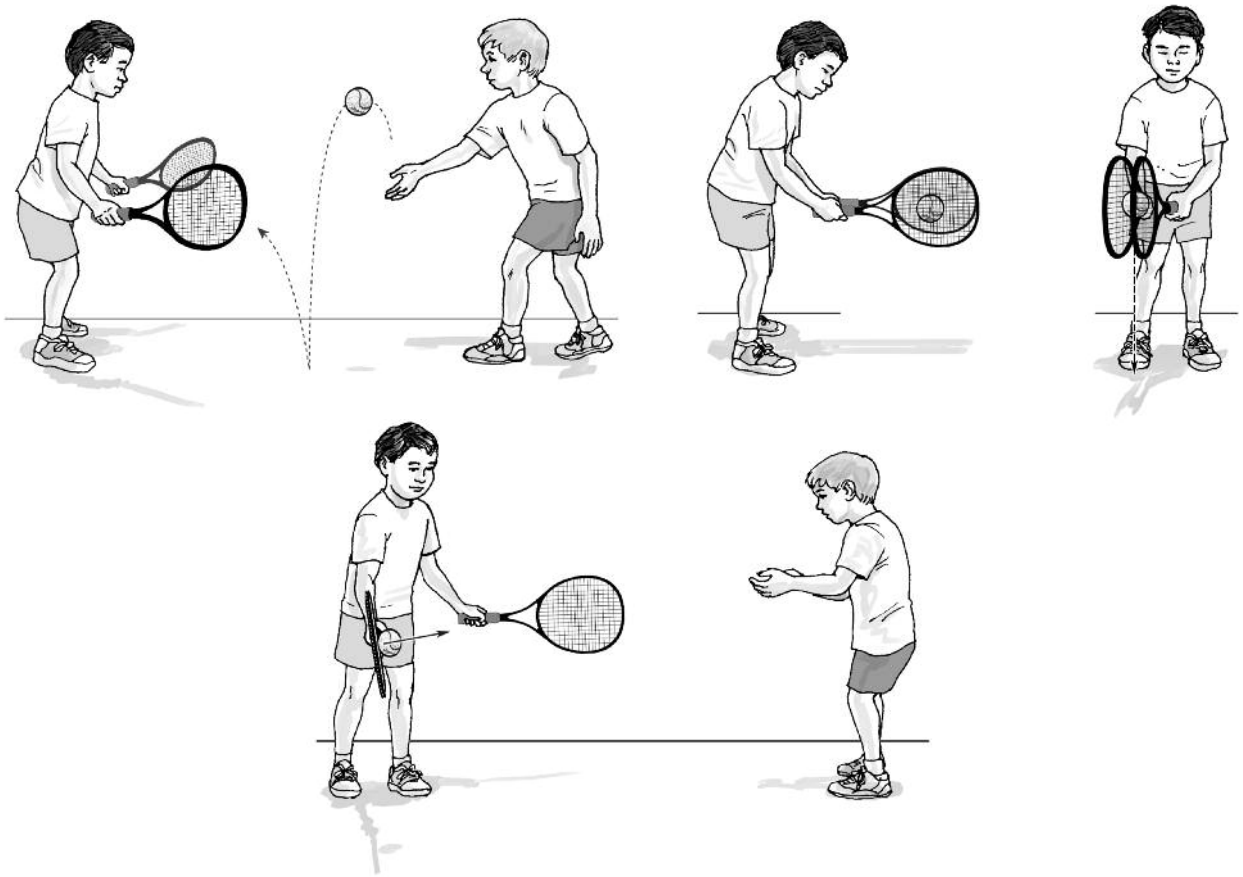
1. Bounce ball down
2. Bounce ball up, letting it bounce on the court after each hit
3. Bounce ball down on the edge of the racquet
4. Bounce ball up, keeping the ball in the air
5. Bounce ball up, alternating sides of the racquet
6. Bounce ball up, alternating sides but add a hit up on the edge between hitting on both sides
7. Bounce ball high
8. Bounce ball low
9. Bounce ball while on one knee
10. Bounce ball while sitting on the court
11. Bounce ball while lying on the court
12. Bounce ball in a circle around the body
13. Bounce ball in a Figure 8 around the legs
14. Bounce ball down while hopping on one foot
15. Bounce ball up while hopping on the other foot
16. Bounce ball up, with the racquet between the legs
17. Bounce ball up, with the racquet around the back

18. Toss the ball up and catch it on the racquet without it bouncing on the strings
19. Balance the ball on the strings and turn the racquet 180 degrees without the ball falling off the strings
20. Spin quickly in a circle while balancing the ball on the strings

Lobster Trap. Players work with a partner, one player holding two racquets and one player with a foam ball. The feeder (player with the ball) makes an underhand toss and bounces the ball to the other player, who traps the ball between two racquets (lobster claws). The player then turns sideways, drops the ball from the racquets and gently hits the ball back to the feeder, who catches it after one bounce.

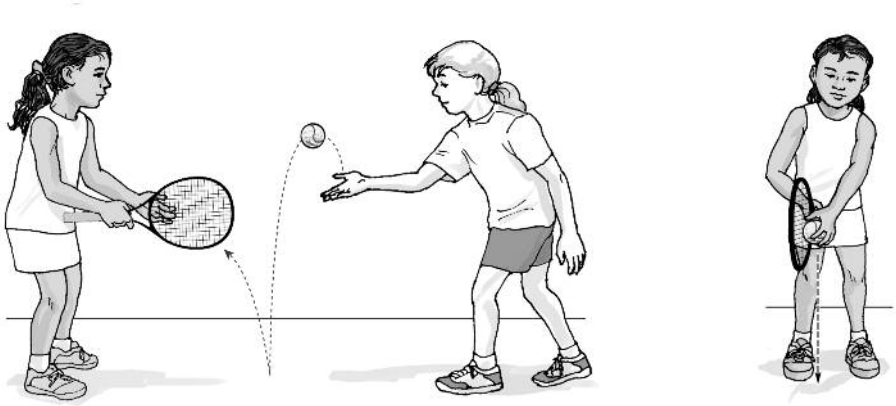
Increase the challenge by having both players with two racquets and have both do the sequence: turn sideways, drop, hit, bounce and trap. Include a large target area so players have a visual of where to aim their drop-hit or underhand toss.

Half-Pound Lobster Trap. One player has a racquet and the other player has a



Lobster Trap

ball. The player with the ball will underhand toss to the player with the racquet. The player with the racquet holds the racquet with the butt cap against the belt buckle in line with the contact point and the ball should be caught (trapped) against the strings with the hand after one bounce.



Half-Pound Lobster Trap

Game

Roll Ball Tennis. With two players on either side of the 36-foot court, each player will roll the ball under the caution tape (no net is used for this game). The other player moves into position, where she stops the rolling ball with her racquet and rolls it back. See how many rolls and stops the players can get in a row. As a variation, have the players stop the ball with their feet before rolling it back.

Take Home Tennis

Roll Ball Tennis. Players will find a flat area such as a driveway, playground or even hallway and play roll ball tennis, rolling and stopping a ball back and forth with a partner. See how many consecutive rolls and stops the player and partner can get.

Practice 2

Theme: Instant Rally Progression – Forehand

Equipment: 21- to 23-inch racquets, foam balls, oversized low compression balls, poly spots or donuts, playground balls

Gary's Youth Coaching Tip

Fill in the blanks.

What does your tennis program have in common with smiling, joy and laughter?

_____

_____

_____

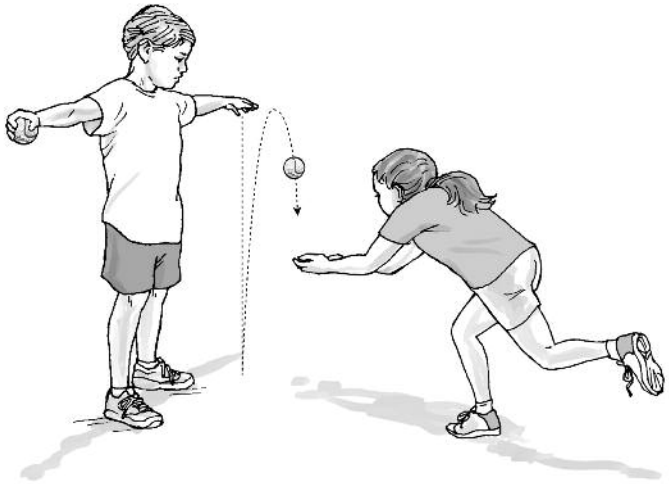
Hopefully you need more space!

Movement Activities

Dynamic Warm-up. The following activities are a perfect way to warm up and also give players an opportunity to toss, catch and learn about the flight of the ball. Use some or all of these with the coach leading the activities:

1. Jog in place while juggling ball from right hand to left hand and back
2. Slow jog and fast juggle
3. Fast feet and slow juggle
4. Regular jog and regular juggle
5. Skip and regular juggle
6. High knees and regular juggle
7. Heel kicks and regular juggle
8. Pass ball around left leg three times
9. Pass ball around right leg three times
10. Pass ball around waist three times, stop and reverse direction
11. Pass ball around knees three times, stop and reverse direction
12. Pass ball around neck three times, stop and reverse direction
13. Toss ball straight into air with a leap and catch
14. Dribble ball from right hand to left hand
15. Dribble ball through the group
16. Toss one ball with a partner while shuffling through the group
17. Bounce pass one ball with partner while shuffling through group

Ball Drop. Players are in pairs facing each other. One player has one ball in each hand and his arms extended at shoulder level. The player drops one ball and the other player has to run and catch the dropped ball after one bounce. Switch partners after three drops. To increase the difficulty, have players move one step farther away after every successful drop, bounce and catch.

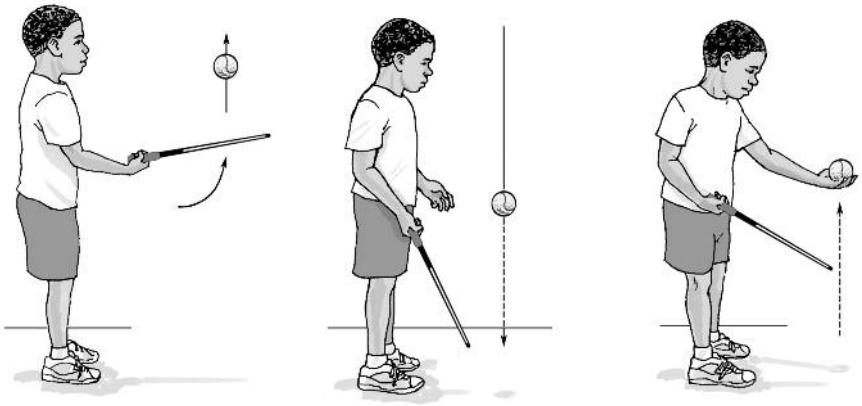


Ball Drop

Skill

Instant Rally Progression – Forehand. Each child will have a racquet and ball. Follow this sequence in order and young players will develop rally skills in just a few minutes. To keep kids engaged, move through these activities quickly. For example, the coach might say, "Let's see how many you can do in 30 seconds."

1. **Tap up, bounce and catch.** Players will tap the ball up about head-level height, let the ball bounce and catch it.



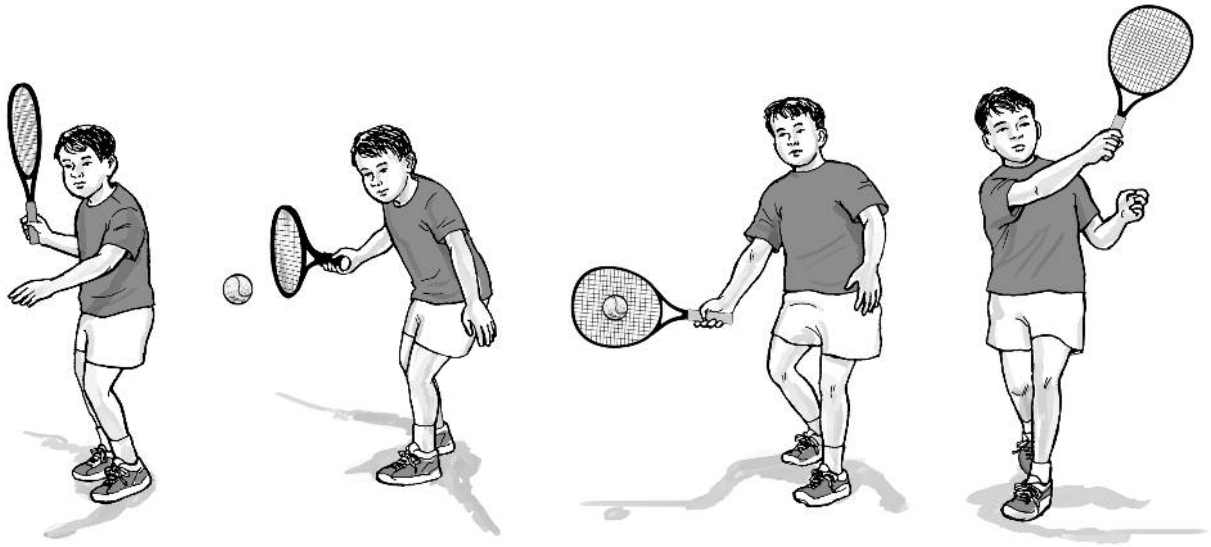
Tap Up

2. **Self rally.** This time, rather than catching the ball after the first bounce, continue to tap the ball up after one bounce to about head-level height.

3. **Rally with a partner to a target.** Find a partner and alternate tapping the ball up to about head level. After the bounce, the partner taps up and lets the ball bounce. See how many consecutive tap ups each pair can get in a row. To help them focus on hitting up rather than out, place a poly spot, donut or draw a chalk circle as a target between the two players. Players should try to hit every ball up to head level.

4. **Rally over line with partner.** Draw a line or find a line and place each player on either side. Have them match up racquet faces forehand to forehand and move back two to three steps. Have them rally so the ball bounces over the line. The ball should be hit about head high. See how many they can get in a row, hitting all balls on the forehand side.

5. **Rally over a net.** This is similar to the above, but the players will rally over a net or barrier. Start at the net and have players match up racquet faces forehand to forehand and move 3-4 feet away from the net and play all shots on the forehand side. To assist them with control and direction, add a target about three feet from the net (poly spot, donut or chalk circle).



The Forehand

6. **Game—Step-back forehands.** Players are on either side of the net and match up racquet faces forehand to forehand, then take two steps back. The player with the ball drops and hits it to the partner, and they rally for two shots on the forehand side. After two successful consecutive hits, both players take one step back and try again for another two-ball rally. After each successful two-ball rally, they move back. If they miss, they must both move forward one step. Try this again with a three-ball rally before the players can step back and eventually get to a four-ball rally.

Games

Splat. To add some excitement to the instant rally progression, go back to Activity No. 3—Rally with Partner to a Target—but this time the target is made up of four tennis balls constructed in a pyramid. (This is done by placing three balls on the ground in a triangle, with one ball on top.) All balls must be hit up to head level, and the team scores a point every time they hit a shot that knocks the pyramid down.

Throw Ball Tennis. Players are on either side of the net on a 36-foot court. Players throw a foam ball underhanded over the net. The opposite player must catch it and throw it back after the ball bounces one time on the court. To make this game easier, players can use a larger ball (such as a playground ball) and they are allowed multiple bounces before catching. Also, they can move closer to the net, marked by a poly spot or donut, before throwing the ball back over the net.

Play can be a continuous rally, or let the players play points to see if they can toss the ball in the court and away from the opponent. (This simulates real match conditions and strategy.)

Take Home Tennis

Driveway/Playground Forehand Tennis or Forehand Wall Tennis. Player hits forehand rallies with a partner in the driveway or playground over a line/net, or hits against a wall using a foam ball.

Practice 3

Theme: Instant Rally Progression – Backhand

Equipment: 21- to 23-inch racquets, foam and oversized low compression balls, poly spots or donuts, chalk

Gary's Youth Coaching Tip

Teach your players to think. The more you voice-activate them in practice, the more reliant they become on you—and the less they learn and the less they perform.

Movement Activities

Two Ball Roll. Players line up facing a partner on either side of the doubles alley. All players have a ball that they roll at the same time to one another so each player catches the opposing rolling ball. They continue to roll and catch at the same time. Create some movement by letting the players roll the ball a step or two away from their partner.

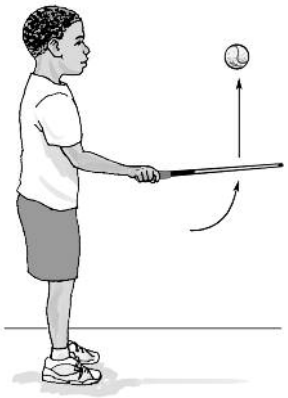
Two Ball Toss. This is an extension of Two Ball Roll described above, but this time, rather than rolling, the players will make an underhand toss and they will catch the balls after one bounce.

Jog Ball. While players are jogging in a large circle, they toss the ball up and catch it after the bounce with two hands, then with the right hand, then the left hand. Keep players moving and have them change direction when the coach calls out to change directions.

Skill

Instant Rally Progression – Backhand. This is the exact same progression as the Instant Rally Progression on the forehand side, but players are using only the backhand side of the racquet. Players can use two hands on the backhand side, or some might elect to use only one hand. Have them follow this sequence:

1. Tap up on the backhand side of the racquet, bounce and catch. Players will tap the ball up to about head-level height, let the ball bounce and then catch it.
2. Self rally. This time, rather than catching the ball after the first bounce, continue to tap the ball up on the backhand side of the racquet after one bounce to about head level.
3. Rally with a partner to a target. Find a partner and alternate tapping up to about head level on the backhand side of the racquet. After the bounce, the partner taps the ball up and lets it bounce. See how many consecutive tap ups each pair can get in a row. To help them focus on hitting up rather than out, place a poly spot, donut or draw a chalk circle as a target between the two players. Players should try to hit every ball head level high.



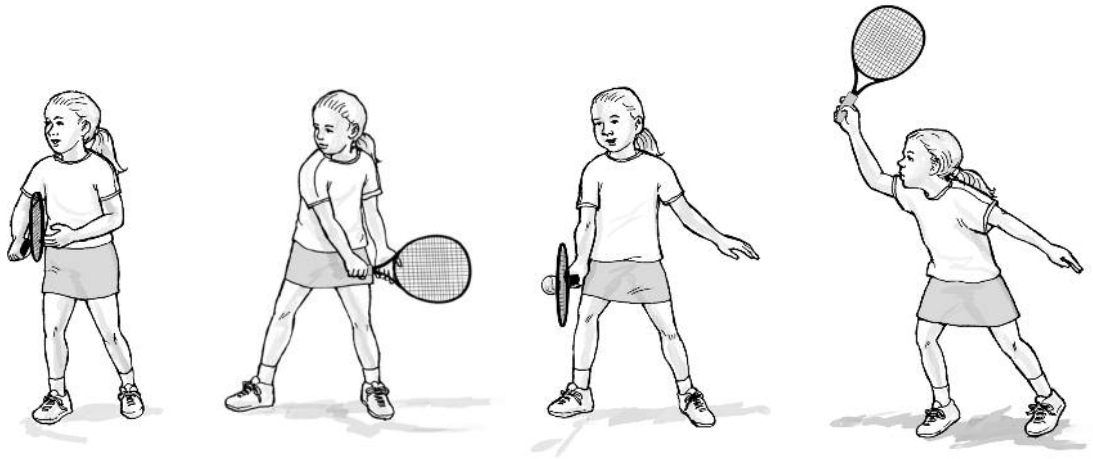
Tap Up

4. Rally over a line with a partner. Draw a line or find a line on the court and place each player on either side. Have them match up racquets on the backhand side and move back two or three steps. Have them rally so the ball bounces over the line. The ball should be hit about head high. See how many they can get in a row hitting all balls on the backhand side.

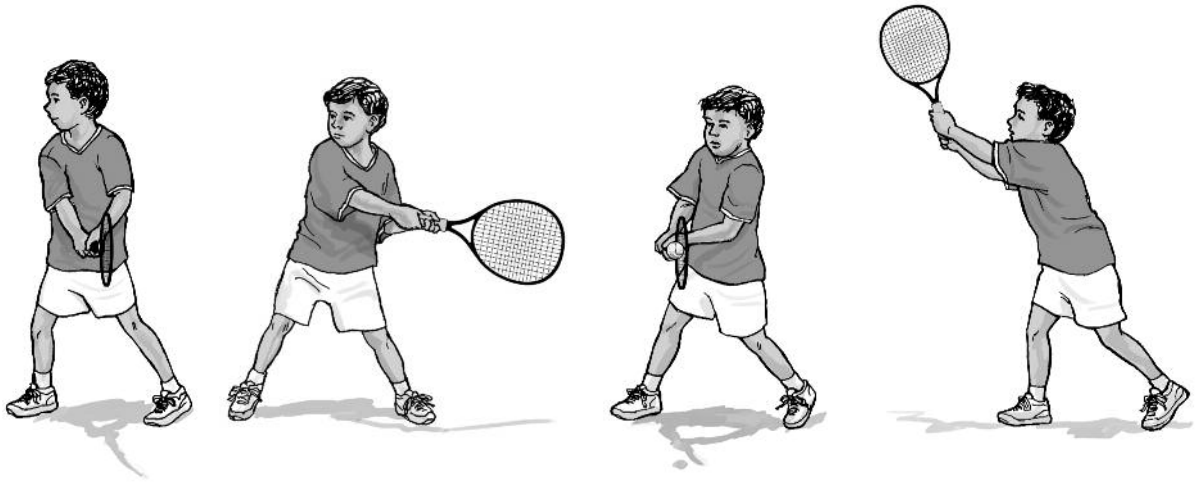
5. Rally over a net. This is similar to above but the players will rally over a net or barrier. Have them match up racquet faces backhand to backhand and move 3-4 feet away from the net and play all shots on the backhand side. To assist them with control and direction, add a target about 3 feet from the net (poly spot, donut or chalk circle).

6. Game—Step-back backhands. Players are on either side of the net and match up racquets backhand to backhand and take two steps back. The player with the ball drops and hits it to the partner and they rally for two shots on the backhand side. After two successful consecutive hits, both players take one step back and try again for another two-ball rally. After each successful two-ball rally, they move one step back. If they miss, they both must move forward one step.

Note: Players hitting two-handed backhands might have trouble dropping and hitting on the backhand side. You can allow them to put the first shot in play with a forehand, and the return would be the first backhand shot on their way to four consecutive hits.



One-Handed Backhand



Two-Handed Backhand

Game

Lobster Rally. Players are on both sides of the net with two racquets each and one ball. The first person drops the ball and hits it over the net. The second player moves and traps the ball between his racquets, turns sideways to the net, drops the ball and hits it over with the back racquet. Play can go for a continuous rally or the players can try to hit to the court on either side of the partner on the opposite side of the net. (See Practice 1 for illustration of Lobster Trap.)

Take Home Tennis

Driveway/Playground Backhand Tennis or Backhand Wall Tennis. Player rallies with backhand ground strokes in the driveway or on the playground with a partner. One player can rally against a wall with a foam ball.

Practice 4

Theme: Forehand and Backhand Rallying

Equipment: 21- to 23-inch racquets, foam or oversized low compression balls, throw down or chalk lines

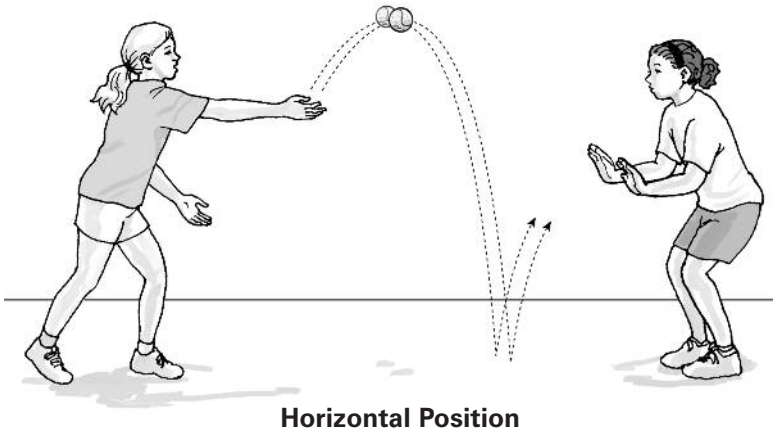
Gary's Youth Coaching Tip

Mistakes are part of learning. They tell you what you need to spend more time teaching. And after you invest time and energy in skillfully teaching, children will still make mistakes.

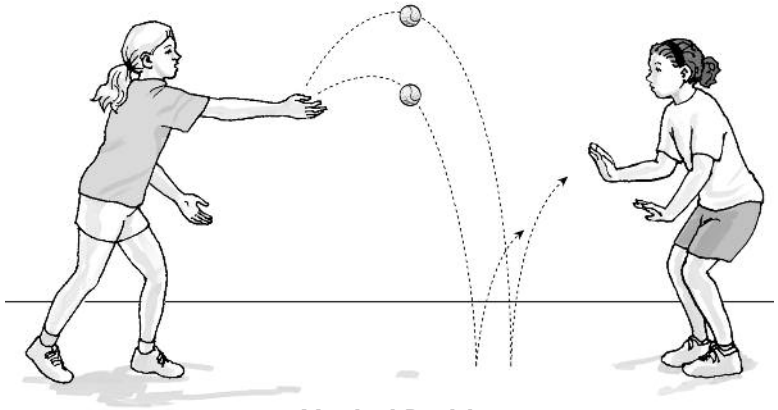
Movement Activities

Partner Ball Tossing and Catching:

- Roll the ball to a partner standing 6-8 feet away. Start with one ball and then do two balls at the same time.
- One player underhand tosses; one player catches the ball after one bounce.
- One player with two balls in her hand tosses two balls positioned side by side (horizontal position). Her partner catches balls on one bounce or two bounces.
- One player with two balls in her hand tosses two balls stacked on top of each other (vertical position). Her partner catches the balls after one or two bounces.



Horizontal Position

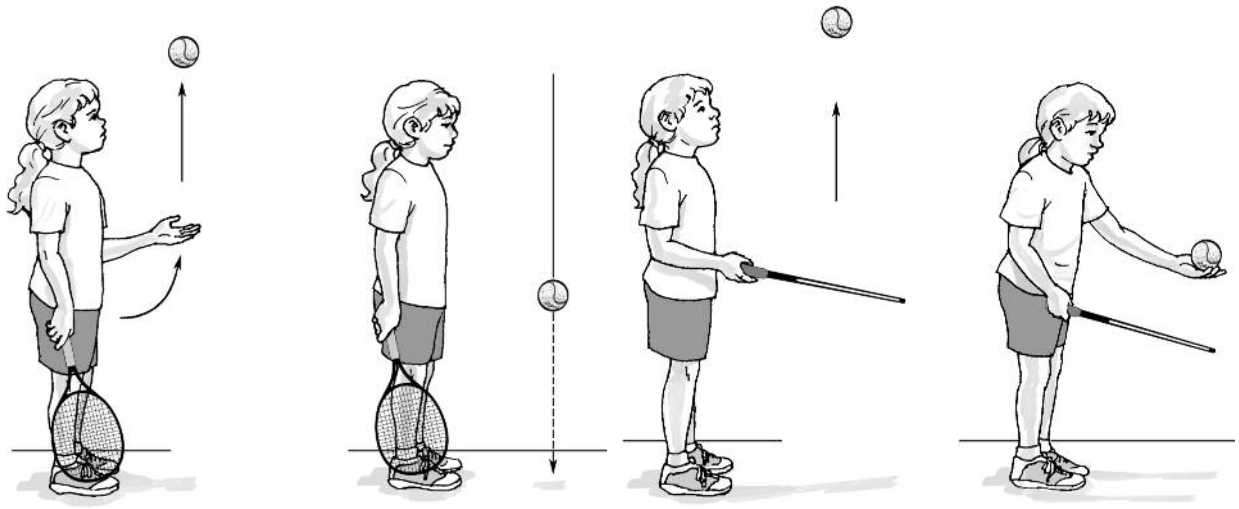


Vertical Position

Call My Name. Children are in pairs, one with a ball and the other with his back to the partner. The player with the ball tosses it up and calls out the partner's name. The partner has to turn around and catch the ball after one bounce.

Rally Me. All players begin in one of the service courts. Each has a ball and racquet. They toss the ball up, let it bounce off the court and bump it up with their racquet. They continue to bump the ball up after it hits the court (self rally). This can be done while moving around the service court.

Jacks. The player tosses the ball up and lets it bounce and bumps it up with the racquet and catches it and announces, "onesies." The player then attempts to tap it up twice, "twosies" and so on until they reach "fivesies."



Jacks

Skills

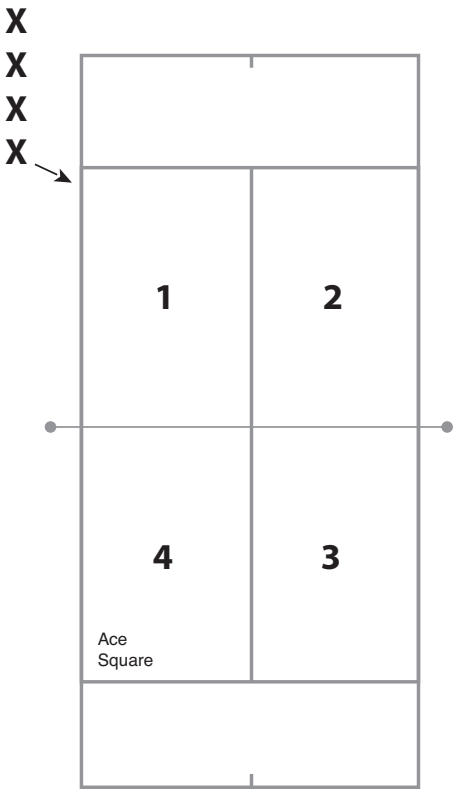
There are no new skills introduced in Practice 4. Review the forehand and backhand and play the following games to reinforce forehand and backhand rally skills.

Game

Four Square. This popular playground game can be adapted for tennis. It can be played over the net using the four service courts of the 36-foot court. Each service court is numbered one through four, and players enter the court in Square 1.

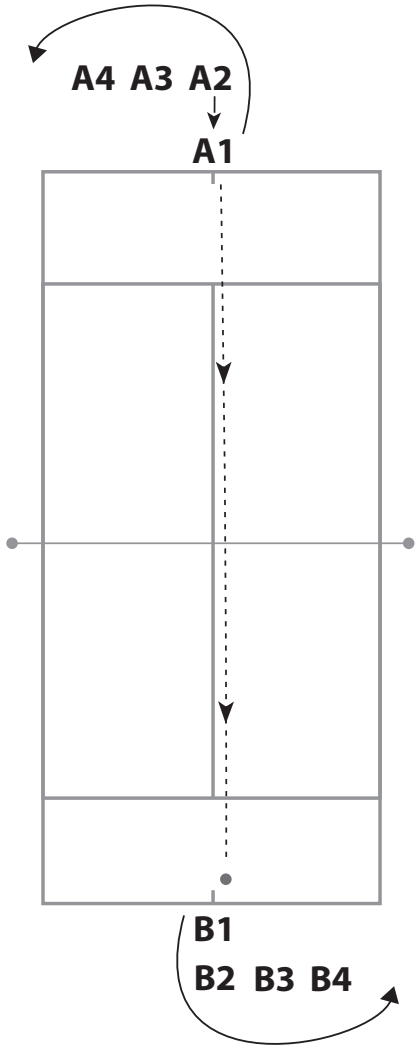
All points begin in the Ace Square (Square 4). The player in Square 4 starts the ball with a drop-hit into any of the other three squares. The player in the receiving square must hit the ball before it bounces twice. If the player hits it out of any of the squares, or if it bounces twice before she hits it, that player is out, the remaining players move up to the next vacant square and a new player enters on Square 1. (For example, if the player in Square 3 misses, the player in Square 2 moves up to Square 3 and the player in Square 1 moves up to Square 2.)

The game can be played without racquets by tossing and catching a larger ball.



Four Square

Tag Team Singles. A minimum of four players are needed for this game. Divide players into two groups, with each group forming a line behind the middle of each baseline. One player is up on each side (A1 and B1). The first player from side A (A1) drop-hits the ball over the net and moves to the back of her line. The first player on B (B1) returns the ball and goes to the back of the line on his side. From there, each subsequent player hits one ball and moves to the back of the line, keeping the point going until one side misses. This can be a cooperative game and the team (players in both lines are on the same team) attempts to get 10 consecutive rallies. For safety, make sure you use a waiting spot for those players not hitting.



Tag Team Singles

Take Home Tennis

Driveway/Playground Continuous Rally or Wall Tennis. Player works on a continuous rally either over the net with a partner or off the wall individually with a foam ball.

Practice 5

Theme: Serve and Return

Equipment: 21- to 23-inch racquets, foam or oversized felt covered balls

Gary's Youth Coaching Tip

Experience is the best teacher. But what do your kids experience waiting in line? Engage their minds and bodies every chance you get.

Movement Activities

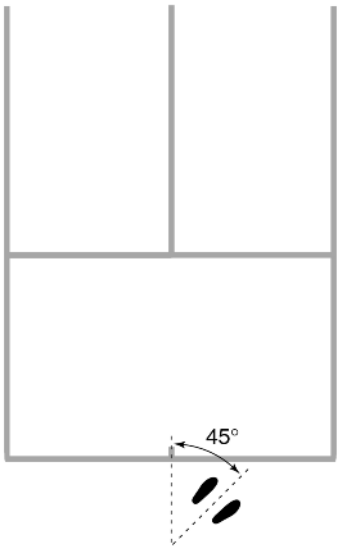
High Fiver. Players line up just inside the doubles alley facing a partner. Players will move together up and down the alley with a side shuffle, high fiving each other with both hands as they move.

Mirror. Players stand facing a partner. One player is the leader and the other is the follower. The leader can move any way she wants and the partner must mirror the actions. Ensure that the teams have enough personal space for safety.

Skill

Introduction to the Underhand Serve:

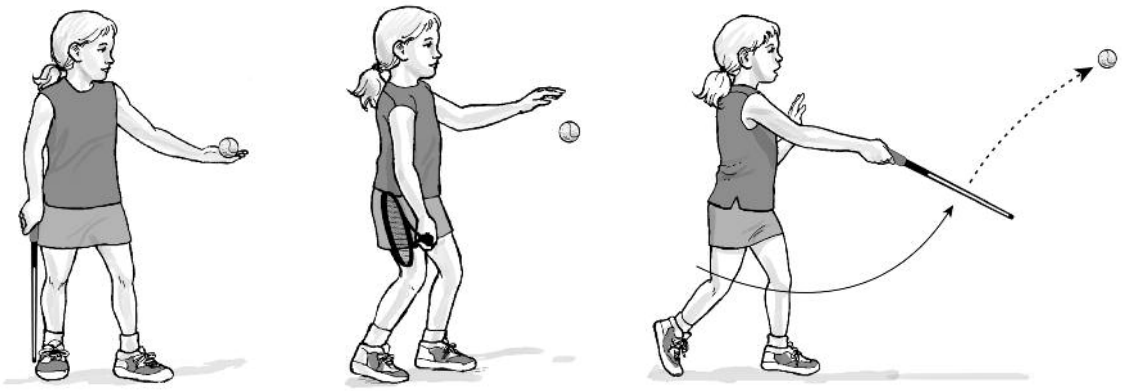
- Players will begin with a racquet facing up and a ball in their opposite hand. Each player will drop the ball on the strings and tap it up. Players will catch the ball after the bounce (self serve).
- Players will underhand serve over a line and to a partner. The partner will trap the ball on her strings with the racquet and hand and then serve it back. Players should be positioned about 6-8 feet apart and be standing with their feet at a 45-degree angle to the line.
- Players move back so they are 10 feet apart. The server will hit an underhand serve over the net and into the court. The partner will return the ball back to the server, who will then trap the ball on his strings. Each pair will do five serve-and-return sequences and change servers and returners.



Feet Position

- Step-back serves. This activity starts with the previous formation and distance away from the net. Every time the server hits the serve into the court, the partner returns the ball and the server traps the ball on her racquet, the team can move back one step each. If they miss, they must move forward one step. Change servers after every five serves. You can elect to have the players let the ball bounce three times before the trap, then progress to two and, finally, one bounce before the trap.

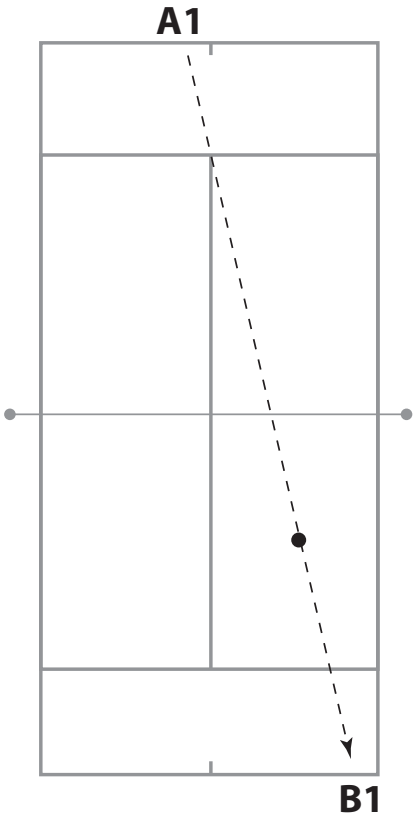
- Serve, return and trap. Both players will be 10-12 feet away from the net. The first player begins with an underhand serve. The second player returns the ball back to the server and the server traps the ball with her hand and racquet. Do this sequence, but have targets for the server and the returner so they can concentrate on an aiming point for each shot.



Underhand Serve Sequence

Game

Champions. Partners stand on opposite sides of the net. One player is the server and the other is the catcher. The server (A1) starts with an underhand serve, attempting to serve into the diagonal service box. The catcher (B1) is trying to catch the ball after one bounce. After catching the ball, the catcher tosses it back to the server. The server and catcher score a point for a successful diagonal serve and catch, trying to reach the number set by the coach. Stay within the seven-point goal to help the kids learn the match play scoring system for QuickStart Tennis. Use either scoring flip cards, cones, throw down lines or clothespins to mark the score. When the players reach the set number of points, they yell, "Champions," and are declared the winners. Rotate roles and repeat.



Champions

Take Home Tennis

Driveway/Playground or Wall Tennis. Player begins every rally in the driveway or playground with a serve. On the wall, begin with a serve and rally until you miss, then begin again with the serve.

Practice 6

Theme: Rally Skills

Equipment: 21- to 23-inch racquets, foam or oversized low compression balls, throw down lines or spots, beach balls

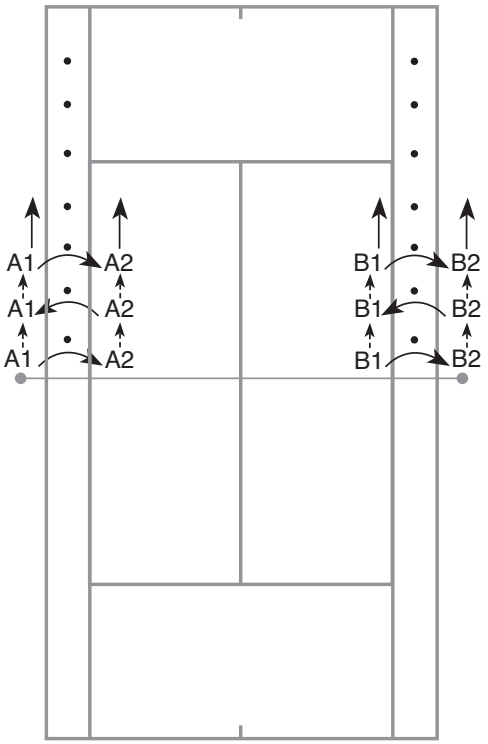
Gary's Youth Coaching Tip

We are hardwired to play.
Nothing excites the brain like play.
Play is the wellspring of creativity and imagination.
Where does standing in line fit into your program?

Movement Activities

Slamma Jamma. The coach places spots or throw down lines every 5-6 feet inside the doubles alley. Players stand on either side of the alley facing each other. Players side shuffle from the net to the baseline tossing underhand to a partner with a foam ball or beach ball. The ball must bounce between the players before the partner can catch it. The goal is to move from the net to the baseline without dropping the catch. Every time a player drops the ball, he quickly goes back to the nearest spot or throw down line before continuing on.

To increase the difficulty, have the players catch the ball in the air. If you have large numbers, use the width of the court (doubles sideline to doubles sideline) and place spots or throw down lines every 5-6 feet.



Slamma Jamma

Skills

No new skills are introduced in Practice 6. Use the following activities and games to reinforce the rally skills that were previously introduced and prepare your players for match play.

3-2-1 Juggle Rally. Players are paired up with one player on either side of the net. One player self-rallies (tap up and bounce) the ball three times and hits it over to her partner. The partner does the same three-ball self-rally and hits the ball back over to his partner. The next time the players self-rally twice, and finally once, before hitting it over the net. Do this on both the forehand and backhand sides.

Continuous Rally. Players are in pairs with one player on either side of the net. Players begin with an underhand serve and see how may balls they can hit back and forth over the net without missing. When an error is made, the opposite player will begin the rally with an underhand serve.

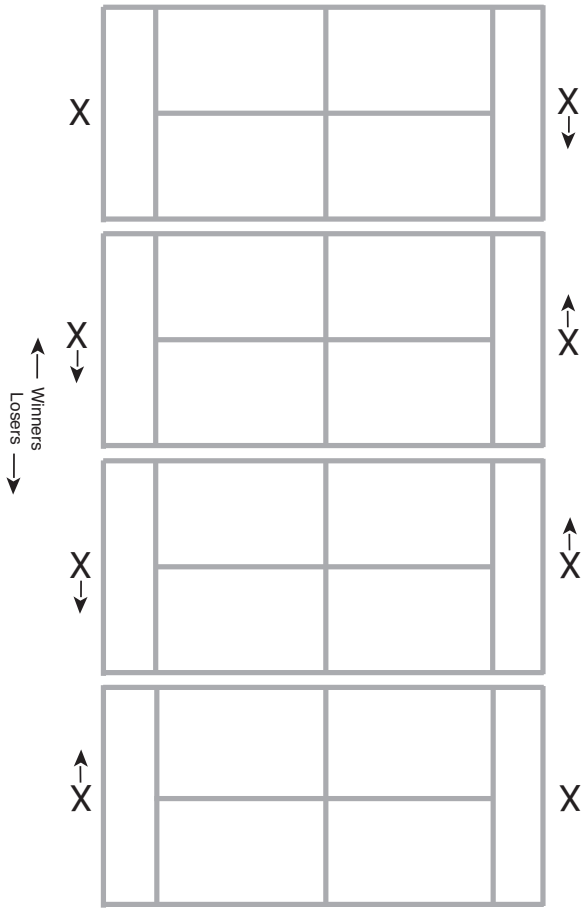
Games

Tag Team Singles. A minimum of four players are needed for this game. Divide players into two groups, with each group forming a line behind the middle of each baseline. One player is up on each side (A1 and B1). The first player from side A drop-hits the ball over the net and moves to the back of her line. The first player on side B returns the ball and goes to the back of the line on his side. From there, each subsequent player hits one ball and moves to the back of the line, keeping the point going until one side misses. This can be a cooperative game, with the team (players in both lines are on the same team) attempting to get 10 consecutive rallies. This is also an excellent game to include other coaches or parents as players in both lines.

Note: See Practice 4 for diagram.

Up and Down the River. Players are paired up and will play singles matches on the 36-foot courts. Points begin with an underhand serve and one player serves two points before switching servers. Play can be done using either a set amount of time determined by the coach or a set number of points. Players could play any number of points up to seven. Seven replicates the scoring used for this age in the QuickStart Tennis format. Players play until time is called or until they reach the established number of points.

Whoever is ahead when time is called or if someone reaches the set number of points, the winner moves up and matches up with a different player. The runner-ups move down and match up with a different player. The designated amount of time works well for this game because everyone changes, either up or down, at the same time.



Up and Down the River

Take Home Tennis

Driveway/Playground or Wall Tennis. Players play the continuous rally game on the driveway or playground court with a partner or parent, or see how many consecutive rallies they can make against the wall by themselves.

Practice 7

Theme: Volley

Equipment: 21- to 23-inch racquets, foam or oversized low compression balls, Koosh balls or bean bags, hoops or ropes for circles

Gary's Youth Coaching Tip

"Smart players" have learned where and when to be there, with the appropriate shot selection. Teach this. Teach your players to think and don't just voice-activate them around the court.

Movement Activities

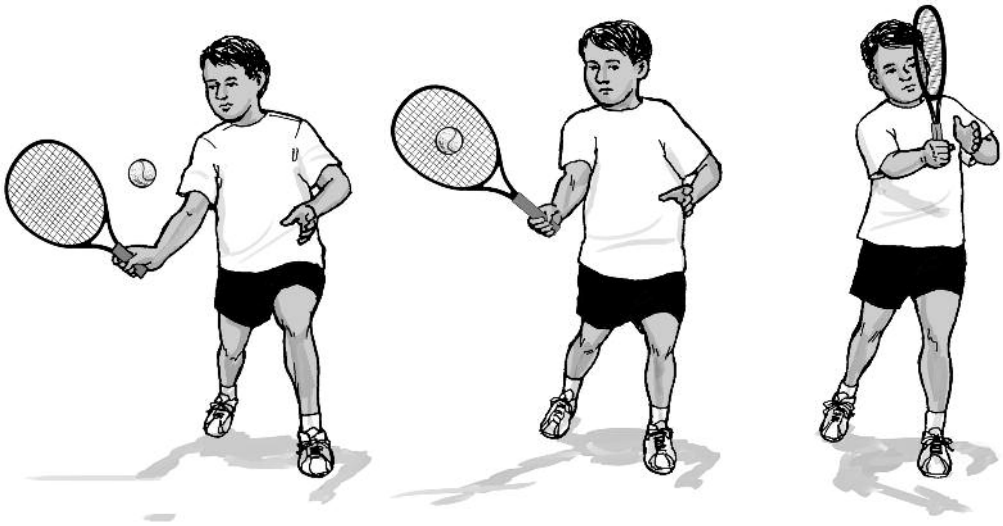
Jog Ball. While players are jogging in a large circle, they toss the ball up and catch it after the bounce with two hands, then with the right hand, then with the left hand. Keep players moving and have them change directions when the coach calls out to change directions.

Koosh Ball Step-Back. Players are in pairs, each with a racquet with the strings up, facing each other with one Koosh ball (or bean bag) on the strings of one player's racquet. They begin by turning the racquet so the Koosh ball drops onto the partner's racquet. After the successful exchange, they both move back one step and pass the Koosh ball from one racquet to the other. As they step back, they will have to toss the Koosh ball from one racquet to the other. See which pair can get the most distance between partners and still toss and catch the Koosh ball without it falling off the strings.

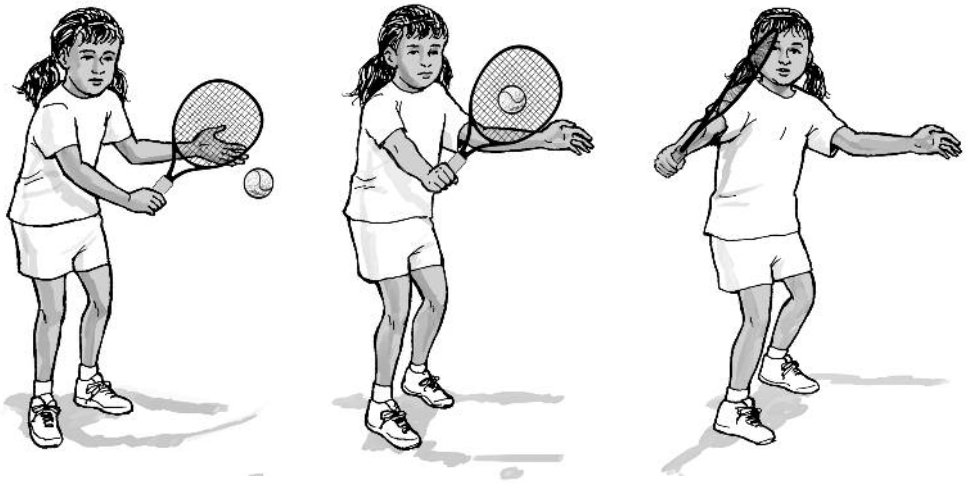
Skill

The Volley. Begin with two players positioned on either side of the net about 2-3 feet apart. One player has a ball and the other player has his racquet up so the strings are facing the tosser (like holding a stop sign). The tosser will make five underhand tosses and the partner will volley the ball back so the tosser can catch the ball in the air. Do five volleys each on the forehand side.

Step 2 is to move farther apart. The one player will underhand toss the ball to her partner, who will volley it back so it bounces on the court and the tosser will trap the ball with his hand against the racquet face. Do five toss, volley and traps before switching roles on the forehand side.



Forehand Volley



Backhand Volley

Step 3 begins with the players slightly farther apart. One player (Player A) will drop-hit the ball and the partner (Player B) will volley it back so it bounces on the court. Player A will then hit the ball back so it can be volleyed by Player B and finally trapped by Player A. Switch roles after five drop-hit, volley, rally, volley, trap sequences.

Do the same sequence using the backhand side.

- Toss, volley and catch
- Toss, volley and trap
- Drop-hit, volley, rally, volley and trap

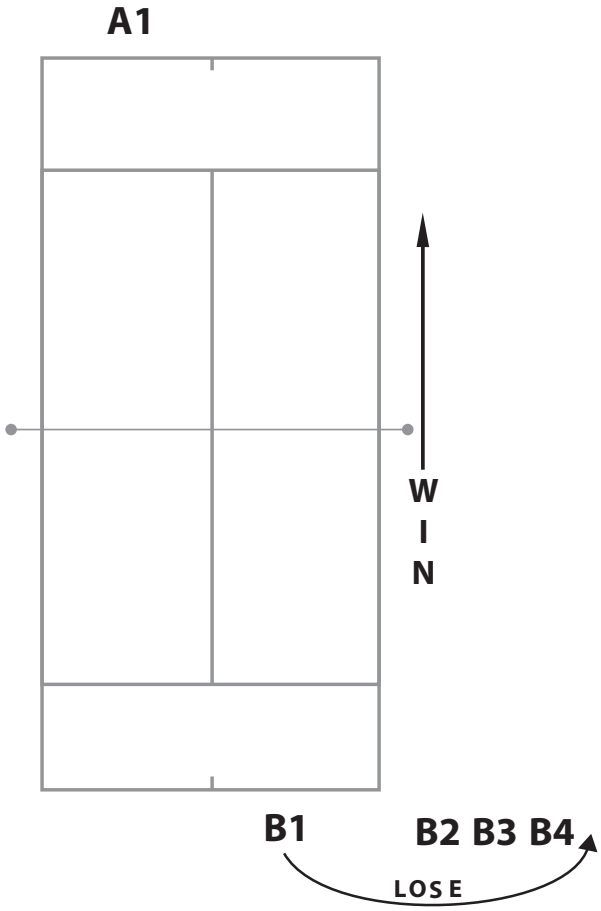
The first two steps can be done with players. The final step might be best executed with a coach or helper in the ground stroke position so they can keep the ball in play.

Volley Game—Basketball. Make targets by using circles or hoops on the court. Give a point value for every target, with the closest targets worth less than a target farther away. The players attempt to volley a ball that is fed with an underhand toss by a partner to a target so they score points. Go for one minute (one quarter), total the score and switch roles. Play for four minutes (four quarters) and total the scores for all four quarters.

Games

Champion of the Court. A designated "champion" competes against a line of at least three players, with the champion assuming a baseline position on one side of the court (A1) and the other players (i.e., the challengers) waiting at the back of the opposite side of the court.

The first challenger (B1) assumes a position at the baseline and underhand serves the ball to the champion (A1). A point is then played using the 36-foot court boundaries. If B1 wins, he is the new champion and runs to the other side of the court (the champion's side). If A1 wins, she stays and plays a point against B2.



Champion of the Court

Star Catcher. Use a series of 36-foot courts to play this game. Players play singles games to a designated number of points, such as first to five or seven. At the conclusion of the game, both players exit the court and return to the coach. The winner gets a sticker or star on their hand or racquet. Players in a line by the coach fill in as courts become available.

Points begin with an underhand serve and each player will serve two points before switching servers. Make sure that players go back out on the court against a different partner.

Take Home Tennis

Driveway/Playground or Wall Tennis. Players play tennis with a foam ball on a driveway or playground with a partner, or play wall tennis if a partner is not available.

Practice 8

Theme: Play Day

Equipment: As needed

Gary's Youth Coaching Tip

The #1 reason kids drop out of youth sports is because it's not fun anymore. "Are you saying I need to make tennis fun for a bunch of whiny 8-year-olds?" Yes, we are! Capture their hearts and imagination for movement, sport and tennis by making it fun.

Game

This is a fun day and the activities can be the favorite activities from this series of practices. Individual activities can be set up in stations around the court. Teams can be created and games can be played in a team format.

Star Team is a variation of Star Catcher and is a fun team game. Divide the group into two teams and each team will always play from one side of the court. It is played just like Star Catcher, but when the players return to the coach, rather than get a star, they move one cone from a stack of cones to their side of the court. Play continues until all the cones are gone. Count up the number of cones for each team to determine the winning team.

Take Home Tennis

Driveway/Playground or Wall Tennis. Players play driveway or playground tennis with a partner or wall tennis individually using a foam ball.

Chapter 7: Practice Sessions (Ages 9-10)

This chapter contains eight progressive practice sessions for children ages 9-10 playing on a 60-foot court with 23- to 25-inch racquets and low compression balls. The goal of these practices is to help children learn the basics of a rally by using forehand and backhand ground strokes so players can hit balls back and forth over the net with a partner after the first session.

From that point, an array of skills will be introduced so these players can play and begin to have an understanding of singles and doubles play. The overhand serve is introduced and the return of serve is emphasized more with this age group. Also, volley and overhead skills are introduced, and players will learn to move from the backcourt to the net by hitting an approach shot.

Each practice will develop the technical skills that will enable players to develop the tactics for different playing situations associated with the game of tennis. Shot selection and court positioning are important to introduce to this age group so these players can have fun learning and competing. Many of the games and activities used by the kids ages 11-17 on a 78-foot (full-size) court are applicable for this age group, when kids are playing on a 60-foot court with low compression balls and 23- to 25-inch racquets.

The practice sessions are categorized by the following playing situations and skills are introduced in the context of the situation:

- **Playing Situation 1: Both players in the backcourt.** The skills needed for this situation are rallying skills, or more specifically, forehand and backhand ground strokes. Once children can rally, games and contests can be used to get them on the court and playing tennis.

- **Playing Situation 2: Serving and returning.** The skills needed are serves and returns.

- **Playing Situation 3: One player at the net and one player at the baseline.** The skills for the net player include the volley and the overhead, while the player at the baseline will hit ground strokes and lobs.

- **Playing Situation 4: Transitioning from the baseline to the net.** This is a result of moving forward from the baseline to return a short ball and then continuing to the net. The skill necessary is the approach shot.

Also included in each practice session is a list of equipment that should be used for that session, as well as a coaching tip from youth coaching expert Gary Avischious. Each practice session for this age group lasts 60 minutes.

The practice sessions for the 9- to 10-year-olds will contain the following:

1. Theme of the day
2. Movement activities
3. Skill development
4. Game
5. A take-home tennis activity

Practices at a Glance: Ages 9-10

This one-page guide outlines the eight practice sessions that follow. It serves as a handy reference for what is covered in more detail during each practice.

Practice 1	**Instant Rally**
Movement Activities	Kirk-O-Rama
Skill	Instant Rally Progression – Forehand
Game	Tag Team Singles
Take Home Tennis	Driveway/Playground or Wall Tennis
Practice 2	**Rally Skills**
Movement Activities	Roll and Catch; Toss and Catch; Toss and Trap; Toss, Turn and Trap
Skill	Instant Rally Progression – Backhand
Game	Champion of the Court Singles
Take Home Tennis	Driveway/Playground or Wall Tennis
Practice 3	**Serve and Return**
Movement Activities	Two Ball Toss, Jog Ball, Two-Hand Ball Passes, Overhead Throw
Skills	Overhand Serve Progression, Serve Return
Game	Champs and Chumps with Serve
Take Home Tennis	Driveway/Playground or Wall Tennis
Practice 4	**Volley**
Movement Activities	3-2-1 Juggle Rally, Circle Volleys
Skill	Volley Progression with a Partner
Game	One Ball Live
Take Home Tennis	Driveway/Playground or Wall Tennis
Practice 5	**Approaching the Net**
Movement Activities	Dynamic Warm-up, Ball Drop
Skills	Approach Shots, Approach Shot and Volley
Game	Champions of the Court Doubles
Take Home Tennis	Driveway/Playground or Wall Tennis
Practice 6	**Singles**
Movement Activities	Partner Ball Tossing and Catching, Catch It!
Skill	Singles Tactics
Game	Champion of the Court Singles
Take Home Tennis	Driveway/Playground or Wall Tennis
Practice 7	**Doubles**
Movement Activities	Ball Drop, Jog Ball, Circle Volleys
Skill	All Position Doubles
Game	Team Doubles
Take Home Tennis	Driveway/Playground or Wall Tennis
Practice 8	**Play Day**
Activities	Team Games
Games	Deep Desperation, Wipe Out
Take Home Tennis	Driveway/Playground or Wall Tennis

Practice 1

Theme: Instant Rally

Equipment: 23- to 25-inch racquets, low compression balls, poly spots, donuts or chalk for targets

Gary's Youth Coaching Tip

When was the last time you had more fun coaching tennis than your kids did in class? The more you model fun, the more your kids will catch it.

Movement Activities

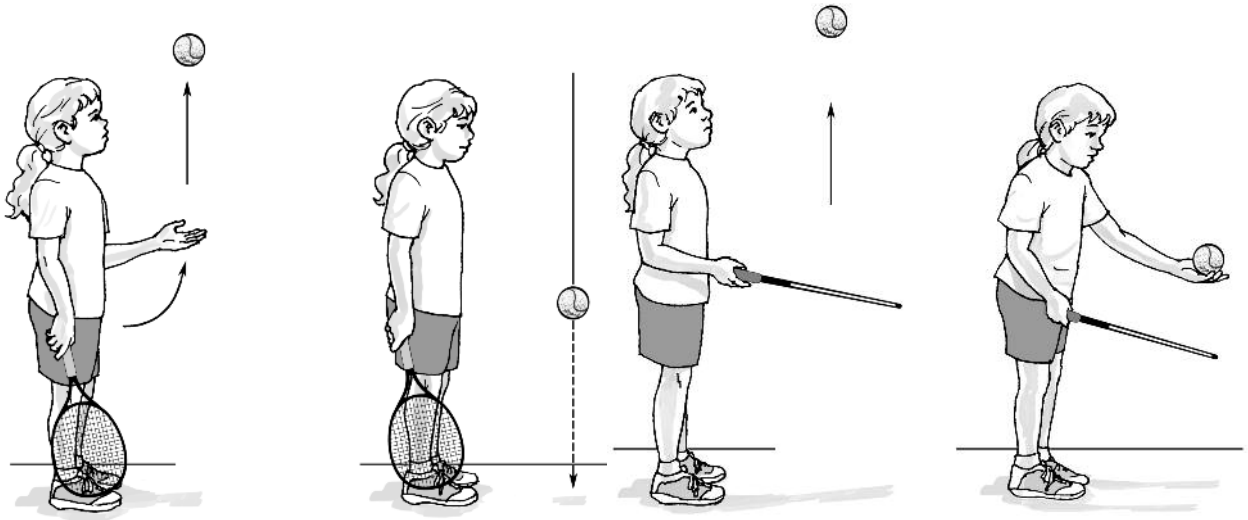
Kirk-O-Rama. To liven up simple racquet handling activities, such as bouncing balls up and down, add some music and change activities every 20 to 30 seconds. Use a variety of activities and have players change every time they hear a whistle. Use any or all of these activities to add variety to your practices:

1. Bounce ball down
2. Bounce ball up, letting it bounce on the court after each hit
3. Bounce ball down on the edge of the racquet
4. Bounce ball up, keeping the ball in the air
5. Bounce ball up, alternating sides of the racquet
6. Bounce ball up, alternating sides but add a hit up on the edge between hitting on both sides
7. Bounce ball high
8. Bounce ball low
9. Bounce ball while on one knee
10. Bounce ball while sitting on the court
11. Bounce ball while lying on the court
12. Bounce ball in a circle around the body
13. Bounce ball in a Figure 8 around the legs
14. Bounce ball down while hopping on one foot
15. Bounce ball up while hopping on the other foot
16. Bounce ball up, with the racquet between the legs
17. Bounce ball up, with the racquet around the back
18. Toss the ball up and catch it on the racquet without it bouncing on the strings
19. Balance the ball on the strings and turn the racquet 180 degrees without the ball falling off the strings
20. Spin quickly in a circle while balancing the ball on the strings

Skill

Instant Rally Progression – Forehand. Each player will have a racquet and a low compression ball. Follow this sequence and young players will develop rally skills in just a few minutes. To keep kids engaged, move through these activities quickly. For example, the coach might say, "Let's see how many you can do in 30 seconds."

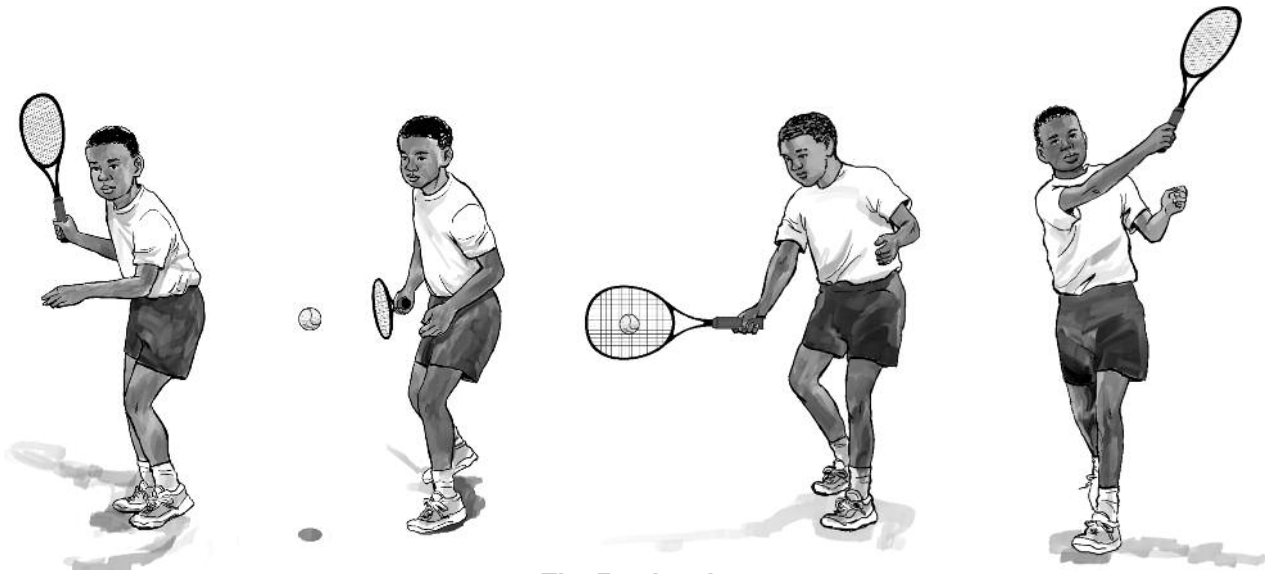
1. **Tap up, bounce and catch with the non-racquet hand.** Players will tap the ball up about head-level high, let the ball bounce and catch it after one bounce with their non-dominant hand (that is, the opposite hand they use to grip the racquet for their forehand).



2. **Self rally.** This time, rather than catching after the first bounce, continue to tap the ball up after each bounce to about head-level height.

3. **Rally with a partner to a target.** Find a partner and alternate tapping up about head level. After the bounce, the partner taps the ball up and lets it bounce. See how many consecutive tap-ups each pair can get in a row. To help them focus on hitting up rather than hitting forward, place a poly spot, donut or draw a circle with chalk as a target between the two players. Players should try to hit every ball up to head level and have it land in the circle.

4. **Rally over a line with a partner.** Draw a line or find a line on the court and place each player on either side. Have them match up their racquet faces forehand to forehand and move back two to three steps. Have them rally so the ball bounces over the line. The ball should be hit to head-level height. See how many they can get in a row hitting all balls on the forehand side.



The Forehand

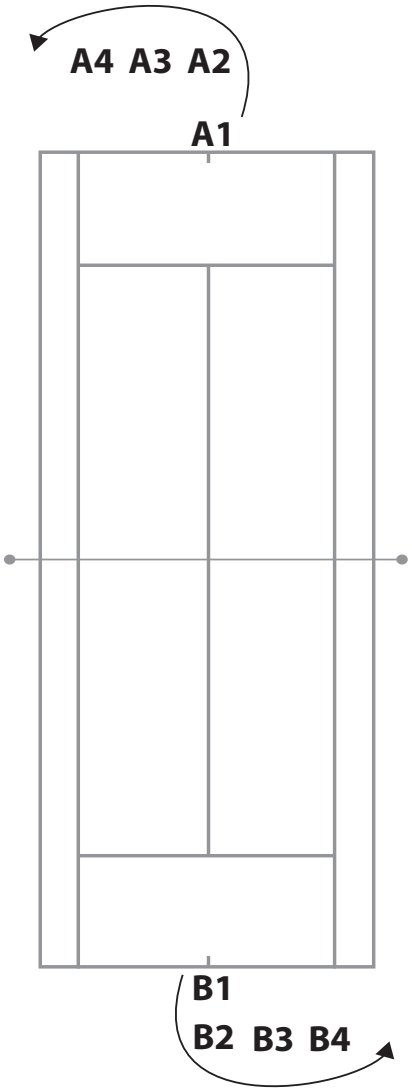
5. **Rally with partner over a net.** This is similar to "rally over a line with a partner," but this time the players will rally over a net or barrier. Start at the net and have players match up racquet faces forehand to forehand and move 3-4 feet away from the net and play all shots on the forehand side. To assist them with control and direction, add a target about 3 feet from the net (e.g., a poly spot, donut or chalk circle).

6 **Step-back forehands.** Both players are on either side of the net and match up racquet faces forehand to forehand, then take two steps back. The player with the ball drops and hits it to the partner, and they rally for four shots in a row on the forehand side. After four consecutive hits, stop the ball and both players take one step back, then they try again for another four-ball rally. After each successful four-ball rally, they move a step back. If they miss, they must both move forward one step.

Games

Tag Team Singles. A minimum of four players are needed for this game. Divide players into two groups with each group forming a line behind the middle of each baseline. One player is up on each side (A1 and B1). The first player from side A (A1) drop-hits the ball over the net and moves to the back of her line. The first player on B (B1) returns the ball and goes to the back of the line on his side. From there, each subsequent player hits one ball and moves to the back of the line, keeping the point going until one side misses.

This can also be a cooperative game, with the team (players in both lines are on the same team) attempting to get 10 consecutive rallies.



Tag Team Singles

Take Home Tennis

Driveway/Playground or Wall Tennis. Play a continuous rally game on the driveway or playground court or see how many consecutive rallies you can make against the wall.

Practice 2

Theme: Rally Skills

Equipment: 23- to 25-inch racquets, low compression balls, poly spots, donuts or chalk for targets

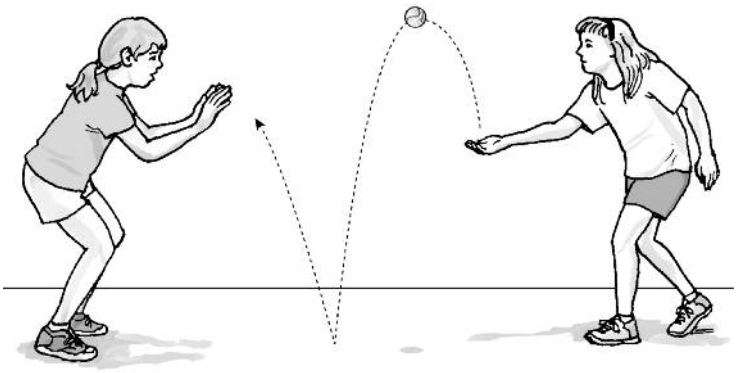
Gary's Youth Coaching Tip

We ask kids to give 110 percent effort in a match. How do they know what that looks and feels like if we don't model it to them?

Movement Activities

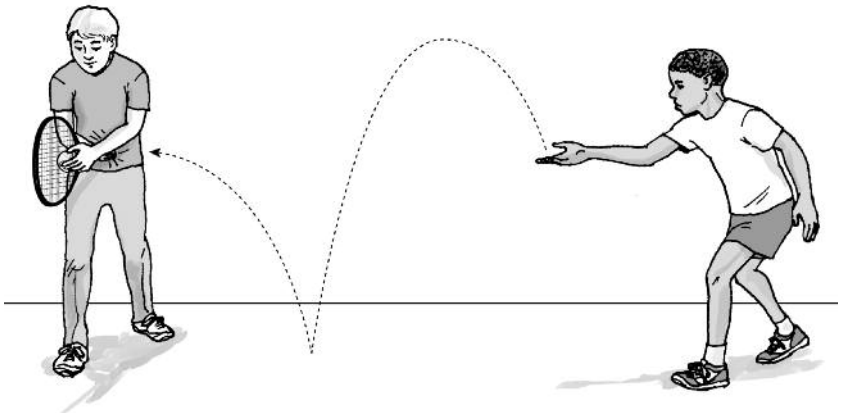
Roll and Catch. Players should stand 10 feet apart, with one ball for each pair. The player with the ball (Player A) rolls the ball to either side of the partner (Player B), and Player B moves so she can catch the ball directly between her feet. Player B should shuffle into position and squat down, keeping her back straight to catch the ball. Player B then rolls the ball back to either side of player A, who also catches the ball and rolls it back. Add some variation by having players use two balls and have them both roll and catch at the same time.

Toss and Catch. This activity is similar to "Roll and Catch," but this time Player A tosses the ball underhand so it bounces on the court, and Player B catches the ball with one hand with the fingers pointing up. This will force each player to move quickly side to side and to get below the ball so the fingers are up, similar to the position of the hand when executing a volley. Player B then tosses the ball underhand to Player A, who has to try to catch the ball in the same manner as mentioned earlier. For a greater challenge, have both players toss and catch two balls at the same time.



Toss and Catch

Toss and Trap. This activity is similar to "Toss and Catch," but this time the player will have a racquet. The racquet is held at its throat with the dominant hand, and the butt of the racquet is held against the stomach at the "belt buckle" position. Player A tosses the ball and Player B traps the ball on the strings with the non-dominant hand in a perfect contact position. Player B tosses it back to Player A, who moves and traps the ball against the strings with his racquet butt against the stomach and the dominant hand at the racquet throat. This is an excellent warm-up activity to train players to move into the perfect spot for the ideal contact for a ground stroke. All players will have to move quickly to trap all balls on the forehand side of the racquet while facing sideways when making the trap.



Toss and Trap

Toss, Turn and Trap. This time, Player A uses a higher underhand toss to Player B, who is holding her racquet and with her back to the feeder (Player A). The tosser calls out the partner's name and the partner (Player B) turns 180 degrees, locates the ball and moves to trap the ball against her strings. Have each pair do this five times, then change tosser and trapper.

Skill

Instant Rally Progression – Backhand. This is the exact same progression as the Instant Rally Progression on the forehand side, but players are using only the backhand side of the racquet. Players can use two hands on the backhand side, or some might elect to use only one hand. Have them follow this sequence. To keep kids engaged, move through these activities quickly. For example, the coach might say, "Let's see how many you can do in 30 seconds."

1. **Tap up on the backhand side of the racquet, bounce and catch.** Players will tap the ball up about head-level high using the backhand side of the racquet, let the ball bounce and catch it after one bounce with their non-dominant hand (that is, the hand not gripping the racquet on the forehand).

2. **Self rally.** This time, rather than catching after the first bounce, continue to tap the ball up after each bounce to about head-level height.

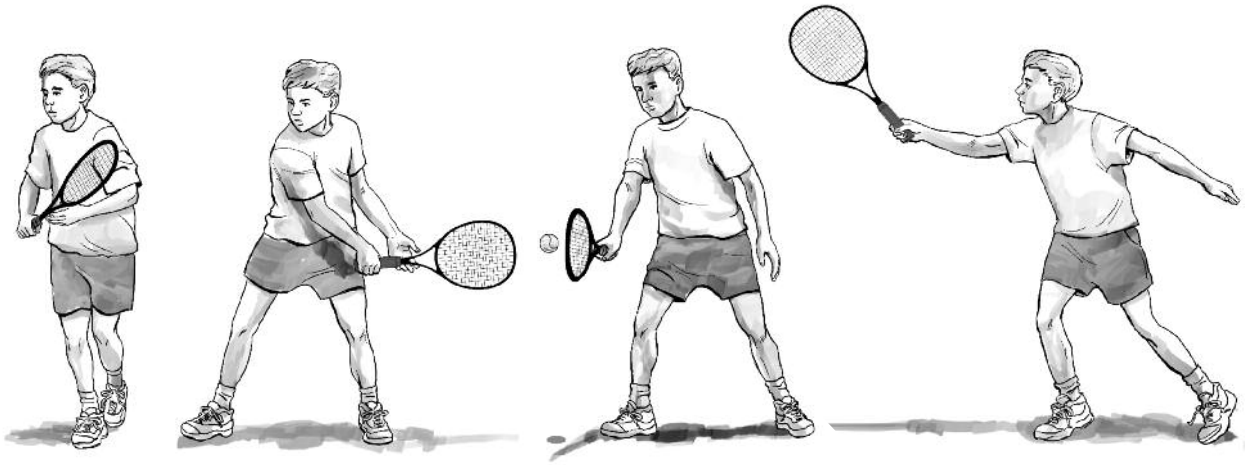
3. **Rally with a partner to a target.** Find a partner and alternate tapping up about head level on the backhand side of the racquet. After the bounce, the partner taps the ball up and lets it bounce. See how many consecutive tap-ups each pair can get in a row. To help them focus on hitting up rather than hitting forward, place a poly spot, donut or draw a circle with chalk as a target between the two players. Players should try to hit every ball up to head level and have it land in the circle.

4. **Rally over a line with a partner.** Draw a line or find a line on the court and place each player on either side. Have them match up their racquet faces backhand to backhand and move back two to three steps. Have them rally so the ball bounces over the line. The ball should be hit to head-level height. See how many they can get in a row hitting all balls on the backhand side.

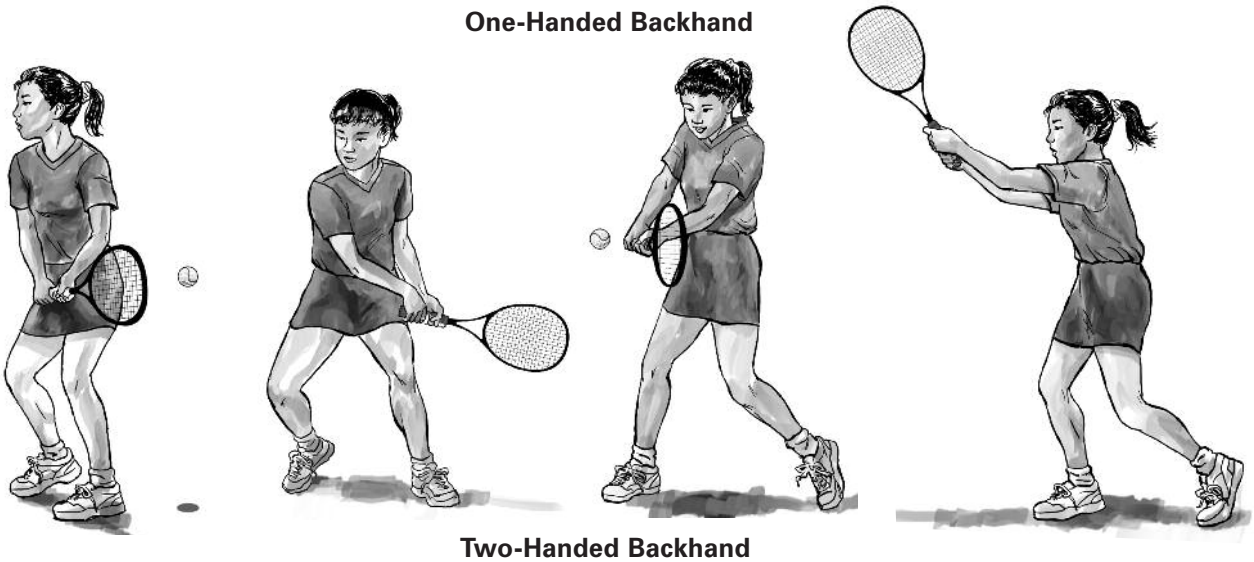
5. **Rally with partner over a net.** This is similar to "rally over a line with a partner," but this time the players will rally over a net or barrier. Start at the net and have players match up racquet faces backhand to backhand and move 3-4 feet away from the net and play all shots on the backhand side. To assist them with control and direction, add a target about three feet from the net (e.g., a poly spot, donut or chalk circle).

6. **Step-back backhands.** Both players are on either side of the net and match up racquet faces backhand to backhand, then take two steps back. The player with the ball drops and hits it to the partner, and they rally for four shots in a row on the backhand side. After four consecutive hits, stop the ball and both players take one step back, then they try again for another four-ball rally. After each successful four-ball rally, they move a step back. If they miss, they must both move forward one step.

Note: Players hitting two-handed backhands might have difficulty dropping and hitting on the backhand side. You can allow them to put the first shot in play with a forehand and the return would be the first backhand shot on their way to four consecutive hits.



One-Handed Backhand



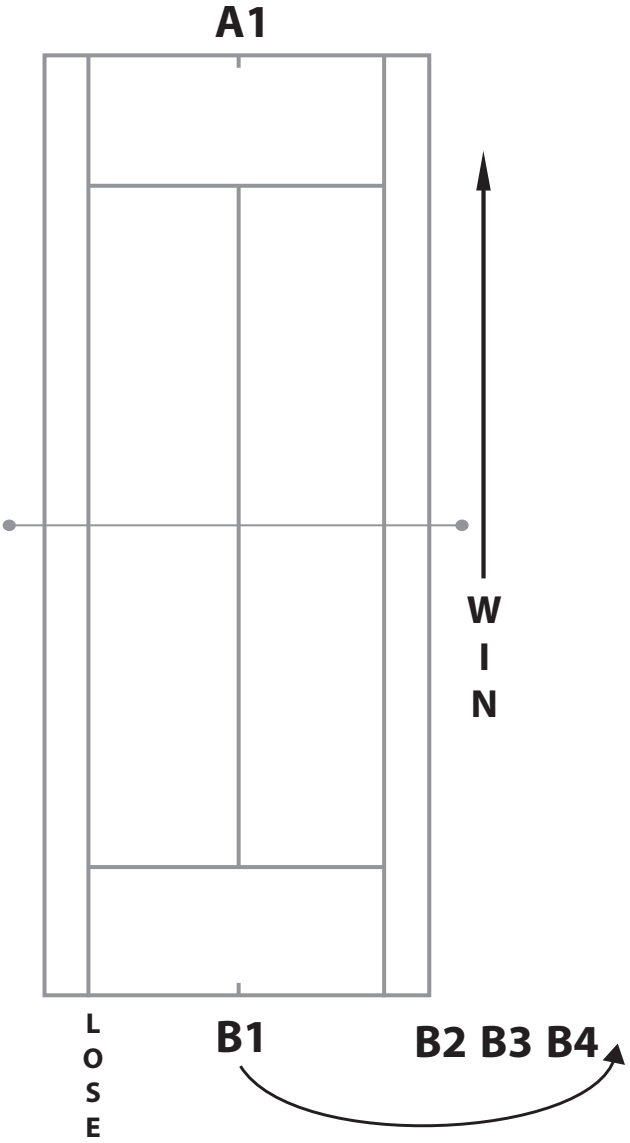
Two-Handed Backhand

Game

Champion of the Court Singles. A designated "champion" competes against a line of at least three and no more than six players, with the champion assuming a baseline position on one side of the court (A1) and the other players (i.e., the challengers) waiting at the back on the opposite side of the court.

The first challenger (B1) assumes a position at the baseline and drop-hits the ball to the champion (A1). A point is then played using the singles boundaries on the 60-foot court. If B1 wins, he is the new champion and runs to the other side of the court (the champion's side). If A1 wins, she stays and plays a point against B2.

Note: This game can be varied by making the challengers have to win two or three points against the champion before they can assume the champion's position.



Champion of the Court Singles

Take Home Tennis

Driveway/Playground or Wall Tennis. Play a continuous rally game on the backhand side on a driveway or playground court, or against the wall with a foam ball.

Practice 3

Theme: Serve and Return

Equipment: 23- to 25-inch racquets, low compression balls, playground balls and Nerf footballs

Gary's Youth Coaching Tip

Are you winning the game? Are you winning the battle against your kids continuing to move and love tennis compared to becoming sedentary and playing video games? If not, why not?

Movement Activities

Two Ball Toss. Players line up facing a partner about 7-8 feet away. Both players have a ball that they underhand toss at the same time to each other and each player catches the ball after one bounce. Create some movement by letting the players toss the ball a step or two away from their partner.

Jog Ball. While players are jogging in a large circle, they toss the ball up and catch it after the bounce with two hands, then with the right hand, then with the left hand. Keep players moving and have them change direction when the coach calls out to change directions.

Two-Handed Ball Passes. With partners 10 feet apart, players pass a large ball, such as a beach ball, volleyball or playground ball, back and forth in the air. Do two-handed chest passes, an overhead pass forward and an overhead pass backward to the partner. Have players face their partners directly and have them use their legs to drive up and fully extend their arms on all tosses.

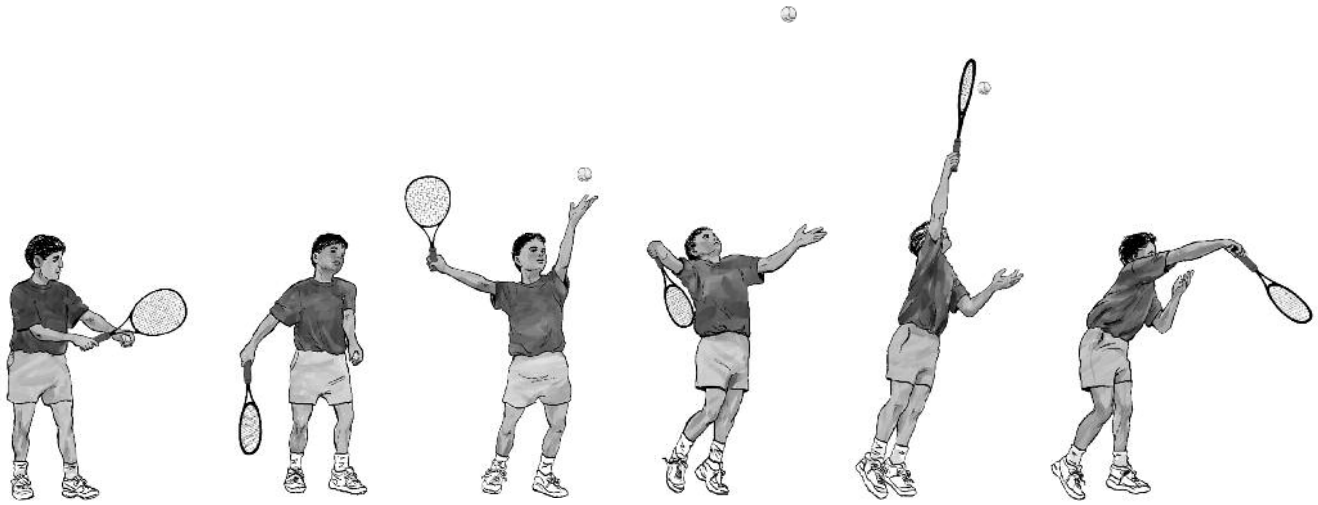
Overhand Throw. Have players use an overhand throwing motion to throw a ball back and forth to a partner who is 15 to 20 feet away. Have players begin sideways and rotate so they are facing their partners as the ball is released. (This simulates the overhand service motion.) *Tip: Use NERF footballs to develop a good overhand throwing motion and release.*

Skills

Overhand Serve Progression. Demonstrate an overhand serve in slow motion from the baseline into the service court on the 60-foot court. Explain that serves must be hit from behind the baseline into the opposite service court. Each game begins with a serve in the deuce court, and the server plays the next serve into the ad court, alternating sides for every serve until the game is complete. The server gets two serves to get the ball in the correct service court.

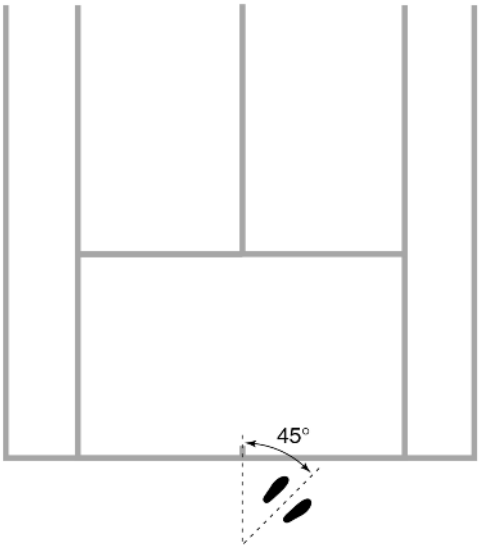
The following activities demonstrate a **Serve-and-Return Progression** and are done with a partner on the other side of the net:

- **Throw over the net to a partner.** Since the serve is like an overhand throwing motion (see Overhand Throw to ensure players are throwing the ball correctly), have players throw a ball over the net to their partners, who catch it after one bounce and throw the ball back. Both players should start at the service line and move back to the baseline after a series of successful throws and catches.



The Serve

- **Toss, touch and freeze.** Position players two steps away from the net. Have them stand at a 45-degree angle to the net with their racquets back and their arms bent at the elbow like a quarterback preparing to throw. Have players toss the ball up with the non-dominant hand, reach up to full extension and freeze at the contact point. The racquet face should be directed at the service court. Several players can be positioned along the net with their partners on the opposite side. The partners will trap the ball, move two steps from the net and serve it back over the net.



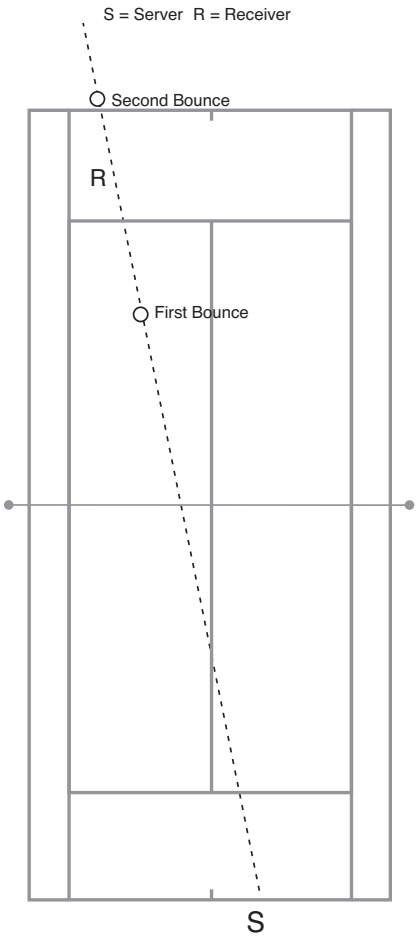
Feet Position

Note: Make sure that players freeze at the point of contact so they can see the contact point and make any necessary corrections to the toss. To prevent them from over-swinging, see if they can make the ball bounce four times before it goes over the service line.

- **Toss, touch, follow through and trap.** Position players four steps away from the net. Instead of freezing at the contact point, have players toss, hit and follow through across their bodies. As the players reach up with their racquets, the heel of the back foot lifts off the ground so the body can rotate forward toward the net. Players should work on an accurate toss, consistent contact point and good balance throughout the swing. The partner moves and traps the ball on the racquet with his hand and then serves the ball back.

- **Add a step, serve and trap.** Begin all players four steps from the net. Have players toss, hit and follow through so the ball goes to the partner in the service court. After one bounce the partner traps the ball on the racquet face with his hand and serves it back to his partner. After each time the partners serve and trap, both players move back a step and repeat the activity. Players should be sideways when trapping the ball.

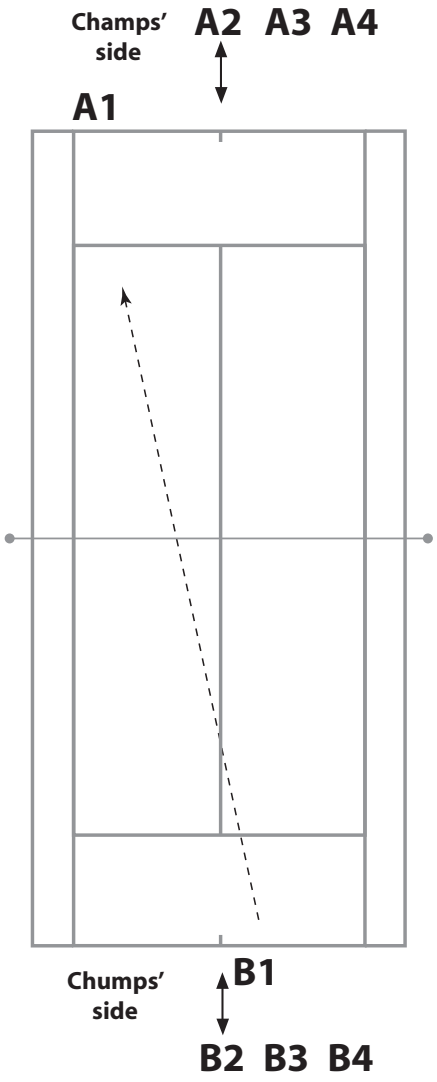
- **Serve, return, rally and trap.** Players start in the same position as the above. The server will serve, followed by a return by the partner, followed by a rally from the server and finally a trap by the returner. The returner now becomes the server and she starts the sequence of serve, return, rally and trap. Players should be sideways when trapping the ball.



Return of Serve

Game

Champs and Chumps with Serve. A minimum of four players is needed for this game. One group is on one end of the court behind the baseline and the other group is behind the other baseline. One side of the court is designated as the Champs' side, while the other is called the Chumps' side. The first player from each side plays a point, using the singles boundaries. The player that wins the point goes to the end of the Champs' line while the loser goes to the end of the Chumps' line. The other players rotate through their line in order. Players on the Chumps' side always begin the point with a serve (getting two faults to get the serve in play).



Champs and Chumps with Serve

Take Home Tennis

Driveway/Playground or Wall Tennis. Play driveway or playground tennis or wall tennis beginning every point or rally with a serve using a foam ball.

Practice 4

Theme: The Volley

Equipment: 23- to 25-inch racquets, low compression balls, foam or oversized low compression balls

Gary's Youth Coaching Tip

Kids will naturally gravitate to whatever is fun. Is your program fun, or is it becoming programmed?

Movement Activities

3-2-1 Juggle Rally. A player stands with her racquet at one service line and self-rallies (tap up and bounce) the ball three times and then hits it to a partner on the other side of the net at the other service line using either a foam or oversized low compression ball. The partner then self rallies three times before returning the ball back over the net. Do three juggle rallies for a minute, then two juggle rallies for a minute followed by one juggle rally for a minute.

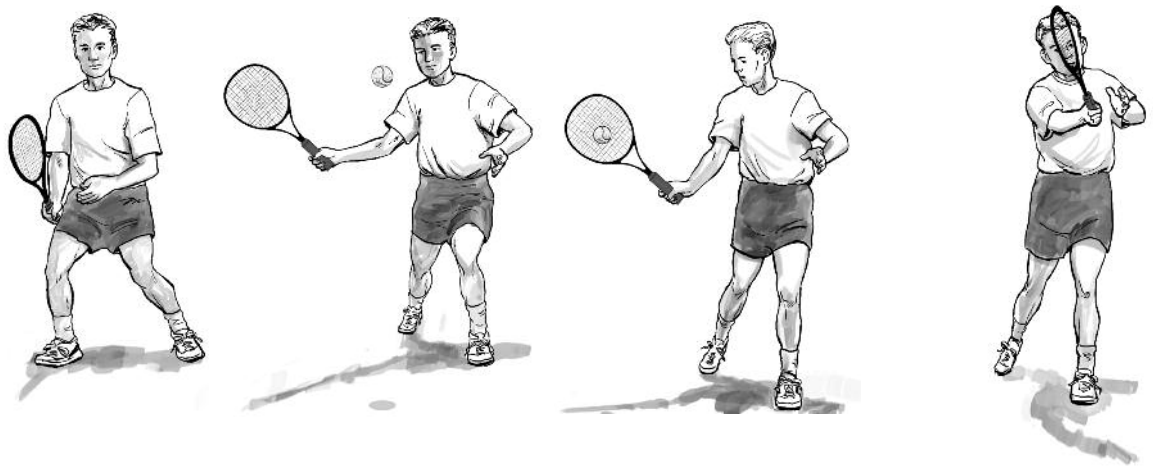
Circle Volleys. Players form a circle and bump a foam ball to each other at random after one bounce. After two minutes, move in a step and keep the foam ball in the air while it goes randomly from player to player around the circle.

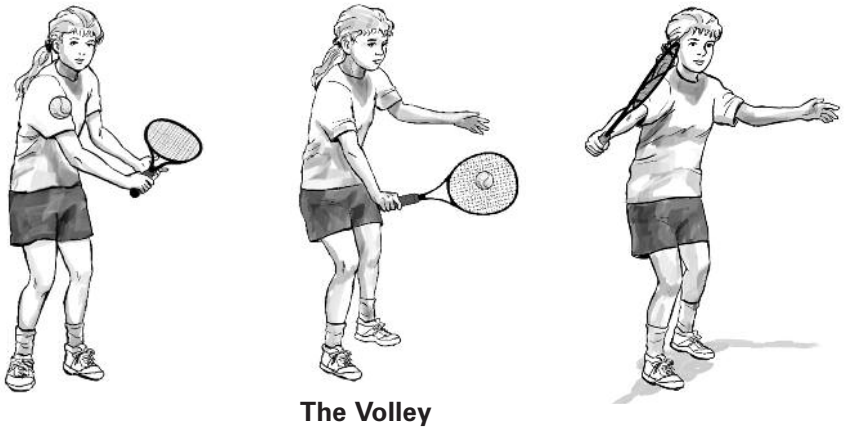
Skill

Describe and demonstrate the forehand and backhand volley, emphasizing that the ball is hit before it touches the ground and that there is no backswing.

Volley Progression with a Partner. Position players 4 feet apart in pairs on either side of the net. Players take turns tossing underhand and hitting a forehand volley through the following sequence:

- The player should hold the racquet at its throat and bump the ball back to the tosser. Move the hand and racquet together so the stroke is not "wristy." The hitters hold the racquet as if they were signaling "Stop" and gently volley the ball back to the tossers. Switch tossers and hitters after five trials.
- The volleyer should move his hand halfway down the handle and volley the ball back to the feeder so the tosser catches the ball in the air. Switch after five volleys.
- Have the volleyer hold the racquet at the handle and gently volley the ball back to the tosser. Switch after five hits.
- Have volleyers turn so they are facing in the opposite direction and repeat the sequence with a backhand volley. Change tossers and hitters after five volleys.





The Volley

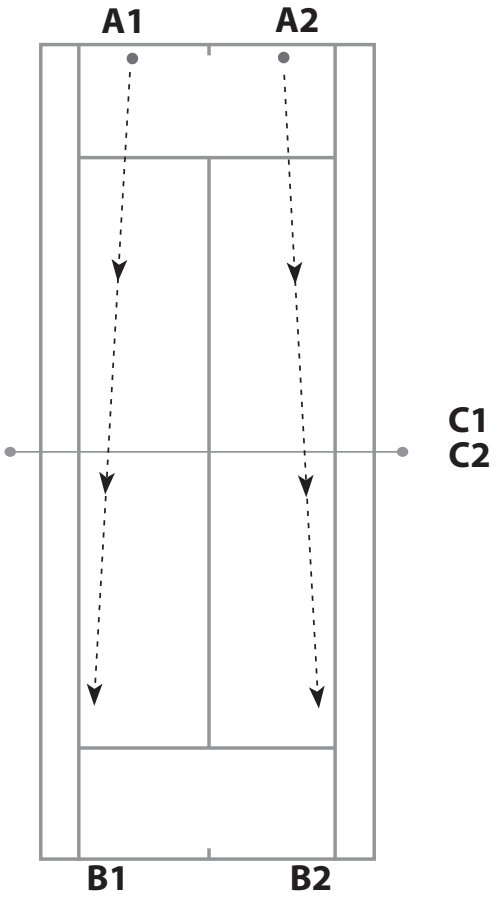
Ground Stroke - Volley Combination. Position one player at the net and the partner at the opposite service line:

1. From the service line, one player drop-hits a forehand ground stroke to a partner at the net.
2. The player at the net volleys the ball back to the partner at the service line.
3. The "feeder" traps the ball on the strings with her hand and repeats the ground stroke – volley – trap sequence.

Change positions after five hits each. This activity is much easier if you start with foam balls and move to low compression balls as the players master these skills. Players should be sideways when trapping the ball.

Game

One Ball Live. A minimum of six players is needed for this game. Two pairs of players rally with one another in a "split-court" set up in which the court is halved vertically. Two balls are put in play with a drop-hit straight ahead for two simultaneous rallies. Once an error is made, the person calls out "one ball live!" and the remaining ball is played out among the four players. The winning team scores a point and stays to play against two new players.



One Ball Live

Take Home Tennis

Driveway/Playground or Wall Tennis. Have players play driveway or playground tennis or wall tennis, emphasizing and practicing the volley when possible using a foam ball.

Practice 5

Theme: Approaching the Net

Equipment: 23- to 25-inch racquets, low compression balls, poly spots or a throw down lines

Gary's Youth Coaching Tip

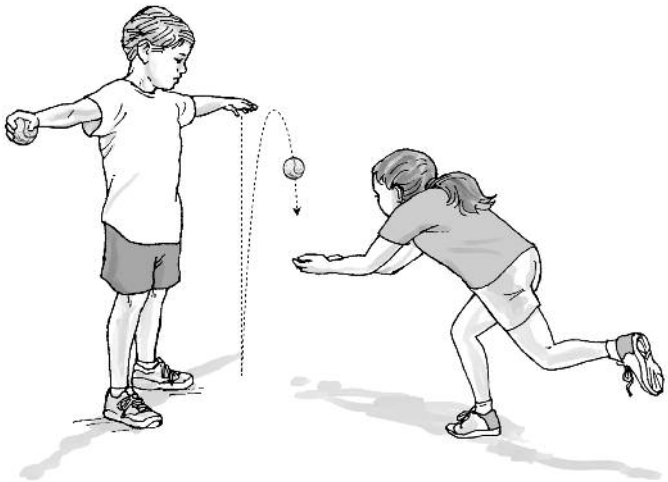
The more kids enjoy it, the more they will do it.
The more they do it, the more they will learn.
The more they learn, the better they will perform.

Movement Activities

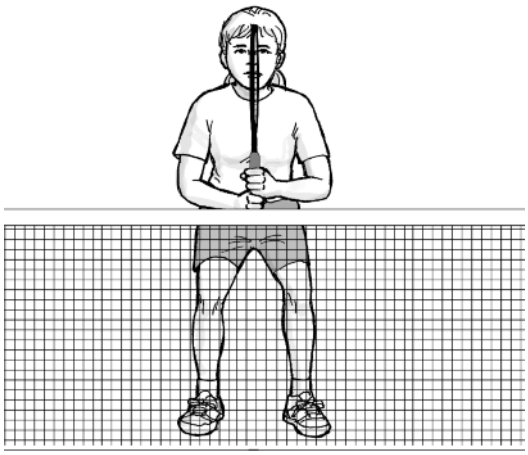
Dynamic Warm-up.

- Jog in place while juggling ball from right hand to left hand
- Slow jog and fast juggle
- Fast feet and slow juggle
- Regular jog and regular juggle
- Skip and regular juggle
- High knees and regular juggle
- Heel kicks and regular juggle
- Pass ball around left leg three times
- Pass ball around right leg three times
- Pass ball around waist three times; reverse direction
- Pass ball around knees three times; reverse direction
- Pass ball around neck three times; reverse direction
- Toss ball straight into the air with a leap and catch
- Dribble ball from right hand to left hand
- Dribble ball through the group
- Toss one ball with a partner while shuffling through the group
- Change partners and continue with tossing and catching, but now using two balls at the same time

Ball Drop. In pairs facing each other, one player has her arms extended at shoulder height and a ball in each hand. This player drops one ball at random and the other player has to catch the ball after one bounce. After each successful drop and catch, move apart one step. Change catchers and droppers after five trials.



Ball Drop



Ready Position at the net

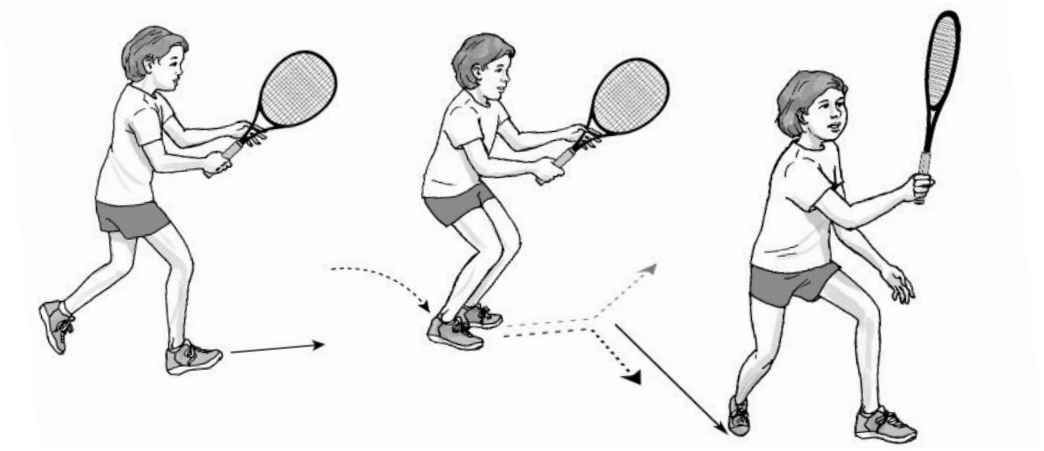
Skills

Approach Shots. Hitting this transition shot effectively will allow the player to move from the backcourt, where the player usually hits shots that are either neutral or defensive, to the net, where the shots are generally offensive and the player can end the point with one shot. The playing situation is for one player to be in the backcourt and for the other player to be moving from the backcourt to the net with just one shot.

Step 1 – The Approach Shot. Have players in a single-file line at the baseline, with the coach between the service line and the net. The coach underhand tosses a ball short into the court and the first player moves forward quickly, gets sideways and moves through a forehand ground stroke. From there, the player quickly moves to a point between the service line and the net, assumes a ready position with a split step with both feet pointing at the net so the player can move either right or left. You can mark the spot between the service line and the net with a poly spot or throw down line to emphasize that this is where the player needs to be by the time the ball lands on the court.

Also do this same drill but using the backhand side.

Note: Since the approach shot is hit from well inside the baseline and the player is moving toward the net at contact, only a short backswing is necessary to get the ball deep in the court.



The Split Step

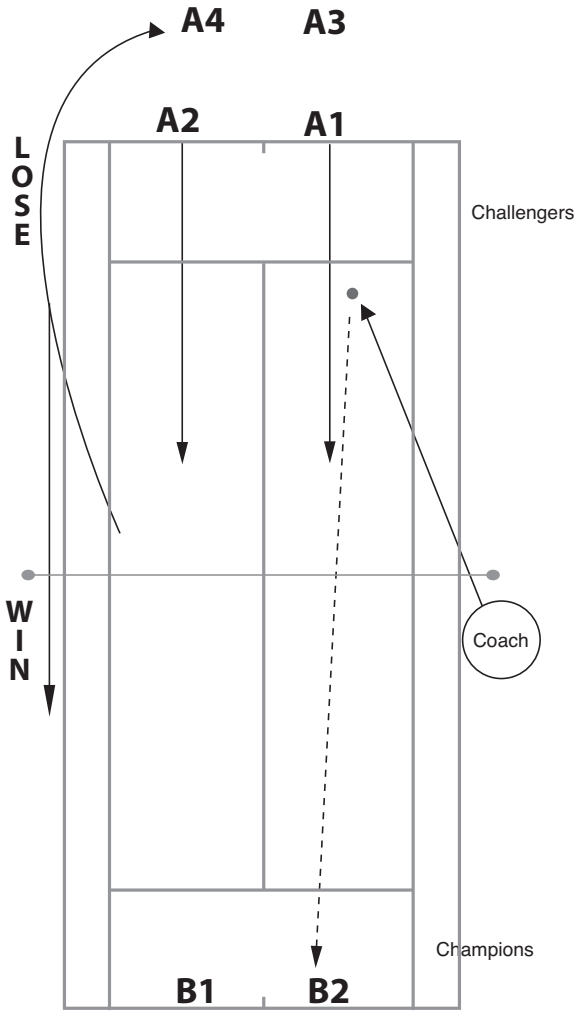
Step 2 – Approach Shot and Volley. Toss a short ball from the opposite side of the net. Players move forward to play the approach shot and then immediately move forward again to achieve a good ready position between the net and service line. The coach tosses a second ball so the player can hit a volley into the open court.

Game

Champions of the Court Doubles. This game requires a minimum of six to eight players per court. A designated "champion" team (B1 and B2) competes against a line of challengers, with the champion team assuming a baseline position on one side of the court while the other players (i.e., the challengers) wait at the back of the opposite side of the court, with the first two (A1 and A2) assuming the baseline position.

The challengers play three points against the current champions. On the first point, the coach feeds a short ball to the challengers (A1 and A2); the challengers hit an approach shot, move to the net and play out the point. On the second point, the coach feeds to the same side so the team at the net can volley. On the third point the coach feeds another ball to the team at the net.

If the challengers win two or three points from the champions, the challengers take the place of the champions and hustle to the other side of the court. The coach then counts, "3-2-1," and feeds to the next challenging team while the losing team rotates to the back of the challengers' line.



Champions of the Court Doubles

Take Home Tennis

Driveway/Playground or Wall Tennis. Have players play driveway/playground or wall tennis, working on their approach shot and first volley.

Practice 6

Theme: Singles

Equipment: 23- to 25-inch racquets, low compression balls, foam or oversized low compression balls, different colored poly spots, donuts or chalk

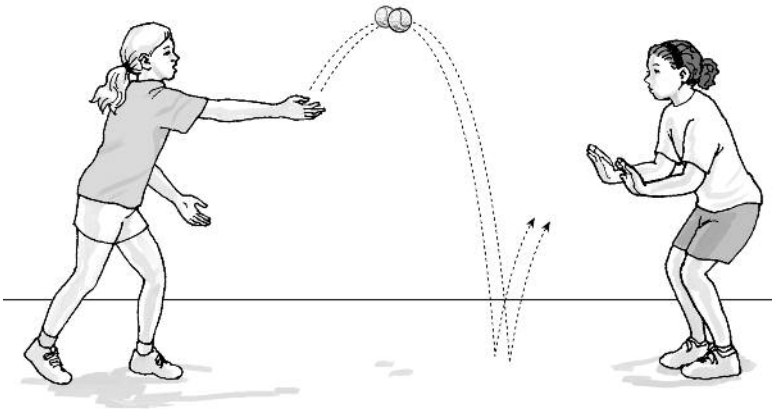
Gary's Youth Coaching Tip

There will be a great desire on your part to make your lessons about tennis and acquiring skills, but kids PLAY tennis because it's fun. If it's fun, the tennis and skills will come. If it's not fun, it won't matter how skilled you are at teaching skills.

Movement Activities

Partner Ball Tossing and Catching. All of these activities are done with a partner and the two players should be positioned 8-10 feet apart:

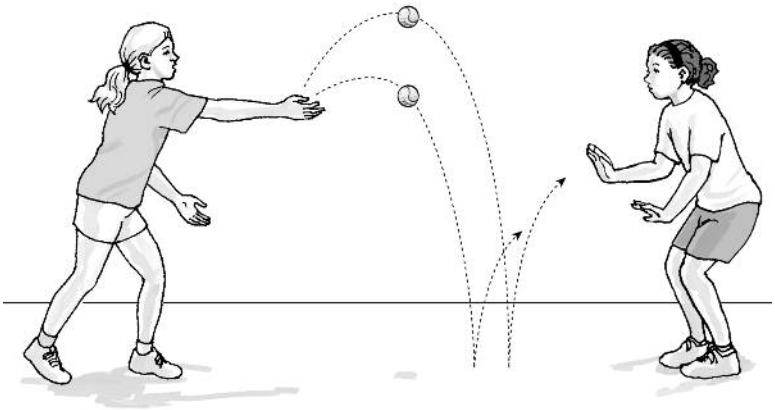
- A player rolls one ball to either side of his partner. The partner moves so she is directly in front of the ball and catches it directly between her feet. Add a second ball so there are two balls going at the same time.
- Players still moving their partners side to side, one player rolls and the other player underhand tosses. Reverse roles.
- One player underhand tosses back to her partner in the air and the other player bounce passes. Reverse roles.
- One player tosses two balls stacked side by side (horizontal) to partner. Change after five tosses.
  - — Partner catches both balls at the same time after one bounce.
  - — Partner catches both balls at the same time after two bounces.
  - — Partner catches both balls at the same time with arms crossed.



Horizontal Position

- One player tosses two balls stacked on top of each other (vertical) to partner. Change after five tosses.

  — Partner catches both balls at the same time after one bounce.
  — Partner catches both balls at the same time after two bounces.



Vertical Position

- **Turn and catch.** Both players are facing the same direction. The front player has a racquet and is in the ready position. The back player tosses a ball up and calls out the name of his partner. The partner turns, reacts to the ball and traps the ball on the strings with her hand in the ideal contact point. Change tossers and trappers after five tosses.

Catch It! Players are in pairs facing each other about 4-5 feet apart. Players position themselves at the net. Both players have balls and underhand toss balls back and forth at the same time. Players will side shuffle from the net to the baseline and back tossing and catching without letting the ball drop.

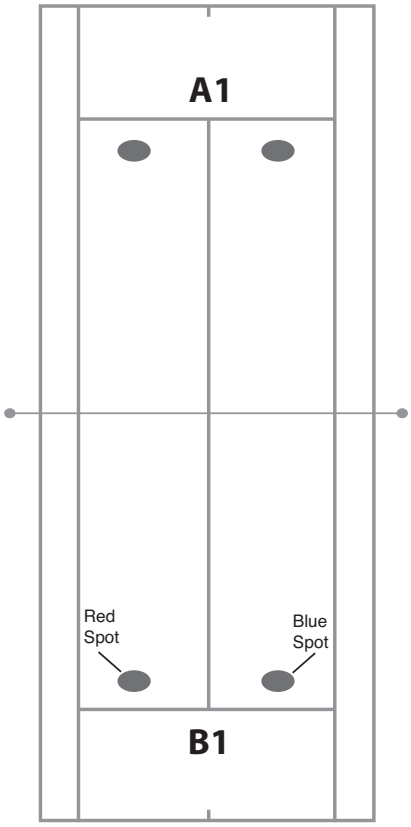
Skill

Singles Tactics. Now that players have learned to hit ground strokes, volleys, serves and returns, it is time to add some simple singles tactics to their game. The easiest singles tactic is to keep the ball in play. This means that the players will always attempt to hit one more ball back than their opponent. This tactic is based on consistency and patience.

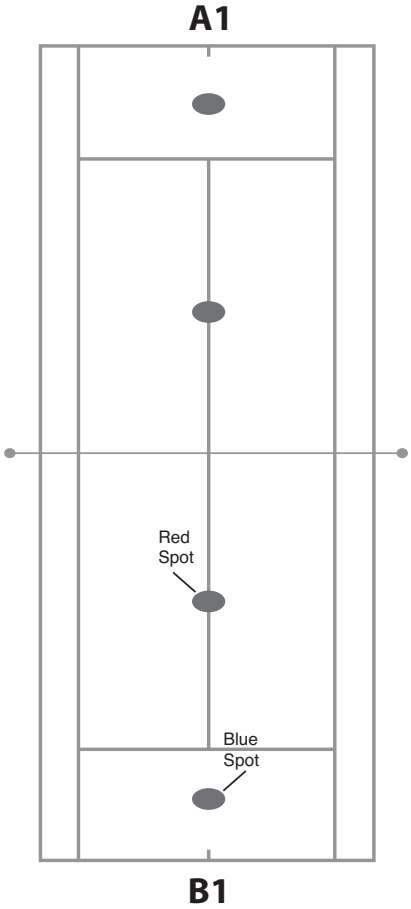
- **Continuous rally – keep the ball in play**. Players are on either side of the net, rallying balls back and forth to see what team can get the greatest number of rallies in a row. You can start your players with foam balls or oversized low compression balls and have them rally from service line to service line before moving back to go baseline-to-baseline on the 60-foot court using low compression balls.

- **Move your opponent side to side**. Beginning service line-to-service line, position different color targets (poly spots, donuts or chalk circles) on the court about 6 feet apart on either side of the players. Players rally back and forth using foam balls or oversized low compression balls and have to call out the color of the target before hitting the ball. Players can use both forehand and backhand ground strokes (first do this drill with all forehands, then with all backhands) and must recover to the center after each shot. Players can move back to the full 60-foot court and use low compression balls. Move targets 8 to 10 feet apart.

- **Move your opponent up and back**. Position different color targets about 6 feet apart—one inside the service line and one behind the service line. Players using foam balls or oversized low compression balls call out the color of the target before hitting each short or deep ball. Players must recover to behind the deep target after every shot. Move targets back and use the 60-foot court with low compression balls. Players will recover to behind the baseline after each shot. Place short target in back of the service line for this activity.



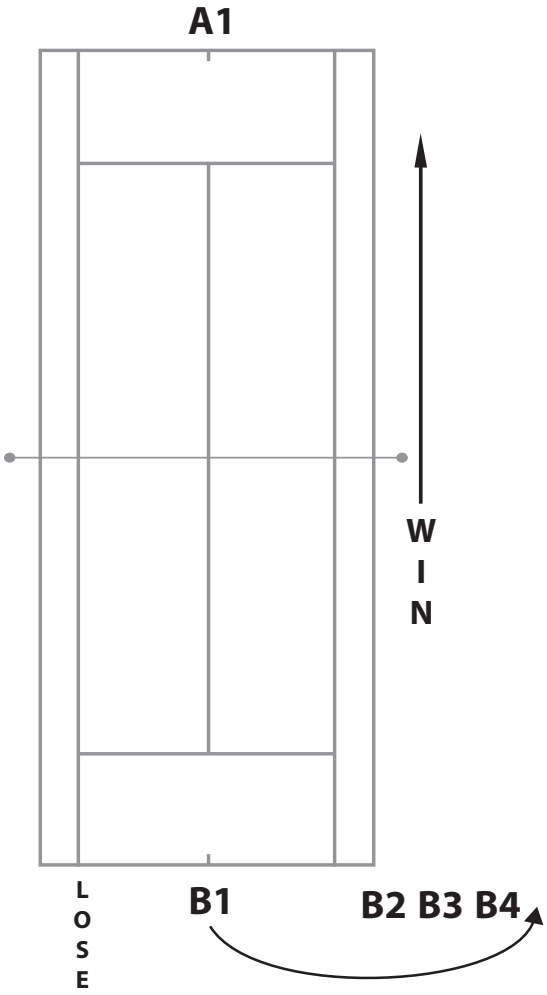
Move Your Opponent Side to Side



Move Your Opponent Up and Back

Game

Champion of the Court Singles. A designated champion competes against a line of at least three challengers. The champion (A1) assumes a baseline position on one side of the court. Other players (i.e. the challengers, diagrammed as B1-B4) wait at the back of the opposite side of the court. The first challenger, B1, assumes the opposite baseline position and drop-hits or serves (two serves to get one ball in the service court) the ball to A1 and a point is played using the singles boundaries. The court size should be 60-feet long and 21-feet wide. If B1 wins, she is the new champion and runs to the other side of the court (Champion's side). If A1 wins, he stays and plays a point started by B2. For a variation, have the challengers win two or three points before becoming the Champion.



Champion of the Court Singles

Take Home Tennis

Driveway/Playground or Wall Tennis. Have players play driveway or playground tennis with a partner/parent, or play wall tennis with a foam ball.

Practice 7

Theme: Doubles

Equipment: 23- to 25-inch racquets, low compression balls, foam balls

Gary's Youth Coaching Tip

Ultimate performance occurs in "the zone." The combination of thought, feeling and action. Where THEY can "just do it." Create the fertile soil in which a player can grow into that kind of performance.

Movement Activities

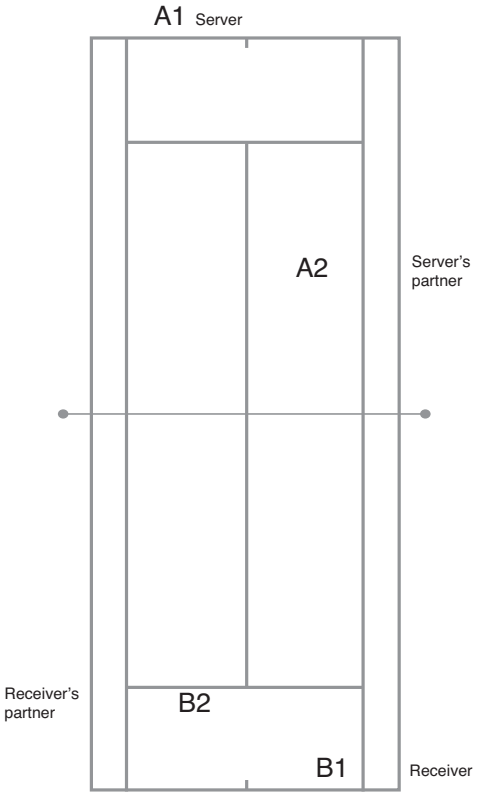
Ball Drop. In pairs facing each other, one player has her arms extended at shoulder height and a ball in each hand. This player drops one ball at random and the other player has to catch the ball after one bounce. After each successful drop and catch, move players apart one step. Change catchers and droppers after five trials. (See Practice 5 for illustration.)

Jog Ball. While players are jogging in a large circle, they toss the ball up and catch it after the bounce with two hands, then with the right hand and then with the left hand. Keep players moving and have them change direction when the coach calls out to change directions.

Circle Volleys. Players form a circle and bump a foam ball to each other at random after one bounce. After two minutes, move in a step and keep the foam ball in the air while it goes randomly from player to player around the circle.

Skill

All Position Doubles. This activity is a great way to teach players the positions and responsibilities for doubles. Position four players in the proper doubles positions—the server (A1), the partner of the server (A2), the serve returner/receiver (B1) and the partner of the returner (B2). A point is played starting with a serve or a drop-hit. Once two or three points are played, each player rotates to the next doubles position. After the rotation, more points are played with the players in their new doubles positions.



Court Positions

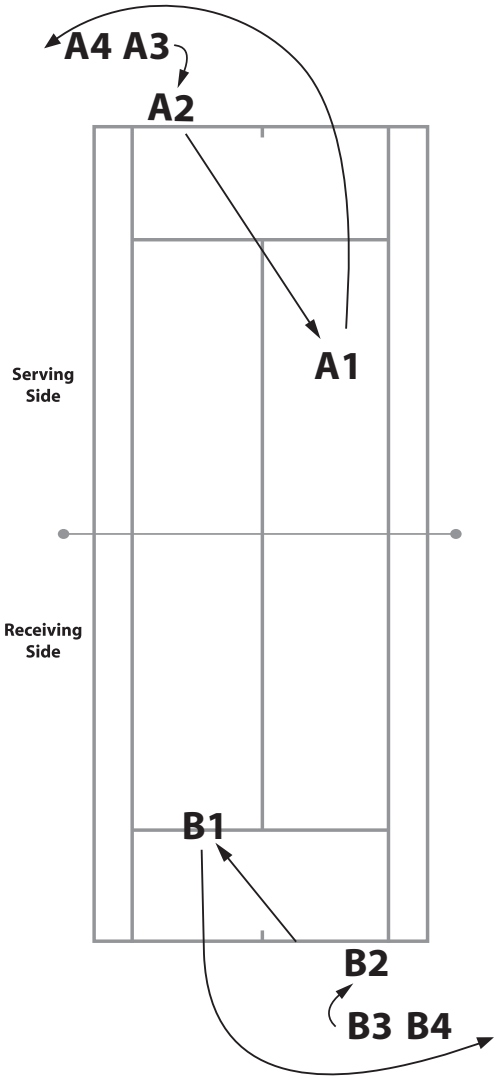
The coach can work on the positions of these players as they play a large number of doubles points. They also can focus on the shot selection. This is a good time to get players thinking about hitting deep to deep (players at the baseline should be hitting back to the opposite baseline player) or close to close (players at the net should think about hitting to the side of the opposite volley position).

The coach also can take one of the doubles positions and she will stay at that position while everyone else rotates. For example, the coach might be in the service return position and have three balls. The coach hits the return from the server and a point is played. When the point ends, the coach can put another ball in play and a second point is played. Continue until the coach plays all three balls, making sure that every player hits a shot or two from his respective doubles position. This coach formation with multiple balls before rotating ensures more hitting before moving to the next position.

Game

Team Doubles. This game requires a minimum of four players but can easily accommodate eight players. Four players assume the typical doubles positions on each side of the court. One side is the serving side and the other side is the returning side.

Points can begin with a drop-hit or a serve. After a point is played, players rotate one spot on their side of the net. For example, player A1 would move to the back of the "A" line, player A2 would move to the net and A3 would be on the baseline. Games can be played to 7 or 11 points with teams switching ends of the court after each game. One side serves the entire game. All serves are from the deuce court.



Team Doubles

Take Home Tennis

Driveway/Playground or Wall Tennis. Have players play driveway or playground tennis with a partner/parent, or play wall tennis with a foam ball.

Practice 8

Theme: Play Day

Equipment: As needed

Gary's Youth Coaching Tip

The most important thing you can give your kids is a love of tennis. That will carry them through difficult times, injuries, bad calls, bad coaches and tough competition. Their love for the game will take them further than any other thing you could teach them.

Games

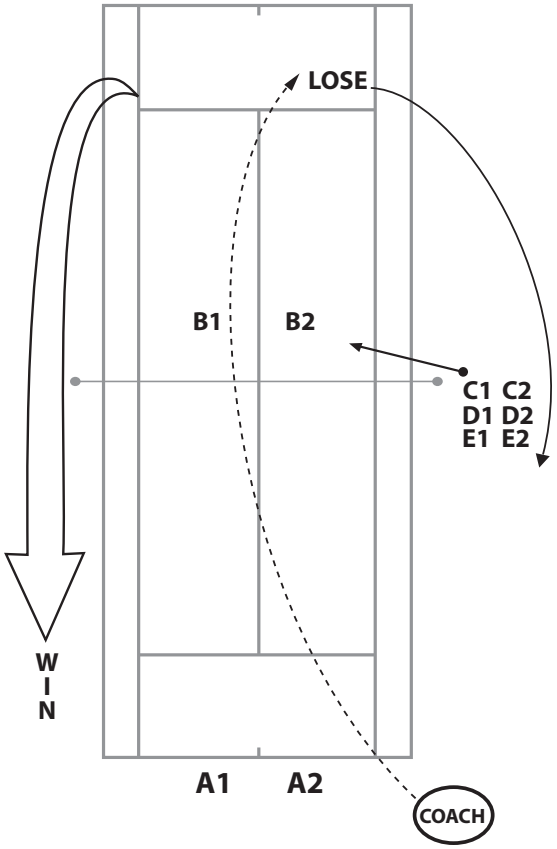
This is a fun day and the activities can be the favorite activities from this series of practices. Teams can be created and games can be played in a team format.

There are some large group games that are ideal if you have enough players:

Deep Desperation. A doubles "champion" team (A1 and A2) is positioned on the baseline. The other players line up with a partner at the net post. The first team at the net post takes positions at the net. The coach begins each point with a lob over the heads of the team at the net. Begin with an easy lob that the players can move back and return after one bounce. This ball will most likely land in the service court to start. The players at the net must chase down the lob and play out the point against the champion team. If the challenging team wins, they run over to replace the champions.

A new ball is fed as soon as the new challengers are in the volley position. If the challenging team loses, they quickly go to the end of the line at the net post and the next team of challengers comes in to play out the next point started by a lob from the coach.

Whoever is left in the champion position after a designated time wins the game.



Deep Desperation

Wipe Out. Divide the group into two teams (A and B) of at least four players each. Each team stands in a line along the back fence on opposite ends of the court. To begin, one person from each team plays a singles point beginning with a drop-hit. After the point, the winner (A1) stays on the court and adds a second person (A2) to her side of the court. The player who loses the point (B1) goes to the end of her line (side B) and the next player (B2) begins the point with a drop-hit to the two people on the opposite side.

The team that wins the point keeps adding an additional player until all players are on the court and that team wins the point. When multiple players are playing against one player, the lone player can use the doubles boundaries, and the multiple players must use the singles court. The game ends when one side has all its players on the court and wins the point.

Take Home Tennis

Driveway/Playground or Wall Tennis. Have players play driveway or playground tennis with a partner/friend, or play wall tennis individually.

Chapter 8: Practice Sessions (Ages 11-17)

This chapter contains eight suggested practice sessions for children ages 11-17. The goal of this series of practices is to get children playing the game as quickly as possible so they can enjoy the experience of hitting balls back and forth over the net.

These practice sessions are categorized by playing situations, and skills are introduced in the context of the situation:

- **Playing Situation 1: Both players in the backcourt.** The skills needed for this situation are rallying skills, or more specifically, forehand and backhand ground strokes. Once children can rally, games and contests can be used to get them on the court and playing tennis.
- **Playing Situation 2: Serving and returning.** The skills needed are serves and returns.
- **Playing Situation 3: One player at the net and one player at the baseline.** The skills for the net player include the volley and the overhead, while the player in the backcourt will hit ground strokes and lobs.
- **Playing Situation 4: Transitioning from the baseline to the net.** This is a result of moving forward from the baseline to return a short ball and then continuing to the net. The skill necessary is the approach shot.

Each practice session will incorporate tactics, skills and rules so these are learned as the children are playing the game. Announcing the score, calling lines, knowing the rules and court etiquette, court positioning and shot selection are elements of these practices. More specific information is reviewed for singles and doubles positioning in Practices 7 and 8.

Included in each practice session is a coaching tip from youth coaching expert Gary Avischious. Practice sessions should last a minimum of 60 minutes but no longer than 90 minutes. Play should be on full-size courts and with regulation equipment.

Each practice includes:

1. The theme and objective of the practice.
2. A warm-up activity that helps develop the athletic skills of the age group.
3. A review of what was learned in the previous session.
4. A new skill and a series of practices for that playing situation.
5. A team game that reinforces the skills and tactics of the playing situation.
6. A take-home tennis activity.

Practices at a Glance: Ages 11-17

This one-page guide outlines the eight practice sessions that follow. It serves as a handy reference for what is covered in more detail during each practice.

Practice 1	**Rally Skills – Forehand**
Movement Activities	Roll and Catch; Toss and Catch; Toss and Trap; Toss, Turn and Trap
Skill	Rally from the Forehand Side
Game	Tag Team Singles
Take Home Tennis	Driveway/Playground or Wall Tennis
Practice 2	**Rally Skills – Backhand**
Movement Activities	Roll and Catch; Toss and Catch; Toss and Trap; Toss, Turn and Trap; Lobster Trap
Skill	Rally from the Backhand Side
Game	Champion of the Court Singles
Take Home Tennis	Driveway/Playground or Wall Tennis
Practice 3	**Serve and Return**
Movement Activities	Toss and Trap, Lobster Trap
Skills	The Serve, Return of Serve
Game	Serve Relay
Take Home Tennis	Driveway/Playground or Wall Tennis
Practice 4	**Volleys**
Movement Activity	Partner Rally Using Forehand and Backhand Ground Strokes
Skills	Volley Progression, Ground Stroke - Volley Combination
Game	Champs and Chumps
Take Home Tennis	Driveway/Playground or Wall Tennis
Practice 5	**Overheads and Lobs**
Movement Activities	Alternate Forehands and Backhands from the Service Line, Bucket Head
Skills	Lob and Overhead
Game	Team Doubles
Take Home Tennis	Driveway/Playground or Wall Tennis
Practice 6	**Approaching the Net**
Movement Activities	Alternate Forehands and Backhands from the Service Line (with Volley)
Skill	Approaching the Net to Volley
Game	Champions of the Court Doubles
Take Home Tennis	Driveway/Playground or Wall Tennis
Practice 7	**Singles Play**
Movement Activity	Continuous Rally into the Doubles Alley
Skills	Singles Positioning and Tactics
Game	Champion of the Court Singles
Take Home Tennis	Driveway/Playground or Wall Tennis
Practice 8	**Doubles Play**
Movement Activity	Volleys and Ground Strokes into the Doubles Alley
Skill	All-Position Doubles
Game	Deep Desperation
Take Home Tennis	Jr. Team Tennis

Practice 1

Theme: Rally skills using forehand ground strokes

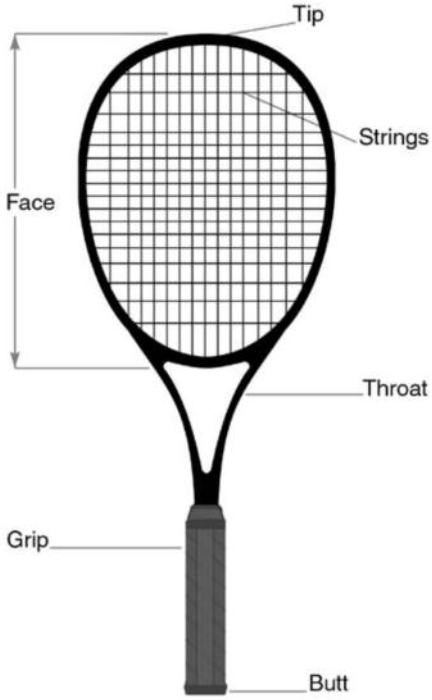
Objective: To provide the tools needed to get kids rallying from the forehand side during the very first practice

Gary's Youth Coaching Tip

The more you play with an idea, the more you play with tennis, the more you play with your kids, the more kids learn how to play tennis. And when kids learn to play tennis by having fun, they will perform better than you ever imagined.

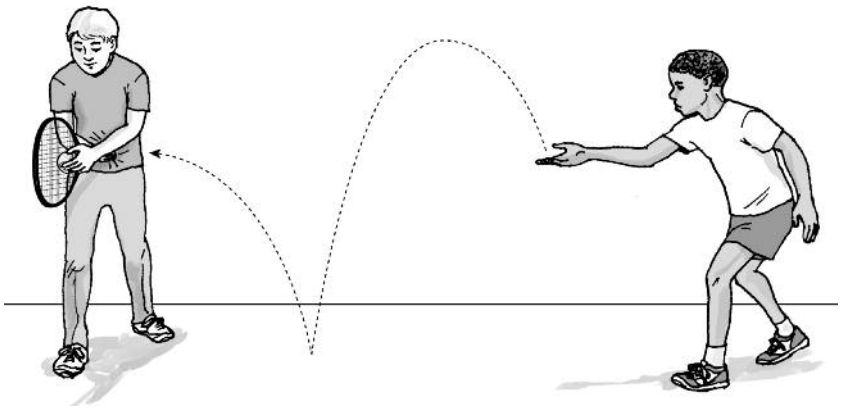
Movement Activities

Roll and Catch. Players should stand 10 feet apart, with one ball for each pair of players. The player with the ball (Player A) rolls the ball to either side of the partner (Player B), and Player B moves so she can catch the ball directly between her feet. Player B should shuffle into position and squat down, keeping her back straight to catch the ball. Player B then rolls the ball back to either side of Player A, who also catches the ball and rolls it back. To add some variation, have players use two balls and have them both roll and catch at the same time.



Toss and Catch. This activity is similar to the first, but this time Player A tosses the ball underhand so it bounces on the court, and Player B catches the ball with one hand with the fingers pointing up. This will force each player to move quickly to get below the ball so the fingers are up, similar to the position of the hand when making a volley. For a greater challenge, have both players toss and catch two balls at the same time.

Toss and Trap. This activity is similar to "Toss and Catch," but this time each player will have a racquet. The racquet is held at its throat with the dominant hand, and the butt of the racquet is held against the stomach at about "belt buckle" position. Player A tosses the ball and Player B traps the ball on the strings with the non-dominant hand in a perfect contact position. Player B tosses it back to Player A, who moves and traps the ball against the strings, holding his racquet butt against his belly and the dominant hand at the racquet throat. This is an excellent warm-up activity to train players to move into the perfect spot for the ideal contact for a ground stroke. All players will have to move quickly to trap all balls on the forehand side of the racquet.



Toss and Trap

Toss, Turn and Trap. This time, Player A uses a higher underhand toss to Player B, who has her back to the feeder (Player A). The feeder calls out the partner's name and the partner (Player B) turns 180 degrees, locates the ball and moves to trap the ball against her strings. Have each pair do this five times, then change tossers and trapper.

Skill: Rally from the Forehand Side

Follow this progression to get players rallying from the forehand side:

1. **Self rally.** Each player hits the ball up in the air to eye-level height, lets the ball bounce and hits it again. Try for as many hit-bounce rallies as possible.

2. **Partner rally to a target.** Two players rally the ball eye-level high, trying to land the ball on a shared target on the ground.

3. **Partner rally over a line.** Two players are positioned two steps apart and rally the ball at eye-level height over a line on the ground.

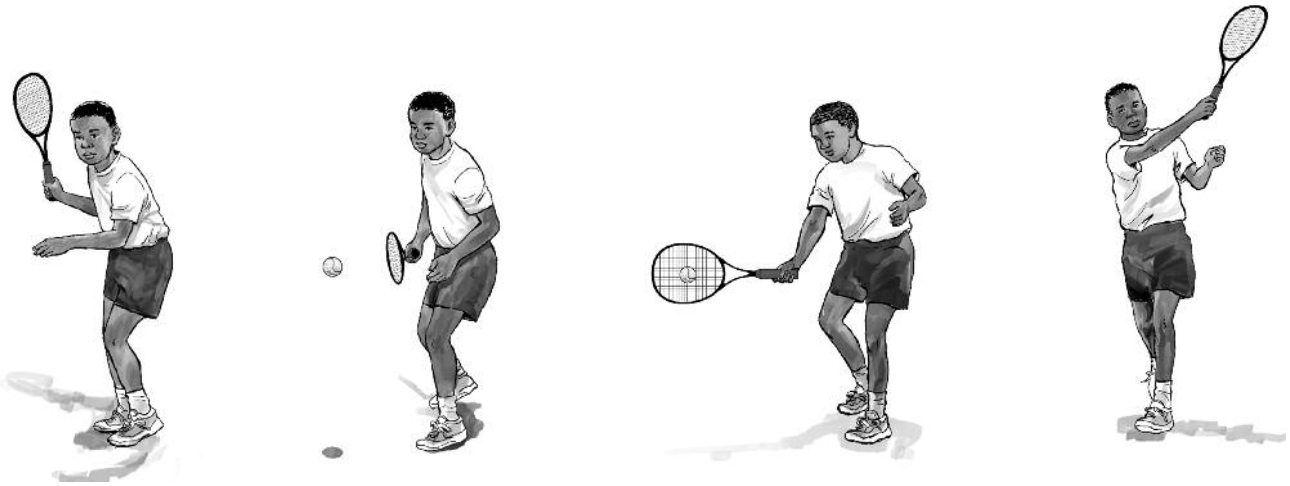
4. **Partner rally over a net.** Two players are four steps apart and rally the ball over a net. Targets on the court are helpful to provide a precise landing point for the shots.

5. **Partner rally over a net and side to side.** Both players are in the same position as the previous activity, but this time attempt to hit shots on either side of a line, either to the right or left of the line. Players call out the direction of the shot before hitting the ball.

6. **Partner rally over a net (short and deep).** Similar to the previous activity, but this time players hit the ball either in front of or behind a line, short and deep. Briefly discuss that a higher trajectory sends the ball deeper. Players call out short or deep before hitting.

Rally Reinforcer. This step may be necessary if the players are having difficulty with the final stages that require additional control. If the players are not judging, moving and positioning themselves quickly and properly before hitting, have one player drop-hit a ball and the other player trap the ball after the bounce with his hand and the racquet face in the ideal contact area. Once players quickly and accurately move into the proper position, have them repeat any steps necessary.

Step-Back Rallies. With a partner, each player is two steps away from the net. One player begins with a drop hit to the partner, who returns that ball, and the pair rallies the ball for four hits. After four hits, both players take one step back and repeat the rally drill, trying to keep the ball in play for four consecutive hits. Every time they successfully rally four in a row, they each move back a step. If either player makes an error, each player moves forward a step and tries to rally four in a row again before moving a step back.



The Forehand

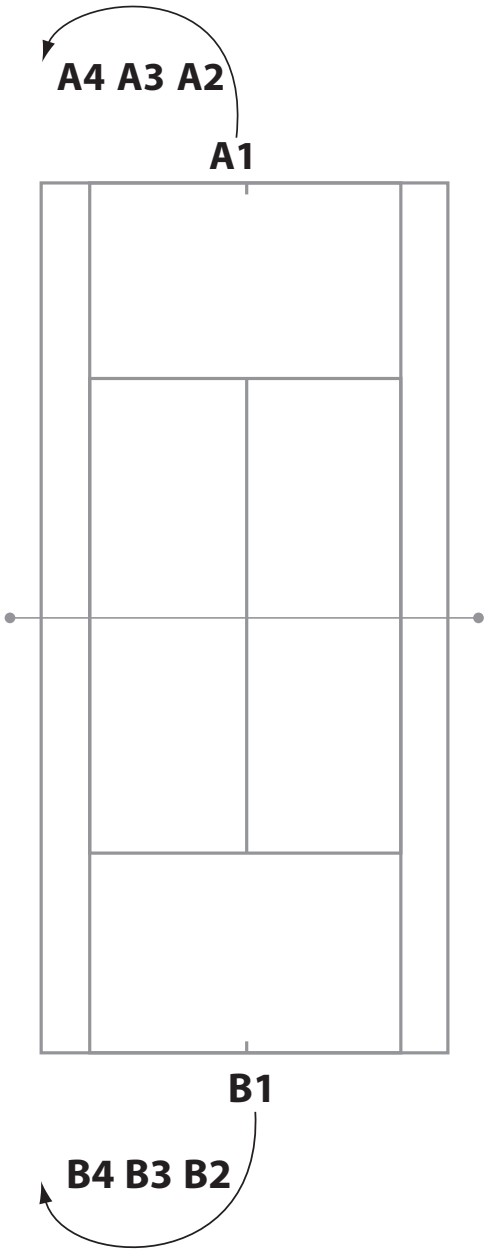
Coaching Tips

- Tapping the ball up to head-level height will give the player an idea of how much swing is required to hit the ball a few feet.
- As the distance increases, so does the length of the backswing and the follow through.
- Using foam and low compression balls gives players more time to move to the ball and will provide earlier success.

Game

Tag Team Singles. A minimum of four players is needed for this team game. Split players into two groups, with each group forming a line behind the middle of each baseline. One player is up on each side (A1 and B1). The first player from side A (A1) drop-hits the ball to the first player on side B (B1) and moves to the back of her line. The first player on B (B1) returns the ball and goes to the back of the line on his side. From there, each subsequent player hits one ball and moves to the back of the line, keeping the point going until one side misses.

Each line keeps track of how many points it wins. The first team to 10 points is declared the winner.



Tag Team Singles

Take Home Tennis

Driveway/Playground or Wall Tennis. Player plays driveway tennis or wall tennis. Setting up a modified court in the driveway or on a playground with chalk lines and a temporary net, rope or caution tape provides a fun way to continue this practice session. With a partner, the player should see how many forehand ground strokes she can hit using a short court and foam balls. This activity can also be done on a tennis court using a foam ball and the service lines.

If the player can't find a partner, or if he can't set up a short court, hitting forehand ground strokes off a garage door or wall is ideal practice. Have the player use a foam ball and see how many he can hit in a row off the wall.

Practice 2

Theme: Rally skills using backhand and forehand ground strokes

Objective: To complete all the options in Playing Situation 1, where both players are in the backcourt; once players can rally using both forehand and backhand ground strokes, they can play points

Gary's Youth Coaching Tip

Discipline comes from the root word "disciple," which means joyful follower. As a coach you earn respect instead of demand it. If you're joyful, they will follow. If you're not, you will find yourself demanding more respect.

Movement Activities

Roll and Catch. (Same as Practice 1.) With one ball for each pair, players should stand 10 feet apart. The player with the ball (Player A) rolls the ball to either side of the partner (Player B), and Player B moves so she can catch the ball directly between her feet. Player B should shuffle into position and squat down, keeping her back straight to catch the ball. Player B then rolls the ball back to either side of Player A, who also catches the ball and rolls it back. To add some variation, have players use two balls and have them both roll and catch at the same time.

Toss and Catch. (Same as Practice 1.) Player A underhand tosses the ball so that it bounces on the court, and Player B catches the ball with one hand with the fingers pointing up. This will force both players to move quickly to get their hand below the ball so the fingers are up, similar to the position of the hand when making a volley. For a greater challenge, have both players toss and catch two balls at the same time.

Toss and Trap. The activity is a repeat of Practice 1, but have the player trap on the opposite side of the body, holding the racquet at its throat with the non-dominant hand and with the butt of the racquet against the stomach at the "belt buckle." Repeat this activity from Practice 1, but this time all traps are done on the backhand side of the racquet.

Toss, Turn and Trap. (Same as Practice 1, but trap all balls on the backhand side of the racquet.) Player A uses a higher underhand toss to Player B, who has his back to the feeder (Player A). The feeder calls out the partner's name and the partner (Player B) turns 180 degrees, locates the ball and moves to trap the ball against his strings. Have each pair do this five times, and then change tossers and trappers.

Lobster Trap. Player A uses an underhand toss to either side of Player B, who is in a ready position with two racquets. The player with two racquets (lobster) traps the ball with both racquets on one side or the other, then drops the ball and returns a left-handed or right-handed drop-hit forehand, depending on the side he trapped the ball. Change tossers and "lobsters" after five tosses. (See Chapter 6, Practice 1 for illustration.)

Review: The Forehand

Review the forehand ground stroke and demonstrate swing pattern, contact point and follow through. Stress that all shots from the baseline begin from the ready position and will involve movement to the ball, set-up, swing and a quick recovery back to the center of the court and a return to the ready position.

- Step-back rallies: With a partner, each player is two steps away from the net. One player begins with a drop hit to the partner, who returns that ball, and the pair rallies the ball for four hits. After four hits, both players take one step back and they repeat the rally drill, trying to keep the ball in play for four consecutive hits. Every time they successfully rally four in a row, they each move back a step. If either player makes an error, each player moves forward a step and tries to rally four in a row again before moving back a step.

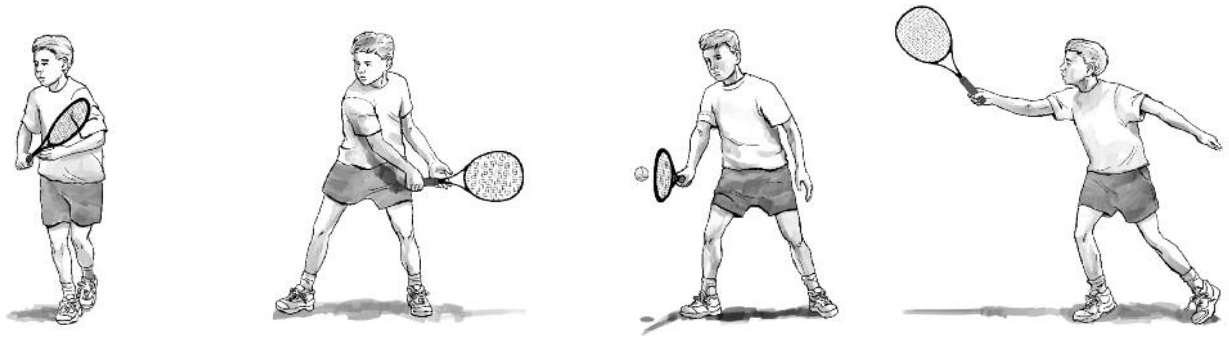
Forehand Point of Contact

Skill: Rally from the Backhand Side

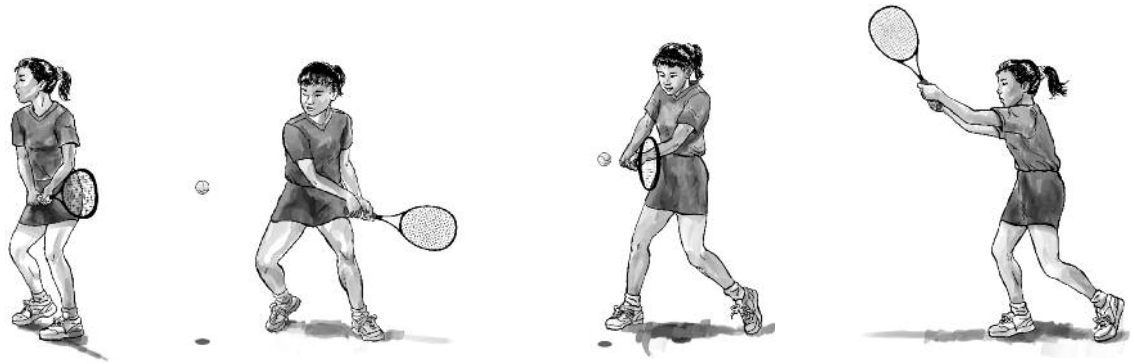
The new skill for Practice 2 follows the same pattern as those in Practice Session 1, except this time the backhand is used. See Practice 1 (page 100) for the description of each activity:

1. **Self rally**
2. **Partner rally to a target**
3. **Partner rally over a line**
4. **Partner rally over a net**
5. **Partner rally over a net and side to side**
6. **Partner rally over a net and short and deep**
7. **Partner rally using alternate forehand and backhand ground strokes.** Partners hit balls straight ahead and both alternate hitting on the forehand side and the backhand side. After four successful hits by each player, the partners can take one step back and repeat the activity. If either makes an error, both players must take one step forward and try for four successful rallies each before moving back.

Ready Position



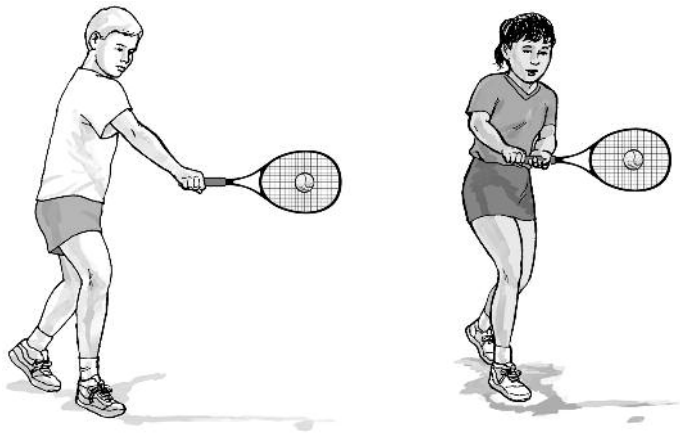
One-Handed Backhand



Two-Handed Backhand

Coaching Tips

- When players hit on the backhand side, they change to a one-handed backhand grip during the turn from the ready position.
- The contact point for a two-handed backhand is the same as a left-handed forehand.
- The contact point for the one-handed backhand is in front of the forward foot.
- When balls are hit at the body, have players move quickly so they play the ball on their favorite side.



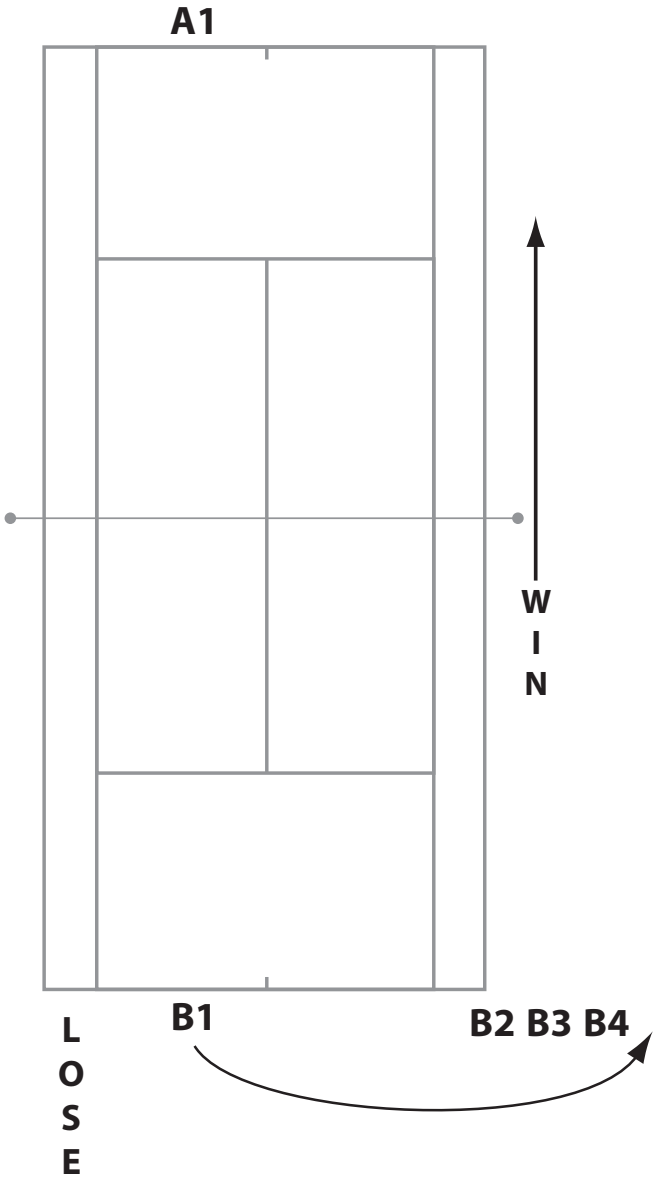
Point of Contact: One-Handed Backhand, Two-Handed Backhand

Game

Champion of the Court Singles. A designated "champion" competes against a line of at least three players, with the champion assuming a baseline position on one side of the court (A1) and the other players (i.e., the challengers) waiting at the back on the opposite side of the court.

The first challenger (B1) assumes a position at the baseline and drop-hits the ball to the champion (A1). A point is then played out using the singles boundaries. If B1 wins, he is the new champion and runs to the other side of the court (the champion's side). If A1 wins, she stays and plays a point against B2.

Note: This game can be varied by making the challengers have to win two or three points against the champion before they can assume the champion's position.



Champion of the Court Singles

Take Home Tennis

Driveway/Playground or Wall Tennis. Player plays driveway/playground tennis or wall tennis. On the driveway/playground court or against the wall, the player should concentrate on the backhand ground stroke and see how many consecutive backhand ground strokes she can hit. Player should graduate to alternating by hitting one forehand and one backhand.

Practice 3

Theme: Serve and Return

Objective: To begin points with a proper serve and return so players can begin to play according to the official rules

Gary's Youth Coaching Tip

The true giftedness of "natural" athletes is not their talent but their love for the game and their self-motivated desire. It's not their ability; it's their effort.

Movement Activities

Toss and Trap. (Same as Practice 1.) Have the player hold the racquet at its throat with the dominant hand; the butt of the racquet is held against the stomach at about "belt buckle" position. Player A tosses the ball and Player B traps the ball on the strings with the non-dominant hand in a perfect contact position. Player B tosses it back to Player A, who moves and traps the ball against the strings with his racquet butt against his belly and his dominant hand at the throat of the racquet. This is an excellent warm-up activity to train players to move into the perfect spot for the ideal contact for a ground stroke. All players will have to move quickly to trap all balls on the forehand side of the racquet.

Lobster Trap. (Same as Practice 2.) Player A uses an underhand toss to either side of Player B, who is in a ready position with two racquets. The player with two racquets (lobster) traps the ball with both racquets on one side or the other, then drops the ball and returns a left-handed or right-handed drop-hit forehand, depending on the side she trapped the ball. Change tossers and "lobsters" after five tosses.

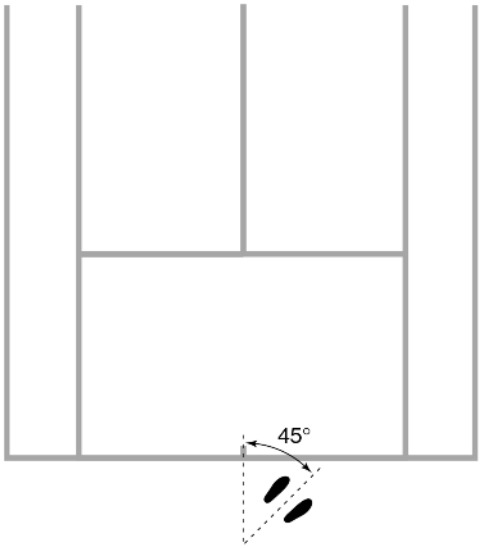
Review: Forehand and Backhand Ground Strokes

Review both the forehand and backhand ground strokes. Demonstrate the swing pattern of each from the ready position and include the backswing, contact point and follow through. Show the grips used for the forehand, along with the one-handed and two-handed backhand. Reinforce that after playing shots from the backcourt on either the forehand or backhand side, it is important to recover quickly to the center of the baseline and be in a ready position before the opponent makes contact for the return shot.

Drill. Partner rally using alternate forehand and backhand ground strokes (see Practice 2). Partners hit balls straight ahead and both alternate hitting on the forehand side and backhand side. After four successful hits by each player, the partners can take one step back and repeat the activity. If either makes an error, both players must take one step forward and try for four successful rallies each before moving back.

Skills: The Serve and Return

Demonstrate a full serve in slow motion from the baseline into the service court. Explain that serves must be hit from behind the baseline into the opposite service court. Each game begins with a serve in the deuce court, and the server plays the next serve into the ad court, alternating sides for every serve until the game is complete.



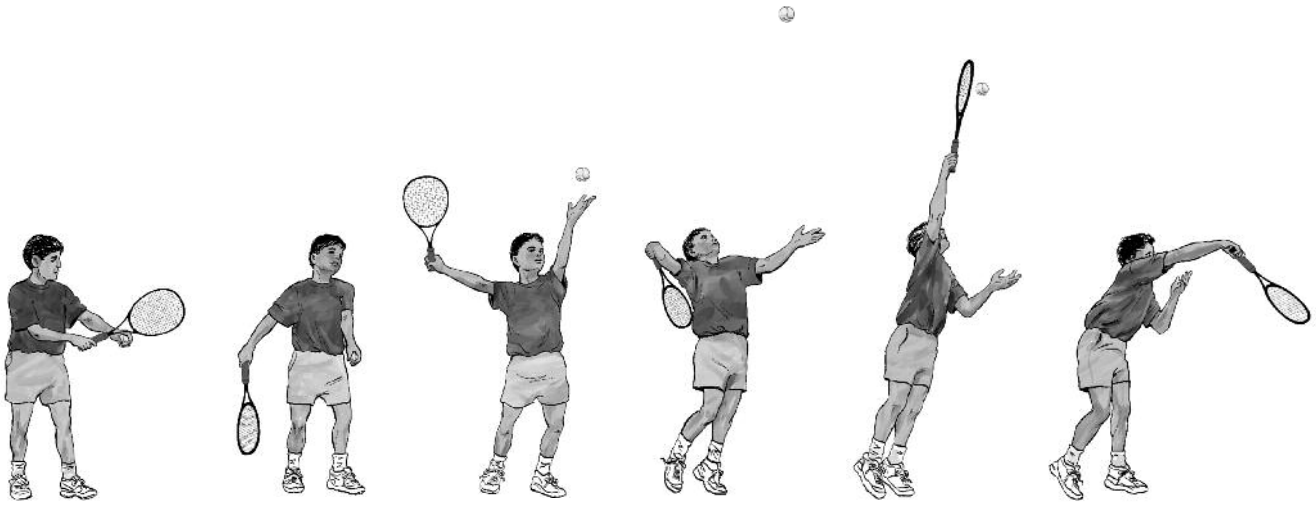
Foot Position

The following activities demonstrate a serve-and-return progression, and are done with a partner on the other side of the net:

Throw Over the Net to a Partner. Since the serve is like an overhand throwing motion, have players throw a ball over the net to their partners, who catch it after one bounce and throw the ball back. Both players should start at the service line and move back to the baseline after a series of successful throws and catches. To reinforce a correct overhand throwing motion, foam (NERF) footballs can be used during this activity.

Toss, Touch and Freeze. Position players two steps away from the net. Have them stand at a 45-degree angle to the net with their racquets back and their arms bent at the elbow like a quarterback prepared to throw. Have players toss the ball up with the non-dominant hand, reach up to full extension and freeze at the contact point. The racquet face should be directed at the service court. Several players can be positioned along the net with their partners on the opposite side.

Note: Make sure that players freeze at the point of contact so they can see the contact point and make any necessary corrections to the toss. To prevent them from over-swinging, see if they can make the ball bounce four times before it goes over the service line.



The Serve

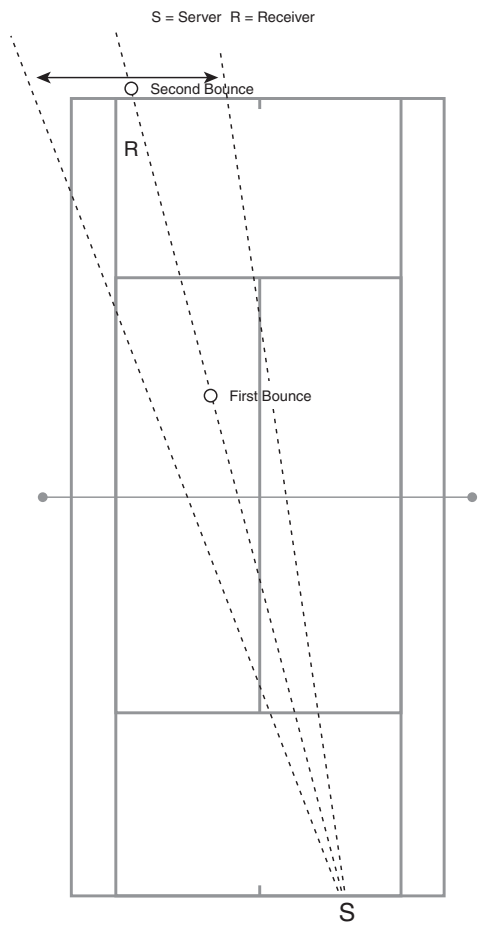
Add a Step, Serve and Trap. Begin all players four steps from the net. Have players toss, hit and follow through so the ball goes to their partner in the service court. After one bounce, the partner traps the ball on the racquet face with her hand and serves it back to her partner. The serves should be hit into the diagonal service court to a partner. After each time the partners can serve and trap, both players move back a step and repeat the activity.

Note: As soon as players begin to move back behind the service line, don't let them serve at the same time as those only a few steps from the net. This will keep the players closer to the net from being hit by someone serving behind them.

Coaching Tips

Learn to serve and return from the playing situation of: one player serving from behind the baseline and the other player in position to make the return.

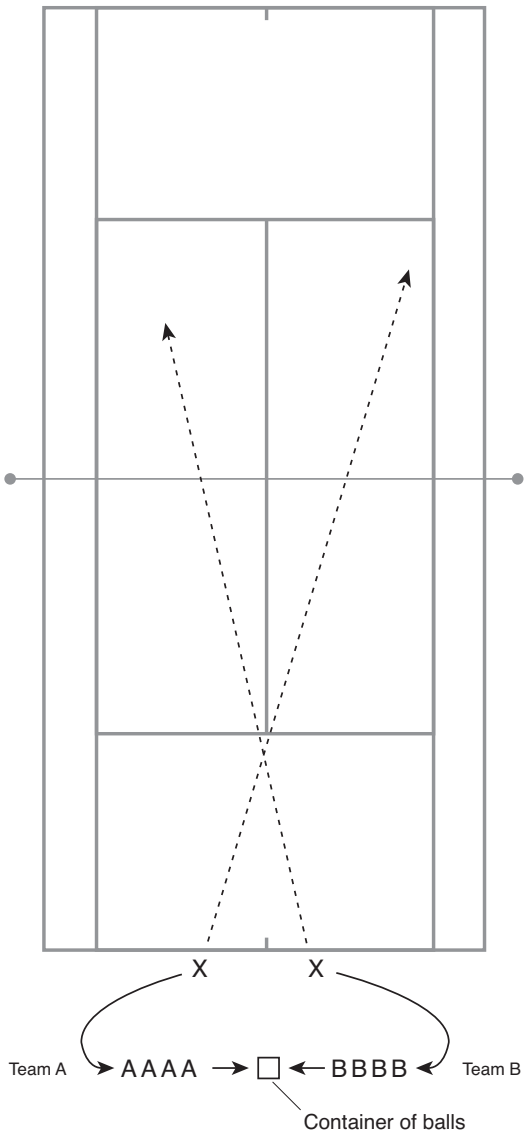
- Players should stand at a 45-degree angle to the net so they can rotate back on the backswing and forward for the hit and follow through.
- The contact point should be as high as the player can reach, over the right shoulder (if the player is right-handed) and in front of the forward foot.
- Returners should draw a line from the server through the middle of the service court to establish a good starting position for the return of serve.
- If the serve is hit hard, the returner should use a shorter backswing to allow time to contact the ball in front of the body.



Return of Serve

Game

Serve Relay. Divide players into two teams with a supply of balls (basket, hopper or cart) behind the center of the court close to the fence. Each player serves from either three-quarters court or full court, depending on the skill level of the group. Both teams are in a line in back of the baseline along the fence. The first player in line moves from the fence to the baseline (or three-quarters court) and serves one ball. If the ball lands in the correct service court, the server goes to the end of the line and the next person becomes the server. If the serve is a fault, the server retrieves a ball from the basket placed between the lines and tries again. The server gets a maximum of three faults before the next player becomes the server. Continue the game until one team hits 10 successful serves



Serve Relay

Take Home Tennis

Driveway/Playground or Wall Tennis – With Serve. Player plays driveway/playground tennis or wall tennis on your temporary court. Have players begin each rally with a serve. If they are using the garage door or wall, have them hit a serve to start each rally. Make a target on the wall about 4 feet above the ground and see how many serves hit the target.

Practice 4

Theme: Volleys

Objective: To learn what to do when the player is at the net; after this practice, players should be able to execute all the positions necessary to play doubles and an all-court singles game

Gary's Youth Coaching Tip

Sarcasm has no place in a coach's vocabulary. Kids process sarcasm by wondering if we are lying to them. How would your relationship with your players change if they knew that everything you told them was true?

Movement Activity

Mini Tennis Warm-Up. Have players warm up with forehand and backhand ground strokes from service line to service line using foam balls.

Review: Serve and Return

Review the serve by showing a full swing and serving the ball from behind the baseline into the correct diagonal court. Have players divide into pairs and play "Add a step and trap" as described in Practice 3.

Take time to show positioning for the service return. Review that there are two major components to successfully returning the serve: the position of the receiver and the length of the backswing when returning the serve.

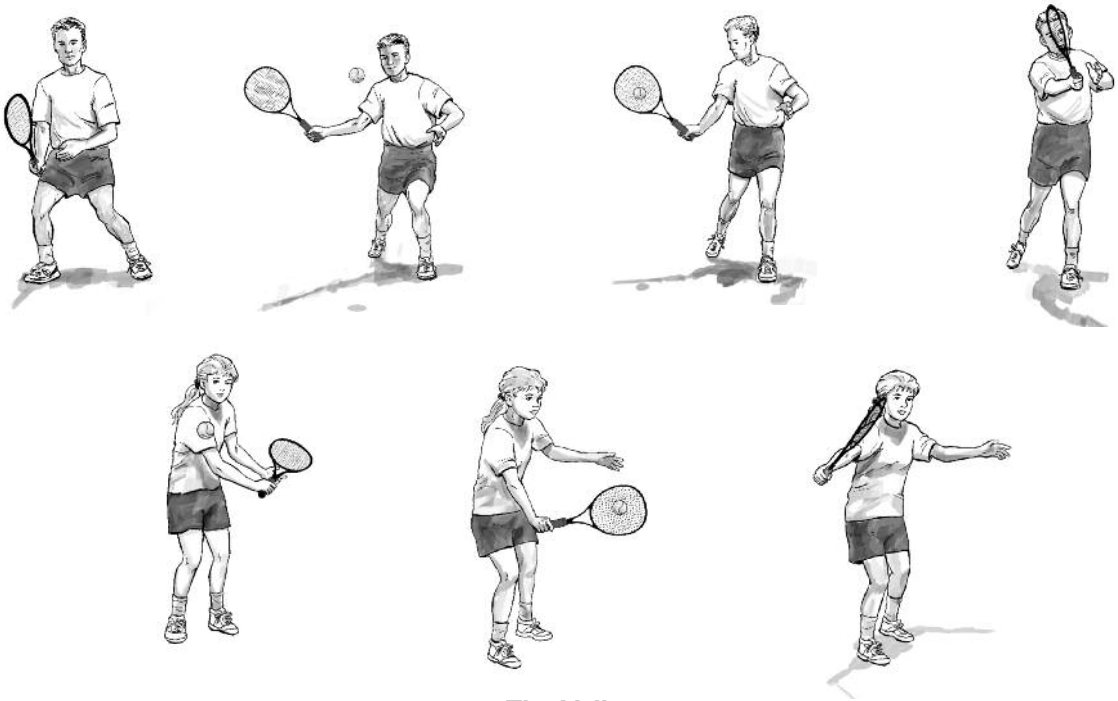
- **Position.** The right-to-left position of the receiver should be in the center of the angle made from the server's position to the outer edges of the service box the serve must go into. The depth of the receiver's position is determined by the velocity and depth of the serve. The receiver needs to be in front of the spot where the ball would bounce a second time. This means the receiver needs to stand closer in for shallow serves and farther back for deep serves (see diagram on page 109).

- **Backswing.** The harder the ball is served, the shorter the backswing of the receiver should be. A long backswing puts more power behind the ball. On a hard serve, the server supplies a lot of power; therefore, a long backswing on the part of the receiver will send the ball out of the court. In addition, since the receiver does not have the time to take a big backswing when the ball comes fast, the ball will often get past the receiver before she can hit it. On a softer serve, the receiver has time to lengthen the backswing, which will provide the necessary power for the return.

Skills: The Volleys

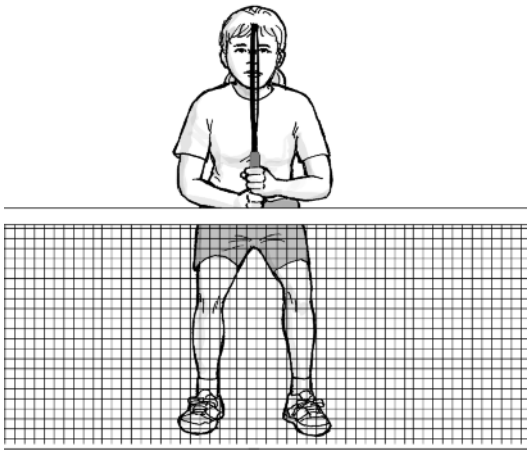
Volley Progression with a Partner. Position players 6 feet apart in pairs on either side of the net. Players take turns tossing underhand or hitting a forehand volley through the following sequence:

- Hold the racquet at its throat and bump the ball back to the feeder. Move the hand and racquet together so the stroke is not "wristy." The hitters hold the racquet as if they were signaling "Stop" and gently volley balls back to the tosser. Switch feeders and hitters after five trials.
- Hold the racquet at the handle and gently volley the ball back to the tosser. Switch after five hits.
- Have volleyers turn so they are facing in the opposite direction and repeat the sequence with a backhand volley. Change tossers and hitters after five volleys



The Volley

Ground Stroke - Volley Combination. Position one player at the net and the partner at the opposite service line. From the service line, one player drop-hits a forehand, ground-stroke feed to her partner at the net. The player at the net volleys the ball back to the partner at the service line. The "feeder" traps the ball on the strings with her hand and repeats the ground stroke and volley return. Change positions after five hits each. This activity is much easier if you start with foam balls and move to low compression balls as the players master these skills.



Ready Position at the Net

Coaching Tips

Learn to hit volleys from the playing situation where one player is at the net and the other player is in the backcourt.

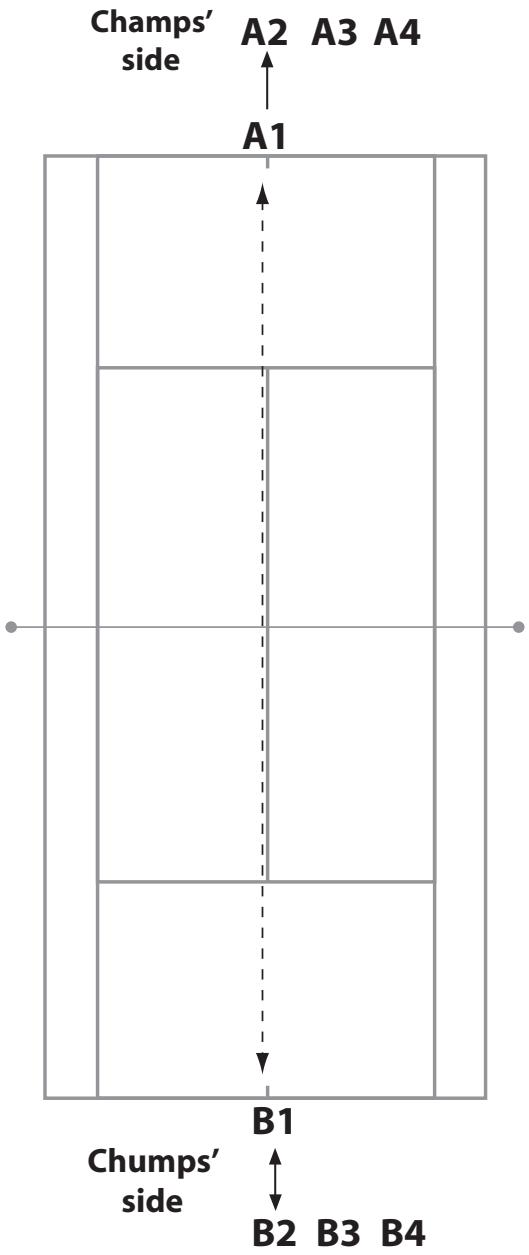
- In the ready position at the net, the racquet starts in a higher position than when at a ready position at the baseline.
- Work on quick hands at the net. Prepare the racquet face quickly with the hands, even before moving the feet.
- Move forward when the ball is moving slowly. This will allow the player to get the ball at a higher point over the net and allow the player to hit sharper angles.
- After the volley, recover to the side of the court where the ball lands on the opposite court.

Game

Champs and Chumps. A minimum of six players is needed for this team game. Three or four players line up behind the baseline on each side of the court—one side of the court is designated as the Champs' side and the other as the Chumps' side. The first players from each side play out a point using the singles boundaries. The player who wins the point goes to the end of the Champs' line, while the player who loses the point goes to the end of the Chumps' line. The other players rotate through in order.

Take Home Tennis

Driveway/Playground or Wall Tennis. Players play driveway/playground tennis or wall tennis with a foam ball. See if they can keep the ball in the air after it hits the wall for a continuous volley. Try for 10 volleys in a row, using both forehand and backhand volleys. If players are playing on the driveway, see if they and a partner can rally a foam ball.



Champs and Chumps

Practice 5

Theme: Overheads and Lobs

Objective: To complete the shot options for: a) Players at the net by introducing the overhead; and b) For players in the backcourt, when their opponent is at the net, by introducing the lob.

Gary's Youth Coaching Tip

You are one of the greatest influences in the life of a child! You hold one of the keys to unlocking his or her potential.

Movement Activities

Alternate Forehands and Backhands from the Service Line. Players rally balls with their partners from service line to service line using foam balls, but they must alternate hitting both forehands and backhands. They must move quickly to play each shot in the correct strike zone and recover to a good ready position after hitting.

Bucket Head (tracking drill). This is a fun activity that is great for judging balls with a high trajectory. It is a perfect drill for preparing players to get into position for an overhead. One player (or coach) hits a high arching shot over the net. The players on the opposite side of the net hold buckets (waste baskets, boxes, etc.) and try to catch the balls in their buckets before they bounce. This can be done in pairs or as a team. Count the number of balls in the bucket for each team after one minute.

Review: Ground Stroke - Volley Combination

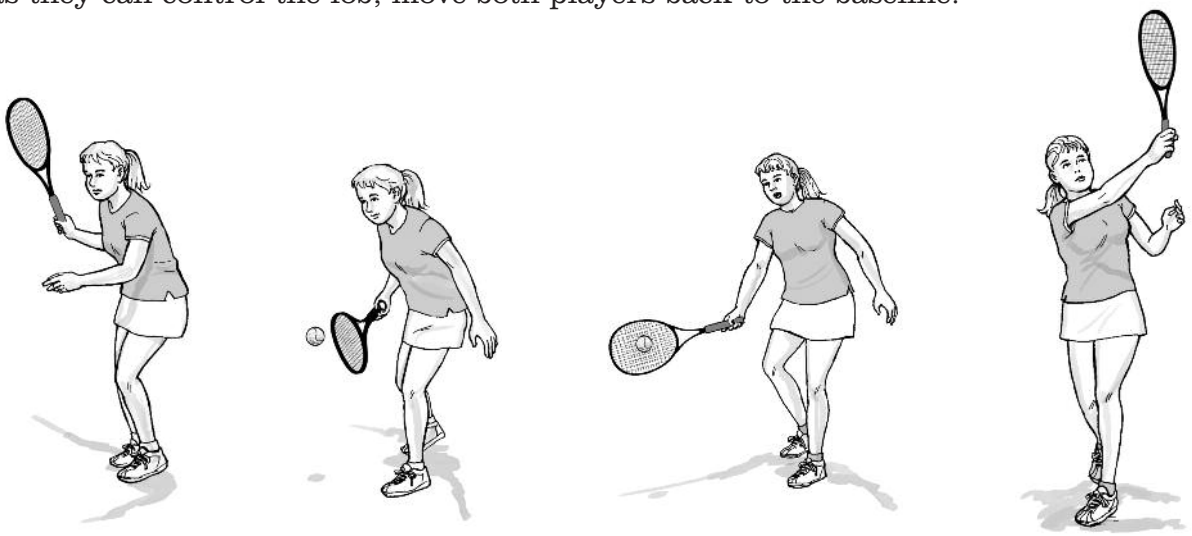
Position one player at the net and the partner at the opposite service line. From the service line, one player drop-hits a forehand, ground-stroke feed to a partner at the net. The player at the net volleys the ball back to the partner at the service line. Have the "feeder" trap the ball on the racquet face with his hand before they set up and repeat the ground-stroke feed-and-volley return. Change position after five hits each. After this review, see if the pair can keep one foam ball in play continuously, with one player volleying at the net and the other hitting ground strokes from the service line.

Skills: Executing the Lob and the Overhead

The Lob. The lob is a ground stroke that is hit high over the net. It is used when a player is out of position as a way of giving more time to get back into position before the opponent can play the next shot. It is also used when the opponent is at the net. The objective is to lob the ball over the player at the net so he has to retreat to the backcourt to play the next shot.

To practice this shot, position partners between the service line and the baseline and have them rally so the ball lands on the service line, but with a higher trajectory than a normal ground stroke. Since the ball has a higher bounce, the players have to position themselves farther back behind the bounce to be able to play the ball in the strike zone.

Begin with forehand rallies using the lob, then change to all backhands. As soon as they can control the lob, move both players back to the baseline.



The Lob

The Overhead. The overhead is the shot that is played to return the lob. Players must move into the correct position so they can contact the ball at the same contact point as the serve. They must also time their swing so they can hit the descending ball at full reach and racquet extension.

There is a simple progression that will get players hitting lobs and overheads quickly:

- **Step 1:** Position one player at the net in the normal volley ready position and the other player between the service line and baseline. The deep player drop-hits a lob to the net person, who moves under the ball, reaches up and catches the ball with her hand.

- **Step 2:** After success with Step 1, give the net person a racquet. After the lob feed, the net person moves into position, reaches up, touches the ball and follows through across her body while directing the overhead back to the feeder. Have the feeder trap the ball on the racquet with his hand and have both players return to a good starting position. After both players have mastered this step, see if the pair can keep one ball going with lobs and overheads.

Coaching Tips

Learn to play an overhead from the playing situation where one player is in the backcourt and the other is at the net. This will complete the options of the player at the net and she will be able to execute both an overhead and a volley.

Learning to play the lob when the player is in the backcourt and the opponent is at the net is a second option. This shot gives the player time to get back into position if he is pulled out of the court and also moves the opponent away from the net, toward the opposite baseline and into a less offensive position.

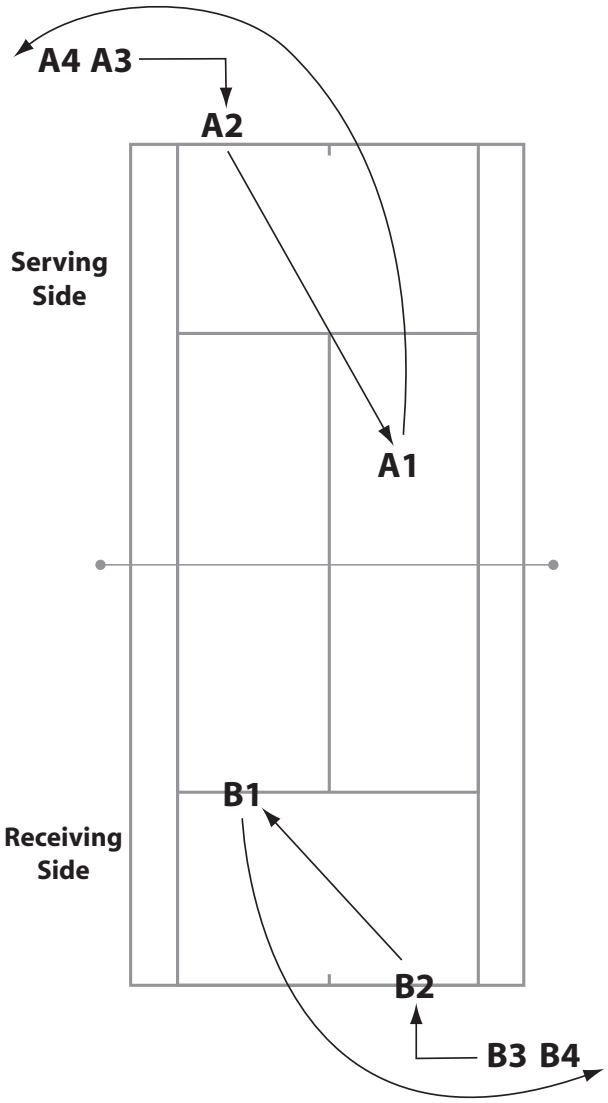
- If a lob is hit very high, it is best to play the overhead after the bounce.
- Lobs should be hit so the highest point of the lob's arc is directly over the net person's head.
- When moving back for the overhead, turn sideways for a shuffle or side step rather than back pedaling.
- The contact point for the overhead is the same as the serve.

Game

Team Doubles. This team game requires a minimum of six players. Four players assume the typical doubles positions on each side of the court, with one pair assuming the role of the serving side and the other pair serving as the returning side. Play out a point, beginning with either a drop hit or a serve.

After a point is played, players take turns rotating one spot on their side of the net. For example, player A1 would move to the back of the "A" line and player A2 would move to the net and player A3 would move to the baseline.

Games can be played to seven or 11 points, with teams switching sides of the court after each game. One side serves the entire game, and all serves are from the deuce side.



Team Doubles

Take Home Tennis

Driveway/Playground or Wall Tennis. Player plays driveway/playground tennis or wall tennis beginning each point or rally with a serve.

Practice 6

Theme: Approaching the Net

Objective: To introduce the approach shot, or how to get from the baseline, where players hit ground strokes or lobs, to the net, where players can play the more offensive volleys and overheads

Gary's Youth Coaching Tip

Plato said, "You can discover more about a person in an hour of play than in a year of conversation." What are you learning about your kids? What are they learning about you?

Movement Activities

Alternate Forehands and Backhands from the Service Line. Using foam balls, players will rally with their partners from service line to service line, alternating forehands and backhands. They must move quickly to play each shot in the correct strike zone and recover to a good ready position after hitting.

Then, have one player at the service line and the other player at the net. Hit all combinations of forehand and backhand volleys, such as forehand ground stroke to forehand volley and backhand ground stroke to backhand volley.

Review: Volleys, Lobs and Overheads

Using foam balls, have one player begin in the net position and the other behind the service line. The player in the backcourt begins with two ground strokes so the net player can play an easy forehand volley and an easy backhand volley. The third shot from the backcourt is a lob, and the net player hits an overhead. Repeat this sequence to see how many ground strokes, lobs, volleys and overheads can be hit without a miss.

Skill: The Approach Shot

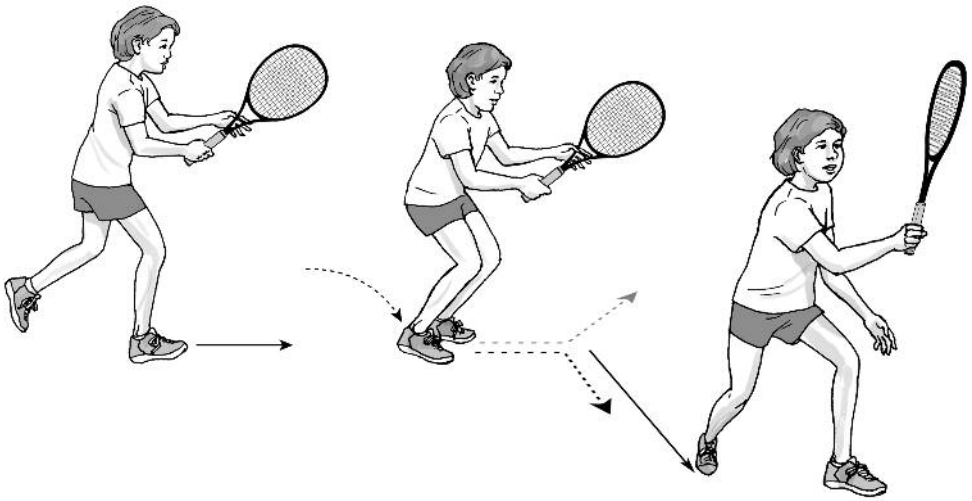
Hitting this transition shot effectively will allow the player to move from the backcourt, where the player usually hits shots that are either neutral or defensive, to the net, where the shots are generally offensive and the player can end the point with one shot. The playing situation is for one player to be in the backcourt and for the other player to be moving from the backcourt to the net with just one shot.

- **Step 1.** Have players in one single-file line at the baseline; the coach is a step inside the service line. The coach tosses up a ball and the first player moves forward quickly, gets sideways and moves through a forehand ground stroke, then quickly moves between the service line and net and assumes a ready position with a split step.

  Do this on both the forehand and backhand sides.

  Since the approach shot is hit from well inside the baseline and the player is moving toward the net at contact, only a short backswing is necessary to get the ball deep in the court. Have the players hit the approach shot with backspin to keep the ball low or with topspin to force the opponent into a weak return if there is an opening.

- **Step 2.** Toss or feed a short ball from the opposite side of the net. Players move forward to play the approach shot and immediately move forward to a good ready position between the net and service line. The coach tosses or hits a second ball so the player can hit a volley into the open court.



Split Step

Coaching Tips

Players will recognize that when they get a short ball, they can move forward, play a shot and move forward to the net position for either a volley or an overhead.

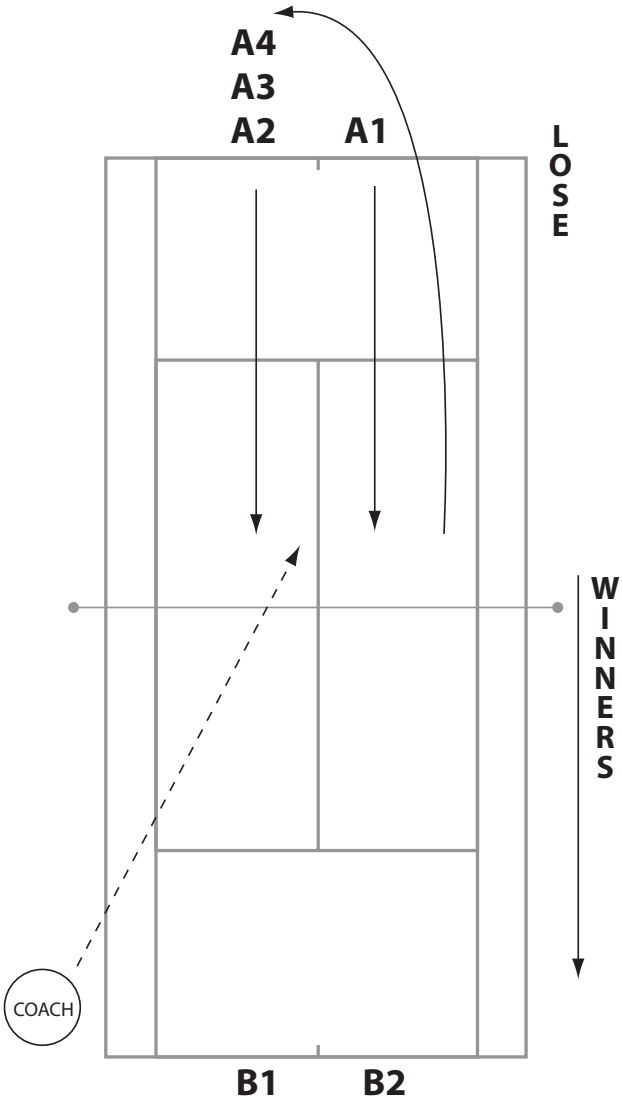
- After hitting the approach shot, the player should be at the net and set for a volley or an overhead by the time the opponent makes contact.
- At the time of contact by the opponent, the player should try to get two steps in for a volley and three steps back for an overhead before playing the shot.
- The goal after hitting the approach shot is to be in an offensive position at the net and win the point with the next shot, either a volley or an overhead.

Game

Champions of the Court Doubles. This team game requires a minimum of six to eight players per court. A designated "champion" team (B1 and B2) competes against a line of challengers, with the champion team assuming a baseline position on one side of the court while the other players (i.e., the challengers) wait at the back of the opposite side of the court, with the first two (A1 and A2) assuming baseline positions.

The challengers play three points against the current champions. On the first point, the coach feeds a short ball to the challengers (A1 and A2); the challengers hit an approach shot and play the point out. On the second point, the coach feeds a volley to the same side. On the third point, the coach feeds an overhead.

If the challengers win two of three points from the champions, the challengers take the place of the champions and hustle to the other side of the court. The coach then counts, "3-2-1," and feeds to the next challenging team while the losing team rotates to the back of the challengers' line.



Champions of the Court Doubles

Take Home Tennis

Driveway/Playground or Wall Tennis. Player plays driveway/playground tennis, scoring two points every time she wins a point at the net with a clean winner by hitting a volley or an overhead. If no partner is available, have players play wall tennis, emphasizing approach shots and volleys.

Practice 7

Theme: Singles Play

Objective: To learn the proper court positioning and strategy for a singles match

Gary's Youth Coaching Tip

There are no shortcuts to success. There is no easy way. Your effort will determine whether you win or lose in the game of life.

Movement Activity

Continuous Rally into the Doubles Alley. Have partners hit foam balls back and forth over the net and into the doubles alley. See how many balls can be hit in the alley in a row. Start at the service line for this warm-up.

Review: Approach Shots

Review the movement from the baseline to the short ball and hitting the ball while on the move so the player can get to the net and be ready for the next shot. Give the players different types of short balls to see if they can make the right decision. Divide the court into thirds and demonstrate or diagram how the ball should be hit down the line on a short ball on the right side of the court, down the line on a short ball on the left side of the court and down the center on a short ball in the middle of the court.

Skills: Singles Positioning and Tactics

Have players in lines on both sides of the court. Announce the playing situation and see if the players can use the proper tactics and positioning while playing out the point.

Situation #1: Opponent hits hard but makes several unforced errors.

- Keep the ball in play by hitting deep and down the middle or deep and crosscourt.

Situation #2: Opponent hits short in the court.

- Hit an approach shot down the line and move to the net to end the point with a volley or an overhead.

Situation #3: Opponent has a strong forehand.

- Play as many shots as possible to the opponent's backhand side.

Situation #4: Both players are evenly matched in skills and conditioning.

- Try to play as many shots as possible with the player's strongest stroke.

Situation #5: Opponent is not in good physical condition.

- Keep the ball in play; the longer the point lasts, the better chance the player will have of winning the point.

Coaching Tips

Players must be able to know the best position and tactic to use depending on the situation. Teach players to make informed decisions when playing in various situations, conditions or against different opponents.

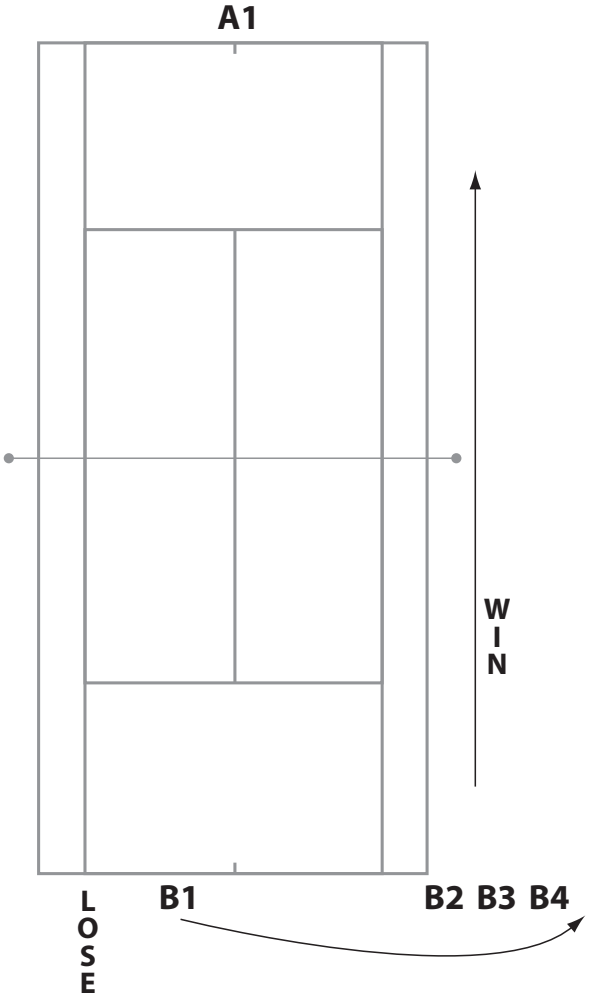
- Some of the tactics involved at this level are quite simple. Some players can win matches by simply keeping the ball in play. The best shot selection would be to hit the ball deep and down the middle or deep and crosscourt.
- A second tactic is to move in on short balls, hit the approach shot down the line and follow the approach shot to the net so the player can end the point with a volley or an overhead.
- If the opponent has a strong side and a weak side, the player should recognize this and direct most shots to the opponent's weakness.
- If the player has a stronger side, she should be ready to move quickly when possible to play the shot on the stronger side.

Game

Champion of the Court Singles. A designated "champion" competes against a line of at least three players, with the champion assuming a baseline position on one side of the court (A1) and the other players (i.e., the challengers) waiting at the back of the opposite side of the court.

The first challenger (B1) assumes a position at the baseline and drop-hits the ball to the champion (A1). A point is then played out using the singles boundaries. If B1 wins, he is the new champion and runs to the other side of the court (the champion's side). If A1 wins, she stays and plays a point against B2.

Note: This game can be varied by making the challengers have to win two or three points against the champion before they can assume the champion's position



Champion of the Court Singles

Take Home Tennis

Driveway/Playground or Wall Tennis. Player plays driveway/playground tennis and hits her best shot to her opponents' weak side at every opportunity. If the opponent has a weak volley, the player should play a ball to draw the opponent to the net and make him hit a volley on his next shot.

Practice 8

Theme: Doubles Play

Objective: To learn the proper court positioning and strategy for a doubles match

Gary's Youth Coaching Tip

The two most important things we do with athletes are to teach and to inspire them. How will you do BOTH today? You cannot change them. You can only change you. But what they see in you can have one of the most significant impacts on their entire life.

Movement Activity

Volleys and Ground Strokes into the Doubles Alley. As in Practice 7, where players hit consecutive shots into the doubles alley, this time have one player at the net hitting volleys and the other at the service line hitting ground strokes with a foam ball. This is a cooperative warm-up and players should attempt to keep the ball in play and land all shots in the doubles alley. Change positions from the net to the service line after two minutes.

Review: Singles Positioning and Tactics

Review singles positioning so players recover to the center of the baseline when in the backcourt and to the net position after an approach shot. Players should be aware of their opponent's weak side and strong side.

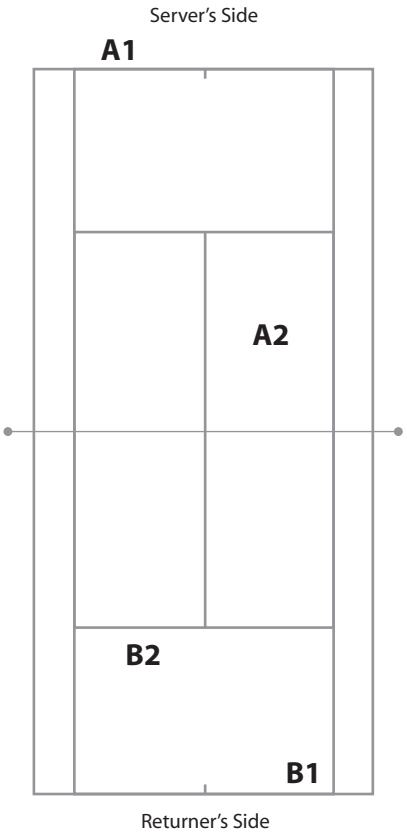
Play a few typical singles situations:

- Player A gets a short ball. Player B has a weak backhand ground stroke.
- Player A is hitting a shot from the baseline. Player B is at the net but does not move back well.

Skill: All-Position Doubles

This game is ideal for working with players on positioning and shot selection. Once the players are set in the correct doubles positions, the point can begin with a serve. After the first point is played, have several balls available to feed to each player so they have the opportunity to play shots from every position on the court; all points are played out for each ball. Players rotate after three or four points are played.

For the proper doubles positions to start a point, see the diagram at the right. Player A1 is the server, A2 is the server's partner, B1 is the returner and B2 is the returner's partner.



All-Position Doubles

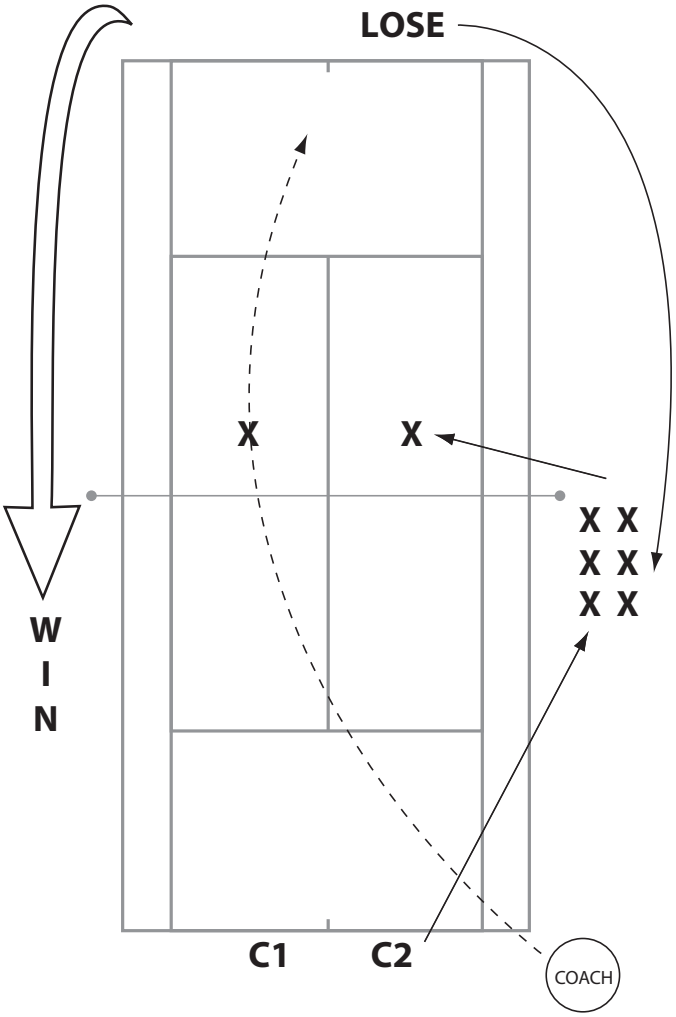
Coaching Tips

- Playing doubles requires that all players know where they should be positioned on the court and also know what shot to hit and the direction the shot should be hit from these positions.
- In the most basic doubles sense, players are either in the backcourt or they are at the net. Players in the backcourt are in a defensive or neutral position and should hit their shots back to opponents who are deep in the court. Players at the net are in an offensive position and have the ability to win points with a single, well-placed shot to the side where the opponent is close to the net.
- If players in a doubles match are positioned with one at the net and one at the baseline, the baseline players should be thinking deep to deep and the net players should be thinking close to close. (That is, the baseline player should be hitting to the opposing baseline player, while the net player should be hitting at the opposing net player.)
- Other options are to make the opponents move and change positions by hitting a lob over the person at the net. This will keep the ball back deep in the court and force the opponents to change sides to play the shot.
- If there are two opponents at the net and the player is in the backcourt, it is best for the player to hit a) over either of the opponent's heads, or b) a passing shot down the middle. The middle shot is going over the lowest part of the net and gives the opponent's the least angle to volley the return into the court.
- Since the player in the backcourt is not in a position to win points, he should keep the ball in play so the partner at the net can win the points.
- If the opposing team has a weaker player, isolate that player whenever possible and direct as many shots as possible to the weaker player.

Game

Deep Desperation. A minimum of 10 players are needed for this team game. To start, a doubles "champion" team (C1 and C2) is placed on one baseline. The other players line up with a partner at the net post, and the first team takes its position at the net. The coach begins each point with a high lob to the open court. The players at the net must chase down the lob (letting it bounce) and play out a point against the champion team. If the challenging team wins, it replaces the champions.

Regardless of which team wins, a new ball is fed high into the air to the next challenging team. If the challenging team loses the point, the players must move quickly to the end of the net post line and the next team of challengers comes in to play out the lob. Whoever is left in the champion position after a set amount of time wins the game.



Deep Desperation

Take Home Tennis

Jr. Team Tennis. Continue to play on a driveway/playground tennis court or against a wall, and sign up for the next session of USTA Jr. Team Tennis.

Chapter 9: Introducing Your Kids to Tennis the QuickStart Way: After-School Programs and Camps

How to Start an After-School Program

The previous practice sessions are an excellent way to introduce your kids to tennis and teach them the basics of the game. For those 10 and under, the next step is to get them involved in playing tennis on teams, which allows them to enjoy the sport in a fun atmosphere and to play with their friends—all of which increases their likelihood of sticking with tennis for life.

Once kids have been introduced to tennis, QuickStart Tennis is the ideal next step—and schools and after-school programs are a natural place to start. By utilizing smaller courts and modified equipment, schools can serve as the ideal location to help students take their love of the game to the next level. Kids will gain confidence by seeing their own immediate progress, making them more enthusiastic about continuing to play and improve.

Your Role

Anyone can help to bring the QuickStart Tennis format to their school or community: Physical Education teachers, administrators, faculty, volunteers and/or after-school providers.

Ideally, the program will have support from the following:

- A QuickStart Tennis Coordinator
- Teachers, parents and volunteers to serve as organizers and program leaders

Getting Started

To get your after-school program off the ground, you will need:

- An indoor or outdoor play area
  - If you do not have access to tennis courts, the QuickStart Tennis format can be played on blacktops, cement multi-purpose courts or gymnasium floors. Courts also can be set up on packed dirt or even on grass.
  - Existing markings on floors (badminton and volleyball lines) can be utilized. Flat rubber lines, chalk or tape can be used for playing surfaces that are not marked.

- A regulation tennis court can be turned into four 36-foot by 18-foot QuickStart Tennis format courts by hanging a net or rope with streamers through its center lengthwise from fence to fence. (See Chapter 2 for the configuration of the 36-foot and 60-foot QuickStart Tennis courts.)

- Junior tennis racquets (21 to 23 inches for 36-foot courts, and 23 to 25 inches for 60-foot courts)
- Lightweight nets and portable standards; or makeshift nets or barriers
  - A lowered badminton or volleyball net can be used
  - You can also improvise by using plastic barrier tape, yellow caution tape or rope with streamers
- Foam and/or low compression tennis balls

Organizing Play

There are many successful models for organizing play. These range from organized team play to drop-in formats and round-robin tournaments. We recommend play formats that emphasize participation.

- Organized Team Play formats are a perfect bridge toward team programs at the middle school and high school levels.
  - Concept: To provide structured team matches with students remaining on the same team for an entire season.
  - How to: Students are divided into teams representing their class, their grade or their school. Team size should reflect the facilities, with the goal of creating matches where every player can remain active. The schedule of matches should allow each team to play each other at least once during the season.
- Flexible Team Competition
  - Concept: To allow for team competition in a situation where the student population changes from day to day.
  - How to: Divide students into teams and play a series of short scoring matches (e.g., 11-point games or 21-point games) or for a designated time (10-minute matches). Each team may have, for instance, four doubles squads. At the end of the period, points can be totaled to determine the day's winner.
- Round-Robin Tournament
  - Concept: Provide students with equal opportunity for singles or doubles play in a non-elimination format.
  - How to: Players are divided into four to five small groups of four to five students. Students will play all other students within that group. This usually results in records that have a distribution such as: 3-0, 1-2 and 0-3. For the second half of the intramural program, students are once again divided into groups (or flights) based upon their record.

Grow Your Program

- Get to know other Physical Education teachers, parents and personnel of the school(s) and distribute information
- Offer to assist with P.E. classes (demonstrate the QuickStart Tennis format)
  - Kids are introduced to tennis in the P.E. classes, which transition into the local USTA Jr. Team Tennis League, NJTL or other after-school programs
- Recruit your local high school players to help teach younger kids
- Include everyone and keep it fun!

School Tennis Resources

It is recommended that each school involved in hosting QuickStart Tennis after school also offer tennis during the school day through the physical education classes. The USTA can assist schools with teacher training, user-friendly lesson plans, equipment assistance and staff support for implementing tennis into the physical education curriculum.

For more information and to access the new *Physical Educators Guide for Teaching Tennis in Schools*, log onto www.usta.com/schooltennis.

How to Organize Your QuickStart Tennis Camp (Ages 5-13 years old)

After-school programs are only one way to get your kids playing tennis. Another popular option is QuickStart Tennis camps. These are designed both to introduce kids to the game and to provide a building block for those who have picked up tennis in the schools and want to take it further.

Setting up a Park and Recreation Camp or a Summer Camp, while immensely rewarding, does have its challenges. And it helps to have a head start. Below are the necessary steps and some helpful hints so you can launch—and run—a successful QuickStart Tennis camp.

Group Formats

It is important to know the number of junior players you have in each age group. This can be determined through registration. Thus, the registration form must include "Age of Player." Another pivotal component is determining how many volunteers are available to help (see finding volunteer/parent assistance).

Format A. Group players into age groups that follow the practice plans of the book. Place the following age groups together: 5- to 6-year-olds, 7- to 8-year-olds, 9- to 10-year-olds and 11-and-up. In order to accomplish this grouping format, there should be enough players and a sufficient number of volunteers to assist in each group.

Format B. If the number of volunteers and the number of junior players do not allow you to implement "Format A," it is important that you utilize your volunteers effectively and strategically.

If you have too many junior players and not enough volunteers, place your limited volunteers in the following age groups first: 5- to 6-year-olds and 7- to 8-year-olds. These age groups require extra attention because of their limited physical abilities and mental capacity. Ages 9 through 13 require less one-on-one attention because their physical abilities and mental capacity are more developed, thus less volunteer help is needed. (If possible, have the 9- to 10-year-olds play on a 60-foot court and the 11- to 13-year-olds play on a full-size, 78-foot court.)

If you do not have enough juniors per group, players need to join another age group. (A small group is defined as four players or fewer, and small groups can challenge the coach/volunteer to keep the players engaged and the group energized.) If a player lacks the physical ability, place this player in the age group below (i.e., place a lower-skilled 7-year-old in the 5- to 6-year-old age group). If a player has great physical ability, place him or her in the next age group up. If the 5- to 6-year-old age groups need to be combined with the 7- to 8-year old age group, implement the 5- to 6-year-old practice plan to ensure success for all.

Coaching Tip

Players may need to start out on a court size smaller than is suggested for their age group. Coaches may want to do this if they do not know the skill level of their group and if they have players whose skill levels do not allow them to be successful on the suggested court size for their age. Once the players and/or group are successful, they move to the court size recommended for their age group.

Success: Be Prepared!

- Registration of all players should occur before the start date. This will assist the coach in determining how many players they have in each age group, the number of parents/volunteers needed and the overall organization of the on-court program.
- The lead coach of the program is going to have to put in some extra work. Volunteers/parents need to be trained in the practice plans they will be coaching. Remember, if your volunteers/parents are trained, they will help you provide a quality program, which in turn will create a positive tennis experience for the junior players.
- Recommendations for on-court trainings: 5- to 6-year-old practice plans follow those prescribed in this book, 7- to 8-year-old practice plans follow those prescribed in this book, 9- to 13-year-old practice plan trainings are a combination of Chapters 6 and 7.
- Have all the practice plans ready to hand out to your volunteers/parents on the first day of the training. This will give them the opportunity to review the material before each day of the program.

- In addition, when volunteers/parents come out each day to assist, ensure that you hand out the practice plan they are responsible for so they can refer to it on court if needed.

- Designate responsibilities. Do this ahead of time. At your on-court training, provide a handout that outlines their responsibilities as a volunteer/parent (see volunteer/parent responsibilities).

- Before the start date, ensure that you have all the players grouped by age. This way, when the players come out for practice, you are organized and ready to communicate to them which court they need to go to. Once on the court, if you see that a player's ability is too high, move him or her up to the next age group.

Volunteer/Parent Responsibilities

- Arrive 30 minutes early to set up your court, receive your practice plan handout for that day and ask any questions you may have.

- Ensure that players have an appropriate-sized racquet. Make sure you have extra racquets if needed.

- Volunteers/parents take their respective age groups to their courts and run through the practice plan for that day.

- Ensure safety for all players.

Finding Volunteer/Parent Assistance

- On the registration form, include an area for parents to acknowledge if they can assist in the program or not.

- Go to your nearest clubs or tennis facilities and find out if they have any high school players who would be interested in volunteering their time to assist you.

- Go to your local high school to find out which clubs/organizations require their participants to volunteer.

Play

It is important that players are rallying as soon as possible. At the end of each practice, designate a certain time to rally or implement a mini team tennis match. At the end of the summer camp session, have the last day be a team tennis match—because kids love to play and keep score! Go to the USTA Jr. Team Tennis chapter (Chapter 10) to read more.

Challenging Players

Those players who keep returning to your program pose a challenge. How do we keep them interested and challenged? First, determine if their ability allows you to move them up to the next age group. If you cannot move them up to the next age group, challenge them within the group and match them to the other top players in the group if their ability allows. For example, players have to catch the ball off one bounce, but the returnee has to catch it out of the air.

Go to the back of the book or our website—www.partners.quickstarttennis.com—to get new games and rally activities.

How to Organize a Tournament

Organized play is an important part of QuickStart Tennis. If organized appropriately, the children are learning to play and compete in a way that is fun for them. Competition using the QuickStart Tennis format should emphasize children playing multiple opponents in a non-elimination format. Doing this can help learning become more meaningful, give players a sense of achievement and also can aid in the social development of children. The QuickStart Tennis format is a perfect way for children to first experience, in a positive manner, competition on a scaled-down court that is appropriate for their size, strength and ability.

It is very important that every effort is made to get it right for children in order for them to develop a love and understanding of the game. Essentially what that means is the competition length, scoring and format needs to be appropriate for the age of the child. These events are best held locally, with maximized play opportunities, and in a fun environment with the emphasis on participation instead of winning.

Children under the age of 10 generally prefer team competition, although children under the age of 7 are just learning what it means to work together as a member of a team. By age 8, children have a better understanding of working together and are beginning to understand the rules of play. As children get older and have achieved a better understanding of rules, they will learn about winning and losing.

Team competition for kids can be a great way to start children playing because it can potentially keep all kids playing. It should be structured to recognize individual performance and team results.

The chart opposite gives an idea of what is appropriate for each age group:

	5- to 6-YEAR OLDS	7- to 8-YEAR OLDS	9- to 10-YEAR OLDS
Equipment	36-foot courts, foam balls or oversized low compression balls, 17- to 21-inch racquets	36-foot courts, foam balls or oversized low compression balls, 19- to 23-inch racquets	60-foot courts, low compression balls, 23- or 25-inch racquets
Goals for the event	• Learn simple games where points are scored • Cooperative activities • Learn basic rules, help others, pick up equipment • Being with friends • Local community-based events	• Make decisions and keep score • Learn to play using the basic rules of the game • Many playing opportunities in a short period of time • Play with friends in mixed teams and are able to play against teams • Learn the basic tenets of sportsmanship • Learn the basics of doubles	• Learn to play as an individual • Many playing opportunities in short period of time • Lean to play doubles • Learn to apply the rules of doubles and singles • Learn to practice • Develop sportsmanship • Understand that sport has winners and losers
Format	• Activity day with stations that emphasize skills needed to play on 36-foot court; emphasis on skills and coordination	• Team-based events • Round robins • Non-elimination events • Jr. Team Tennis league play	• Round robin, compass draws* • Non-elimination tournaments • Jr. Team Tennis league play
Length of event **Length of matches / scoring**	1 hour Short activity stations lasting no more than 10 minutes	1-1/2 to 2 hours • 10- to 15-minute timed matches • Matches consisting of best 2-out-of-3, 7-point games • One 7-point game and then switch partners	2 to 3 hours • Timed matches • 2 out of 3 short set, first to 4 games, 7-point game is used in lieu of a third set • One set to 4 games and then switch partners
Volunteer needs	• Ratio of 1 adult to 4 children • Parents, volunteers, high school students	• 1 volunteer per court to help with scoring and teaching the rules • Parents, volunteers, high school students	• 1 volunteer per court to help with scoring and the rules • Parents, volunteers, high school students
Awards	Snacks, prizes for all attending	Small participation items for everyone, snacks	Small participation items for everyone; awards for good sportsmanship, best effort, shot of the day

**A compass draw is a format that gives players an opportunity to play a number of matches (similar to a double elimination tournament). It works best for eight- or 16-player draws where there are no byes. At the end of each round, the winners continue in their tournament in the same direction, while the losers move to other points on the compass to form a new satellite tournament. Go to the appendix for more on compass draws.*

Steps to Organizing Your 10-and-Under Event

1. What kind of competition/play day will work best for the participants?

2. Set the date:
   a. Check the calendar for available dates
   b. Look at potential conflicts (i.e., what else is going on in your area that might compete)
   c. Can the event be run to boost upcoming programming (clinic, summer camp, etc.)?
   d. Will you have an entry deadline or allow people to show up?

3. How many courts are available? This will help determine how many participants you can have.

4. Determine the budget. Your expenses will help determine the cost to participants.

5. Get the word out:
   a. Send out entries
   b. Contact schools
   c. Work with your local CTA
   d. E-mail blasts
   e. Register the event on tennislink.net

6. Recruit volunteers:
   a. Parents
   b. Local tennis players
   c. High school/college students

7. Make sure you have everything necessary for the event:
   a. Nets or caution tape
   b. Masking tape to mark off court lines
   c. Balls
   d. Extra racquets for participants who do not have the correct size
   e. Awards and prizes for participants
   f. Activity equipment for station – bean bags, hula hoops, targets
   g. Food, if it is a part of the event
   h. Drawsheets
   i. Scoring devices for each court

8. Day of the event – set up early!

9. Volunteer orientation – if this has not been conducted sooner.

10. Parent orientation.

11. Have a great event!

Chapter 10: USTA Jr. Team Tennis and Its Benefits

Children love team games, and more importantly, they love to be with their friends. As opposed to individual sports, team sports emphasize cooperation, teamwork, camaraderie and friendship—valuable skills at all stages of growth and development.

Playing on a team makes tennis more fun for kids. It allows them to practice together and travel to matches together, fostering team spirit and, along with it, a love of tennis. Players who play on teams generally enjoy tennis more, which means they are more apt to stick with tennis into middle school, high school and beyond.

Teams are also a great motivation for kids, who will want to become better so they can do well for their team. USTA Jr. Team Tennis also provides the social interaction often missing in singles tournaments—including youth team sports staples such as uniforms and pizza parties.

USTA Jr. Team Tennis is all about turning an individual sport into a team sport. Not only is it fun and social, it's also practical. Team practices ensure that kids continue to develop their skills, and team matches give them a place to apply the lessons they've learned—so that while they're learning, they're also having a great time with friends.

What Is USTA Jr. Team Tennis?

Designed for 5- to 18-year-olds, USTA Jr. Team Tennis gets kids playing right away on teams. It's easy to organize. Only two teams are needed to start a league and leagues can be played at local parks, schools or clubs. Teams are composed of players of similar ages so everyone gets to play with their friends and make new friends, too.

USTA Jr. Team Tennis offers five divisions of play: 8-and-under, 10-and-under, 12-and-under, 14-and-under, and 18-and-under. The 8- and 10-and-under divisions utilize the QuickStart Tennis format described in Chapter 2 and apply the new skills taught in Chapters 5 and 6. This format features age-appropriate equipment, smaller court sizes and modified scoring.

The other three divisions (12-, 14- and 18-and-under) play on full-size courts and use standard equipment and various play formats. In addition, for the 14- and 18-and-under divisions, teams have the option of playing locally only or competing in the National Championships. (The required play format for the National Championships is later in this chapter.)

Start a Team

There are many USTA Jr. Team Tennis programs across the country, and you have the option of joining an existing league in your community or starting your own. Either way, it's easy and rewarding. If you are interested in joining an existing team, visit our website at jrteamtennis.usta.com to find a program in your area. If you are looking to start a league, follow these four simple steps to start playing.

1. Evaluate Your Community

   Court Availability. Based on the time of the year and the day of the week, court availability will vary. We recommend selecting times that give parents an opportunity to participate and help coach a team.

   Season. We recommend playing your team tennis season in the spring/summer or fall months.

   Age Divisions. It is important to determine what age groups you are targeting. Fair and competitive team play is easily achieved by using the following age divisions:

   - 8 and under
   - 10 and under
   - 12 and under
   - 14 and under
   - 18 and under

2. Establish Rules and Play Format

   Rules. Beyond the basic rules of tennis, local leagues can establish their own league regulations. It is best to keep regulations to a minimum, while making certain that any ground rules are necessary and clearly spelled out.

   Recommended Format. By playing USTA Jr. Team Tennis using the QuickStart Tennis format for players 10 and under, kids will progress with their friends from smaller, age-appropriate-size courts and equipment to the full-size courts and equipment. As kids improve through competition, they may explore additional play opportunities (for players ages 12-18).

3. Organize Your Local League

   All tennis leagues require some type of organizational structure to manage or administer their operation. This can be accomplished by one person or by a group of participants.

   To run an effective league, you need to address the following areas: Administration (covers everything from court selection to setting the schedule), Budgets & Finance, League Fee Structure, Sponsorships and Liability.

   The USTA provides powerful online tools to help you manage your league. By logging on to the TennisLink System at http://tennislink.usta.com/teamtennis/main/homepage.aspx, you not only register your league but also reduce paperwork while saving time.

4. Local Promotion

There are many ways to reach kids in your community, and all have proven successful. Here are just a few options to explore:

Local Schools. Ask the principal and Parent-Teacher Association (PTA) leaders to disseminate information to kids.

Youth Service Organizations. Partner with the local boys and girls club or other youth service organizations in your community.

Current Tennis Players. Many of your current players may have kids in your target audience.

Advertising. Newspaper ads, postcards and online promotions all can be effective tools in the recruiting process.

Do it with the Support of the USTA

The USTA wants to make it as easy as possible to get children involved in tennis. To do so, we can provide access to the following resources to make it simple to become a USTA Jr. Team Tennis organizer (to access these resources, go to jrteamtennis.usta.com):

- Marketing materials for Jr. Team Tennis promotion
- TennisLink registration for league organization
- Established play formats and practice plans for all age groups
- Recreational coach workshops
- Scholarships and grants to help launch your program
- Official Jr. Team Tennis uniforms for each team
- Dedicated staff on a national, section and district level

National Championships

USTA Jr. Team Tennis offers youths in the 14- and 18-and-under age divisions the opportunity to advance to a national championship at both the advanced and intermediate levels. Each USTA section advances one team for each event (14-and-under Intermediate and Advanced, 18-and-under Intermediate and Advanced) for a total of four teams per section.

The National Championships introduce young players to competition in a way that minimizes competitive stress and maximizes learning opportunities. The fun aspect of tennis and team spirit is always emphasized, and the goal of the competition is to build a strong foundation for both athletic success and personal achievement.

The championships also are designed to:

- Provide a competitive opportunity for maximizing each player's physical and emotional development.

- Promote the spirit of competition and camaraderie in such a way that the self-esteem of each player is enhanced and strengthened.
- Provide a national competitive climate that focuses more on personal development and less on competitive outcomes.

Teams are coed and made up of at least six players—three boys and three girls—based on similar ages and skills. Each team must meet all eligibility requirements. For complete rules, please see the USTA Jr. Team Tennis Regulations at jrteamtennis.usta.com or consult your USTA Section Coordinator.

Placement by Age and Skill Level

Within USTA Jr. Team Tennis for the 12-, 14- and 18-and-under age divisions, players are further divided into three play levels—Beginner (NTRP 2.0 and below), Intermediate (NTRP 3.0 and below) and Advanced (NTRP 3.5 and above).

Parents and coaches are asked to place players in the appropriate level of play using NTRP levels. Players can always choose to move up to a higher age or skill level should they need the challenge.

The National Tennis Rating Program

Players are placed on USTA Jr. Team Tennis teams based on their age and skill level as determined by the National Tennis Rating Program (NTRP). The coach, team manager and/or parent place players on teams, from the 12-and-under division on up. Use the following NTRP chart to help place your players (additional notes per level are added to aid you in placing players).

General Characteristics of Various NTRP Playing Levels

1.0	Player is just starting to play tennis and is learning the basic skills of serving, forehands, backhands and volleys.
1.5	Player has limited experience and is working primarily on getting the ball in play. *Note to team manager: Player needs to coordinate moving when hitting the ball. In fact, player is still concentrating on getting the ball over the net from a stationary position. Player is learning to serve and keep score.*
2.0	Player lacks court experience and strokes need developing. Player is familiar with the basic positions for singles and doubles play. *Note to team manager: Player is now beginning to coordinate footwork but is not consistent in hitting the ball over the net. Player can serve to some degree, understands scoring as well as correct positions for serving and receiving, and has limited success with volleys.*
2.5	Player is learning to judge where the ball is going, although court coverage is limited. Player can sustain a short rally of slow pace with other players of the same ability. *Note to team manager: Player can keep score unassisted, can call own lines, can serve overhand from the baseline and has an understanding of the basic rules.*

3.0 Player is fairly consistent when hitting medium-paced shorts but is not comfortable with all strokes and lacks execution when trying for directional control, depth or power. The most common doubles formation is one-up, one-back.
Note to team manager: Player is improving court coverage and can sustain a rally and serve with consistency. On ground strokes, player needs to improve control of height, depth, direction and speed.

3.5 Player has achieved improved stroke dependability with directional control on moderate shots but needs to develop depth and variety. Player exhibits more aggressive net play, has improved court coverage and is developing teamwork in doubles.
Note to team manager: Player is starting to recognize opportunities to attack short balls by coming to net. Player is developing more spin and power on the serve and seldom double faults.

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

4.5 Player has developed use of power and spin and can handle pace. Player has sound footwork, can control depth of shots and attempts to vary game plan according to his/her opponents. Player can hit first serves with power and accuracy and place the second serve. Player tends to over-hit on difficult shots. Aggressive net play is common in doubles.
Note to team manager: Player is developing an offensive weapon.

5.0 Player has good shot anticipation and frequently has an outstanding shot or attribute around which a game may be structured. Player can regularly hit winners or force errors off short balls and can put away volleys. Player can successfully execute lobs, drop shots, half volleys and overhead smashes, and has good depth and spin on most second serves
Note to team manager: Player is match-wise and uses shots that have a high percentage of success in both singles and doubles

Players in Wheelchairs

Players in wheelchairs are encouraged to participate in USTA Jr. Team Tennis. Integration—wheelchair players participating with able-bodied players—is the main objective. This practice is accepted and based on player ability. Players should use these same general characteristics to determine their NTRP skill level. The only differences are as follows:

- **Mobility:** While players in wheelchairs may have skills that would normally provide them a certain rating, the mobility factor suggests that when competing against able-bodied players, they should participate at an NTRP skill level that provides for competitive rather than compatible play.
- **Serving ability:** Due to the nature of the player's injury or disability, a powerful serve may not be possible. In this case, it may be more realistic to self-rate below 3.5, as serve strength becomes key beyond this level.
- **Two-Bounce Rule:** The wheelchair tennis player is allowed two bounces of the ball. The player must return the ball before it hits the ground a third time. The second bounce can be either in or out of the court boundaries.

APPENDIX

Dynamic and Static Stretching

It is important to prepare your body before you play tennis and to treat it kindly after you play. You can easily do this by following a simple warm-up exercise, pre-play stretching, warm-down exercise and post-play stretching routine. If you do this, you will have fewer injuries, feel better and recover sooner to play again the same or the next day. As people age, this routine becomes even more important. It is also important for serious younger players who spend many hours on the tennis court.

Recent research has demonstrated that dynamic stretching (i.e., stretching with movement) is best done before play, while static stretching (i.e., stretching without movement) is best done after play. Static stretching done before play, which has been recommended in the past, may actually adversely affect the ability of the muscles to perform in an optimal way.

When exercising or stretching, it is important to avoid sudden, jerky movements. Finally, if you feel pain, stop doing the exercise or stretch and, if necessary, seek medical attention. As with any exercise program, it is recommended that you consult your physician before beginning.

In summary, the recommended exercise/stretch routine for tennis players is as follows:

Before You Play Tennis
- Warm-up Exercises
- Dynamic Stretching

After You Play Tennis
- Warm-down Exercises
- Static Stretching

Before You Play Tennis

Warm-up Exercise

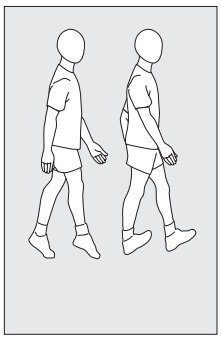
Begin with five minutes of warm-up activities such as walking, light jogging, jumping jacks or side shuffling. Mix the activities for variety. These activities should raise your body temperature, ready your heart and lungs for strenuous play and improve overall muscle function. The goal should be to reach the point of beginning to perspire.

Dynamic Stretching

A dozen dynamic stretches are described on the following pages. Optimally, you should do all the stretches before you begin to play tennis. These dynamic stretches combine stretching with movement. The illustrations provided will help you to do the stretches correctly.

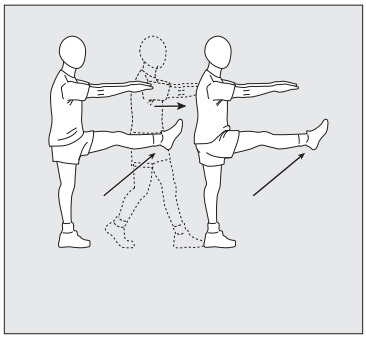
Flexibility Exercises

Dynamic Stretching



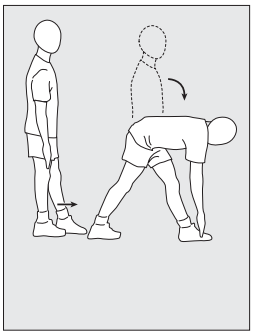
Toe and Heel Walks
Target muscles: Calf and lower leg muscles

Walk on your toes from singles sideline to singles sideline. Repeat the same sequence walking on your heels.



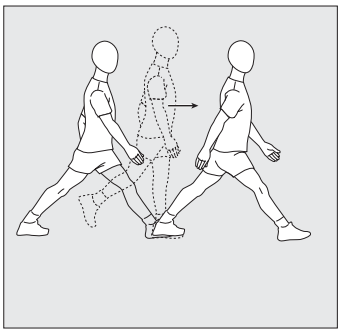
Straight-Leg March
Target muscles: Hamstring (back of thigh) and hip muscles

Put your arms straight out in front of you at shoulder height. With your knees straight, lift one leg up toward your hands as high as you can without discomfort or until you feel a stretch in the back of the leg. March from singles sideline to singles sideline and back again, while maintaining good balance.



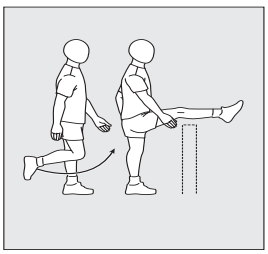
Alternate Toe Touch
Target muscles: Hamstring (back of thigh) and hip muscles

Stand with the left leg forward, while keeping the knees straight, but not locked. With your right hand, reach down toward the left foot as far as is comfortable (if possible, to the foot), to the point of feeling a light stretch in the back of your leg. Then stand up all the way, step forward with the right leg and reach for the right foot with the left hand. Walk from singles sideline to singles sideline and back again, alternating reaching for the left foot with the right hand and reaching for the right foot with the left hand. Be sure to stand up all the way between each step.



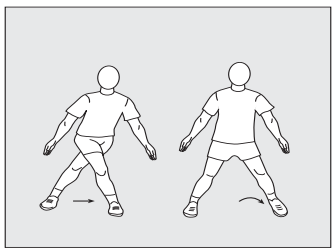
Long Walks
Target muscles: Hip flexors (front of hip) and quadriceps (front of thigh)

Long walking is walking with extra long steps. While walking, keep your back leg nearly straight and move the hips forward to the point where you feel a light stretch at the front of the hip on the same side as your back leg. Stretch both right and left hip flexors and quadriceps by walking from singles sideline to singles sideline and back again.



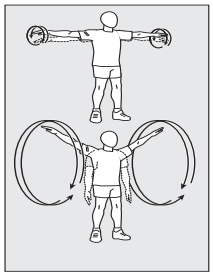
Forward and Backward Hurdle
Target muscles: Inner and outer thigh

Move your right leg backward, up, and around to the front as if you were stepping over a hurdle that is approximately waist high. While alternating legs, walk from singles sideline to singles sideline. Reverse the motion, so you are walking backward to the starting point.



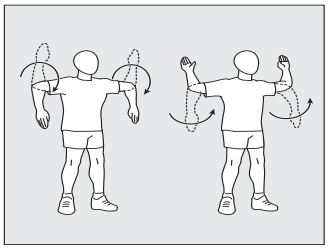
Walking Side Hip Stretch
Target muscles: Outer thigh

Facing the net, cross your right leg over the left leg and push the left hip out until you feel a light stretch in the outside of your hip. Stand up straight and step to the left with your left foot. Continue to "walk" sideways by repeating the steps described above. When you reach the singles sideline, reverse the movement and perform the exercise to the right.



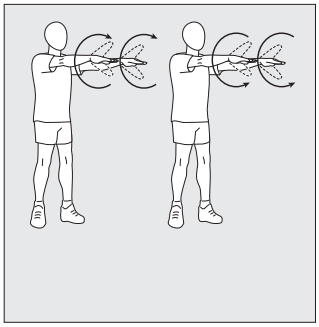
Forward and Backward Arm Circles
Target muscles: Deltoid muscles and rotator cuff of the shoulder

Hold your arms out to your sides at shoulder height with palms down and rotate them in small forward circles about 6 inches in diameter. Perform 10 forward circles and 10 backward circles. Then do 10 forward and 10 backward large arm circles, using the shoulders' full range of motion—you should feel a slight stretch in the shoulders as you perform the exercise.



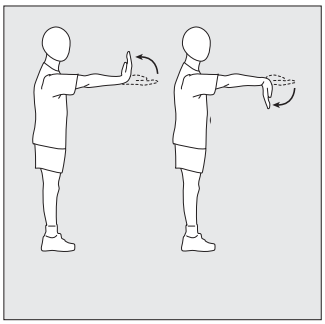
90–90 Internal/External Rotation
Target muscles: Rotator cuff of the shoulder

With your arms held out to your sides at shoulder height, bend the elbow 90 degrees so your fingers point up toward the sky. Using the shoulders' full range of motion, rotate your shoulders forward once and then backward once in a controlled manner. Do 10 repetitions.



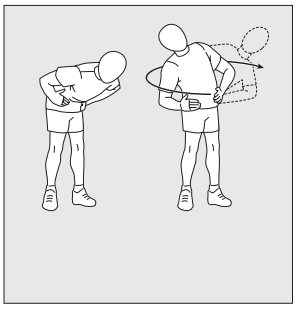
Wrist Circles
Target muscles: Wrist flexors and extensors in the forearm

With both arms held out in front of your body at shoulder height and with the palms facing down rotate your wrists in clockwise circles. Use the full range of motion in the wrists when performing the circles so that you feel a slight stretch in the forearm muscles. Perform 10 clockwise circle repetitions. Then reverse and rotate your wrists in counterclockwise circles. Do 10 repetitions.



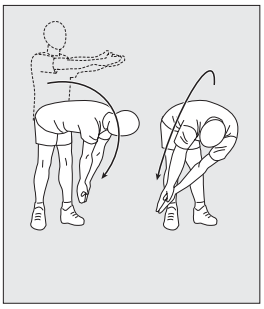
Wrist Flexion and Extension
Target muscles: Wrist flexors and extensors in the forearm

Standing with both arms in front of your body at shoulder height and with the palms facing the sky, alternate flexing and extending the wrists in a controlled manner. When flexing, bend the hands toward the body and when extending, extend them away from the body. Use the complete range of motion in the wrist so that you feel a stretch in the forearm muscles as you perform the exercise. The stretch should be felt in the back of the forearm as you flex the wrist and in the front of the forearm as you extend the wrist. Do 10 repetitions alternating one flexion and one extension.



Standing Trunk Rotations
Target muscles: Abdominal and lower back muscles

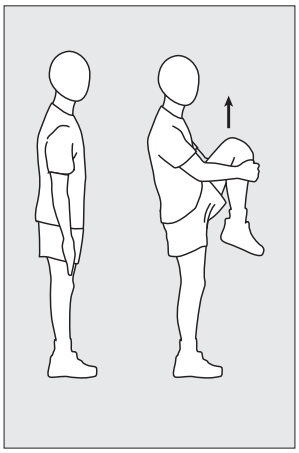
Stand with your feet shoulder width apart and your hands on your hips. Then rotate your torso by leaning forward from the waist, then moving to the left, to the back, and to the right. Do 10 repetitions at a speed and range of motion that is comfortable for you. Then reverse the direction by moving first to the front, then to the right, to the back, and to the left for 10 repetitions.



Diagonal Chops
Target muscles: Abdominal and lower back muscles

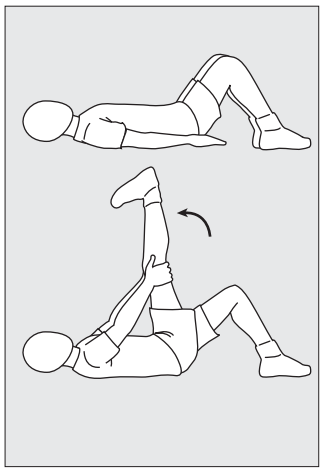
Stand up straight with your feet shoulder width apart and hold your arms together in front of you at shoulder height. Link your hands together and make a chopping movement (as if you are swinging an axe) as you rotate your body to the left and bring your hands down to the left of your legs. Stand up straight and repeat the exercise on the right side of the body. Perform 10 repetitions of one chop to the left and one to the right.

Static Stretching



Knee-Chest Flex

In a standing position, bend one leg and grasp it with both hands clasped just below the knee. Slowly pull the knee to your chest. Hold this position (and all the positions in the following exercises) for 15 to 30 seconds.



Hamstring Stretch

In a lying position on your back, bend both knees. Straighten one leg and raise it toward the trunk. Use your hands to gently increase the stretch. Point your toes toward the face to stretch the calf.

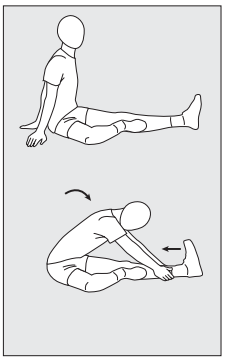
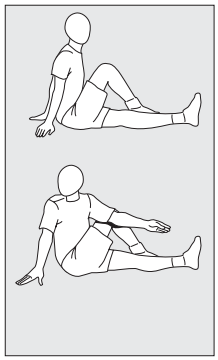


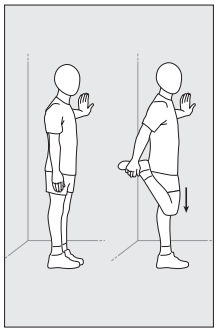
Figure 4 Hamstring Stretch

In a sitting position, place the foot of the right leg against the inside of the knee of the left leg. Try to bring the chest to the thigh by bending forward from the hips. Keep the back straight. Pull your toes back to point toward your face.



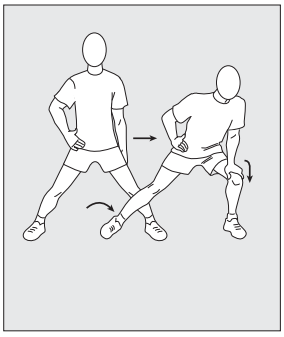
Spinal Twist

In a sitting position, place the right foot on the outside of the left knee. Bring the left arm around the right knee, resting the elbow above the outside of the right knee. Slowly turn the head and upper body to the right. You'll wind up looking over your right shoulder.



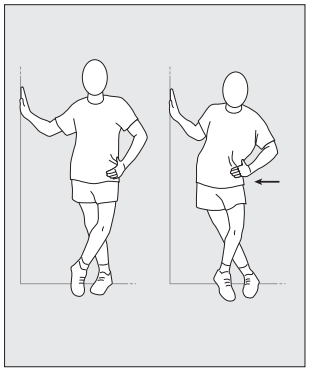
Quadriceps Stork Stretch

If necessary for support, place one hand on a wall to the side of you. Stand on one leg. Bend the opposite knee while grasping the ankle. Keeping the back straight and the buttocks tucked under, bring your knee down as far as you can, trying to point it straight down to the floor. Do not turn the knee out or twist it.



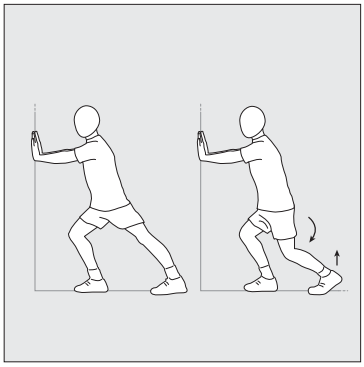
Groin Stretch

Stand with legs greater than shoulder width apart. Place one hand above the knee, the other hand on the opposite hip. With toes pointed forward, slowly bend the knee your hand is on until you feel a stretch in the groin area. Roll your weight onto the inside of your foot.



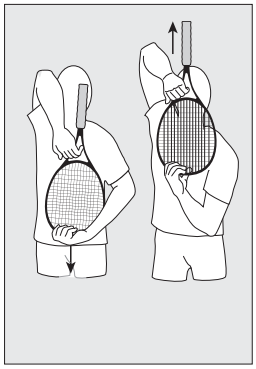
Hip Stretch

Stand with your right hand on a wall, your weight on your right leg, and your left leg crossed in front of it. Gently push the right hip toward the wall. Increase the stretch by standing farther from the wall.



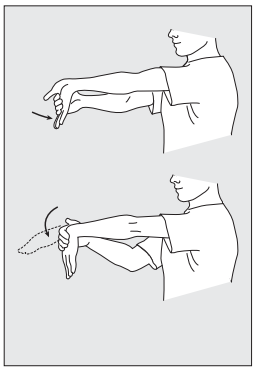
Calf Stretch

Place both hands on a wall in front of you. Extend one leg behind you, while keeping the other forward. Keep the knee of the back leg straight, the heel on the floor, and the foot pointing forward. Bend the knee of the forward leg and lean your trunk forward. Do not arch the lower back. Then slightly bend the back leg, raise the heel 2 inches off the floor, and lean into the wall. This time, feel the stretch near the heel.



Shoulder Stretch

With your left hand, hold a racquet behind your back by the throat or the handle with the head of the racquet pointing down. With your right hand, slowly pull the racquet head down, bringing your left elbow to your ear and pointing it to the ceiling. Then slowly pull up with the left arm, pointing the lower elbow to the floor.



Forearm Stretch

Extend one arm straight in front of you with the palm up. Use the opposite hand to gently stretch the wrist back (extension). Turn the palm down and gently stretch the wrist downward (flexion).

Compass Draw

This is a wonderful format to give players an opportunity to play lots of matches. It also can accommodate different ability levels in one draw. It works best for eight, 16, 32 or 64 players so that there are no byes are in the draw.

At the end of each round, the winners continue in their tournament in the same direction, while the losers move to other points on the compass to form a new satellite tournament.

At the end of round 1:
- The winners go east
- The losers go west

At the end of round 2:
- The east losers go north
- The west losers go south

At the end of round 3:
- The east losers go northeast
- The north losers go northwest
- The west losers go southwest
- The south losers go southeast

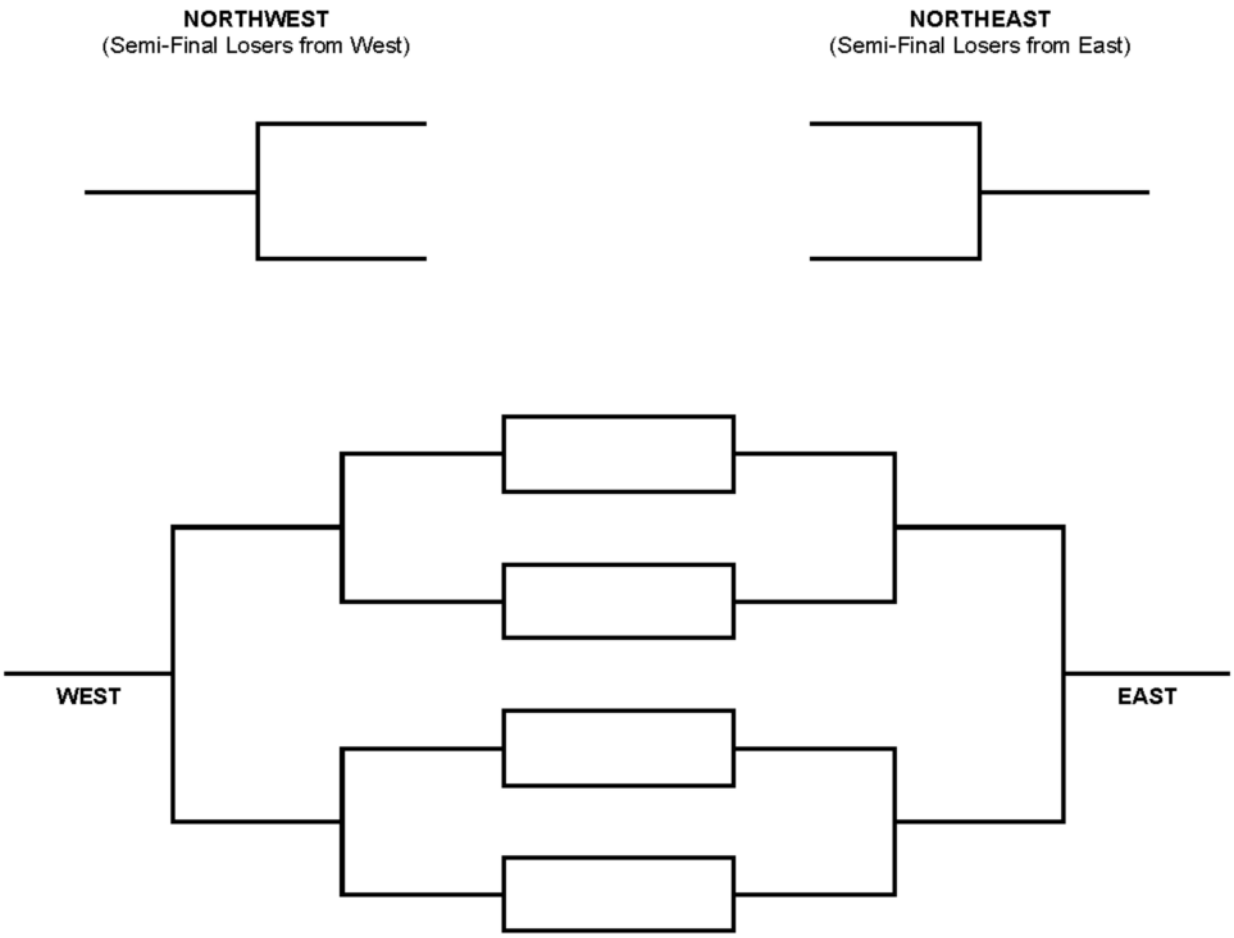
At the end of round 4:
- The losers are out of the tournament (unless it is announced in writing before the start of the first match of the tournament that there will be semifinal playoffs);
- The winners play the finals on each draw sheet.

For a draw of 16 use only the top half of the draw at each compass point. Follow the same procedure as in a draw of 32 except that round 4 is the finals instead of the semifinals.

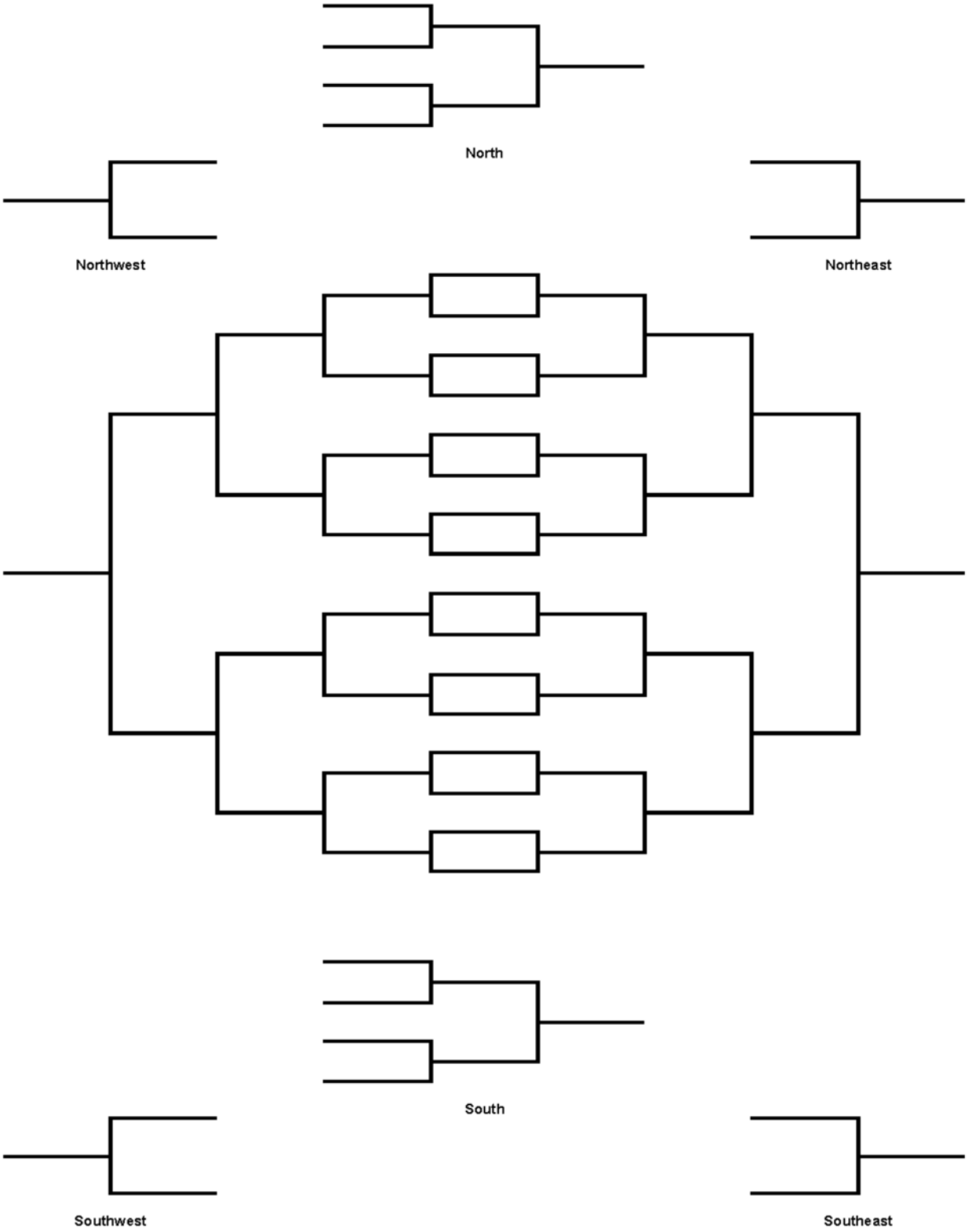
For a draw of 64 use two 32 draw sheets. Round 4 becomes the quarterfinals of each tournament instead of the semifinals. At the end of Round 4, all losers are out of the tournament. The draw sheet tournaments continue with their own semifinal matches until there is an eventual winner for each (The losers of the semifinals are out of the tournament).

On the following pages are examples of a 32-, a 16- and an eight-player compass draw.

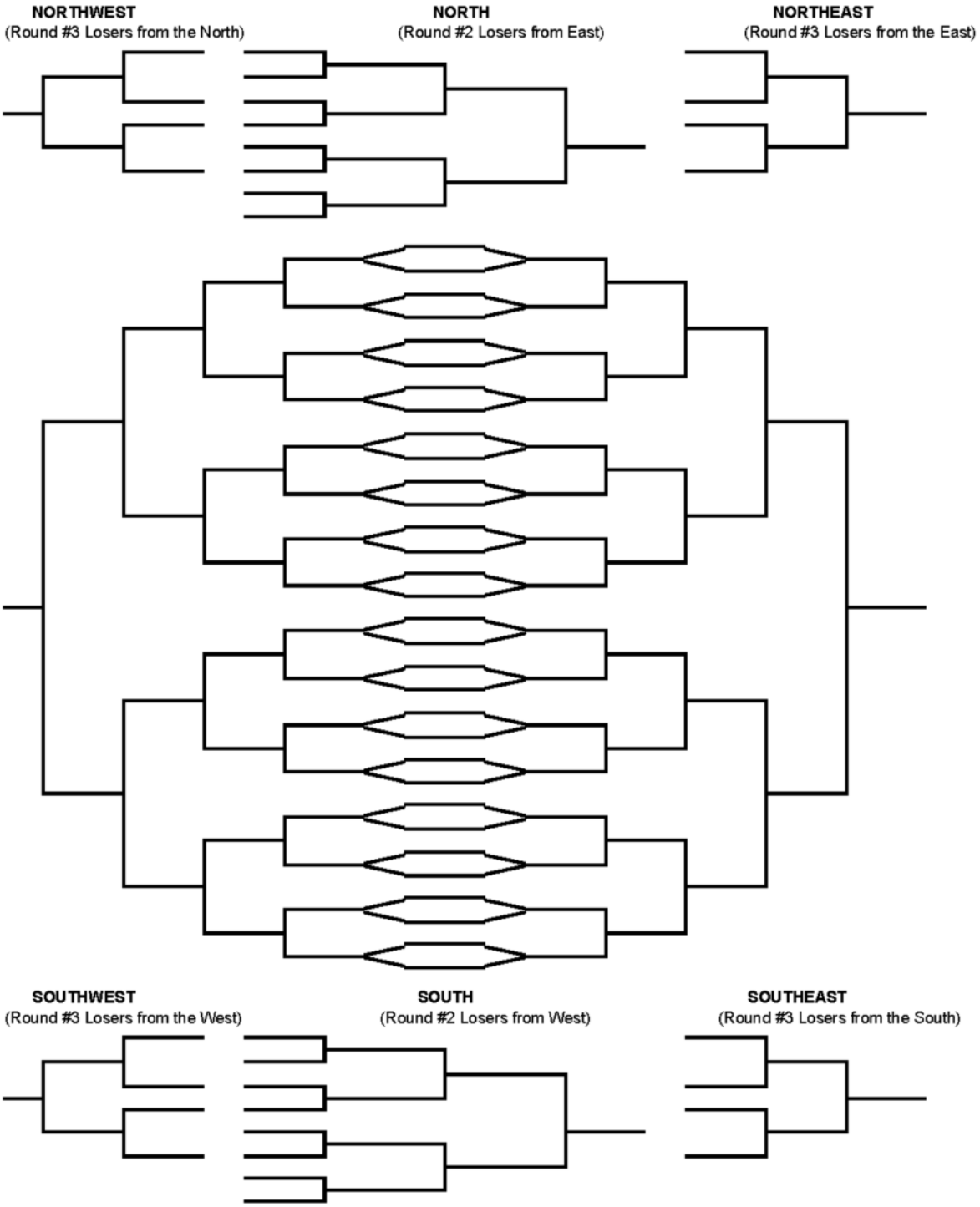
8 Player Compass Draw Sheet



16 Player Compass Draw Sheet



32 Player Compass Draw Sheet



Resources

Suppliers of Tennis Equipment

The following companies and vendors are suppliers of junior racquets, short courts, teaching aids, transition balls and entry-level tennis kits.

Dunlop Sports Group America
116 South Pleasantburg Drive
Greenville, SC 29607
888-215-1530
864-552-4000
864-552-4032 (fax)
Email: customerservice@dunlopsports.com
www.dunlopsports.com

Gamma Sports
200 Waterfront Drive
Pittsburgh, PA 15222
800-333-0337
412-323-0335
800-274-0317 (fax)
tsr@gammasports.com
www.gammasports.com

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800-451-4855 (fax)
www.gophersport.com

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800-289-1497
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602-484-0533 (fax)
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Prince Sports, Inc.
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800-2-TENNIS
609-291-5800
609-291-5902 (fax)
www.princetennis.com

Oncourt Offcourt
6301 Gaston Avenue, Suite 650
Dallas, TX 75214
88-TENNIS-11
214-823-3078
214-823-3082 (fax)
info@oncourtoffcourt.com
www.oncourtoffcourt.com/

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650 South Taylor Avenue
Louisville, CO 80027
800-525-2852
303-444-5340
303-444-7526 (fax)
info@rmsboulder.com
www.rmsboulder.com

Wilson Racquet Sports
8700 West Bryn Mawr Avenue, 10th Floor
Chicago, IL 60631
800-333-8326
773-714-6400
800-272-6062 (fax)
racquet@wilson.com
www.wilson.com

Books

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Videotapes

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Games Approach to Coaching Tennis, United States Tennis Association, White Plains, NY, 2002.

Teaching Group Tennis, United States Tennis Association, White Plains, NY, 1998.

Organizations

Professional Tennis Registry
P.O. Box 4739
Hilton Head Island, SC 29938
800-421-6289

United States Professional Tennis Association
3535 Briarpark Drive
Houston, TX 77042
800-877-8248

United States Tennis Association
70 West Red Oak Lane
White Plains, NY 10604
914-696-7000

For more information on the different programs found in this book—including QuickStart Tennis, Jr. Team Tennis and more—go to USTA.com or call the USTA National Office at 914-696-7000.

Notes

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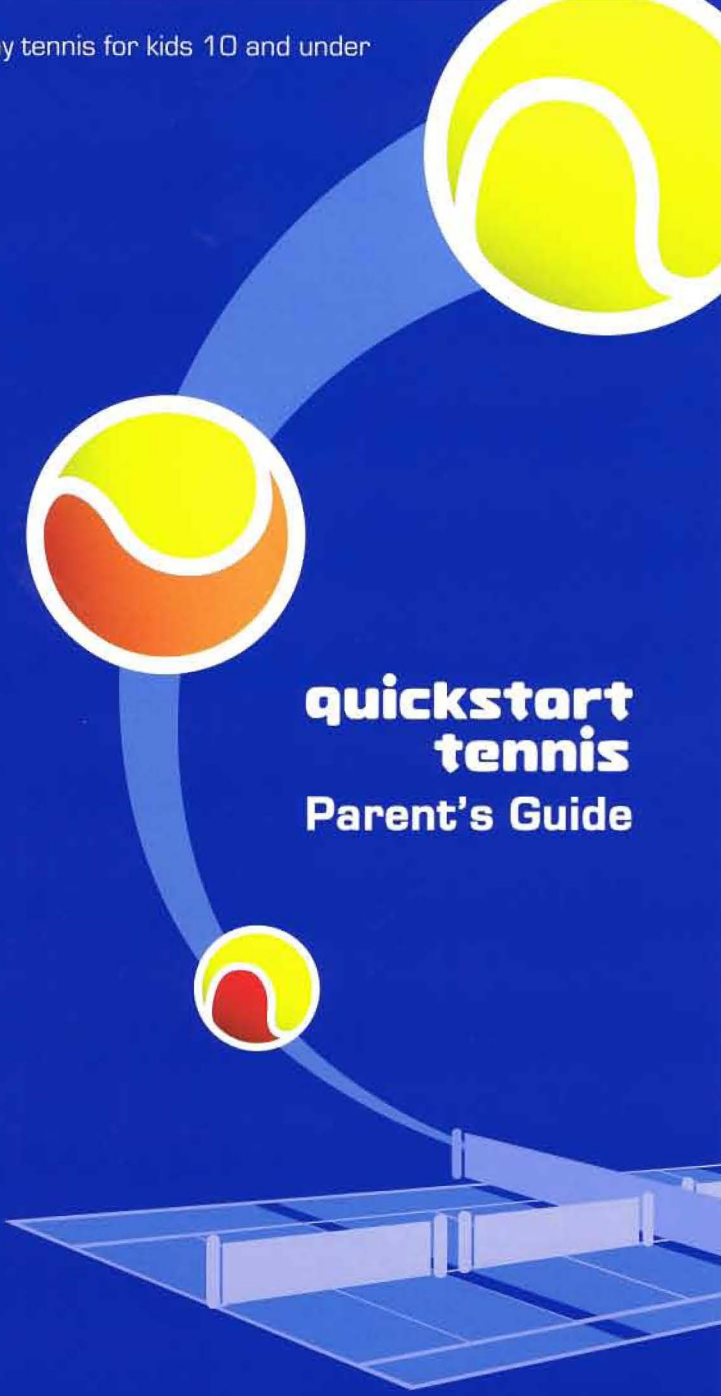
70 West Red Oak Lane
White Plains, NY 10604

usta.com

the new way to play tennis for kids 10 and under



quickstart tennis

Parent's Guide

USTA

Your kids have choices. Today, more than ever before, the volume and variety of activities available to kids is staggering. If you want to get them involved—and keep them involved, it must be something special. It's got to be engaging, exciting, and—most important—fun.

That's the idea behind QuickStart Tennis—a new play format for kids age 10-and-under that allows them to start playing almost immediately—even if they've never held a racquet before. No more standing around and waiting in lines. With QuickStart Tennis, once they're on the court, they're in the game—learning while playing.

This brochure explains some of the basics of the QuickStart Tennis format. You'll see why QuickStart Tennis is being hailed as a revolutionary way to get kids into tennis—fast.

WHAT IS QUICKSTART TENNIS?

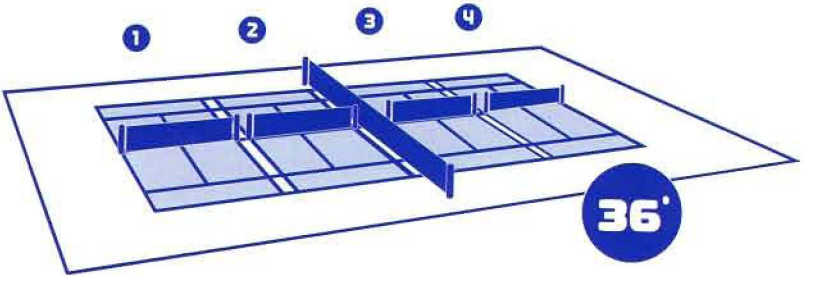
QuickStart Tennis is an exciting new play format for learning tennis, designed to bring kids into the game by utilizing specialized equipment, shorter court dimensions and modified scoring, all tailored to age and size. It is divided into two different levels—ages 8 and under and ages 10 and under.

***For those children 8 and younger, the size of the court is 36' x 18'. The set-up divides a standard size court into several smaller courts, using the standard size court's doubles sidelines as baselines. This modification makes it possible to fit more players onto a single court. Racquets are up to 23" in size, so that every child can easily handle the equipment. The ball, either foam or very low compression, bounces lower and travels slower. The net height is 2' 9", making it easier for each child to rally.

***For those children 10 and younger, the size of the court is 60' x 21' (60' x 27' for doubles). The racquets are up to 25" in size. The low-compression ball used travels a little faster and farther than the foam ball, but still has a lower bounce and travels slower than a regulation ball.

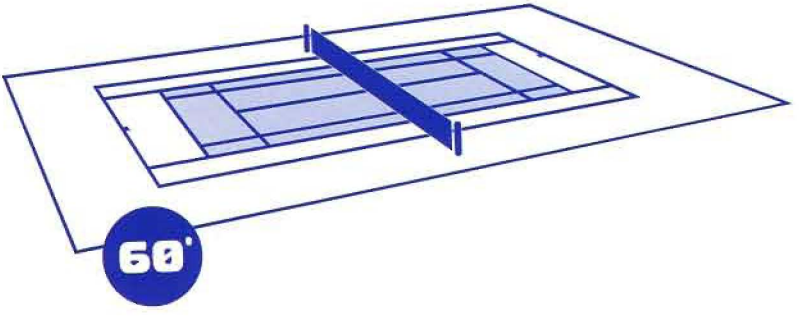
AGES 8 & UNDER

AGE	COURT SIZE	RACQUET	BALL	NET HEIGHT	SCORING
8 years and under	36′ x 18′	up to 23″	foam or very low compression	2′ 9″	best of 3 games 1st to 7 points wins game first to win 2 games wins match



AGES 10 & UNDER

AGE	COURT SIZE	RACQUET	BALL	NET HEIGHT	SCORING
10 years and under	60′ x 21′ singles 60′ x 27′ doubles	up to 25″	low compression	3′	best of 2 sets of 1st to 4 games with 3rd set 1st to 7 points



WHY IT WORKS

The QuickStart Tennis format works by getting kids into the game immediately. Within the first hour of stepping onto the court, they are actually playing the game. Scaling the game down to their size helps make the learning process easier and a lot more fun.

The majority of youth sports have followed this progressive formula for years. Baseball begins with smaller bats and smaller fields. Basketball and soccer also employ shortened playing surfaces and appropriate-sized equipment. That helps ensure that your child's first experience in the sport will leave them overjoyed—not overwhelmed.

QuickStart Tennis enables kids to have more enjoyable experiences early on in the learning process—and having fun is always a factor in keeping kids involved.

GET INVOLVED!

QuickStart Tennis is fast, easy and fun—and it offers a great way for you to get involved in your child's activities. Best of all, the format is easily incorporated into any programming, from lessons to team competition, making it a perfect part of a wide variety of offerings at schools, parks and facilities large and small.

More than 1,000 tennis sites have begun implementing the QuickStart Tennis format into their 10-and-under programming and the USTA has made this format a integral part of their co-ed recreation Jr. Team Tennis league and it's tournaments. The USTA also offers training sessions for coaches and volunteers (including parents) to help keep the fun growing.

So when you're looking to get your child involved in tennis, look for a program that features the QuickStart Tennis play format—or start one yourself. To get more information on QuickStart Tennis, go to **www.quickstarttennis.com**.

PART 2—THE CODE

THE PLAYERS' GUIDE FOR MATCHES WHEN OFFICIALS ARE NOT PRESENT

PREFACE

When your serve hits your partner stationed at the net, is it a let, fault, or loss of point? Likewise, what is the ruling when your serve, before touching the ground, hits an opponent who is standing *back* of the baseline. The answers to these questions are obvious to anyone who knows the fundamentals of tennis, but it is surprising the number of players who don't know these fundamentals. All players have a responsibility to be familiar with the basic rules and customs of tennis. Further, it can be distressing when a player makes a decision in accordance with a rule and the opponent protests with the remark: "Well, I never heard of that rule before!" Ignorance of the rules constitutes a delinquency on the part of a player and often spoils an otherwise good match.

What is written here constitutes the essentials of *The Code*, a summary of procedures and unwritten rules that custom and tradition dictate all players should follow. No system of rules will cover every specific problem or situation that may arise. If players of good will follow the principles of *The Code*, they should always be able to reach an agreement, while at the same time making tennis more fun and a better game for all. The principles set forth in *The Code* shall apply in cases not specifically covered by the ITF Rules of Tennis and USTA Regulations.

Before reading this you might well ask yourself: Since we have a book that contains all the rules of tennis, why do we need a code? Isn't it sufficient to know and understand all the rules? There are a number of things not specifically set forth in the rules that are covered by custom and tradition only. For example, if you have a doubt on a line call, your opponent gets the benefit of the doubt. Can you find that in the rules? Further, custom dictates the standard procedures that players will use in reaching decisions. These are the reasons we need a code.

—Col. Nick Powel

Note: *The Code* is not part of the official ITF Rules of Tennis. Players shall follow *The Code* in all unofficiated matches. Many of the principles also apply when officials are present. This edition of *The Code* is an adaptation of the original, which was written by Colonel Nicolas E. Powel.

PRINCIPLES

1. *Courtesy.* Tennis is a game that requires cooperation and courtesy from all participants. Make tennis a fun game by praising your opponents' good shots and by not:

- conducting loud postmortems after points;
- complaining about shots like lobs and drop shots;
- embarrassing a weak opponent by being overly gracious or condescending;
- losing your temper, using vile language, throwing your racket, or slamming a ball in anger; or
- sulking when you are losing.

2. *Counting points played in good faith.* All points played in good faith stand. For example, if after losing a point, a player discovers that the net was four inches too high, the point stands. If a point is played from the wrong court, there is no replay. If during a point, a player realizes that a mistake was made at the beginning (for example, service from the wrong court), the player shall continue playing the point. Corrective action may be taken only after a point has been completed.

Shaking hands at end of the match is an acknowledgment by the players that the match is over.

THE WARM-UP

3. *Warm-up is not practice.* A player should provide the opponent a 5-minute warm-up (ten minutes if there are no ballpersons). If a player refuses to warm up the opponent, the player forfeits the right to a warm-up. Some players confuse warm-up and practice. Each player should make a special effort to hit shots directly to the opponent. (If partners want to warm each other up while their opponents are warming up, they may do so.)

4. *Warm-up serves and returns.* A player should take all warm-up serves before the first serve of the match. A player who returns serves should return them at a moderate pace in a manner that does not disrupt the server.

MAKING CALLS

5. *Player makes calls on own side of the net.* A player calls all shots landing on, or aimed at, the player's side of the net.

6. *Opponent gets benefit of doubt.* When a match is played without officials, the players are responsible for making decisions, particularly for line calls. There is a subtle difference between player decisions and those of an on-court official. An official impartially resolves a problem involving a call, whereas a player is guided by the unwritten law that any doubt must be resolved in favor of the opponent. A player in attempting to be scrupulously honest on line calls frequently will find himself keeping a ball in play that might have been out or that the player discovers too late was out. *Even so, the game is much better played this way.*

7. *Ball touching any part of line is good.* If any part of the ball touches the line, the ball is good. A ball 99% out is still 100% good.

8. *Ball that cannot be called out is good.* Any ball that cannot be called out is considered to have been good. A player may not claim a let on the basis of not seeing a ball. One of tennis' most infuriating moments occurs after a long

hard rally when a player makes a clean placement and the opponent says: "I'm not sure if it was good or out. Let's play a let." Remember, it is each player's responsibility to call all balls landing on, or aimed at, the player's side of the net. If a ball can't be called out with certainty, it is good. When you say your opponent's shot was really out but you offer to replay the point to give your opponent a break, you are deluding yourself because you must have had some doubt.

9. *Calls when looking across a line or when far away.* The call of a player looking down a line is much more likely to be accurate than that of a player looking across a line. When you are looking across a line, don't call a ball out unless you can clearly see part of the court between where the ball hit and the line. It is difficult for a player who stands on one baseline to question a call on a ball that landed near the other baseline.

10. *Treat all points the same regardless of their importance.* All points in a match should be treated the same. There is no justification for considering a match point differently than the first point.

11. *Requesting opponent's help.* When an opponent's opinion is requested and the opponent gives a positive opinion, it must be accepted. If neither player has an opinion, the ball is considered good. Aid from an opponent is available only on a call that ends a point.

12. *Out calls corrected.* If a player mistakenly calls a ball "out" and then realizes it was good, the point shall be replayed if the player returned the ball within the proper court. Nonetheless, if the player's return of the ball results in a "weak sitter," the player should give the opponent the point. If the player failed to make the return, the opponent wins the point. If the mistake was made on the second serve, the server is entitled to two serves.

13. *Player calls own shots out.* With the exception of the first serve, a player should call against himself or herself any ball the player clearly sees out regardless of whether requested to do so by the opponent. The prime objective in making calls is accuracy. All players should cooperate to attain this objective.

14. *Partners' disagreement on calls.* If one partner calls the ball out and the other partner sees the ball good, they shall call it good. It is more important to give your opponents the benefit of the doubt than to avoid possibly hurting your partner's feelings. The tactful way to achieve the desired result is to tell your partner quietly of the mistake and then let your partner concede the point. If a call is changed from out to good, the principles of Code §12 apply.

15. *Audible or visible calls.* No matter how obvious it is to a player that the opponent's ball is out, the opponent is entitled to a prompt audible or visible out call.

16. *Opponent's calls questioned.* When a player genuinely doubts an opponent's call, the player may ask: "Are you sure of your call?" If the opponent reaffirms that the ball was out, the call shall be accepted. If the opponent acknowledges uncertainty, the opponent loses the point. There shall be no further delay or discussion.

17. *Spectators never to make calls.* A player shall not enlist the aid of a spectator in making a call. No spectator has a part in the match.

18. *Prompt calls eliminate two chance option.* A player shall make all calls promptly after the ball has hit the court. A call shall be made either before the player's return shot has gone out of play or before the opponent has had the opportunity to play the return shot.

Prompt calls will quickly eliminate the "two chances to win the point" option that some players practice. To illustrate, a player is advancing to the net for an easy put away and sees a ball from an adjoining court rolling toward the court. The player continues to advance and hits the shot, only to have the supposed easy put away fly over the baseline. The player then claims a let. The claim is not valid because the player forfeited the right to call a let by choosing instead to play the ball. The player took a chance to win or lose and is not entitled to a second chance.

19. *Lets called when balls roll on the court.* When a ball from an adjacent court enters the playing area, any player shall call a let as soon as the player becomes aware of the ball. The player loses the right to call a let if the player unreasonably delays in making the call.

20. *Touches, hitting ball before it crosses net, invasion of opponent's court, double hits, and double bounces.* A player shall promptly acknowledge if:

- a ball touches the player;
- the player touches the net;
- the player touches the player's opponent's court;
- the player hits a ball before it crosses the net;
- the player deliberately carries or double hits the ball; or
- the ball bounces more than once in the player's court.

21. *Balls hit through the net or into the ground.* A player shall make the ruling on a ball that the player's opponent hits:

- through the net; or
- into the ground before it goes over the net.

22. *Calling balls on clay courts.* If any part of the ball mark touches the line on a clay court, the ball shall be called good. If you can see only part of the mark on the court, this means that the missing part is on the line or tape. A player should take a careful second look at any point-ending placement that is close to a line on a clay court. Occasionally a ball will strike the tape, jump, and then leave a full mark behind the line. This does not mean that a player is required to show the opponent the mark. The opponent shall not cross the net to inspect a mark. See **USTA Regulation I.N.8.** If the player hears the sound of the ball striking the tape and sees a clean spot on the tape near the mark, the player should give the point to the opponent.

SERVING

23. *Server's request for third ball.* When a server requests three balls, the receiver shall comply when the third ball is readily available. Distant balls shall be retrieved at the end of a game.

24. *Foot Faults.* A player may warn an opponent that the opponent has committed a flagrant foot fault. If the foot faulting continues, the player may attempt to locate an official. If no official is available, the player may call flagrant foot faults. Compliance with the foot fault rule is very much a function of a player's personal honor system. The plea that a Server should not be penalized because the server only just touched the line and did not rush the net is not acceptable. Habitual foot faulting, whether intentional or careless, is just as surely cheating as is making a deliberate bad line call.

25. *Service calls in doubles.* In doubles the receiver's partner should call the service line, and the receiver should call the sideline and the center service line. Nonetheless, either partner may call a ball that either clearly sees.

26. *Service calls by serving team.* Neither the server nor server's partner shall make a fault call on the first service even if they think it is out because the receiver may be giving the server the benefit of the doubt. There is one exception. If the receiver plays a first service that is a fault and does not put the return in play, the server or server's partner may make the fault call. The server and the server's partner shall call out any second serve that either clearly sees out.

27. *Service let calls.* Any player may call a service let. The call shall be made before the return of serve goes out of play or is hit by the server or the server's partner. If the serve is an apparent or near ace, any let shall be called promptly.

28. *Obvious faults.* A player shall not put into play or hit over the net an obvious fault. To do so constitutes rudeness and may even be a form of gamesmanship. On the other hand, if a player does not call a serve a fault and gives the opponent the benefit of a close call, the server is not entitled to replay the point.

29. *Receiver readiness.* The receiver shall play to the reasonable pace of the server. The receiver should make no effort to return a serve when the receiver is not ready. If a player attempts to return a serve (even if it is a "quick" serve), then the receiver (or Receiving team) is presumed to be ready.

30. *Delays during service.* When the server's second service motion is interrupted by a ball coming onto the court, the server is entitled to two serves. When there is a delay between the first and second serves:

- the server gets one serve if the server was the cause of the delay;
- the server gets two serves if the delay was caused by the Receiver or if there was outside interference.

The time it takes to clear a ball that comes onto the court between the first and second serves is not considered sufficient time to warrant the server receiving two serves unless this time is so prolonged as to constitute an interruption. The receiver is the judge of whether the delay is sufficiently prolonged to justify giving the server two serves.

SCORING

31. *Server announces score.* The server shall announce the game score

before the first point of the game and the point score before each subsequent point of the game.

32. *Disputes.* Disputes over the score shall be resolved by using one of the following methods, which are listed in the order of preference:

- count all points and games agreed upon by the players and replay only the disputed points or games;
- play from a score mutually agreeable to all players;
- spin a racket or toss a coin.

HINDRANCE ISSUES

33. *Talking during a point.* A player shall not talk while the ball is moving toward the opponent's side of the court. If the player's talking interferes with an opponent's ability to play the ball, the player loses the point. Consider the situation where a player hits a weak lob and loudly yells at his or her partner to get back. If the shout is loud enough to distract an opponent, then the opponent may claim the point based on a deliberate hindrance. If the opponent chooses to hit the lob and misses it, the opponent loses the point because the opponent did not make a timely claim of hindrance.

34. *Body movement.* A player may feint with the body while the ball is in play. A player may change position at any time, including while the server is tossing the ball. Any other movement or any sound that is made solely to distract an opponent, including, but not limited to, waving the arms or racket or stamping the feet, is not allowed.

35. *Lets due to hindrance.* A let is not automatically granted because of hindrance. A let is authorized only if the player could have made the shot had the player not been hindered. A let is also not authorized for a hindrance caused by something within a player's control. For example, a request for a let because the player tripped over the player's own hat should be denied.

36. *Grunting.* A player should avoid grunting and making other loud noises. Grunting and other loud noises may bother not only opponents but also players on adjacent courts. In an extreme case, an opponent or a player on an adjacent court may seek the assistance of the Referee or a Roving Umpire. The Referee or official may treat grunting and the making of loud noises as a hindrance. Depending upon the circumstance, this could result in a let or loss of point.

37. *Injury caused by a player.* When a player accidentally injures an opponent, the opponent suffers the consequences. Consider the situation where the server's racket accidentally strikes the receiver and incapacitates the receiver. The receiver is unable to resume play within the time limit. Even though the server caused the injury, the server wins the match by retirement.

On the other hand, when a player deliberately injures an opponent and affects the opponent's ability to play, then the opponent wins the match by default. Hitting a ball or throwing a racket in anger is considered a deliberate act.

WHEN TO CONTACT AN OFFICIAL

38. *Withdrawing from a match or tournament.* A player shall not enter a tournament and then withdraw when the player discovers that tough opponents have also entered. A player may withdraw from a match or tournament only because of injury, illness, or personal emergency. A player who cannot play a match shall notify the Referee at once so that the opponent may be saved a trip. A player who withdraws from a tournament is not entitled to the return of the entry fee unless the player withdrew more than six days before the start of the tournament.

39. *Stalling.* The following actions constitute stalling :

- warming up longer than the allotted time;
- playing at about one-third a player's normal pace;
- taking more than 90 seconds on the odd-game changeover; or more than 120 seconds on the Set Break.
- taking longer than the authorized 10 minutes during a rest period;
- starting a discussion or argument in order for a player to catch his or her breath;
- clearing a missed first service that doesn't need to be cleared; and
- excessive bouncing of the ball before any serve.

A player who encounters a problem with stalling should contact an official. Stalling is subject to penalty under the Point Penalty System.

40. *Requesting an official.* While normally a player may not leave the playing area, the player may contact the Referee or a Roving Umpire to request assistance. Some reasons for visiting the Referee include:

- stalling;
- chronic flagrant foot faults;
- a Medical Time-Out
- a scoring dispute; and
- a pattern of bad calls.

A player may refuse to play until an official responds.

BALL ISSUES

41. *Retrieving stray balls.* Each player is responsible for removing stray balls and other objects from the player's end of the court. A player's request to remove a ball from the opponent's court must be honored. A player shall not go behind an adjacent court to retrieve a ball, nor ask a player for return of a ball from players on an adjacent court until their point is over. When a player returns a ball that comes from an adjacent court, the player shall wait until their point is over and then return it directly to one of the players, preferably the server.

42. *Catching a ball.* If a player catches a ball before it bounces, the player loses the point regardless of where the player is standing.

43. *New balls for a third set.* When a tournament specifies new balls for a third set, new balls shall be used unless all players agree otherwise.

MISCELLANEOUS

44. *Clothing and equipment malfunction.* If clothing or equipment, other than a racket, becomes unusable through circumstances outside the control of the player, play may be suspended for a reasonable period. The player may leave the court after the point is over to correct the problem. If a racket or string is broken, the player may leave the court to get a replacement, but the player is subject to code violations under the Point Penalty System.

45. *Placement of towels.* Place towels on the ground outside the net post or at the back fence. Clothing and towels should never be placed on the net.

2011 FRIEND AT COURT

A FRIEND AT COURT

Q. What is a tennis official?

A. A person who helps ensure that any given tennis match is conducted under the fairest possible conditions. So, ideally, the official is "a friend at court," helpful to the players and the spectators.

Q. Why should I be a tennis official?

A. Because you: 1) love the game; 2) therefore have a keen interest in seeing that it is played under the best conditions; 3) enjoy having first-hand contact with it whereby you can make a useful contribution to the game, beyond what you may do or have done as a player.

NOTE: If you are now, or have any idea you would like to be, a tennis official, and your first three reasons do **not** include at least two of the above—forget it!

—Jack Stahr

Friend at Court

The USTA Handbook *of* Tennis Rules *and* Regulations

2011 EDITION

United States Tennis Association

We welcome your comments and suggestions and especially solicit your help in identifying errors in the index. Please feel free to write us c/o USTA Officials Department, 70 West Red Oak Lane, White Plains, NY 10604-3602.

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Foreword

An important part of the USTA mission is to encourage our youth to try the sport of tennis. With this goal in mind, the USTA introduced regulations for its QuickStart Tennis format for 8 and under competition in 2010. These regulations authorized the use of smaller courts, slower balls, and shorter rackets so that young players would have more fun on the court. For 2011, the USTA and the International Tennis Federation have authorized similar changes for 10 and under competition. The new 10 and under provisions will be fully implemented in 2012.

Last year turned out to be Bill Barber's final year in his long tenure as an editor of *Friend at Court*. He is particularly missed for his insight into college tennis and his ability to recognize language that might be misinterpreted by the average player. His ongoing commitment to enhancing the clarity of our language is missed as well.

Special recognition this year goes to Andrea Norman and Bobbie Farley, who stepped in when a personal emergency pulled away a senior editor during the final weeks of preparing the 2011 edition of *Friend at Court* for publication. Their leadership kept the project on schedule. Unfortunately, this is Bobbie's last edition as an editor, as she is stepping down from her position as chairperson of the Constitution and Rules Committee. Bobbie is a stickler for stylistic consistency. This book is better because of her dedication to this principle.

Friend at Court (FAC) is not a training manual. The gray highlighted areas are a blend of commonly accepted answers to questions about the rules, officiating techniques, and officiating procedures derived from several sources, including the ATP, ITA, ITF, and WTA Tour. If you wish to learn more about accepted procedures, you should attend a USTA-approved training school.

Summary of Important Changes for 2011 Edition of *Friend at Court*

ITF Rules of Tennis

The ITF adoption of formats for 10 and under competition has resulted in several changes to the **ITF Rules of Tennis** that will be effective January 1, 2012:

- **Rule 1** will allow the court described in Rule 1 and the "red" court and the "orange" court described in **Appendix VI** to be used for 10 and under competition.

- **Rule 2** will be updated to define what type of ball, as defined in **Appendix VI**, may be used for 10 and under competition.

The remaining changes summarized below are effective January 1, 2011.

[p. 4] New **USTA Comment 1.3** clarifies that a 78-foot court with permanent QuickStart Tennis format lines may be used in sanctioned play whenever a 78-foot court is required.

[p. 11] New **USTA Comment 15.1** clarifies that for the first point of a set or a 10-Point Match Tiebreak, a receiving doubles team may position only one player on the deuce side of the court and that is the player who must return serve for that first point.

[p. 19] **USTA Comment 26.3** was revised to better explain the penalties for a ringing cell phone during a point and in between points.

[p. 19] New **USTA Comment 26.4** was added to clarify a Referee's authority to restrict the presence and use of cell phones on the court.

[p. 26] **Rules of Wheelchair Tennis** regarding the service were revised to clarify that it is permissible on a drop serve to let the ball bounce before being struck by the server.

The Code

[p. 46] **Code § 9** was revised to add a statement confirming that either member of a doubles team may make a call.

[p. 47] **Code § 12** was revised so that when a player corrects an "out" call to "good," the player always loses the point. This replaces the previous rule that allowed a let in some circumstances.

[p. 47] Former **Code § 16** that specifically allowed a player to ask an opponent whether the opponent was "sure" of an out call has been removed. Removal of this language does not prohibit a player from questioning an opponent's call when the player genuinely doubts the call.

[p. 50] The second sentence of **Code § 40** clarifies when a player must honor an opponent's request to remove a stray ball.

USTA Regulations

[p. 69] **USTA Regulation I.H.4.** was amended to provide specific instructions to the Tournament Committee on handling and prioritizing late tournament entries.

[p. 69] **USTA Regulation I.H.8.** clarifies that the special fee charged for electronic tournament entries is not considered part of the tournament entry fee and is always nonrefundable.

[p. 101] In **Table 8** the term "personal circumstance" replaces the term "personal emergency" because it more precisely reflects the concept of why a player may be unable to play if the reason is not illness or injury. The definition was also expanded to provide better examples of the concept. Conforming changes were made in numerous places throughout the **USTA Regulations**.

[p. 105] New **FAC Comments III.D-2, III.D-3,** and **III.D-4** provide guidance about toilet or change of attire breaks taken during a three-minute or ten-minute rest period and, if so, how to address coaching and time limit issues in that context.

[p. 107] **Table 10** was amended to require that juniors receive a mandatory 3-minute rest period after the second set when a match Tiebreak is played in lieu of the third set. **Table 10** was also amended to require that juniors in the Boys' and Girls' 18 Divisions receive a mandatory 10-minute rest period after the second set in a best of 3 set match. During the rest periods coaching is permitted.

[p. 119-120] **USTA Regulation IV.D.6.a.** was updated and new **FAC Comment IV.D-1.** clarifies that a Referee may assess a code violation based on what the Referee saw or heard, on an admission of a player, and on a report from a Court Monitor of what the Court Monitor saw or heard.

[p. 133] New **FAC Comment VI.B-3** clarifies that a 78-foot court with permanent QuickStart Tennis format lines may be used in sanctioned play whenever a 78-foot court is required.

[p. 165] **USTA Regulation IX.A.2**. was amended to clarify the eligibility of British Columbians for USTA Junior National Championships and USTA Regional Tournaments only if they held a valid USTA membership in 2010 for at least one month and do not allow this membership to lapse for longer than six months.

[p. 166] New **FAC Comment IX.A-3** clarifies that amateur players with an ATP, WTA, or ITF ranking are eligible to appear on National Standing Lists.

[p. 168] **USTA Regulation IX.A.8.** was amended to require the Tournament Committee of a tournament on the Junior National Tournament Schedule to refund the entry fee of a player who withdraws from a tournament before the entry deadline.

[p. 169] **Figure 13** was amended to decrease the number of players who qualify for USTA National Championships from the USTA National Opens (from the top 3 finishers to top 2 finishers) and to increase the allowable number of wild cards from 8 to 12 for 192-player draws and from 4 to 8 for 128-player draws. Corresponding changes were made in **USTA Regulations IX.A.9.e.ii.** and **IX.A.9.v.**

[p. 170] **USTA Regulation IX.A.9.c.** was revised to clarify new draw size specifications for 14 and under divisions of USTA National Championships.

[p. 173] **USTA Regulation IX.A.9.e.ix.** was amended so that a player may be replaced in the draw with the highest listed alternate before the start of the player's first match.

[p. 174] New **FAC Comment IX.A-8** clarifies that wild card applicants are not required to submit timely tournament entries, but are required to submit timely wild card applications.

[p. 175] **FAC Comment IX.A-9** was revised to provide new guidance on use of the compass draw format for 14 and under and 12 and under divisions of USTA National Championships.

[p. 177-178] **USTA Regulations IX.A.10.c.** and **IX.A.10.d.** were amended to update the player and alternate selection procedures for USTA National Opens.

[p. 180] New **FAC Comment IX.B-1** clarifies that suspension points assessed during a doubles match are assessed only against the partner responsible for the violation.

[p. 184] New **Table 20** lists additional tournaments that count toward junior national rankings.

[p. 184] **USTA Regulation IX.C.7.** was amended to reduce the number of National Ranking Tournaments that are used to calculate a junior player's national ranking.

[p. 197] **USTA Regulation X.H.4.** was amended to move up the annual deadline for filing corrections and appeals to Adult/Senior and Family rankings. Corrections and appeals must now be received by the chairperson of the Adult/Senior and Family Ranking Review Board no later than January 30 of each year.

[p. 201] **USTA Regulation XIII.A.1.** was amended to incorporate a new category of wheelchair tournament known as Super Category II USTA Wheelchair Tournaments.

[p. 202] New **FAC Comment XIII.A-2** explains the National Standing List criteria developed by the USTA Wheelchair Tennis Committee.

[p. 205] **USTA Regulation XIII.B.4.** was updated with the current list of tournaments that will be considered for Wheelchair national rankings.

[pp. 205-206] **USTA Regulation XIII.B.6**. was updated to describe various aspects of the points per round ranking system now in effect for Wheelchair National Ranking Tournaments.

[p. 211] **USTA Regulation XVII.A.3**. was amended to clarify who may apply for a sanction to hold a USTA-sanctioned tournament.

[p. 214] **USTA Regulation XVII.D.2.b.** was amended to clarify the various application deadlines for different tournament divisions, including a new July 1 deadline for tournaments in the Adult/Senior and Family Divisions.

[p. 215] **USTA Regulations XVII.D.2.d., e.,** and **g.** were amended to more fully describe aspects of the tournament sanctioning process, including the involvement of the Sectional Associations and the relevant competition committees.

[p. 226] **USTA Regulation XIX.H.** was amended to more precisely explain the procedures for amending *The Code*, USTA Comments to the **ITF Rules of Tennis**, and FAC Comments to **USTA Regulations**.

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References to the International Tennis Federation or ITF shall hereinafter mean ITF Limited.

FOREWORD

The International Tennis Federation (ITF) is the governing body of the game of tennis and its duties and responsibilities include determination of the Rules of Tennis.

To assist the ITF in carrying out this responsibility, the ITF has appointed a Rules of Tennis Committee which continually monitors the game and its rules, and when considered necessary makes recommendations for changes to the Board of Directors of the ITF who in turn make recommendations to the Annual General Meeting of the ITF which is the ultimate authority for making any changes to the Rules of Tennis.

Appendix IV lists all known and approved alternative procedures and scoring methods. In addition, on its own behalf or on application by interested parties, certain variations to the rules may be approved by the ITF for trial purposes only at a limited number of tournaments or events and/or for a limited time period. Such variations are not included in the published rules and require a report to the ITF on the conclusion of the approved trial.

Note: *Except where otherwise stated, every reference in these Rules of Tennis to the masculine includes the feminine gender.*

1. THE COURT

The court shall be a rectangle, 78 feet (23.77 m) long and, for singles matches, 27 feet (8.23 m) wide. For doubles matches, the court shall be 36 feet (10.97 m) wide.

The court shall be divided across the middle by a net suspended by a cord or metal cable which shall pass over or be attached to two net posts at a height of 3½ feet (1.07 m). The net shall be fully extended so that it completely fills the space between the two net posts and it must be of sufficiently small mesh to ensure that a ball cannot pass through it. The height of the net shall be 3 feet (0.914 m) at the centre, where it shall be held down tightly by a strap. A band shall cover the cord or metal cable and the top of the net. The strap and band shall be completely white.

- The maximum diameter of the cord or metal cable shall be ⅓ inch (0.8 cm).
- The maximum width of the strap shall be 2 inches (5 cm).
- The band shall be between 2 inches (5 cm) and 2½ inches (6.35 cm) deep on each side.

For doubles matches, the centres of the net posts shall be 3 feet (0.914 m) outside the doubles court on each side.

For singles matches, if a singles net is used, the centres of the net posts shall be 3 feet (0.914 m) outside the singles court on each side. If a doubles net is used, then the net shall be supported, at a height of 3½ feet (1.07 m), by two singles sticks, the centres of which shall be 3 feet (0.914 m) outside the singles court on each side.

- The net posts shall not be more than 6 inches (15 cm) square or 6 inches (15 cm) in diameter.
- The singles sticks shall not be more than 3 inches (7.5 cm) square or 3 inches (7.5 cm) in diameter.
- The net posts and singles sticks shall not be more than 1 inch (2.5 cm) above the top of the net cord.

The lines at the ends of the court are called baselines and the lines at the sides of the court are called sidelines.

Two lines shall be drawn between the singles sidelines, 21 feet (6.40 m) from each side of the net, parallel with the net. These lines are called the servicelines. On each side of the net, the area between the serviceline and the net shall be divided into two equal parts, the service courts, by the centre serviceline. The centre serviceline shall be drawn parallel with the singles sidelines and half way between them.

Each baseline shall be divided in half by a centre mark, 4 inches (10 cm) in length, which shall be drawn inside the court and parallel with the singles sidelines.

- The centre service line and centre mark shall be 2 inches (5 cm) wide.
- The other lines of the court shall be between 1 inch (2.5 cm) and 2 inches (5 cm) wide, except that the baselines may be up to 4 inches (10 cm) wide.

All court measurements shall be made to the outside of the lines and all lines of the court shall be of the same colour clearly contrasting with the colour of the surface.

No advertising is allowed on the court, net, strap, band, net posts or singles sticks except as provided in **Appendix III**.

*In addition to the court described above, the court designated as "red" and the court designated as "orange" in **Appendix VI** can be used for 10 and under tennis competition.*

USTA Comment 1.1: *How do you tighten the net to the proper tension?* First, loosen the center strap. Next, tighten the net cord until the center of the net is approximately 40 inches above the ground. Finally, tighten the center strap until the center of the net is 36 inches above the ground. These measurements should always be made before the day's first match and when possible before each match.

USTA Comment 1.2: *What happens if a singles stick falls to the court during a point?* The point stops immediately and is replayed.

USTA Comment 1.3: A regular 78-foot court with permanent QuickStart Tennis format lines is suitable for sanctioned play in divisions that require a 78- foot court.

2. PERMANENT FIXTURES

The permanent fixtures of the court include the backstops and sidestops, the spectators, the stands and seats for spectators, all other fixtures around and above the court, the Chair Umpire, Line Umpires, Net Umpire and ball persons when in their recognised positions.

In a singles match played with a doubles net and singles sticks, the net posts and the part of the net outside the singles sticks are permanent fixtures and are not considered as net posts or part of the net.

3. THE BALL

Balls, which are approved for play under the Rules of Tennis, must comply with the specifications in **Appendix I**.

*From January 2012, for 10 and under tennis competition the balls described in **Appendix I** cannot be used. Instead one of the stage 3 (red), stage 2 (orange), or stage 1 (green) balls described in **Appendix VI** must be used.*

The International Tennis Federation shall rule on the question of whether any ball or prototype complies with **Appendix I** or is otherwise approved, or not approved, for play. Such ruling may be taken on its own initiative, or upon application by any party with a bona fide interest therein, including any player, equipment manufacturer or National Association or members thereof. Such rulings and applications shall be made in accordance with the applicable Review and Hearing Procedures of the International Tennis Federation (see **Appendix VII**).

The event organisers must announce in advance of the event:

a. The number of balls for play (2, 3, 4 or 6).

b. The ball change policy, if any.

Ball changes, if any, can be made either:

i. After an agreed odd number of games, in which case, the first ball change in the match shall take place two games earlier than for the rest of the match, to make allowance for the warm-up. A tie-break game counts as one game for the ball change. A ball change shall not take place at the beginning of a tie-break game. In this case, the ball change shall be delayed until the beginning of the second game of the next set; or

ii. At the beginning of a set

If a ball gets broken during play, the point shall be replayed.

Case 1: If a ball is soft at the end of a point, should the point be replayed?

Decision: If the ball is soft, not broken, the point shall not be replayed.

Note: Any ball to be used in a tournament which is played under the Rules of Tennis, must be named on the official ITF list of approved balls issued by the International Tennis Federation.

USTA Comment 3.1: *What is the difference between a broken ball and a soft ball?* A broken ball has no compression; a soft ball has some compression. Both broken and soft balls should be removed from play.

USTA Comment 3.2: *May a player cause a ball to become wet by using the ball to wipe perspiration from the player's body?* No. A player may not take any action that materially changes the condition of the ball; therefore, a player may not use a ball to wipe off perspiration.

USTA Comment 3.3: A current list of USTA approved balls is available on the USTA web site, www.usta. com.

4. THE RACKET

Rackets, which are approved for play under the Rules of Tennis, must comply with the specifications in **Appendix II**.

The International Tennis Federation shall rule on the question of whether any racket or prototype complies with **Appendix II** or is otherwise approved, or not approved, for play. Such ruling may be undertaken on its own initiative, or upon application by any party with a bona fide interest therein, including any player, equipment manufacturer or National Association or members thereof. Such rulings and applications shall be made in accordance with the applicable Review and Hearing Procedures of the International Tennis Federation (see **Appendix VII**).

Case 1: Is more than one set of strings allowed on the hitting surface of a racket?

Decision: No. The rule mentions a pattern (not patterns) of crossed strings. (See **Appendix II.**)

Case 2: Is the stringing pattern of a racket considered to be generally uniform and flat if the strings are on more than one plane?

Decision: No.

Case 3: Can vibration damping devices be placed on the strings of a racket? If so, where can they be placed?

Decision: Yes, but these devices may only be placed outside the pattern of the crossed strings.

Case 4: During a point, a player accidentally breaks the strings. Can the player continue to play another point with this racket?

Decision: Yes, except where specifically prohibited by event organisers.

Case 5: Is a player allowed to use more than one racket at any time during play?

Decision: No.

Case 6: Can a battery that affects playing characteristics be incorporated into a racket?

Decision: No. A battery is prohibited because it is an energy source, as are solar cells and other similar devices.

USTA Comment 4.1: *What happens if it is discovered after play has begun that a player has been using an illegal racket or an illegally strung racket?* All points played stand. The player must find another racket before continuing play. A player is subject to code violations for delay under the Point Penalty System. If the discovery occurs after the match is over, the match still counts.

USTA Comment 4.2: *May a player who breaks a racket or a string in a racket leave the court to get a replacement?* A player who leaves the court to get a replacement is subject to code violations for delays under the Point Penalty System. **Rule 29b** permits a player "reasonable extra time" to leave the court only in those cases where "clothing, footwear, or necessary equipment (excluding racket) is broken or needs to be replaced."

5. SCORE IN A GAME

a. Standard game

A standard game is scored as follows with the server's score being called first:

No point	-	"Love"
First point	-	"15"
Second point	-	"30"
Third point	-	"40"
Fourth point	-	"Game"

except that if each player/team has won three points, the score is "Deuce". After "Deuce", the score is "Advantage" for the player/team who wins the next point. If that same player/team also wins the next point, that player/team wins the "Game"; if the opposing player/team wins the next point, the score is again "Deuce". A player/team needs to win two consecutive points immediately after "Deuce" to win the "Game".

b. Tie-break game

During a tie-break game, points are scored "Zero","1", "2", "3", etc. The first player/team to win seven points wins the "Game" and "Set", provided there is a margin of two points over the opponent(s). If necessary, the tie-break game shall continue until this margin is achieved.

The player whose turn it is to serve shall serve the first point of the tie-break game. The following two points shall be served by the opponent(s) (in doubles, the player of the opposing team due to serve next). After this, each player/team shall serve alternately for two consecutive points until the end of the tie-break game (in doubles, the rotation of service within each team shall continue in the same order as during that set).

The player/team whose turn it was to serve first in the tie-break game shall be the receiver in the first game of the following set.

Additional approved alternative scoring methods can be found in **Appendix IV**.

USTA Comment 5.1: Numeric scoring, which consists of "zero," "one," "two," and "three," may be substituted for "Love," "15," "30," and "40" as long as the principle of winning four points by a margin of two is preserved. This is particularly appropriate for matches between new or young players or in which one player does not understand English. Hand signals may be used to show the score. This is a common practice with players who are hearing impaired. Numeric scoring may also be used when No-Ad scoring is authorized.

USTA Comment 5.2: The tiebreak game should not be confused with the 10-Point Match Tiebreak, which under certain circumstances may be played in lieu of the deciding final set. The 10-Point Match Tiebreak is described in **Appendix IV.**

USTA Comment 5.3: *Is the server required to call the score at the beginning of each game and the point scores as the games go on in matches without officials?* Yes. This is required by ***The Code § 31.*** After an official has cautioned a player to call out the score, the official may in a particularly egregious case treat subsequent violations as code violations for unsportsmanlike conduct.

USTA Comment 5.4: *The server states that the score is 40-15; the receiver states that the score is 30-30. The players agree on who won every point except for the second point. What should they do?* They should replay the second point from the advantage court. If the server wins the point, the score becomes 40-15; if the receiver wins the point, the score becomes 30-30. The next point is played from the deuce court.

USTA Comment 5.5: *What happens in the same situation as* ***USTA Comment 5.4*** *except that the disputed point is the third point?* Everything is done the same except that the disputed point is played from the deuce court.

USTA Comment 5.6: *The players agree that they have played six points in the game but disagree over the score because they do not agree on who*

won the second point. The receiver acknowledges that the server called the score after each point and that the receiver did not express disagreement with the score until now. What should happen? The score as announced by the server should prevail because the receiver did not object. Note, however, if the receiver denied hearing the score, then an official would have to be called to go through the normal 3-step process to settle the dispute.

USTA Comment 5.7: *When do the players change ends during a tiebreak?* Players change ends after every six points and at the end of the tiebreak. (See **Rule 10**.) They shall change ends during the tiebreak without a rest.

6. SCORE IN A SET

There are different methods of scoring in a set. The two main methods are the "advantage set" and the "tie-break set". Either method may be used provided that the one to be used is announced in advance of the event. If the "tie-break set" method is to be used, it must also be announced whether the final set will be played as a "tie-break set" or an "advantage set".

USTA Comment 6.1: USTA Regulation I.E.1.a. prohibits the playing of "advantage sets."

a. "Advantage Set"
The first player/team to win six games wins that "set", provided there is a margin of two games over the opponent(s). If necessary, the set shall continue until this margin is achieved.

b. "Tie-break Set"
The first player/team to win six games wins that "set", provided there is a margin of two games over the opponent(s). If the score reaches six games all, a tie-break game shall be played.

Additional approved alternative scoring methods can be found in **Appendix IV.**

7. SCORE IN A MATCH

A match can be played to the best of 3 sets (a player/team needs to win 2 sets to win the match) or to the best of 5 sets (a player/team needs to win 3 sets to win the match).

Additional approved alternative scoring methods can be found in **Appendix IV.**

8. SERVER & RECEIVER

The players/teams shall stand on opposite sides of the net. The server is the player who puts the ball into play for the first point. The receiver is the player who is ready to return the ball served by the server.

Case 1: Is the receiver allowed to stand outside the lines of the court?

Decision: Yes. The receiver may take any position inside or outside the lines on the receiver's side of the net.

9. CHOICE OF ENDS & SERVICE

The choice of ends and the choice to be server or receiver in the first game shall

be decided by toss before the warm-up starts. The player/team who wins the toss may choose:

a. To be server or receiver in the first game of the match, in which case the opponent(s) shall choose the end of the court for the first game of the match; or

b. The end of the court for the first game of the match, in which case the opponent(s) shall choose to be server or receiver for the first game of the match; or

c. To require the opponent(s) to make one of the above choices.

Case 1: Do both players/teams have the right to new choices if the warm-up is stopped and the players leave the court?

Decision: Yes. The result of the original toss stands, but new choices may be made by both players/teams.

USTA Comment 9.1: *When should the toss be made?* The toss should be made before the warm-up so that the players can warm-up on the same end from which they play their first game.

10. CHANGE OF ENDS

The players shall change ends at the end of the first, third and every subsequent odd game of each set. The players shall also change ends at the end of each set unless the total number of games in that set is even, in which case the players change ends at the end of the first game of the next set.

During a tie-break game, players shall change ends after every six points.

Additional approved alternative procedures can be found in **Appendix IV**.

USTA Comment 10.1: *Do the players change ends after a 7-Point Tiebreak is played to decide a set?* Yes.

USTA Comment 10.2: *When do the players change ends during a tiebreak that uses the Coman Tiebreak Procedure?* The Coman Tiebreak Procedure is identical to the regular procedure except that the players change ends after the first point, then after every four points, and at the conclusion of the tiebreak.

11. BALL IN PLAY

Unless a fault or a let is called, the ball is in play from the moment the server hits the ball, and remains in play until the point is decided.

USTA Comment 11.1: *Is a point decided when a good shot has clearly passed a player, or when an apparently bad shot passes over the baseline or sideline?* No. A ball is in play until it bounces twice or lands outside the court, hits a permanent fixture, or hits a player. A ball that becomes embedded in the net is out of play.

USTA Comment 11.2: *Must an out call on a player's shot to the opponent's court be made before the opponent's return has either gone out of play or been hit by the first player?* Yes.

12. BALL TOUCHES A LINE

If a ball touches a line, it is regarded as touching the court bounded by that line.

USTA Comment 12.1: *If a player cannot call a ball out with certainty, should the player regard the ball as good?* Yes. ***The Code § 6*** and ***§ 8*** require a player to give the opponent the benefit of any doubt.

13. BALL TOUCHES A PERMANENT FIXTURE

If the ball in play touches a permanent fixture after it has hit the correct court, the player who hit the ball wins the point. If the ball in play touches a permanent fixture before it hits the ground, the player who hit the ball loses the point.

USTA Comment 13.1: *What happens if a ball hits the top of the net outside the singles stick and then lands in the court?* The player who hit the ball loses the point because the ball hit a permanent fixture. In singles the area outside the singles stick is a permanent fixture.

USTA Comment 13.2: *Who wins the point if a player hits a ball that hits an object attached to the net or post (such as the scoring device) and then lands in the proper court?* The player who hit the ball loses the point because it hit a permanent fixture before landing in the court.

USTA Comment 13.3: *During a rally in a singles match played on a doubles court without singles sticks, a player hits a shot that was going out until it hits the doubles post and careens into the proper court. Who wins the point?* Every effort should be made to provide singles sticks for a match that is played on a doubles court so that this situation does not occur. If it does occur, the player who hit the shot wins the point because the entire doubles net and doubles posts are respectively the net and the net posts for this match.

14. ORDER OF SERVICE

At the end of each standard game, the receiver shall become the server and the server shall become the receiver for the next game.

In doubles, the team due to serve in the first game of each set shall decide which player shall serve for that game. Similarly, before the second game starts, their opponents shall decide which player shall serve for that game. The partner of the player who served in the first game shall serve in the third game and the partner of the player who served in the second game shall serve in the fourth game. This rotation shall continue until the end of the set.

USTA Comment 14.1: *May a doubles team switch its serving order at the beginning of any set or the 10-Point Match Tiebreak?* Yes. There is no requirement that any doubles team retain the same serving order for a new set or 10-Point Match Tiebreak.

15. ORDER OF RECEIVING IN DOUBLES

The team which is due to receive in the first game of a set shall decide which player shall receive the first point in the game. Similarly, before the second game starts, their opponents shall decide which player shall receive the first point of that game. The player who was the receiver's partner for the first point of the game shall receive the second point and this rotation shall continue until the end of the game and the set.

After the receiver has returned the ball, either player in a team can hit the ball.

Case 1: Is one member of a doubles team allowed to play alone against the opponents?

Decision: No.

USTA Comment 15.1: *On the first point of a set or 10-Point Match Tiebreak may a doubles team position both players on the deuce side of the court?* No. The spirit of the rule requires that each partner take a position in either the deuce or ad court and that only the player positioned in the deuce court return the serve.

USTA Comment 15.2: *May a doubles team switch its receiving order at the beginning of any set or match tiebreak?* Yes. There is no requirement that any doubles team retain the same receiving order for a new set or match tiebreak.

USTA Comment 15.3: *Do the partners have to alternate making shots during a rally?* No. In the course of making a shot, only one partner may hit the ball. If both of them hit the ball, either simultaneously or consecutively, it is an illegal return. Mere clashing of rackets does not make a return illegal unless it is clear that more than one racket touched the ball.

16. THE SERVICE

Immediately before starting the service motion, the server shall stand at rest with both feet behind (i.e. further from the net than) the baseline and within the imaginary extensions of the centre mark and the sideline.

The server shall then release the ball by hand in any direction and hit the ball with the racket before the ball hits the ground. The service motion is completed at the moment that the player's racket hits or misses the ball. A player who is able to use only one arm may use the racket for the release of the ball.

USTA Comment 16.1: *May a player serve underhanded?* Yes. There is no restriction in the rules on the kind of service motion that a server may use.

17. SERVING

When serving in a standard game, the server shall stand behind alternate halves of the court, starting from the right half of the court in every game.

In a tie-break game, the service shall be served from behind alternate halves of the court, with the first served from the right half of the court.

The service shall pass over the net and hit the service court diagonally opposite, before the receiver returns it.

USTA Comment 17.1: *What happens if the receiver volleys the serve?* The server wins the point unless the serve hit the net, in which case it is a let.

18. FOOT FAULT

During the service motion, the server shall not:

a. Change position by walking or running, although slight movements of the feet are permitted; or

b. Touch the baseline or the court with either foot; or

c. Touch the area outside the imaginary extension of the sideline with either foot; or

d. Touch the imaginary extension of the centre mark with either foot.

If the server breaks this rule it is a "Foot Fault".

Case 1: In a singles match, is the server allowed to serve standing behind the part of the baseline between the singles sideline and the doubles sideline?

Decision: No.

Case 2: Is the server allowed to have one or both feet off the ground?

Decision: Yes.

USTA Comment 18.1: *Where may the server stand?* In singles, the server may stand anywhere behind the baseline between the imaginary extensions of the inside edge of the center mark and the outside edge of the singles sideline. In doubles, the server may stand anywhere behind the baseline between the imaginary extensions of the inside edge of the center mark and the outside edge of the doubles sideline.

USTA Comment 18.2: *What does the rule mean when it says that the server may "not change position by walking or running"?* One key to understanding this rule is to realize that the server's feet must be at rest immediately before beginning to serve. The delivery of the service then begins with any arm or racket motion and ends when the racket contacts the ball (or misses the ball in attempt to strike it).

To define walking or running with precision is difficult. This rule is intended to prevent the server from taking advantage of the receiver by serving while "on the move" and requiring the receiver to guess the position from which the serve will be launched, and the rule should be enforced with that intent in mind.

- A server who takes more than one step with either foot after the "feet at rest" position described above is at risk for being called for a foot fault. The serve becomes a foot fault when, in the judgment of an experienced official, the server has materially changed position before or during any racket or arm motion.
- A server whose footwork changes significantly from one serve to the next is at risk for being called for a foot fault.
- Serves that look like the running volleyball serve violate the rule. Serves in which the server runs or walks from a point well behind the baseline to the baseline are also illegal, as are serves

in which the server walks or runs along the baseline before choosing a spot from which to deliver the serve.

USTA Comment 18.3: *When does a foot fault occur?* A player commits a foot fault if after the player's feet are at rest but before the player strikes the ball, either foot touches:

- the court, including the baseline;
- any part of the imaginary extension of the center mark; or
- beyond the imaginary extension of the outside of the singles sideline in singles or the doubles sideline in doubles.

USTA Comment 18.4: *Is it a foot fault if the server's foot touches the baseline and then the server catches the tossed ball instead of attempting to strike it?* This is not a foot fault as long as the server makes no attempt to strike the ball.

USTA Comment 18.5: *May a player ask an official how he foot faulted?* Yes. The official should then give a brief answer.

USTA Comment 18.6: *When may the receiver or the receiver's partner call foot faults?* In a non-officiated match, the receiver or the receiver's partner may call foot faults only after all efforts such as warning the server and attempting to locate an official have failed and the foot faulting is so flagrant as to be clearly perceptible from the receiver's side.

19. SERVICE FAULT

The service is a fault if:

a. The server breaks **Rules 16, 17,** or **18**; or

b. The server misses the ball when trying to hit it; or

c. The ball served touches a permanent fixture, singles stick or net post before it hits the ground; or

d. The ball served touches the server or server's partner, or anything the server or server's partner is wearing or carrying.

Case 1: After tossing a ball to serve, the server decides not to hit it and catches it instead. Is this a fault?

Decision: No. A player, who tosses the ball and then decides not to hit it, is allowed to catch the ball with the hand or the racket, or to let the ball bounce.

Case 2: During a singles match played on a court with net posts and singles sticks, the ball served hits a singles stick and then hits the correct service court. Is this a fault?

Decision: Yes.

20. SECOND SERVICE

If the first service is a fault, the server shall serve again without delay from behind the same half of the court from which that fault was served, unless the service was from the wrong half.

USTA Comment 20.1: *Before returning the second serve, may the receiver clear a ball from a first service fault that has rebounded onto the playing area?* Yes.

21. WHEN TO SERVE & RECEIVE

The server shall not serve until the receiver is ready. However, the receiver shall play to the reasonable pace of the server and shall be ready to receive within a reasonable time of the server being ready.

A receiver who attempts to return the service shall be considered as being ready. If it is demonstrated that the receiver is not ready, the service cannot be called a fault.

USTA Comment 21.1: *Does this rule apply to the first and second serve?* Yes. This rule applies separately to both the first and second serve.

USTA Comment 21.2: *Once ready, can the receiver become unready?* The receiver cannot become unready unless outside interference occurs.

USTA Comment 21.3: *May the server hit the serve just as the receiver looks up after getting into the ready position?* No. The receiver is not ready until the receiver is in the ready position and has a second or two to make eye contact with the server.

USTA Comment 21.4: *How much time may elapse from the moment the ball goes out of play at the end of the point until the serve is struck to start the next point?* When practical this time should not exceed 20 seconds. This limit does not apply if a player has to chase a stray ball.

USTA Comment 21.5: *Does the 20-second provision of **Rule 29** apply to the second serve?* No. The server must strike the second serve without delay.

USTA Comment 21.6: *May the server suddenly increase the pace?* No. The server may speed up the pace only so long as the new pace is reasonable and only so long as the change does not occur suddenly.

USTA Comment 21.7: *What happens when the server observes that the receiver appears to be ready and hits the second serve in, but the receiver makes no attempt to return it?* The server wins the point if the receiver had no reason for not being ready; if the receiver was not ready because of something within the receiver's control (broken string or contact lens problem), then the server gets two serves; and if the receiver was not ready because of some reasonable factor such as clearing the errant first serve or a ball from an adjacent court, then the server gets one serve. If the time to clear the ball from the adjacent court is so prolonged as to constitute an interruption, good sportsmanship requires the receiver to offer the server two serves.

22. THE LET DURING A SERVE

The service is a let if:

a. The ball served touches the net, strap or band, and is otherwise good; or, after touching the net, strap or band, touches the receiver or the receiver's partner or anything they wear or carry before hitting the ground; or

b. The ball is served when the receiver is not ready.

In the case of a service let, that particular service shall not count, and the server shall serve again, but a service let does not cancel a previous fault.

Additional approved alternative procedures can be found in **Appendix IV.**

USTA Comment 22.1: *May the receiver claim a let if the server loses control and grip of the racket and it lands during the service in the server's court?* No. Such an occurrence is not sufficiently unusual to justify a let.

23. THE LET

In all cases when a let is called, except when a service let is called on a second service, the whole point shall be replayed.

Case 1: When the ball is in play, another ball rolls onto court. A let is called. The server had previously served a fault. Is the server now entitled to a first service or second service?

Decision: First service. The whole point must be replayed.

USTA Comment 23.1: *What happens when the server is interrupted during delivery of the second service?* The server is entitled to two serves.

USTA Comment 23.2: *What happens when there is a delay between the first and second serves?* If the delay is caused by the receiver (such as a broken string or contact lens problem), an official, or outside interference, the whole point is replayed. If the server caused the delay, such as when the server breaks a string, the server gets one serve. Note that a spectator's call ("out," "fault," or other), a spectator's ringing cell phone, or grunting on an adjacent court is not basis for replaying the point. Action should be taken to prevent further spectator interference.

USTA Comment 23.3: *What happens when a ball from an adjacent court rolls on the court between the first and second serves?* The time it takes to clear an intruding ball between the first and second serves is not considered sufficient time to warrant the server receiving two serves unless this time is so prolonged as to constitute an interruption. The receiver is the judge of whether the delay is sufficiently prolonged to justify giving the server two serves.

USTA Comment 23.4: *Who may call a let?* Only an official or player may call a let. A player may call a let only on the player's court.

24. PLAYER LOSES POINT

The point is lost if:

a. The player serves two consecutive faults; or

b. The player does not return the ball in play before it bounces twice consecutively; or
c. The player returns the ball in play so that it hits the ground, or before it bounces, an object, outside the correct court; or
d. The player returns the ball in play so that, before it bounces, it hits a permanent fixture; or
e. The receiver returns the service before it bounces; or
f. The player deliberately carries or catches the ball in play on the racket or deliberately touches it with the racket more than once; or
g. The player or the racket, whether in the player's hand or not, or anything which the player is wearing or carrying touches the net, net posts/singles sticks, cord or metal cable, strap or band, or the opponent's court at any time while the ball is in play; or
h. The player hits the ball before it has passed the net; or
i. The ball in play touches the player or anything that the player is wearing or carrying, except the racket; or
j. The ball in play touches the racket when the player is not holding it; or
k. The player deliberately and materially changes the shape of the racket when the ball is in play; or
l. In doubles, both players touch the ball when returning it.

Case 1: After the server has served a first service, the racket falls out of the server's hand and touches the net before the ball has bounced. Is this a service fault, or does the server lose the point?

Decision: The server loses the point because the racket touches the net while the ball is in play.

Case 2: After the server has served a first service, the racket falls out of the server's hand and touches the net after the ball has bounced outside the correct service court. Is this a service fault, or does the server lose the point?

Decision. This is a service fault because when the racket touched the net the ball was no longer in play.

Case 3. In a doubles match, the receiver's partner touches the net before the ball that has been served touches the ground outside the correct service court. What is the correct decision?

Decision. The receiving team loses the point because the receiver's partner touched the net while the ball was in play.

Case 4: Does a player lose the point if an imaginary line in the extension of the net is crossed before or after hitting the ball?

Decision: The player does not lose the point in either case provided the player does not touch the opponent's court.

Case 5. Is a player allowed to jump over the net into the opponent's court while the ball is in play?

Decision. No. The player loses the point.

Case 6. A player throws the racket at the ball in play. Both the racket and the ball land in the court on the opponent's side of the net and the opponent(s) is unable to reach the ball. Which player wins the point?

Decision. The player who threw the racket at the ball loses the point.

Case 7. A ball that has just been served hits the receiver or in doubles the receiver's partner before it touches the ground. Which player wins the point?

Decision. The server wins the point, unless it is a service let.

Case 8. A player standing outside the court hits the ball or catches it before it bounces and claims the point because the ball was definitely going out of the correct court.

Decision. The player loses the point, unless it is a good return, in which case the point continues.

USTA Comment 24.1: *Does a player lose the point if the player's hat hits the net?* Yes. A player loses the point when any part of the player's body, equipment, or apparel touches the net.

USTA Comment 24.2: *What happens if the ball hits a player's hat that landed on the court earlier in the point?* The ball remains in play because the opponent did not ask for a let. When play continued after the hat landed on the court, the hat became a part of the court. Therefore when a ball hits the hat, it is treated in the same manner as if the ball had hit the court.

USTA Comment 24.3: *If a player's hat falls off during a point, may the opponent stop play and claim a let?* Yes. The opponent's immediate request should be granted. A let should not be granted after the point nor should a request from the player who lost the hat.

USTA Comment 24.4: *What happens if a player's damping device comes out and hits the net or the opponent's court?* The player loses the point unless the ball went out of play before the device hit the net or court. If the device is not discovered until after the point is over, the point stands as played.

USTA Comment 24.5: *Does a player lose a point if the ball hits his racket twice during one swing?* No. Only when there is a definite and deliberate "second push" by the player does the shot become illegal. "Deliberately" is the key word in this rule. Two hits occurring during a single continuous swing are not deemed a double hit.

USTA Comment 24.6: *Does the clashing of rackets make the return illegal?* No. Unless it is clear that more than one racket touched the ball.

USTA Comment 24.7: *Does a player who touches a pipe support that runs across the court at the bottom of the net lose the point?* Yes. The pipe support is considered a part of the net *except* when a ball hits it, in which case the pipe support is considered part of the court.

USTA Comment 24.8: *What happens if a player stretches to hit a ball, the racket falls to the ground, and the ball then goes into the court for a winner?* The player wins the point unless the racket was not in the player's hand at the instant the ball was struck.

25. A GOOD RETURN

It is a good return if:

a. The ball touches the net, net posts/singles sticks, cord or metal cable, strap

or band, provided that it passes over any of them and hits the ground within the correct court; except as provided in **Rule 2** and **24 (d)**; or

b. After the ball in play has hit the ground within the correct court and has spun or been blown back over the net, the player reaches over the net and plays the ball into the correct court, provided that the player does not break **Rule 24;** or

c. The ball is returned outside the net posts, either above or below the level of the top of the net, even though it touches the net posts, provided that it hits the ground in the correct court; except as provided in **Rules 2** and **24 (d);** or

d. The ball passes under the net cord between the singles stick and the adjacent net post without touching either net, net cord or net post and hits the ground in the correct court; or

e. The player's racket passes over the net after hitting the ball on the player's own side of the net and the ball hits the ground in the correct court; or

f. The player hits the ball in play, which hits another ball lying in the correct court.

Case 1: A player returns a ball which then hits a singles stick and hits the ground in the correct court. Is this is a good return?

Decision: Yes. However, if the ball is served and hits the singles stick, it is a service fault.

Case 2: A ball in play hits another ball which is lying in the correct court. What is the correct decision?

Decision: Play continues. However, if it is not clear that the actual ball in play has been returned, a let should be called.

USTA Comment 25.1: *What happens if the ball in play strikes a ball that came from another court after the start of the point?* Replay the point.

USTA Comment 25.2: *Must a request to remove a ball that is lying in the opponent's court be honored?* Yes, but not while the ball is in play. Additionally, a request to remove a ball that is outside the court but reasonably close to the lines also must be honored.

USTA Comment 25.3: *In doubles is it a good return if a ball passes under the net cord and inside the post without touching either in a doubles match?* No. This is a "through."

USTA Comment 25.4: *Does a player lose the point if the opponent's ball touches a pipe support that runs across the court at the bottom of the net?* No. The pipe support is considered a part of the court *except that* it is considered part of the net when a player, or anything the player wears or carries, touches the pipe support.

26. HINDRANCE

If a player is hindered in playing the point by a deliberate act of the opponent(s), the player shall win the point.

However, the point shall be replayed if a player is hindered in playing the point by either an unintentional act of the opponent(s), or something outside the player's own control (not including a permanent fixture).

Case 1: Is an unintentional double hit a hindrance?

Decision: No. See also **Rule 24 (f)**.

Case 2: A player claims to have stopped play because the player thought that the opponent(s) was being hindered. Is this a hindrance?

Decision: No, the player loses the point.

Case 3: A ball in play hits a bird flying over the court. Is this a hindrance?

Decision: Yes, the point shall be replayed.

Case 4: During a point, a ball or other object that was lying on the player's side of the net when the point started hinders the player. Is this a hindrance?

Decision: No.

Case 5: In doubles, where are the server's partner and receiver's partner allowed to stand?

Decision: The server's partner and the receiver's partner may take any position on their own side of the net, inside or outside the court. However, if a player is creating a hindrance to the opponent(s), the hindrance rule should be used.

USTA Comment 26.1: *What is the difference between a deliberate and an unintentional act?* Deliberate means a player did what the player intended to do, even if the result was unintended. An example is a player who hits a short lob in doubles and loudly shouts "back" just before an opponent hits the overhead. (See ***The Code § 33***.) Unintentional refers to an act over which a player has no control, such as a hat blowing off or a scream after a wasp sting.

USTA Comment 26.2: *Can a player's own action be the basis for that player claiming a let or a hindrance?* No. Nothing a player does entitles that player to call a let. For example, a player is not entitled to a let because the player breaks a string, the player's hat falls off, or a ball in the player's pocket falls out.

USTA Comment 26.3: *What happens if a player's cell phone rings?* If the phone rings during the point, the opponent may stop the point and claim the point based on deliberate hindrance. If the cell phone rings between points, the interruption is treated as a Time Violation warning or point penalty depending on whether a previous Time Violation has been issued. In both cases the player shall turn off the cell phone. There is no penalty for a vibrating phone, but the player should immediately turn off the phone unless the Referee has specifically authorized the player to wear a cell phone in vibrate mode.

USTA Comment 26.4: *May the Referee authorize a player to wear a cell phone in vibrate mode?* Yes. Unless the Referee specifically authorizes a player to wear a cell phone in vibrate mode, any cell phone that is brought to the court must be turned off and placed so that it can be neither seen nor heard. A Referee might authorize a doctor or emergency medical responder who is on call to wear a cell phone in vibrate mode. The Referee should advise the opponent that the player is authorized to wear the cell phone. If the authorized cell phone vibrates during a point, play continues unless the opponent claims a let based on an unintentional hindrance. If a player's cell phone rings, the opponent may stop the point and claim the point on the grounds of a deliberate hindrance.

USTA Comment 26.5: *Can the server's discarding of a second ball constitute a hindrance?* Yes. If the receiver or an official asks the server to stop discarding the ball, then the server shall stop. Any continued discarding of the ball constitutes a deliberate hindrance, and the server loses the point.

USTA Comment 26.6: *Is an out call or other noise from a spectator a hindrance that allows a point to be replayed?* No. The actions of a spectator in an area designated for spectators is not the basis for replaying a point.

27. CORRECTING ERRORS

As a principle, when an error in respect of the Rules of Tennis is discovered, all points previously played shall stand. Errors so discovered shall be corrected as follows:

a. During a standard game or a tie-break game, if a player serves from the wrong half of the court, this should be corrected as soon as the error is discovered and the server shall serve from the correct half of the court according to the score. A fault that was served before the error was discovered shall stand.

b. During a standard game or a tie-break game, if the players are at the wrong ends of the court, the error should be corrected as soon as it is discovered and the server shall serve from the correct end of the court according to the score.

c. If a player serves out of turn during a standard game, the player who was originally due to serve shall serve as soon as the error is discovered. However, if a game is completed before the error is discovered the order of service shall remain as altered. In this case, any ball change to be made after an agreed number of games should be made one game later than originally scheduled.

A fault that was served by the opponents(s) before the error was discovered shall not stand.

In doubles, if the partners of one team serve out of turn, a fault that was served before the error was discovered shall stand.

d. If a player serves out of turn during a tie-break game and the error is discovered after an even number of points have been played, the error is corrected immediately. If the error is discovered after an odd number of points have been played, the order of service shall remain as altered.

A fault that was served by the opponent(s) before the error was discovered shall not stand.

In doubles, if the partners of one team serve out of turn, a fault that was served before the error was discovered shall stand.

e. During a standard game or a tie-break game in doubles, if there is an error in the order of receiving, this shall remain as altered until the end of the game in which the error is discovered. For the next game in which they are the receivers in that set, the partners shall then resume the original order of receiving.

f. If in error a tie-break game is started at 6 games all, when it was previously agreed that the set would be an "advantage set", the error shall be corrected immediately if only one point has been played. If the error is discovered after the second point is in play, the set will continue as a "tie-break set".

g. If in error a standard game is started at 6 games all, when it was previously agreed that the set would be a "tie-break set", the error shall be corrected

immediately if only one point has been played. If the error is discovered after the second point is in play, the set will continue as an "advantage set" until the score reaches 8 games all (or a higher even number), when a tie-break game shall be played.

h. If in error an "advantage set" or "tie-break set" is started, when it was previously agreed that the final set would be a match tie-break, the error shall be corrected immediately if only one point has been played. If the error is discovered after the second point is in play, the set will continue either until a player or team wins three games (and therefore the set) or until the score reaches 2 games all, when a match tie-break shall be played. However, if the error is discovered after the second point of the fifth game has started, the set will continue as a "tie-break set". (See **Appendix IV.**)

i. If the balls are not changed in the correct sequence, the error shall be corrected when the player/team who should have served with new balls is next due to serve a new game. Thereafter the balls shall be changed so that the number of games between ball changes shall be that originally agreed. Balls should not be changed during a game.

USTA Comments on Correcting Errors

USTA Comment 27.1: Errors as to Ends, Sides, Rotation, and Service Order, Etc. The general guiding philosophy regarding any mistakes made by players in failing to change ends, serving from wrong ends, serving to the wrong court, receiving from the wrong court, etc., is this: Any such error shall be rectified as soon as discovered but not while the ball is in play, and any points completed under the erroneous condition shall be counted.

There are only three exceptions to the "rectify immediately" requirement. One is in the case of a doubles match where the players of one team happened to reverse their left court/right court receiving lineup in the middle of a set, and the switch is discovered in the middle of a game. In this case the players finish that game in the "new" positions, but resume their original lineup in all receiving games thereafter in that set.

The second is where a ball change has not taken place in proper sequence. **Rule 27i** now says that this mistake shall be corrected when the player, or pair in case of doubles, who should have served with the new balls is next due to serve. Do not change in mid-game.

The third occurs in a tiebreak, either singles or doubles, in various situations.

USTA Comment 27.2: *The tournament announced on its entry form that a 10-Point Match Tiebreak would be used in lieu of the third set. The players inadvertently play a regular set until they realize the mistake at 3-0. What should happen?* Since the mistake was discovered before the start of the fifth game, pursuant to **Rule 27h** the player who is ahead 3-0 has won the set and the final set score should be shown as 3-0.

USTA Comment 27.3: *The tournament announced on its entry form that a 10-Point Match Tiebreak would be used in lieu of the third set. The players inadvertently play a regular set until they realize the mistake at 2-1 and*

30-all. What should happen? Since the mistake was discovered before the start of the fifth game, the players must continue playing until the score reaches 3-1 or 2-2. If the score reaches 3-1, the player who is ahead wins the set and the final set score is recorded as 3-1. If the score reaches 2-2, a 10-Point Match Tiebreak is played. The score is recorded as 3-2(x) with the score in the 10-Point Match Tiebreak placed inside the parentheses.

USTA Comment 27.4: *The tournament announced on its entry form that a 10-Point Match Tiebreak would be used in lieu of the third set. The players inadvertently play a regular set until they realize the mistake after the server has served a first service fault at the beginning of the second point of the fifth game of the final set. What should happen?* Regardless of whether the score is 2-2, 3-1, or 4-0, the players must continue playing a full set because they have started the second point of the fifth game. If the score reaches 6-all the players would play a 7-Point Set Tiebreak. The score is recorded the same as any other tiebreak set.

USTA Comment 27.5: *Player A should have served the first point of the second set tiebreak, but instead Player B served the first point. Pursuant to* ***Rule 27d****, the order of service remained as altered. Who serves the first game of the final set?* Player B serves the first game. **Rule 5b** states that the player whose turn it was to serve first in the set tiebreak shall be the receiver in the first game of the following set.

USTA Comment 27.6: *Same situation as in* ***USTA Comment 27.5*** *except that a 10-Point Match Tiebreak is to be played in lieu of the third set. Who serves first in the 10-Point Match Tiebreak that is to be played in lieu of the final set?* Player B.

USTA Comment 27.7: *The tournament announced that a 10-Point Match Tiebreak would be played in lieu of the third set. The players split sets. With Player A ahead 7-5, Player A comes to the net to shake hands with Player B. Player B refuses to shake hands because Player B contends that the match tiebreak is not over. What should happen?* The players should keep on playing because the 10-Point Match Tiebreak is not yet over.

USTA Comment 27.8: *Same situation as in* ***USTA Comment 27.7*** *except that Player B shakes hands. The players report to the Referee that Player A won the match tiebreak 7-5. Does Player A win the match?* Yes. By shaking hands the players have acknowledged that they agreed the match was over. Even though the USTA mandates the use of the 10-Point Match Tiebreak, the 7-Point Tiebreak was played in good faith, so Player A wins the match, and the final set score should be recorded 1-0(5). (See ***The Code § 2***.)

USTA Comment 27.9. *Matches in a tournament are supposed to be the best of three tiebreak sets. The players mistakenly start playing a 10-Point Match Tiebreak in lieu of the final set. The error is discovered after Player A has served a first service fault at the beginning of the second point of the*

10-Point Match Tiebreak. Should the players continue playing a match tiebreak? Yes. Since the players have started the second point, they must finish the 10-Point Match Tiebreak.

USTA Comment 27.10. *What happens if a match is supposed to be played with No-Ad scoring but the players mistakenly use conventional scoring?* All games played count. All points count. If the score is deuce when the mistake is discovered, immediately convert to No-Ad scoring. Otherwise continue using conventional scoring until a player wins the game or the score reaches deuce. If the score reaches deuce, the winner of the next point wins the game. (The receiver has the choice of sides except in mixed doubles.)

USTA Comment 27.11. *What happens if a match is supposed to be played with short sets but the players mistakenly play a conventional tiebreak set?* (First note that a mistake has not occurred unless one player has won five games or unless the score is four-all and the players have started to play the second point of the ninth game.) What should happen depends on the score.

- If the error is discovered when one player leads by two games or more, stop play and the player in the lead wins the set.
- If the error is discovered when one player leads by one game, play one more game or complete the game in progress. If the player now leads by two games, then that player wins the set. If, on the other hand, the set is now tied, play a 7-Point Set Tiebreak to determine the winner of the set.
- If the error is discovered when the game score is tied and at least one point has been played in the next game, complete the game in progress and one additional game. If one player wins both games, then that player wins the set. If, on the other hand, the score is now tied, play a 7-Point Set Tiebreak to determine the winner of the set.
- If the error is discovered when the score is tied, play a 7-Point Set Tiebreak to determine the winner of the set.

USTA Comment 27.12. *The tournament announced on its entry form that the Coman Tiebreak Procedure would be used. The players inadvertently use the conventional procedure. The mistake is discovered at 1-all in the tiebreak. What should happen?* Because the mistake was discovered after the players had started playing the second point of the tiebreak, the players finish the set using the conventional tiebreak procedure.

28. ROLE OF COURT OFFICIALS

For matches where officials are appointed, their roles and responsibilities can be found in **Appendix V**.

29. CONTINUOUS PLAY

As a principle, play should be continuous, from the time the match starts (when the first service of the match is put in play) until the match finishes.

a. Between points, a maximum of twenty (20) seconds is allowed. When the players change ends at the end of a game, a maximum of ninety (90)

seconds are allowed. However, after the first game of each set and during a tie-break game, play shall be continuous and the players shall change ends without a rest.

USTA Comment 29.1: The 20-second time limit does not apply if a player has to chase a stray ball. See **Rule 21** and **USTA Comments 21.1-7** for more information about when the server and receiver must be ready.

At the end of each set there shall be a set break of a maximum of one hundred and twenty (120) seconds.

The maximum time starts from the moment that one point finishes until the first service is struck for the next point.

Event organisers may apply for ITF approval to extend the ninety (90) seconds allowed when the players change ends at the end of a game and the one hundred and twenty (120) seconds allowed at a set break.

b. If, for reasons outside the player's control, clothing, footwear or necessary equipment (excluding the racket) is broken or needs to be replaced, the player may be allowed reasonable extra time to rectify the problem.

USTA Comment 29.2: Reasonable extra time is determined by the official based on a number of variables such as fairness to the opponent and the distance between the court and a source for replacement clothing, footwear, or equipment. Rarely would more than 15 minutes ever be considered reasonable.

c. No extra time shall be given to allow a player to recover condition. However, a player suffering from a treatable medical condition may be allowed one medical timeout of three minutes for the treatment of that medical condition. A limited number of toilet/change of attire breaks may also be allowed, if this is announced in advance of the event.

USTA Comment 29.3: Change of attire breaks are limited to set breaks unless there is a clothing malfunction. Toilet breaks are allowed when an official determines that the need is genuine. They should be taken at set breaks unless there is a true emergency, in which case the break preferably is taken during an odd game changeover, but may be taken immediately. (See **Table 11** and **USTA Regulation III.F.**) Breaks taken at other times should be limited to true emergencies. Gastrointestinal problems are medical conditions that are governed by medical timeout provisions and not by the toilet break provision.

d. Event organisers may allow a rest period of a maximum of ten (10) minutes if this is announced in advance of the event. This rest period can be taken after the 3rd set in a best of 5 sets match, or after the 2nd set in a best of 3 sets match.

USTA Comment 29.4: Table 10 in **USTA Regulation III.C.** sets forth provisions for rest between sets in different divisions.

e. The warm-up time shall be a maximum of five (5) minutes, unless

otherwise decided by the event organisers.

USTA Comment 29.5: *If there are no ball persons, may the warm-up be extended beyond five minutes?* Yes. The warm-up may be extended to ten minutes.

USTA Comment 29.6: *May play be suspended to replace a lost contact lens?* Yes. Whenever possible the player should replace the lens on the court. If the weather, court surface, or other conditions make it impossible to insert the lens on the court, the player should insert the lens in the area closest to the court where this task is possible.

USTA Comment 29.7: *When the weather is misty, may play be suspended to allow a player who wears glasses to insert contact lenses?* No. The player may change into contacts only on the court and only during a changeover. This case is different from a lost contact lens because the player chose to begin playing the match with glasses.

USTA Comment 29.8: See **USTA Comment 4.2** for what happens when a player asks to leave the court to get a replacement racket.

USTA Comment 29.9: *When are the players entitled to another warm-up after their match has been suspended?* The players are entitled to a re-warm-up of the same duration as the original warm-up if a match has been suspended for more than 15 minutes. They are not entitled to a re-warm-up after an authorized intermission. When possible, used balls other than the match balls should be used for the re-warm-up, and the match balls should be used only once play resumes. If match balls are used for the re-warm-up and balls are being changed after a designated number of games, the next ball change occurs two games sooner.

USTA Comment 29.10: *A best-of-five sets match with an authorized rest period after the third set is suspended because of darkness at one set all. The match is resumed the next day. When Player A wins a long set, Player B claims entitlement to a rest period. Is Player B entitled to a rest period?* No. Although this was the third set of the match, it was only the first set on that day. If there is a prolonged interruption, such as one caused by rain, and play is resumed on the same day, the players should be informed as to the point at which, if any, a rest period might later be taken.

30. COACHING

Coaching is considered to be communication, advice or instruction of any kind, audible or visible, to a player.

In team events where there is a team captain sitting on-court, the team captain may coach the player(s) during a set break and when the players change ends at the end of a game, but not when the players change ends after the first game of each set and not during a tie-break game.

In all other matches, coaching is not allowed.

Case 1: Is a player allowed to be coached, if the coaching is given by signals in

a discreet way?

Decision: No.

Case 2: Is a player allowed to receive coaching when play is suspended?

Decision: Yes.

USTA Comment 30.1: A player may bring to the court written notes that were prepared before the start of the match and may read these notes during the match. A player may not use electronic devices such as cell phones, digital messaging systems, radios, mp3 players, cd and dvd players, cassette players, and any device capable of receiving communication. Hearing aids and watches not capable of receiving messages are permitted. A player desiring to use any other electronic device should first ask the Referee whether the device may be used.

USTA Comment 30.2: *Is coaching permitted during authorized rest periods?* Yes. However, an authorized rest period does not include a toilet break, a 2-minute set break, medical timeout, bleeding timeout, when play is suspended but the players remain on the court, when a player leaves the court seeking the assistance of the Referee, or when equipment or clothing is being adjusted.

USTA Comment 30.3: *Is coaching permitted in the USTA League programs?* No. Even though the USTA League programs are team competitions for adults and seniors, coaching is not permitted under league rules, except during authorized rest periods or as otherwise permitted.

RULES OF WHEELCHAIR TENNIS

The game of wheelchair tennis follows the ITF Rules of Tennis with the following exceptions.

a. The Two Bounce Rule
The wheelchair tennis player is allowed two bounces of the ball. The player must return the ball before it bounces a third time. The second bounce can be either in or out of the court boundaries.

b. The Wheelchair
The wheelchair is considered part of the body and all applicable rules, which apply to a player's body, shall apply to the wheelchair.

c. The Service
The service shall be delivered in the following manner:

i. Immediately before commencing the service, the server shall be in a stationary position. The server shall then be allowed one push before striking the ball.

ii. The server shall throughout the delivery of the service not touch with any wheel, any area other than that behind the baseline within the imaginary extension of the centre mark and sideline.

iii. If conventional methods for the service are physically impossible for a quad player, then the player or another individual may drop the ball for such a player and allow it to bounce before it is struck. If this is the case, the same method of serving must be used for the entire match.

d. Player Loses Point

A player loses a point if:

i. The player fails to return the ball before it has bounced three times; or

ii. Subject to rule e) below the player uses any part of his feet or lower extremities against the ground or against any wheel while delivering service, stroking a ball, turning or stopping against the ground or against any wheel while the ball is in play; or

iii. The player fails to keep one buttock in contact with his wheelchair seat when contacting the ball.

e. Propelling the Chair with the Foot

i. If due to lack of capacity a player is unable to propel the wheelchair via the wheel then he may propel the wheelchair using one foot.

ii. Even if in accordance with rule e) i. above a player is permitted to propel the chair using one foot, no part of the player's foot may be in contact with the ground:

a) during the forward motion of the swing, including when the racket strikes the ball;

b) from the initiation of the service motion until the racket strikes the ball.

iii. A player in breach of this rule shall lose the point.

f. Wheelchair/Able-bodied Tennis

Where a wheelchair tennis player is playing with or against an able-bodied person in singles or doubles, the Rules of Wheelchair Tennis shall apply for the wheelchair player while the Rules of Tennis for able-bodied tennis shall apply for the able-bodied player. In this instance, the wheelchair player is allowed two bounces while the able-bodied player is allowed only one bounce.

Note: The definition of lower extremities is: the lower limbs, including the buttocks, hips, thighs, legs, ankles and feet.

AMENDMENT TO THE RULES OF TENNIS

The official and decisive text to the Rules of Tennis shall be for ever in the English language and no alteration or interpretation of such Rules shall be made except at an Annual General Meeting of the Council, nor unless notice of the resolution embodying such alteration shall have been received by the Federation in accordance with Article 17 of the Constitution of ITF Ltd (Notice of Resolutions) and such resolution or one having the like effect shall be carried by a majority of two-thirds of the votes recorded in respect of the same.

Any alteration so made shall take effect as from the first day of January following unless the Meeting shall by the like majority decide otherwise.

The Board of Directors shall have power, however, to settle all urgent questions of interpretation subject to confirmation at the General Meeting next following.

This Rule shall not be altered at any time without the unanimous consent of a General Meeting of the Council.

USTA Comment: The ITF, not the USTA, is responsible for the Rules of Tennis. Amendments to the Rules of Tennis are made through the procedures of the ITF. Rule 69 of the ITF controls the manner in which amendments may be made to the Rules of Tennis. Amendments to USTA Comments are made by the process described in **USTA Regulation XIX.H.**

APPENDIX I

THE BALL

For all measurements in Appendix I, SI units shall take precedence.

a. The ball shall have a uniform outer surface consisting of a fabric cover and shall be white or yellow in colour. If there are any seams they shall be stitchless.

b. More than one type of ball is specified. The ball shall conform to the requirements shown in Table 1.

TABLE 1. TENNIS BALL SPECIFICATION

	TYPE 1 (FAST)	TYPE 2 (MEDIUM)[1]	TYPE 3 (SLOW)[2]	HIGH ALTITUDE[3]
MASS (WEIGHT)	56.0-59.4 g. (1.975-2.095 oz.)	56.0-59.4 g. (1.975-2.095 oz.)	56.0-59.4 g. (1.975-2.095 oz.)	56.0-59.4 g. (1.975-2.095 oz.)
SIZE	6.54-6.86 cm (2.57-2.70 in.)	6.54-6.86 cm (2.57-2.70 in.)	7.00-7.30 cm (2.76-2.87 in.)	6.54-6.86 cm (2.57-2.70 in.)
REBOUND	135-147 cm (53-58 in.)	135-147 cm (53-58 in.)	135-147 cm (53-58 in.)	122-135 cm (48-53 in.)
FORWARD DEFORMATION[4]	0.50-0.60 cm (0.197-0.236 in.)	0.56-0.74 cm (0.220-0.291 in.)	0.56-0.74 cm (0.220-0.291 in.)	0.56-0.74 cm (0.220-0.291 in.)
RETURN DEFORMATION[4]	0.67-0.91 cm (0.264-0.358 in.)	0.80-1.08 cm (0.315-0.425 in.)	0.80-1.08 cm (0.315-0.425 in.)	0.80-1.08 cm (0.315-0.425 in.)

Notes:

[1] This ball may be pressurised or pressureless. The pressureless ball shall have an internal pressure that is no greater than 7 kPa (1 psi) and may be used for high altitude play above 1,219 m (4,000 feet) above sea level and shall have been acclimatised for 60 days or more at the altitude of the specific tournament.

[2] This ball is also recommended for high altitude play on any court surface type above 1,219 m (4,000 feet) above sea level.

[3] This ball is pressurised and is an additional ball specified for high altitude play above 1,219 m (4,000 feet) above sea level only.

[4] The deformation shall be the average of a single reading along each of three perpendicular axes. No two individual readings shall differ by more than .08 cm (.031 inches).

c. In addition the ball shall conform to the requirements for durability as shown in the following table.

	MASS (WEIGHT)	REBOUND	FORWARD DEFORMATION	RETURN DEFORMATION
MAXIMUM CHANGE[1]	0.4 grams (0.014 oz.)	4.0 cm (1.6 inches)	0.08 cm (0.031 inches)	0.10 cm (0.039 inches)

Notes:

[1] The largest permissible change in the specified properties resulting from the durability test described in the current edition of *ITF Approved Tennis Balls & Classified Court Surfaces*. The durability test uses laboratory equipment to simulate the effects of nine games of play.

d. All tests for rebound, mass, size, deformation and durability shall be made in accordance with the Regulations described in the current edition of *ITF Approved Tennis Balls & Classified Court Surfaces*.

CLASSIFICATION OF COURT PACE

The ITF test method used for determining the pace of a court surface is ITF CS 01/02 (ITF Court Pace Rating) as described in the ITF publication entitled "ITF guide to test methods for tennis court surfaces".

Court surfaces which have an ITF Court Pace Rating of 0 to 29 shall be classified as being Category 1 (slow pace). Examples of court surface types which conform to this classification will include most clay courts and other types of unbound mineral surface.

Court surfaces which have an ITF Court Pace Rating of 30 to 34 shall be classified as being Category 2 (medium-slow pace), while court surfaces with an ITF Court Pace Rating of 35 to 39 shall be classified as being Category 3 (medium pace). Examples of court surface types which conform to this classification will include most acrylic coated surfaces plus some carpet surfaces.

Court surfaces with an ITF Court Pace Rating of 40 to 44 shall be classified as being Category 4 (medium-fast pace), while court surfaces which have an ITF Court Pace Rating of 45 or more shall be classified as being Category 5 (fast pace). Examples of court surface types which conform to this classification will include most natural grass, artificial grass and some carpet surfaces.

Case 1: Which ball type should be used on which court surface?

Decision: 3 different types of balls are approved for play under the Rules of Tennis, however:

a. Ball Type 1 (fast speed) is intended for play on slow pace court surfaces.
b. Ball Type 2 (medium speed) is intended for play on medium-slow, medium, and medium-fast pace court surfaces.
c. Ball Type 3 (slow speed) is intended for play on fast pace court surfaces.

APPENDIX II

THE RACKET

For all measurements in Appendix II, SI units shall take precedence.

a. The hitting surface, defined as the main area of the stringing pattern bordered by the points of entry of the strings into the frame or points of contact of the strings with the frame, whichever is the smaller, shall be flat and consist of a pattern of crossed strings connected to a frame and alternately interlaced or bonded where they cross. The stringing pattern must be generally uniform and, in particular, not less dense in the centre than in any other area.

The racket shall be designed and strung such that the playing characteristics

are identical on both faces. The racket shall be free of attached objects, protrusions and devices other than those utilised solely and specifically to limit or prevent wear and tear or vibration or, for the frame only, to distribute weight. These objects, protrusions and devices must be reasonable in size and placement for such purposes.

b. The frame of the racket shall not exceed 73.7 cm (29.0 inches) in overall length, including the handle. The frame of the racket shall not exceed 31.7 cm (12.5 inches) in overall width. The hitting surface shall not exceed 39.4 cm (15.5 inches) in overall length, and 29.2 cm (11.5 inches) in overall width.

c. The frame, including the handle, and the strings, shall be free of any device which makes it possible to change materially the shape of the racket, or to change materially the weight distribution in the direction of the longitudinal axis of the racket which would alter the swing moment of inertia, or to change deliberately any physical property which may affect the performance of the racket during the playing of a point. No energy source that in any way changes or affects the playing characteristics of a racket may be built into or attached to a racket.

d. The racket must be free of any device that may provide communication, advice or instruction of any kind, audible or visible, to a player during a match.

APPENDIX III

ADVERTISING

1. Advertising is permitted on the net as long as it is placed on the part of the net that is within 3 feet (0.914 m) from the centre of the net posts and is produced in such a way that it does not interfere with the vision of the players or the playing conditions.

2. Advertising and other marks or material placed at the back and sides of the court shall be permitted unless it interferes with the vision of the players or the playing conditions.

3. Advertising and other marks or material placed on the court surface outside the lines is permitted unless it interferes with the vision of the players or the playing conditions.

4. Notwithstanding paragraphs (1), (2) and (3) above, any advertising, marks or material placed on the net or placed at the back and sides of the court, or on the court surface outside the lines may not contain white or yellow or other light colours that may interfere with the vision of the players or the playing conditions.

5. Advertising and other marks or material are not permitted on the court surface inside the lines of the court.

APPENDIX IV

ALTERNATIVE PROCEDURES AND SCORING METHODS

SCORE IN A GAME (Rule 5):

"No-Ad" SCORING METHOD

This alternative scoring method may be used.

A No-Ad game is scored as follows with the server's score being called first:

No point	-	"Love"
First point	-	"15"
Second point	-	"30"
Third point	-	"40"
Fourth point	-	"Game"

If both players/teams have won three points each, the score is "deuce" and a deciding point shall be played. The receiver(s) shall choose whether to receive the service from the right half or the left half of the court. In doubles, the players of the receiving team cannot change positions to receive this deciding point. The player/team who wins the deciding point wins the "game".

In mixed doubles, the player of the same gender as the server shall receive the deciding point. The players of the receiving team cannot change positions to receive the deciding point.

USTA Comment IV.1: USTA Regulation III.G.1. authorizes the Referee to switch to No-Ad scoring before the start of any round without prior notice in all tournaments other than USTA Junior National Championships and USTA Regional Tournaments after inclement weather or other factors cause the tournament to fall behind its published schedule.

USTA Comment IV.2: Traditional scoring or numeric scoring may be used with the No-Ad scoring method.

SCORE IN A SET (Rules 6 and 7):

1. "SHORT" SETS

The first player/team who wins four games wins that set, provided there is a margin of two games over the opponent(s). If the score reaches four games all, a tie-break game shall be played.

2. MATCH TIE-BREAK (7 POINTS)

When the score in a match is one set all, or two sets all in best of five sets matches, one tie-break game shall be played to decide the match. This tie-break game replaces the deciding final set.

The player/team who first wins seven points shall win this match tie-break and the match provided there is a margin of two points over the opponent(s).

USTA Comment IV.3: USTA Regulation I.E.1.b. prohibits the playing of a 7-Point Tiebreak as the match tiebreak.

3. MATCH TIE-BREAK (10 POINTS)

When the score in a match is one set all, or two sets all in best of five sets

matches, one tie-break game shall be played to decide the match. This tie-break game replaces the deciding final set.

The player/team who first wins ten points shall win this match tie-break and the match provided there is a margin of two points over the opponent(s).

Note: *When using the match tie-break to replace the final set:*

- *the original order of service continues. (**Rules 5** and **14**)*
- *in doubles, the order of serving and receiving within the team may be altered, as in the beginning of each set. (**Rules 14** and **15**)*
- *before the start of the match tie-break there shall be a 120 seconds set break.*
- *balls should not be changed before the start of the match tie-break even if a ball change is due.*

CHANGE OF ENDS (Rule 10) (Coman Tie-Break):

This alternative to the change of ends sequence in a tie-break game may be used.

During a tie-break game, players shall change ends after the first point and thereafter after every four points.

THE LET DURING A SERVICE (Rule 22):

This alternative is play without the service let in Rule 22a.

It means that a serve that touches the net, strap or band, is in play.

(This alternative is commonly known as the "no let rule.")

USTA Comment IV.4: If the previous set did not go to a tiebreak, under **Rule 14** the order of service continues. If the previous set went to a tiebreak, under **Rule 5** the player or team that was scheduled to serve first in the tiebreak receives first in the 10-Point Match Tiebreak.

USTA Comment IV.5: USTA Regulation I.E.1.b. authorizes the 10-Point Match Tiebreak in lieu of a deciding final set. **USTA Regulation III.G.2.** explains when the Referee may switch the match format to a 10-Point Match Tiebreak in lieu of a deciding final set.

Table 17 lists the tournaments on the National Junior Tournament Schedule in which the 10-Point Match Tiebreak is played in lieu of a deciding final set. If there is inclement weather, health concerns, or safety concerns, the Director of Junior Competition or the Director's Designee may authorize the Referee to play a 10-Point Match Tiebreak in lieu of a deciding final set at USTA Junior National Championships and USTA Regional Tournaments. (See **USTA Regulation IX.A.7.**)

USTA Regulation X.A.2.d. and **h.** explains when 10-Point Match Tiebreaks may be played in lieu of a deciding final set at Category I USTA Adult, Senior, and Family National Championships. **USTA Regulation XIII.A.3.d.** and **h.** explains when 10-Point Match Tiebreaks may be played in lieu of a deciding final set at Category I USTA Wheelchair National Championships.

APPENDIX V

ROLE OF COURT OFFICIALS

The Referee is the final authority on all questions of tennis law and the Referee's decision is final.

In matches where a Chair Umpire is assigned, the Chair Umpire is the final authority on all questions of fact during the match.

The players have the right to call the Referee to court if they disagree with a Chair Umpire's interpretation of tennis law.

In matches where Line Umpires and Net Umpires are assigned, they make all calls (including foot-fault calls) relating to that line or net. The Chair Umpire has the right to overrule a Line Umpire or a Net Umpire if the Chair Umpire is sure that a clear mistake has been made. The Chair Umpire is responsible for calling any line (including foot-faults) or net where no Line Umpire or Net Umpire is assigned.

A Line Umpire who cannot make a call shall signal this immediately to the Chair Umpire who shall make a decision. If the Line Umpire can not make a call, or if there is no Line Umpire, and the Chair Umpire can not make a decision on a question of fact, the point shall be replayed.

In team events where the Referee is sitting on-court, the Referee is also the final authority on questions of fact.

Play may be stopped or suspended at any time the Chair Umpire decides it is necessary or appropriate.

The Referee may also stop or suspend play in the case of darkness, weather or adverse court conditions. When play is suspended for darkness, this should be done at the end of a set, or after an even number of games have been played in the set in progress. After a suspension in play, the score and position of players on-court in the match shall stand when the match resumes.

The Chair Umpire or Referee shall make decisions regarding continuous play and coaching in respect of any Code of Conduct that is approved and in operation.

Case 1: The Chair Umpire awards the server a first service after an overrule, but the receiver argues that it should be a second service, since the server had already served a fault. Should the Referee be called to court to give a decision?

Decision: Yes. The Chair Umpire makes the first decision about questions of tennis law (issues relating to the application of specific facts). However, if a player appeals the Chair Umpire's decision, then the Referee shall be called to make the final decision.

Case 2: A ball is called out, but a player claims that the ball was good. May the Referee be called to court to make a decision?

Decision: No. The Chair Umpire makes the final decision on questions of fact (issues relating to what actually happened during a specific incident).

Case 3: Is a Chair Umpire allowed to overrule a Line Umpire at the end of a point if, in the Chair Umpire's opinion, a clear mistake was made earlier in the point?

Decision: No. A Chair Umpire may only overrule a Line Umpire immediately after the clear mistake has been made.

Case 4: A Line Umpire calls a ball "Out" and then the player argues that the ball was good. Is the Chair Umpire allowed to overrule the Line Umpire?

Decision: No. A Chair Umpire must never overrule as the result of the protest or appeal by a player.

Case 5: A Line Umpire calls a ball "Out". The Chair Umpire was unable to see clearly, but thought the ball was in. May the Chair Umpire overrule the Line Umpire?

Decision: No. The Chair Umpire may only overrule when sure that the Line Umpire made a clear mistake.

Case 6: Is a Line Umpire allowed to change the call after the Chair Umpire has announced the score?

Decision: Yes. If a Line Umpire realises a mistake, a correction should be made as soon as possible provided it is not as the result of a protest or appeal of a player.

Case 7: If a Chair Umpire or Line Umpire calls "out" and then corrects the call to good, what is the correct decision?

Decision: The Chair Umpire must decide if the original "out" call was a hindrance to either player. If it was a hindrance, the point shall be replayed. If it was not a hindrance, the player who hit the ball wins the point.

Case 8: A ball is blown back over the net and the player correctly reaches over the net to try to play the ball. The opponent(s) hinders the player from doing this. What is the correct decision?

Decision: The Chair Umpire must decide if the hindrance was deliberate or unintentional and either awards the point to the hindered player or order the point to be replayed.

USTA Comment V.1: *What is the difference between a "question of fact" and a "question of law"?* "Questions of fact" involve whether a specific event happened. Examples include whether a ball is in, whether a ball touched a player, whether a ball bounced twice, and whether a server's foot touched the baseline before the serve was struck. "Questions of law" involve the application of the rules or regulations to facts that have already been determined. Examples include determining whether an act was a hindrance; whether a player should have been assessed a code violation for misconduct; and the procedure for correcting errors in serving order, serving and receiving position, and ends.

BALL MARK INSPECTION PROCEDURES

1. Ball mark inspections can only be made on clay courts.
2. A ball mark inspection requested by a player (team) shall be allowed only if the Chair Umpire cannot determine the call with certainty from his/her chair on either a point-ending shot or when a player (team) stops playing the point during a rally (returns are permitted but then the player must immediately stop).
3. When the Chair Umpire has decided to make a ball mark inspection, he/she should go down from the chair and make the inspection himself. If he/she does not know where the mark is, he/she can ask the Line Umpire for help in locating the mark, but then the Chair Umpire shall inspect it.
4. The original call or overrule will always stand if the Line Umpire and Chair Umpire cannot determine the location of the mark or if the mark is unreadable.
5. Once the Chair Umpire has identified and ruled on a ball mark, this decision is final and not appealable.
6. In clay court tennis the Chair Umpire should not be too quick to announce the score unless absolutely certain of the call. If in doubt, wait before calling the score to determine whether a ball mark inspection is necessary.
7. In doubles the appealing player must make his/her appeal in such a way that either play stops or the Chair Umpire stops play. If an appeal is made to the Chair Umpire then he/she must first determine that the correct appeal procedure was followed. If it was not correct or if it was late, then the Chair Umpire may determine that the opposing team was deliberately hindered.
8. If a player erases the ball mark before the Chair Umpire has made a final decision, he/she concedes the call.

9. A player may not cross the net to check a ball mark without being subject to the Unsportsmanlike provision of the Code of Conduct.

USTA Comment V.2.: See **FAC Comment VII.C-6** for additional procedures.

ELECTRONIC REVIEW PROCEDURES

At tournaments where an Electronic Review System is used, the following procedures should be followed for matches on courts where it is used.

1. A request for an Electronic Review of a line call or overrule by a player (team) shall be allowed only on either a point-ending shot or when a player (team) stops playing the point during a rally (returns are permitted but then the player must immediately stop).
2. The Chair Umpire should decide to use the Electronic Review when there is doubt about the accuracy of the line call or overrule. However, the Chair Umpire may refuse the Electronic Review if he/she believes that the player is making an unreasonable request or that it was not made in a timely manner.
3. In doubles the appealing player must make his/her appeal in such a way that either play stops or the Chair Umpire stops play. If an appeal is made to the Chair Umpire then he/she must first determine that the correct appeal procedure was followed. If it was not correct or if it was late, then the Chair Umpire may determine that the opposing team was deliberately hindered, in which case the appealing team loses the point.
4. The original call or overrule will always stand if the Electronic Review is unable, for whatever reason, to make a decision on that line call or overrule.
5. The Chair Umpire's final decision will be the outcome of the Electronic Review and is not appealable. If a manual choice is required for the system to review a particular ball impact, a review official approved by the Referee shall decide which ball impact is reviewed.
6. Each player (team) is allowed three (3) unsuccessful appeals per set, plus one (1) additional appeal in the tie-break. For matches with advantage sets, players (teams) will start again with a maximum of 3 unsuccessful appeals at 6 games all and every 12 games thereafter. For matches with match tie-break, the match tie-break counts as a new set and each player (team) starts with three (3) appeals. Players (teams) will have an unlimited number of successful appeals.

APPENDIX VI

10 AND UNDER TENNIS COMPETITION

COURTS

In addition to the (full sized) court described in Rule 1, the following court dimensions may be used for 10 and under tennis competition:

- A court, designated "red" for the purpose of 10 and under tennis competition, shall be a rectangle, between 36 feet (10.97 m) and 42 feet (12.80 m) long, and between 16 feet (4.88 m) and 20 feet (6.10 m) wide. The net shall be between 31.5 inches (0.800 m) and 33.0 inches (0.838 m) high at the centre.
- A court, designated "orange", shall be a rectangle, between 59 feet (17.98 m)

and 60 feet (18.29 m) long, and between 21 feet (6.40 m) and 27 feet (8.23 m) wide. The net shall be between 31.5 inches (0.800 m) and 36.0 inches (0.914 m) high at the centre.

BALLS

From January 2012, only the following ball types can be used in 10 and under tennis competition:

- A stage 3 (red) ball, which is recommended for play on a "red" court, by players aged up to 8 years, using a racket up to 23 inches (58.4 cm) long.
- A stage 2 (orange) ball, which is recommended for play on an "orange" court, by players aged 8 to 10 years, using a racket between 23 inches (58.4 cm) and 25 inches (63.5 cm) long.
- A stage 1 (green) ball, which is recommended for play on a full sized court, by advanced players aged 9 to 10 years, using a racket between 25 inches (63.5 cm) and 26 inches (66.0 cm) long.

Note: From January 2012, other ball types described in **Appendix I** cannot be used in 10 and under tennis competition.

Specifications for Stage 1, 2 and 3 Balls:

	STAGE 3 (RED) FOAM	STAGE 3 (RED) STANDARD	STAGE 2 (ORANGE) STANDARD	STAGE 1 (GREEN) STANDARD
MASS (WEIGHT)	25.0-43.0 g. (0.882-1.517 oz.)	36.0-49.0 g. (1.270-1.728 oz.)	36.0-46.9 g. (1.270-1.654 oz.)	47.0-51.5 g. (1.658-1.817 oz.)
SIZE	8.00-9.00 cm (3.15-3.54 in.)	7.00-8.00 cm (2.76-3.15 in.)	6.00-6.86 cm (2.36-2.70 in.)	6.30-6.86 cm (2.48-2.70 in.)
REBOUND	85-105 cm (33-41 in.)	90-105 cm (35-41 in.)	105-120 cm (41-47 in.)	120-135 cm (47-53 in.)
FORWARD DEFORMATION	_____	_____	1.40-1.65 cm (0.551-0.650 in.)	0.80-1.05 cm (0.315-0.413 in.)

All tests for rebound, mass, size and deformation shall be made in accordance with the regulations described in the current edition of *ITF Approved Tennis Balls & Classified Court Surfaces*.

SCORING METHODS

For 10 and under tennis competition using stage 3 (red), stage 2 (orange) or stage 1 (green) balls, scoring methods specified in the Rules of Tennis (including the **Appendix IV**) can be utilised, in addition to short duration scoring methods involving matches of one match tie-break, best of 3 tie-breaks/match tie-breaks or one set.

USTA Comment VI.1: See **USTA Regulation VI.**, which contains additional provisions for 10 and under tennis competition.

APPENDIX VII

PROCEDURES FOR REVIEW AND HEARINGS ON THE RULES OF TENNIS

1. INTRODUCTION

1.1 These procedures were approved by the Board of Directors of the International Tennis Federation ("Board of Directors") on 17 May 1998.

1.2 The Board of Directors may from time to time supplement, amend, or vary these procedures.

2. OBJECTIVES

2.1 The International Tennis Federation is the custodian of the Rules of Tennis and is committed to:

a. Preserving the traditional character and integrity of the game of tennis.
b. Actively preserving the skills traditionally required to play the game.
c. Encouraging improvements, which maintain the challenge of the game.
d. Ensuring fair competition.

2.2 To ensure fair, consistent and expeditious review and hearings in relation to the Rules of Tennis the procedures set out below shall apply.

3. SCOPE

3.1 These Procedures shall apply to Rulings under:

a. **Rule 1**—The Court.
b. **Rule 3**—The Ball.
c. **Rule 4**—The Racket.
d. **Appendix I and II** of the Rules of Tennis.
e. Any other Rules of Tennis which the International Tennis Federation may decide.

4. STRUCTURE

4.1 Under these procedures Rulings shall be issued by a Ruling Board.

4.2 Such Rulings shall be final save, for an entitlement to appeal to an Appeal Tribunal pursuant to these procedures.

5. APPLICATION

5.1 Rulings shall be taken either:

a. Following a motion of the Board of Directors; or
b. Upon the receipt of an application in accordance with the procedures set out below.

6. APPOINTMENT AND COMPOSITION OF RULING BOARDS

6.1 Ruling Boards shall be appointed by the President of the International Tennis Federation ("President") or his designee and shall comprise of such a number, as the President or his designee shall determine.

6.2 If more than one person is appointed to the Ruling Board the Ruling Board shall nominate one person from amongst themselves to act as Chairperson.

6.3 The Chairperson shall be entitled to regulate the procedures prior to and at any review and/or hearing of a Ruling Board.

7. PROPOSED RULINGS BY THE RULING BOARD

7.1 The details of any proposed Ruling issued upon the motion of the Board of Directors may be provided to any bona fide person or any players, equipment manufacturer or national association or members thereof with an interest in the proposed Ruling.

7.2 Any person so notified shall be given a reasonable period within which to forward comments, objections, or requests for information to the President or his designee in connection with the proposed Ruling.

8. APPLICATION FOR RULINGS

8.1 An application for a Ruling may be made by any party with a bona fide interest in the Ruling including any player, equipment manufacturer or national association or member thereof.

8.2 Any application for a Ruling must be submitted in writing to the President.

8.3 To be valid an application for a Ruling must include the following minimum information:

- **a.** The full name and address of the Applicant.
- **b.** The date of the application.
- **c.** A statement clearly identifying the interest of the Applicant in the question upon which a Ruling is requested.
- **d.** All relevant documentary evidence upon which the Applicant intends to rely at any hearing.
- **e.** If, in the opinion of the Applicant, expert evidence is necessary he shall include a request for such expert evidence to be heard. Such request must identify the name of any expert proposed and their relevant expertise.
- **f.** When an application for a Ruling on a racket or other piece of equipment is made, a prototype or, exact, copy of the equipment in question must be submitted with the application for a Ruling.
- **g.** If, in the opinion of the Applicant, there are extraordinary or unusual circumstances, which require a Ruling to be made within a specified time or before a specified date he shall include a statement describing the extraordinary or unusual circumstances.

8.4 If an application for a Ruling does not contain the information and/or equipment referred to at Clause 8.3 (a)-(g) above the President or his designee shall notify the Applicant giving the Applicant a specified reasonable time within which to remedy the defect. If the Applicant fails to remedy the defect within the specified time the application shall be dismissed.

9. CONVENING THE RULING BOARD

9.1 On receipt of a valid application or on the motion of the Board of Directors the President or his designee may convene a Ruling Board to deal with the application or motion.

9.2 The Ruling Board need not hold a hearing to deal with an application or motion where the application or motion, in the opinion of the Chairperson can be resolved in a fair manner without a hearing.

10. PROCEDURE OF THE RULING BOARD

10.1 The Chairperson of a Ruling Board shall determine the appropriate form, procedure and date of any review and/or hearing.

10.2 The Chairperson shall provide written notice of those matters set out at 10.1 above to any Applicant or any person or association who has expressed an interest in the proposed Ruling.

10.3 The Chairperson shall determine all matters relating to evidence and shall not be bound by judicial rules governing procedure and admissibility of evidence provided that the review and/or hearing is conducted in a fair manner with a reasonable opportunity for the relevant parties to present their case.

10.4 Under these procedures any review and/or hearings:

a. Shall take place in private.

b. May be adjourned and/or postponed by the Ruling Board.

10.5 The Chairperson shall have the discretion to co-opt from time to time additional members onto the Ruling Board with special skill or experience to deal with specific issues, which require such special skill or experience.

10.6 The Ruling Board shall take its decision by a simple majority. No member of the Ruling Board may abstain.

10.7 The Chairperson shall have the complete discretion to make such order against the Applicant [and/or other individuals or organisations commenting objecting or requesting information at any review and/or hearing] in relation to the costs of the application and/or the reasonable expenses incurred by the Ruling Board in holding tests or obtaining reports relating to equipment subject to a Ruling as he shall deem appropriate.

11. NOTIFICATION

11.1 Once a Ruling Board has reached a decision it shall provide written notice to the Applicant, or, any person or association who has expressed an interest in the proposed Ruling as soon as reasonably practicable.

11.2 Such written notice shall include a summary of the reasoning behind the decision of the Ruling Board.

11.3 Upon notification to the Applicant or upon such other date specified by the Ruling Board the Ruling of the Ruling Board shall be immediately binding under the Rules of Tennis.

12. APPLICATION OF CURRENT RULES OF TENNIS

12.1 Subject to the power of the Ruling Board to issue interim Rulings the current Rules of Tennis shall continue to apply until any review and/or hearing of the Ruling Board is concluded and a Ruling issued by the Ruling Board.

12.2 Prior to and during any review and/or hearing the Chairperson of the Ruling Board may issue such directions as are deemed reasonably necessary in the implementation of the Rules of Tennis and of these procedures including the issue of interim Rulings.

12.3 Such interim Rulings may include restraining orders on the use of any equipment under the Rules of Tennis pending a Ruling by the Ruling Board as to whether or not the equipment meets the specification of the Rules of Tennis.

13. APPOINTMENT AND COMPOSITION OF APPEAL TRIBUNALS

13.1 Appeal Tribunals shall be appointed by the President or his designee from [members of the Board of Directors/Technical Commission].

13.2 No member of the Ruling Board who made the original Ruling shall be a member of the Appeal Tribunal.

13.3 The Appeal Tribunal shall comprise of such number as the President or his designee shall determine but shall be no less than three.

13.4 The Appeal Tribunal shall nominate one person from amongst themselves to act as Chairperson.

13.5 The Chairperson shall be entitled to regulate the procedures prior to and at any appeal hearing.

14. APPLICATION TO APPEAL

14.1 An Applicant [or a person or association who has expressed an interest and forwarded any comments, objections, or requests to a proposed Ruling] may appeal any Ruling of the Ruling Board.

14.2 To be valid an application for an appeal must be:

a. Made in writing to the Chairperson of the Ruling Board who made the Ruling appealed not later than [45] days following notification of the Ruling;

b. Must set out details of the Ruling appealed against; and

c. Must contain the full grounds of the appeal.

14.3 Upon receipt of a valid application to appeal the Chairperson of the Ruling Board making the original Ruling may require a reasonable appeal fee to be paid by the Appellant as a condition of appeal. Such appeal fee shall be repaid to the Appellant if the appeal is successful.

15. CONVENING THE APPEAL TRIBUNAL

15.1 The President or his designee shall convene the Appeal Tribunal following payment by the Appellant of any appeal fee.

16. PROCEDURES OF APPEAL TRIBUNAL

16.1 The Appeal Tribunal and their Chairperson shall conduct procedures and hearings in accordance with those matters set out in sections 10, 11 and 12 above.

16.2 Upon notification to the Appellant or upon such other date specified by the Appeal Tribunal the Ruling of the Appeal Tribunal shall be immediately binding and final under the Rules of Tennis.

17. GENERAL

17.1 If a Ruling Board consists of only one member that single member shall be responsible for regulating the hearing as Chairperson and shall determine the procedures to be followed prior to and during any review and/or hearing.

17.2 All review and/or hearings shall be conducted in English. In any hearing where an Applicant, and/or other individuals or organisations commenting, objecting or requesting information do not speak English an interpreter must be present. Wherever practicable the interpreter shall be independent.

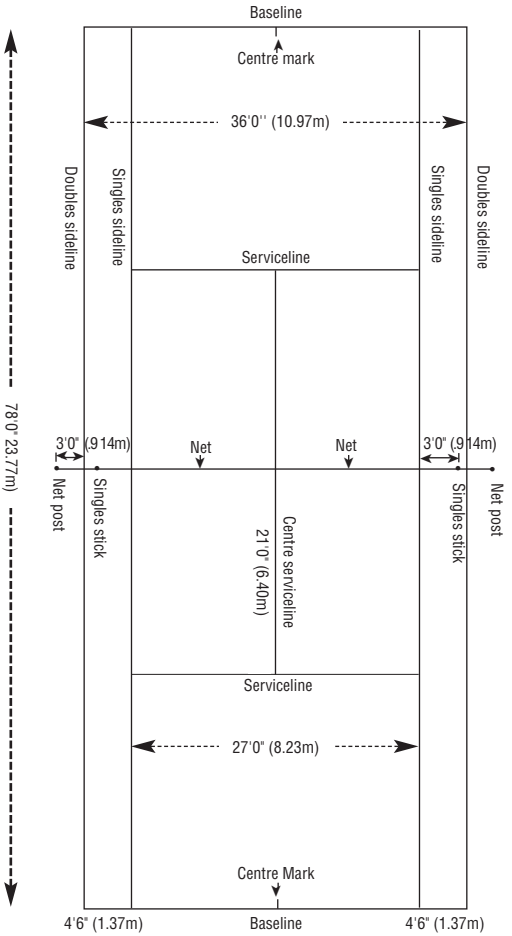
17.3 The Ruling Board or Appeal Tribunal may publish extracts from its own Rulings.

17.4 All notifications to be made pursuant to these procedures shall be in writing.

17.5 Any notifications made pursuant to these procedures shall be deemed notified upon the date that they were communicated, sent or transmitted to the Applicant or other relevant party.

17.6 A Ruling Board shall have the discretion to dismiss an application if in its reasonable opinion the application is substantially similar to an application or motion upon which a Ruling Board has made a decision and/or Ruling within the 36 months prior to the date of the application.

PLAN OF THE COURT



Note: All court measurements shall be made to the outside of the lines.

Fig. 1

SUGGESTIONS ON HOW TO MARK OUT A COURT

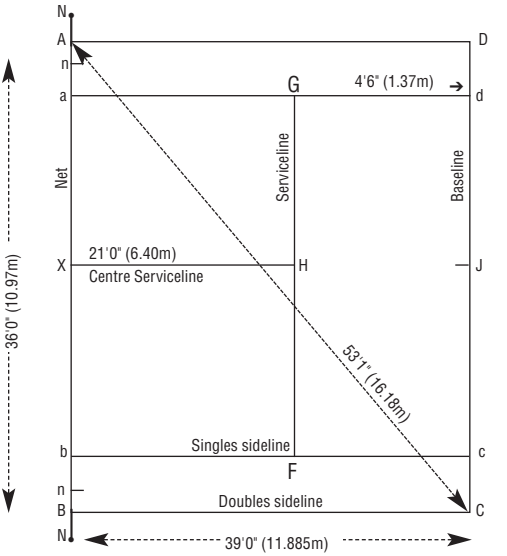


Fig. 2

Note: All court measurements shall be made to the outside of the lines.

The following procedure is for the usual combined doubles and singles court. (See note at foot for a court for one purpose only.)

First select the position of the net; a straight line 42 feet (12.80 m) long. Mark the centre (X on the diagram above) and, measuring from there in each direction, mark:

at 13'6" (4.11 m) the points a, b, where the net crosses the inner sidelines,
at 16'6" (5.03 m) the positions of the singles sticks (n, n),
at 18'0" (5.48 m) the points A, B, where the net crosses the outer sidelines,
at 21'0" (6.40 m) the positions of the net posts (N, N), being the ends of the original 42'0" (12.80 m) line.

Insert pegs at A and B and attach to them the respective ends of two measuring tapes. On one, which will measure the diagonal of the half-court,take a length 53'1" (16.18 m) and on the other (to measure the sideline) a length of 39'0" (11.89 m). Pull both taut so that at these distances they meet at a point C, which is one corner of the court. Reverse the measurements to find the other corner D. As a check on this operation it is advisable at this stage to verify the length of the line CD which, being the baseline, should be found to be 36'0" (10.97m); and at the same time its centre J can be marked, and also the ends of the inner sidelines (c, d), 4'6" (1.37 m) from C and D.

The centreline and serviceline are now marked by means of the points F, H, G, which are measured 21'0" (6.40 m) from the net down the lines bc, XJ, ad, respectively.

Identical procedure the other side of the net completes the court.

If a singles court only is required, no lines are necessary outside the points a, b,

c, d, but the court can be measured out as above. Alternatively, the corners of the baseline (c, d) can be found if preferred by pegging the two tapes at a and b instead of at A and B, and by then using lengths of 47'5" (14.46 m) and 39'0" (11.89 m). The net posts will be at n, n, and a 33'0" (10 m) singles net should be used.

When a combined doubles and singles court with a doubles net is used for singles, the net must be supported at the points n, n, to a height of 3 feet 6 inches (1.07 m) by means of two singles sticks, which shall be not more than 3 inches (7.5 cm) square or 3 inches (7.5 cm) in diameter. The centres of the singles sticks shall be 3 feet (.914 m) outside the singles court on each side.

To assist in the placing of these singles sticks it is desirable that the points n, n, should each be shown with a white dot when the court is marked.

Note: As a guide for international competitions, the recommended minimum distance between the baselines and the backstops should be 21 feet (6.40 m) and between the sidelines and the sidestops the recommended minimum distance should be 12 feet (3.66 m).

As a guide for recreational and Club play, the recommended minimum distance between the baselines and the backstops should be 18 feet (5.48 m) and between the sidelines and the sidestops the recommended minimum distance should be 10 feet (3.05 m).

As a guide, the recommended minimum top height to the ceiling should be 30 feet (9.14 m).

USTA Comment L.1: Tennis Court Layout

All courts should be laid out for singles and doubles play. The same lines—except for the sideline extensions for doubles play—are required for each.

Courts in the northern two-thirds of the United States should generally be laid out with the long axis north and south; it is advantageous, however, to orient the courts in the southern one-third of the country 15°-25° west of true (not magnetic) north in order to minimize the adverse effects of the afternoon winter sun.

Figure 1 indicates the exact dimensions of the lines as well as recommended side and back spacing. Note that the dimensions shown in the diagram are measurements to the outside edge of the lines. For regulation play, the space behind the baseline (between the baseline and fence) should not be less than 21 feet, for an overall dimension of 60' x 120'. For stadium courts, this perimeter spacing should be increased to allow space for Line Umpires without impeding the players. Net posts should be located with their centers three feet outside the doubles sideline.

Most courts are laid out with lines two inches (2") wide. Lines may be one inch (1") to two inches (2") wide excepting the center service line which must be two inches (2") wide and the baselines which may be up to four inches (4") wide.

For more detailed information on the subject, *Tennis Courts*, a book containing United States Tennis Association and American Sports Builders Association recommendations for the construction, maintenance, and equipment needs of a tennis court installation, can be obtained by calling 866-501-ASBA.

If you have a rules problem, send full details by email to officiating@usta.com, or by regular mail, enclosing a stamped self-addressed envelope, to USTA Tennis Rules and Regulations Committee, c/o Officials Department, 70 West Red Oak Lane, White Plains, NY 10604-3602.

PART 2—THE CODE

PLAYERS' GUIDE FOR MATCHES WHEN OFFICIALS ARE NOT PRESENT

PREFACE

When a serve hits a player's partner who is stationed at the net, is it a let, fault, or loss of point? Likewise, what is the ruling when a serve, before touching the ground, hits an opponent who is standing *back* of the baseline? The answers to these questions are obvious to anyone who knows the fundamentals of tennis, but it is surprising the number of players who don't know these fundamentals. All players have a responsibility to be familiar with the basic rules and customs of tennis. Further, it can be distressing when a player makes a decision in accordance with a rule and the opponent protests with the remark: "Well, I never heard of that rule before!" Ignorance of the rules constitutes a delinquency on the part of a player and often spoils an otherwise good match.

What is written here constitutes the essentials of *The Code*, a summary of procedures and unwritten rules that custom and tradition dictate all players should follow. No system of rules will cover every specific problem or situation that may arise. If players of goodwill follow the principles of *The Code*, they should always be able to reach an agreement, while at the same time making tennis more fun and a better game for all. The principles set forth in *The Code* shall apply in cases not specifically covered by the **ITF Rules of Tennis** or the **USTA Regulations**.

Before reading this, the following question may come to mind: Since there is a book that contains all the rules of tennis, is there a need for *The Code*? Isn't it sufficient to know and understand all the rules? There are a number of things not specifically set forth in the rules that are covered by custom and tradition only. For example, if there is doubt on a line call, the opponent gets the benefit of the doubt. This result cannot be found in the rules. Further, custom dictates the standard procedures that players will use in reaching decisions. These are the reasons a code is needed.

—Col. Nick Powel

Note: *The Code* is not part of the official ITF Rules of Tennis. Players shall follow *The Code* in all unofficiated matches. Many of the principles also apply when officials are present. This edition of *The Code* is an adaptation of the original, which was written by Colonel Nicolas E. Powel.

PRINCIPLES

1. *Courtesy is expected.* Tennis is a game that requires cooperation and courtesy from all participants. The game of tennis is more fun when an opponent's good shots are praised. It is not so much fun when:
   - Loud postmortems are conducted after points;
   - Complaints are made about shots like lobs or drop shots;
   - Weak opponents are embarrassed by a player's being overly gracious or condescending;
   - Tempers are lost, vile language is used, rackets are thrown, or balls are slammed in anger; or
   - Sulking occurs when losing.

2. *Points played in good faith are counted.* All points played in good faith stand. For example, if after losing a point, a player discovers that the net was four inches too high, the point stands. If a point is played from the wrong court, there is no replay. If during a point, a player realizes that a mistake was made at the beginning (for example, service from the wrong court), the player shall continue playing the point. Corrective action may be taken only after a point has been completed.

Shaking hands at the end of a match is an acknowledgment by the players that the match is over.

WARM-UP

3. *Warm-up is not practice.* A player should provide the opponent a 5-minute warm-up (ten minutes if there are no ballpersons). If a player refuses to warm up the opponent, the player forfeits the right to a warm-up. Some players confuse warm-up and practice. Each player should make a special effort to hit shots directly to the opponent. (If partners want to warm each other up while their opponents are warming up, they may do so.)

4. *Warm-up serves and returns are taken before first serve of match.* A player should take all warm-up serves before the first serve of a match. A player who returns serves should return them at a moderate pace in a manner that does not disrupt the server.

MAKING CALLS

5. *Player makes calls on own side of net.* A player calls all shots landing on, or aimed at, the player's side of the net.

6. *Opponent gets benefit of doubt.* When a match is played without officials, the players are responsible for making decisions, particularly for line calls. There is a subtle difference between player decisions and those of an on-court official. An official impartially resolves a problem involving a call, whereas a player is guided by the unwritten rule that any doubt must be resolved in favor of an opponent. A player in attempting to be scrupulously honest on line calls frequently will keep a ball in play that might have been out or that the player discovers too late was out. *Even so, the game is much better played this way.*

7. *Ball touching any part of line is good.* If any part of a ball touches a line, the ball is good. A ball 99% out is still 100% good. A player shall not call a ball out unless the player clearly sees space between where the ball hits and a line.

8. *Ball that cannot be called out is good.* Any ball that cannot be called out is considered to be good. A player may not claim a let on the basis of not seeing a ball. One of tennis' most infuriating moments occurs after a long hard rally when a player makes a clean placement and an opponent says: "I'm not sure if it was good or out. Let's play a let." Remember, it is each player's responsibility to call all balls landing on, or aimed at, the player's side of the net. If a ball cannot be called out with certainty, it is good. When a player says an opponent's shot was really out but offers to replay the point to give the opponent a break, it seems clear that the player actually doubted that the ball was out.

9. *Either partner may make calls in doubles.* Although either doubles partner may make a call, the call of a player looking down a line is much more likely to be accurate than that of a player looking across a line.

10. *All points are treated the same regardless of their importance.* All points in a match should be treated the same. There is no justification for considering a match point differently from a first point.

11. *Requesting opponent's help.* When an opponent's opinion is requested and the opponent gives a positive opinion, it must be accepted. If neither player has an opinion, the ball is considered good. Aid from an opponent is available only on a call that ends a point.

12. *Out calls reversed.* A player who calls a ball out shall reverse the call if the player becomes uncertain or realizes that the ball was good. The point goes to the opponent and is not replayed. However, when a receiver reverses a fault call on a serve that hit the net, the server is entitled to two serves.

13. *Player calls own shots out.* With the exception of the first serve, a player should call out the player's own shots if the player clearly sees the ball out regardless of whether requested to do so by an opponent. The prime objective in making calls is accuracy. All players should cooperate to attain this objective.

14. *Partners' disagreement on calls.* If one partner calls the ball out and the other partner sees the ball good, they shall call it good. It is more important to give opponents the benefit of the doubt than to avoid possibly hurting a partner's feelings. The tactful way to achieve the desired result is to tell a partner quietly of the mistake and then let the partner concede the point. If a call is changed from out to good, the principles of **Code § 12** apply.

15. *Audible or visible calls.* No matter how obvious it is to a player that an opponent's ball is out, the opponent is entitled to a prompt audible or visible out call.

16. *Spectators never make calls.* A player shall not enlist the aid of a spectator in making a call. No spectator has a part in a match.

17. *Prompt calls eliminate two chance option.* A player shall make all calls promptly after a ball has hit the court. A call shall be made either before the player's return shot has gone out of play or before an opponent has had an opportunity to play the return shot.

Prompt calls will quickly eliminate the "two chances to win the point" option that some players practice. To illustrate, a player is advancing to the net for an easy put away and sees a ball from an adjoining court rolling toward the court. The player continues to advance and hits the shot, only to have the supposed easy put away fly over the baseline. The player then claims a let. The claim is not valid because the player forfeited the right to call a let by choosing instead to play the ball. The player took a chance to win or lose and is not entitled to a second chance.

18. *Let called when ball rolls on court.* When a ball from an adjacent court enters the playing area, any player on the court affected may call a let as soon as the player becomes aware of the ball. The player loses the right to call a let if the player unreasonably delays in making the call.

19. *Touches, hitting ball before it crosses net, invasion of opponent's court, double hits, and double bounces.* A player shall promptly acknowledge when:

- A ball in play touches the player;
- The player touches the net or opponent's court while a ball is in play;
- The player hits a ball before it crosses the net;
- The player deliberately carries or double hits a ball; or
- A ball bounces more than once in the player's court.

The opponent is not entitled to make these calls.

20. *Balls hit through net or into ground.* A player makes the ruling on a ball that the player's opponent hits:

- Through the net; or
- Into the ground before it goes over the net.

21. *Making calls on clay courts.* If any part of a ball mark touches a line on a clay court, the ball shall be called good. If only part of the mark on a court can be seen, this means that the missing part is on a line or tape. A player should take a careful second look at any point-ending placement that is close to a line on a clay court. Occasionally a ball will strike the tape, jump, and then leave a full mark behind the line. This does not mean that a player is required to show an opponent the mark. The opponent shall not pass the net to inspect a mark. If a player hears the sound of a ball striking the tape and sees a clean spot on the tape near the mark, the player should give the point to the opponent.

SERVING

22. *Server's request for third ball.* When a server requests three balls, the receiver shall comply when the third ball is readily available. Distant balls shall be retrieved at the end of a game.

23. *Foot faults.* The receiver or receiver's partner may call foot faults only after the server has been warned at least once and the request for an official has failed. This call should be made only when the receiver or receiver's partner is absolutely certain and the foot faulting is so flagrant as to be clearly perceptible from the receiver's side. The plea that a server should not be penalized because the server only touched the line and did not rush the net is not acceptable. Habitual foot faulting, whether intentional or careless, is just as surely cheating as is making a deliberate bad line call.

24. *Service calls in doubles.* In doubles the receiver's partner should call the service line, and the receiver should call the sideline and the center service line. Nonetheless, either partner may call a ball that either clearly sees.

25. *Service calls by serving team.* Neither the server nor server's partner shall make a fault call on the first service even if they think it is out because the receiver may be giving the server the benefit of the doubt. There is one exception. If the receiver plays a first service that is a fault and does not put the return in play, the server or server's partner may make the fault call. The server and the server's partner shall call out any second serve that either clearly sees out.

26. *Service let calls.* Any player may call a service let. The call shall be made before the return of serve goes out of play or is hit by the server or the server's partner. If the serve is an apparent or near ace, any let shall be called promptly.

27. *Obvious faults.* A player shall not put into play or hit over the net an obvious fault. To do so constitutes rudeness and may even be a form of gamesmanship. On the other hand, if a player does not call a serve a fault and gives the opponent the benefit of a close call, the server is not entitled to replay the point.

28. *Receiver readiness.* The receiver shall play to the reasonable pace of the server. The receiver should make no effort to return a serve when the receiver is not ready. If a player attempts to return a serve (even if it is a "quick" serve), then the receiver (or receiving team) is presumed to be ready.

29. *Delays during service.* When the server's second service motion is interrupted by a ball coming onto the court, the server is entitled to two serves.

When there is a delay between the first and second serves:

- The server gets one serve if the server was the cause of the delay;
- The server gets two serves if the delay was caused by the receiver or if there was outside interference.

The time it takes to clear a ball that comes onto the court between the first and second serves is not considered sufficient time to warrant the server receiving two serves unless this time is so prolonged as to constitute an interruption. The receiver is the judge of whether the delay is sufficiently prolonged to justify giving the server two serves.

SCORING

30. *Server announces score.* The server shall announce the game score before the first point of a game and the point score before each subsequent point of the game.

31. *Disputes.* Disputes over the score shall be resolved by using one of the following methods, which are listed in the order of preference:

- Count all points and games agreed upon by the players and replay only disputed points or games;
- Play from a score mutually agreeable to all players;
- Spin a racket or toss a coin.

HINDRANCE ISSUES

32. *Talking during point.* A player shall not talk while a ball is moving toward an opponent's side of the court. If a player's talking interferes with an opponent's ability to play a ball, the player loses the point. For example, if a doubles player hits a weak lob and loudly yells at the player's partner to get back and if the shout is loud enough to distract an opponent, then the opponent may claim the point based on a deliberate hindrance. If the opponent chooses to hit the lob and misses it, the opponent loses the point because the opponent did not make a timely claim of hindrance.

33. *Body movement.* A player may feint with the body while a ball is in play. A player may change position at any time, including while the server is tossing a ball. Any other movement or any sound that is made solely to distract an opponent, including, but not limited to, waving arms or racket or stamping feet, is not allowed.

34. *Let due to unintentional hindrance.* A player who is hindered by an opponent's unintentional act or by something else outside the player's control is entitled to a let only if the player could have made the shot had the player not been hindered. A let is not authorized for a hindrance caused by something within a player's control. For example, a request for a let because a player tripped over the player's own hat should be denied.

35. *Grunting.* A player should avoid grunting and making other loud noises. Grunting and other loud noises may bother not only opponents but also players on adjacent courts. In an extreme case, an opponent or a player on an adjacent court may seek the assistance of the Referee or a Roving Umpire. The Referee or the Roving Umpire may treat grunting and the making of loud noises as hindrances. Depending upon the circumstance, this could result in a let or loss of point.

36. *Injury caused by player.* When a player accidentally injures an opponent, the opponent suffers the consequences. Consider the situation where the server's

racket accidentally strikes the receiver and incapacitates the receiver. The receiver is unable to resume play within the time limit. Even though the server caused the injury, the server wins the match by retirement.

On the other hand, when a player deliberately injures an opponent and affects the opponent's ability to play, then the opponent wins the match by default. Hitting a ball or throwing a racket in anger is considered a deliberate act.

WHEN TO CONTACT OFFICIAL

37. *Withdrawing from match or tournament.* A player shall not enter a tournament and then withdraw when the player discovers that tough opponents have also entered. A player may withdraw from a match or tournament only because of injury, illness, or personal circumstance. A player who cannot play a match shall notify the Referee at once so that the opponent may be saved a trip.

38. *Stalling.* A player who encounters a problem with stalling should contact an official. The following actions constitute stalling:

- Warming up longer than the allotted time;
- Playing at about one-third a player's normal pace;
- Taking more than 90 seconds on the odd-game changeover or more than 2 minutes on the set break.
- Taking longer than the time authorized during a rest period;
- Starting a discussion or argument in order to rest;
- Clearing a missed first service that doesn't need to be cleared; or
- Excessive bouncing of a ball before any serve.

Stalling is subject to penalty under the Point Penalty System.

39. *Requesting officials during play.* While normally a player may not leave the playing area, the player may contact the Referee or a Roving Umpire to request assistance. Some reasons for contacting the Referee or a Roving Umpire include:

- Stalling;
- Flagrant foot faults;
- A medical or bleeding timeout;
- A scoring dispute; or
- A pattern of bad calls.

A player may refuse to play until an official responds.

BALL ISSUES

40. *Retrieving stray balls.* Each player is responsible for removing stray balls and other objects from the player's end of the court. Whenever a ball is not in play, a player must honor an opponent's request to remove a ball from the court or from an area outside the court that is reasonably close to the lines. A player shall not go behind an adjacent court to retrieve a ball or ask a player on an adjacent court to return a ball while a point is in play. When a player returns a ball from an adjacent court, the player shall wait until the point is over on the court where the ball is being returned and then return it directly to one of the players, preferably the server.

41. *Catching a ball.* If a player catches a ball before it bounces, the player loses the point regardless of where the player is standing.

42. *New balls for third set.* When a tournament specifies new balls for a third set, new balls shall be used unless all players agree otherwise.

MISCELLANEOUS

43. *Clothing and equipment malfunction.* If clothing or equipment, other than a racket, becomes unusable through circumstances outside the control of a player, play may be suspended for a reasonable period. A player may leave the court after a point is over to correct the problem. If a racket or string is broken, a player may leave the court to get a replacement, but the player is subject to code violations under the Point Penalty System.

44. *Placement of towels.* Towels are to be placed on the ground outside the net post or at the back fence. Clothing or towels should never be placed on a net.

PART 3 — USTA REGULATIONS

All USTA members and all clubs and organizations affiliated with the USTA shall be governed by the **USTA Regulations**.

FAC Comment

These regulations often use the term "player." Where appropriate this term also refers to a doubles team.

The word "shall" is mandatory. The word "should" is permissive and generally implies a guideline to be followed whenever possible.

I. PRE-TOURNAMENT REGULATIONS

A. Applicability of USTA Regulations

1. *Use in USTA sanctioned tournaments.* The **USTA Regulations** and the **ITF Rules of Tennis** shall be observed throughout all sanctioned tournaments and sanctioned matches.
2. *Definition of tournaments.* Tournaments refer to all forms of competition including, but not limited to, tournaments, championships, team championships, matches, exhibitions, events, intersectionals, international competitions, and zonals. Tournaments are classified as amateur, professional, or open.
3. *Regulations for USTA tournaments that are part of WTA, ATP, or ITF circuits.* In any USTA sanctioned tournament in which a division is a part of the WTA or the ATP or is sanctioned by the ITF, that division shall use the WTA, ATP, or ITF tournament regulations.

FAC Comment I.A-1: Officials may be administering tournaments under the auspices of ATP, WTA , or ITF organizations whose regulations may be at variance with **USTA Regulations** in some respects. In such situations, officials should reach a clear understanding of these differences before the tournament begins. Each division must be played under **USTA Regulations** or under the WTA, ATP, or ITF tournament regulations. In tournaments played under ITF tournament regulations, all **USTA Regulations** not inconsistent with the ITF tournament regulations apply.

4. *Regulations for professional circuits.* Organized circuits of professional tournaments may adopt special tournament regulations to be uniformly applied throughout each tournament in the circuit, *provided that* notice thereof is published with the information for the circuit.
5. *Regulations for amateur circuits.* Organized circuits of amateur tournaments may adopt special tournament regulations to be uniformly applied throughout each tournament in the circuit, *provided that* the regulations are not inconsistent with **USTA Regulations** and that notice thereof is published with the information for the circuit.

FAC Comment I.A-2: USTA Regulation I.A.5. authorizes Sectional Associations and District Associations to adopt tournament regulations for circuits used to qualify or endorse players for Sectional and USTA National Championships.

FAC Comment I.A-3: The term "District Associations" applies equally to other subdivisions of Sectional Associations.

B. Application for Sanction and Appointment of Tournament Committee

Before the start of a tournament, the applicant shall apply for a sanction (see **USTA Regulation XVII.**) and shall appoint a Tournament Committee of at least three persons. The Tournament Chairperson, the Tournament Director, and the Referee shall be members of the Committee. Neither the Tournament Chairperson nor the Tournament Director may serve as or assume the responsibilities of the Referee or Deputy Referee, *except that* either may serve as the Referee of a tournament that uses a QuickStart Tennis format.

C. Tournament Committee

1. *Tournament Committee duties.* The Tournament Committee supervises all administrative details of the tournament including the extent to which officials will be used. It has broad discretionary powers in carrying out its functions in all cases not covered by the **ITF Rules of Tennis** or **USTA Regulations**. The responsibilities of the Tournament Committee include the responsibilities listed in **Table 2**.

USTA Reg.	TABLE 2 Responsibilities of Tournament Committee
	A. Pre-Tournament
I.B., I.C.2. & XVII.A.3.	Obtains any required USTA sanction
II.D.13. & III.A.4.	Arranges for enough courts so that the tournament can be completed on time and so the Referee can schedule matches in each division on the specified surface
I.H.1.	Determines the means of entering the tournament
I.H.2.	Makes decisions about the basic format and structure of the tournament so that the information that **USTA Regulation I.H.2.** requires to be on the written entry form and website can be published
I.H.2.	When possible publishes any tournament requirement for verification of injury or illness or providing a description of personal circumstance
I.H.3-4.	Accepts the entries
I.H.8.	Refunds entry fees when **USTA Regulation I.H.8.** or **USTA Regulation IX.A.8.** requires it
I.H.3-4.	Provides the Referee with a complete list of entrants
I.H.4.	Provides the Referee with a list of alternates in priority order
I.C.1.	Determines the extent to which officials will be used
I.H.2.	Determines type of ball to be used. See **USTA Regulation I.F.1-2.**
I.C.4.	Appoints Deputy Referee (shared responsibility with Referee)
I.D.	Appoints a Tournament Appeals Committee to hear appeals
	B. Making the Draw
II.B.1.	Determines the time and public place where the draw will be made

USTA Reg.	TABLE 2 (Cont'd)
II.B.2.	Assigns at least one Tournament Committee member to assist the Referee or Deputy Referee in making the draw
II.A.1.	Determines the seedings *except* in certain national junior events in which the Director of Junior Competition or the Director's designee determines the seedings after consulting with the Tournament Committee. **See USTA Regulation IX.A.4.**
	C. Conducting the Tournament
IV.A.1.	Assures that all players meet membership requirement
III.A.1.	Keeps order on the grounds
III.A.3.	Provides the tennis balls
III.A.2.	Provides supplies including singles sticks
III.A.4.	Authorizes play in a division on more than one surface type, but only when specifically authorized by **USTA Regulation III.A.4.**
III.A.4.	If there is no practicable way to finish an event, makes arrangements mutually agreeable to the players to finish at a later date or declares the tournament unfinished. See **USTA Regulation III.A.4.**
IV.C.16.	When authorized and appropriate, waives the requirement for verification of injury or illness or providing a description of personal circumstance
	D. After the Tournament
V.A.1.	Submits draw sheets to the governing body that issued the sanction within seven days
V.A.2.	Reports on players whose prize money was withheld

FAC Comment I.C-1: The Tournament Committee should familiarize itself with the *USTA Emergency Care Guidelines*. See **Part 4**.

2. *Tournament Chairperson.* The Tournament Chairperson is the head of the Tournament Committee. This person is the official representative of the Tournament Committee to the USTA, Sectional Associations, and District Associations. Normally a Tournament Committee submits its sanction application through its Tournament Chairperson. The Tournament Chairperson may not serve as or assume the responsibilities of the Referee or Deputy Referee, *except that* the Tournament Chairperson may serve as the Referee of a tournament that uses a QuickStart format.
3. *Tournament Director.* The Tournament Director serves as the chief executive officer for the Tournament Committee and is directly responsible for the administrative details of the tournament. In many, but not all, tournaments the Tournament Chairperson also serves as the Tournament Director. The Tournament Director may not serve as or assume the responsibilities of the Referee or Deputy Referee, *except that* the Tournament Director may serve as the Referee of a tournament that uses a QuickStart Tennis format.
4. *Referee and Deputy Referee.* The Referee is a member of the Tournament Committee. The Referee is the official who is responsible for assuring that the competition is fair and played under the **ITF Rules of Tennis** and **USTA**

Regulations. A Deputy Referee is an official appointed by the Referee or Tournament Committee to assist in the performance of the Referee's duties or to assume these duties when the Referee is absent. A Deputy Referee who makes the draw should also be a member of the Tournament Committee. The Referee's responsibilities include the responsibilities listed in **Table 3.**

USTA Reg.	TABLE 3 Responsibilities of Referee
	A. Pre-Tournament
I.C.4.	Appoints, as necessary, Deputy Referee(s) to assist and assume the Referee's duties when the Referee is not present
I.H.3-4.	Obtains a complete list of entrants from the Tournament Committee
I.H.4.	Obtains a list of alternates in priority order
IV.C.16.	Receives any required written verification of injury or illness or required written description of personal circumstance from players who withdrew from the draw and documents the reasons for withdrawals
	B. Making the Draw
II.B.1. & II.B.2.	Makes the draw publicly at a time and place set by the Tournament Committee
II.A.3.	Lists the seeded players in numerical order
II.B.2.	If the draw will be made by a Deputy, establishes when control of the draw is returned to the Referee
II.C.3.	Handles late entries and substitutions
II.C.1.	Replaces a seeded player who withdraws before play starts
II.C.2.	Enters into the draw a player omitted from the draw because of tournament administrative error, whenever possible
II.C.4.	Corrects errors in seeding
II.D.	Schedules matches
II.D.6.	Responds to player requests for match times
II.D.7.	Posts the schedule on the official draw sheet
II.D.7.	Changes the schedule only for a compelling reason and promptly notifies the affected players
	C. Conducting the Tournament
I.D.	May not serve as a member of the Tournament Appeals Committee
FACom I.G-1.	May play in the tournament if a Deputy assumes the Referee's duties while the Referee is playing
IV.A.2.	Designates the place where players check in for play
I.F.3. & III.B.9.	Determines the ball-change pattern, if any
IV.A.1.	When directed to do so by the Tournament Committee, checks that all players meet USTA membership requirement
IV.A.2., IV.D.19.-20., & FACom IV.D-1.	Assesses penalties for lateness. See **Tables 14** and **15**

USTA Reg.	TABLE 3 (Cont'd)
III.B.3.	Disqualifies any ineligible player and decides whether to reinstate the loser of the last match won by the disqualified player
I.C.4. & VII.A.	Supervises all aspects of play including, but not limited to, the conduct and actions of players, coaches, parents, spectators, officials, groundskeepers, and administrative crew
III.B.4.	Determines who may enter the playing area
III.B.11.	Decides all questions of law
FACom VII.A-1.	Settles scoring disputes in matches without officials
III.B.10. & VII.C.5.	Assigns Umpires and replaces them only as necessary or as requested by a Chair Umpire
III.B.5.	Defaults players for cause
IV.E.3.	After unilaterally defaulting a player, remains available for up to 15 minutes to receive any player appeal
III.B.6. & IV.E.4.	Rules on the appeal of a player who has been defaulted by a Chair Umpire or Roving Umpire
IV.E.6.	Prevents a player defaulted for misconduct from participating in other events at the tournament
IV.E.7.	Immediately defaults a player who bets on any match in the tournament
III.B.7.	Handles infractions observed in non-officiated matches
III.B.8. & III.D.1.	Suspends and postpones play
III.E.	Handles player requests directed to the Referee for a medical timeout or bleeding timeout
III.G.	When inclement weather, health concerns, or safety concerns cause the tournament to be shortened, follows established procedures
III.H.6.	Determines whether a player may practice on the match court during an intermission with balls other than the match balls
II.B.6.	Resolves ties in round robin tournaments
II.D.10.	Offers players at least the minimum rest between matches set out in **USTA Regulation III.C.1.**
II.D.11.	Assures that the minimum rest periods between sets are followed
	D. Post-Tournament
V.A.3.	Within three days of the tournament's completion, reports violations of **USTA Regulations** and any penalties imposed to the: • Sectional Association in which the tournament is held; • Sectional Association where the involved player is domiciled; and • USTA Junior and Collegiate Competition Department if the tournament was listed on the National Junior Tournament Schedule.

a. *Presence of Referee or Deputy Referee.* The Referee (or in the Referee's absence, a Deputy Referee) shall be present during play.

FAC Comment I.C-2: The Referee should be on site during most of the tournament. The Deputy Referee steps in only during those short periods when the Referee is off site or is playing a match in the tournament.

b. *Referee's discretion.* The Referee and each Deputy Referee shall use judgment in all situations not specifically covered by the **ITF Rules of Tennis** or **USTA Regulations**.

c. *Certification required for Referees of USTA National Championships.* The Referee of each USTA National Championship shall be a Referee certified by the USTA; each Deputy Referee shall be an official certified by the USTA.

d. *Certification of Referees of other tournaments.* The USTA recommends the use of Referees certified by the USTA in all other USTA sanctioned tournaments. This recommendation does not apply to tournaments that use a QuickStart Tennis format.

D. Tournament Appeals Committee

The Tournament Committee shall appoint a Tournament Appeals Committee to decide player appeals of the Referee's disqualification or unilateral default of a player. The Tournament Appeals Committee shall be comprised of at least two members. Time is of the essence in deciding appeals. Upon being notified by a player that the player wishes to appeal the Referee's decision, the Referee shall immediately attempt to contact at least two members of the Tournament Appeals Committee. Once two members have convened to decide an appeal, they need not wait for other members to appear before reaching a decision. There are no formal notice requirements for assembling the Tournament Appeals Committee, and two members of the Committee shall constitute a quorum. The Tournament Appeals Committee may meet in person, by conference telephone call, or by other means that will facilitate a prompt decision.

The Tournament Committee may serve as the Tournament Appeals Committee *except that* the Referee shall not serve as a member of the Tournament Appeals Committee. The decision of the Tournament Appeals Committee shall be final.

E. Match Formats and Scoring

Most matches use the scoring system specifically described in **Rules 5, 6, and 7** of the **ITF Rules of Tennis**, and are the best of three tiebreak sets. In interscholastic, state, Sectional, and USTA National Championships in the Boys' 18 and Girls' 18 Divisions, the final round may be the best of five sets. In the Men's Open, 25, and 30 Divisions, matches in any round may be the best of five sets. Other match formats may be used. Results of matches using other formats shall be used for rankings unless prohibited by applicable national, sectional, or district ranking regulations. Commonly used formats include No-Ad scoring, matches consisting of the best of three sets with a 10-Point Match Tiebreak in lieu of the third set, pro sets, matches consisting of one set only, QuickStart Tennis formats, and short sets. The tournament entry form shall specify the format being used.

1. *Tiebreaks*

a. *7-Point Set Tiebreak (first to 7 by a margin of 2).* The 7-Point Set

Tiebreak (first to 7 by a margin of 2) is the tiebreak game described in **Rule 5(b)** of the **ITF Rules of Tennis** and determines the winner of any set in which it is used. Use of the 7-Point Set Tiebreak is mandatory in all sets of any sanctioned tournament *except* pro sets (see **USTA Regulation I.E.4.**).

b. *10-Point Match Tiebreak in lieu of deciding final set.* The 10-Point Match Tiebreak (first to 10 by a margin of 2) is described in **Appendix IV** of the **ITF Rules of Tennis** and determines the winner of any match in which it is used. The match tiebreak used in USTA sanctioned tournaments shall be the 10-Point Match Tiebreak.

Any tournament electing to use the 10-Point Match Tiebreak in lieu of a deciding final set shall announce the election on the entry form. See **Table 17** for when the 10-Point Match Tiebreak in lieu of the deciding final set may be used in USTA Junior National Championships and USTA Regional Tournaments; **USTA Regulation X.A.2.d.** and **h.** and **USTA Regulation X.F.5.** for when the 10-Point Match Tiebreak in lieu of the deciding final set may be used in Category I USTA Adult, Senior, and Family National Championships; and **USTA Regulation XIII.A.3.d.** and **h.** for when the 10-Point Match Tiebreak in lieu of the deciding final set may be used in Category I USTA Wheelchair National Championships.

c. *Coman Tiebreak Procedure.* The Coman Tiebreak Procedure is the same as the procedure described above *except that* ends are changed after the first point, then after every four points, and at the conclusion of the tiebreak. See **Appendix IV** to the **ITF Rules of Tennis**. A Sectional Association may authorize any tournament below the National Championship level to use the Coman Tiebreak Procedure. The appropriate USTA Competition Committee may authorize the use of the Coman Tiebreak Procedure for any other tournament. Any tournament electing to use the Coman Tiebreak Procedure must announce the election before the start of tournament play. The Coman Tiebreak Procedure may be used with any tiebreak.

d. *Recording the tiebreak score.* When a 7-Point Set Tiebreak is played, the score of the set shall be written 7-6(x) or 6-7(x), with (x) being the number of points won by the loser of the tiebreak. For example, 7-6(4) means the tiebreak score was 7-4, and 6-7(14) means the tiebreak score was 14-16. If a 10-Point Match Tiebreak is played in lieu of the deciding final set, the score is recorded 1-0(x) with x being the number of points won by the loser.

e. *Ball changes.* If a ball change is due at the start of a tiebreak, it shall be deferred until the start of the second game of the next set. A tiebreak counts as one game in determining ball changes. If a ball change is due at the start of a tiebreak that is being played in lieu of the deciding final set, there shall be no ball change.

2. *No-Ad scoring.* The No-Ad scoring system is described in **Appendix IV** of the **ITF Rules of Tennis.** A tournament electing to use No-Ad scoring must announce the election before the start of tournament play *except* as set forth in **USTA Regulation III.G.1.** See also **USTA Regulation IX.A.6.**, which prohibits No-Ad scoring in USTA Junior National Championships and USTA Regional Tournaments.

3. *Short sets.* A tournament electing to use "short" sets must announce the election on the entry form. See **Appendix IV** of the **ITF Rules of Tennis**.
4. *Pro sets.* A match may consist of a pro set. Unless otherwise specified, a pro set is one set in which a player or team must win eight games by a margin of two games to win the match. If the score reaches 8-all, a 7-Point Tiebreak (first to 7 by a margin of 2) is played, with the winner of the tiebreak winning the match by a score of 9-8(x) where x is the number of points won by the player or team who lost. The Tournament Committee may instead use a 10-Point Tiebreak (first to 10 by a margin of 2) to decide the winner of a pro set if the Committee includes this information on the entry form and website. Any tournament electing to use the pro set shall announce its use on the entry form and website. If a pro set other than the 8-game pro set is used, the Tournament Committee shall specify the format on the entry form and website.
5. *QuickStart Tennis formats.* See **USTA Regulation VI**.

FAC Comment I.E-1: *Service order.* The player or team whose turn it was to serve first if a full set were played starts serving a 10-Point Match Tiebreak that is played in lieu of a deciding final set. Each doubles team decides who serves first for its team.

FAC Comment I.E-2: *Receiving positions.* A doubles team may change receiving positions at the start of a 10-Point Match Tiebreak.

FAC Comment I.E-3: *Change of ends.* Players change ends at the start of a 10-Point Match Tiebreak only if an odd-game changeover is due. During the 10-Point Match Tiebreak, players change ends after every six points.

FAC Comment I.E-4: *Mistakes.* See **USTA Comments 27.2-8.** for how to handle mistakes during tiebreaks.

F. Balls and Ball-Change Pattern

1. *The type of ball.* At the Sectional Championship level and above, the type of ball shall be consistent throughout a tournament event unless the playing surface or conditions are changed. For example, both heavy duty felt balls and regular felt balls normally shall not be used in the same tournament event. Compliance is recommended for tournaments below the Sectional Championship level.
2. *Approved balls.* In all USTA tournaments and leagues, the ball used must be on the list of balls approved by the USTA or must be otherwise authorized by the USTA. The USTA shall rule on whether any ball or prototype complies with the specifications adopted by the ITF pursuant to the **ITF Rules of Tennis** or is otherwise authorized for play. Rulings may be taken on the USTA's own initiative or upon application by any party with a bona-fide interest, including any player, equipment manufacturer, ITF, Sectional Association, District Association, Organization Member, or Direct Member Club. Rulings shall be made in accordance with the then current testing procedures adopted by the USTA. A list of balls approved by the USTA shall be published.

FAC Comment I.F-1: A current list of the USTA approved balls is available at www.usta.com.

3. *Referee determines ball-change pattern.* The Referee shall determine the ball-change pattern subject to the right of the Chair Umpire to order a ball-change at other than the normal time when the Chair Umpire determines that abnormal conditions warrant so doing.
4. *Number of balls.* New balls shall be used to start a match commencing with the warm-up. At least three balls shall be used for matches at tournaments above the Sectional Championship level and are recommended for matches at the Sectional Championship level.

   When a tournament specifies new balls for a third set, new balls shall be used unless all players agree otherwise.
5. *Warm-ups.* Warm-ups in which the match balls are used are treated as the equivalent of two games of match play.

G. Player Eligibility

1. *USTA membership generally required to play in sanctioned tournaments.* All players, including non-U.S. citizens, are required to be members of the USTA in order to play in sanctioned tournaments. USTA membership is not required to play in sanctioned matches or tournaments that are interscholastic, intercollegiate, or that are limited to students and conducted by scholastic or collegiate officials.

   For the purpose of this provision, all foreign players shall be presumed to be residents of the United States, Puerto Rico, U.S. Virgin Islands, Province of British Columbia, Guam, American Samoa, or the Commonwealth of the Northern Mariana Islands, and thereby required to enroll unless they have a certification from their national association or from the USTA stating that they are in fact nonresidents of the United States as above defined. If a foreign, nonresident player requests that the USTA issue a certification that the player is a nonresident, then the USTA shall issue the certification upon finding that the player is a nonresident.
2. *Eligibility for amateur tournaments.* Only players who are amateurs as defined in **USTA Regulation XVIII.A.1.** may play in tournaments that are limited to amateurs. Players must meet any other eligibility requirements for the tournaments. Junior tournaments, with the exception of the USTA National Championships, are limited to amateurs. All other tournaments are open to amateurs and professionals unless the tournament entry form or tournament website restricts the tournament to amateurs.
3. *Eligibility for tournaments.* There are three general categories of tournaments:
   - *Junior;*
   - *Adult, Senior, and Family; and*
   - *Wheelchair.*

   a. *Junior tournaments (18, 16, 14, 12, 10, 8).* Junior tournaments, with the exception of the USTA National Championships, are limited to amateurs. A player, if otherwise eligible, may enter any Junior Division if the player has not exceeded the maximum age by the last day of the month during which the division is scheduled to start (see **Table 4**); *provided that*, annually the Junior Competition Committee may designate one tournament in each of the Boys' and Girls' 18 Divisions that shall be limited to players who have not turned 19 on or before December 31. These designated tournaments may be, but are not required to be, USTA National Championships.

b. *Adult, Senior, and Family tournaments.* A player, if otherwise eligible, may enter any:
   i. *Men's or Women's Division* that is not restricted by age or NTRP rating;
   ii. *NTRP Division* if the player's NTRP rating is less than or equal to the NTRP rating for the division;
   iii. *Adult, Senior, or Family Division with minimum age restriction* if the player will reach the minimum age by December 31 of the year during which the division is scheduled to start;
   iv. *Parent-Child Division* if the parent and child are related by virtue of blood, legal adoption, or current step relationship. (Death does not destroy any step relationship, but divorce does.) A child may play with different parents in different tournaments or different divisions in a tournament.
   v. *Parent-Child Division with minimum age restriction for parent.* If the parent and child are related as defined in **USTA Regulation I.G.3.b.iv.** and the parent will reach the minimum age by December 31 of the year during which the division is scheduled to start; or
   vi. *Grandparent-Grandchild Division* if the grandparent and grandchild are related by virtue of blood, legal adoption(s), or current step relationship(s). Adoptive and step relationship(s) may be created at the parent or the grandparent levels. (Death does not destroy any step relationship, but divorce does.) A child may play with different grandparents in different tournaments.

c. *Wheelchair tournaments.* A player, if otherwise eligible, may enter any:
   i. *Men's Open or Women's Open Division* if the player meets the eligibility requirements of **USTA Regulations I.G.4. a.** and **d.**
   ii. *Men's A, Men's B, Men's C, Women's A, or Women's B Division* if the player meets the eligibility requirements of **USTA Regulations I.G.4.a., b.,** and **d.**
   iii. *Quad Open Division* if the player meets the eligibility requirements of **USTA Regulations I.G.4.a-d.**
   iv. *Quad A Division* if the player meets the eligibility requirements of **USTA Regulations I.G.4.a-d.**
   v. *Junior Open/A (18 & Under) Division* if the player meets the eligibility requirements of **USTA Regulations I.G.4.a.** and **d.** and the age eligibility requirement of **USTA Regulation I.G.3.a.**
   vi. *Senior Open/A (40 & Over) Doubles or Senior B/C (40 & Over) Doubles Division* if the player meets the eligibility requirements of **USTA Regulations I.G.4.a., b.,** and **d.** and the player will reach the minimum age by December 31 of the year during which the division is scheduled to start.

d. *Mixed doubles tournaments.* A team is eligible to enter if one player is female and the other player is male. Players must also meet any age or NTRP requirements of the division.

TABLE 4
Junior Eligibility

Generally, juniors are eligible to play in USTA sanctioned junior divisions if they are amateurs who are USTA members born on or after the dates listed in this table.

Tournaments starting in **1/11:**
18s born Feb. 1, 1992, or later;
16s born Feb. 1, 1994, or later;
14s born Feb. 1, 1996, or later;
12s born Feb. 1, 1998, or later;
10s born Feb. 1, 2000, or later;
8s born Feb. 1, 2002, or later.

Tournaments starting in **2/11:**
18s born March 1, 1992, or later;
16s born March 1, 1994, or later;
14s born March 1, 1996, or later;
12s born March 1, 1998, or later;
10s born March 1, 2000, or later;
8s born March 1, 2002, or later.

Tournaments starting in **3/11:**
18s born April 1, 1992, or later;
16s born April 1, 1994, or later;
14s born April 1, 1996, or later;
12s born April 1, 1998, or later;
10s born April 1, 2000, or later;
8s born April 1, 2002, or later.

Tournaments starting in **4/11:**
18s born May 1, 1992, or later;
16s born May 1, 1994, or later;
14s born May 1, 1996, or later;
12s born May 1, 1998, or later;
10s born May 1, 2000, or later;
8s born May 1, 2002, or later.

Tournaments starting in **5/11:**
18s born June 1, 1992, or later;
16s born June 1, 1994, or later;
14s born June 1, 1996, or later;
12s born June 1, 1998, or later;
10s born June 1, 2000, or later;
8s born June 1, 2002, or later.

Tournaments starting in **6/11:**
18s born July 1, 1992, or later;
16s born July 1, 1994, or later;
14s born July 1, 1996, or later;
12s born July 1, 1998, or later;
10s born July 1, 2000, or later;
8s born July 1, 2002, or later.

Tournaments starting in **7/11:**
18s born Aug. 1, 1992, or later;
16s born Aug. 1, 1994, or later;
14s born Aug. 1, 1996, or later;
12s born Aug. 1, 1998, or later;
10s born Aug. 1, 2000, or later;
8s born Aug. 1, 2002, or later.

Tournaments starting in **8/11:**
18s born Sept. 1, 1992, or later;
16s born Sept. 1, 1994, or later;
14s born Sept. 1, 1996, or later;
12s born Sept. 1, 1998, or later;
10s born Sept. 1, 2000, or later;
8s born Sept. 1, 2002, or later.

Tournaments starting in **9/11:**
18s born Oct. 1, 1992, or later;
16s born Oct. 1, 1994, or later;
14s born Oct. 1, 1996, or later;
12s born Oct. 1, 1998, or later;
10s born Oct. 1, 2000, or later;
8s born Oct. 1, 2002, or later.

Tournaments starting in **10/11:**
18s born Nov. 1, 1992, or later;
16s born Nov. 1, 1994, or later;
14s born Nov. 1, 1996, or later;
12s born Nov. 1, 1998, or later;
10s born Nov. 1, 2000, or later;
8s born Nov. 1, 2002, or later.

TABLE 4 (continued)

Tournaments starting in **11/11:** 18s born Dec. 1, 1992, or later; 16s born Dec. 1, 1994, or later; 14s born Dec. 1, 1996, or later; 12s born Dec. 1, 1998, or later; 10s born Dec. 1, 2000, or later; 8s born Dec. 1, 2002, or later.	Tournaments starting in **2/12:** 18s born March 1, 1993, or later; 16s born March 1, 1995, or later; 14s born March 1, 1997, or later; 12s born March 1, 1999, or later; 10s born March 1, 2001, or later; 8s born March 1, 2003, or later.
Tournaments starting in **12/11:** 18s born Jan. 1, 1993, or later; 16s born Jan. 1, 1995, or later; 14s born Jan. 1, 1997, or later; 12s born Jan. 1, 1999, or later; 10s born Jan. 1, 2001, or later; 8s born Jan. 1, 2003, or later.	Tournaments starting in **3/12:** 18s born April 1, 1993, or later; 16s born April 1, 1995, or later; 14s born April 1, 1997, or later; 12s born April 1, 1999, or later; 10s born April 1, 2001, or later; 8s born April 1, 2003, or later.
Tournaments starting in **1/12:** 18s born Feb. 1, 1993, or later; 16s born Feb. 1, 1995, or later; 14s born Feb. 1, 1997, or later; 12s born Feb. 1, 1999, or later; 10s born Feb. 1, 2001, or later; 8s born Feb 1, 2003, or later.	Tournaments starting in **4/12:** 18s born May 1, 1993, or later; 16s born May 1, 1995, or later; 14s born May 1, 1997, or later; 12s born May 1, 1999, or later; 10s born May 1, 2001, or later; 8s born May 1, 2003, or later.

FAC Comment I.G-1: Members of the Tournament Committee (including the Referee) may play in a tournament. A Deputy Referee should serve as the Referee during the Referee's matches.

4. *Additional eligibility requirements for competing in USTA sanctioned Wheelchair tournaments.*
   a. *Minimum eligibility requirements.* A player, if otherwise eligible, may enter a USTA sanctioned Wheelchair tournament if the player has a medically diagnosed permanent mobility-related physical disability. This permanent physical disability must result in a substantial loss of function in one or both lower extremities. A player must meet one of the following minimum eligibility requirements:
      i. Neurological deficit at the SI level or rostral associated with loss of motor function; or
      ii. Ankylosis and/or severe arthrosis and/or joint replacement of the hip, knee, or upper ankle joints; or
      iii. Amputation of any lower extremity joint rostral to the metatarsophalangeal joint.
      iv. Functional disabilities in or both lower extremities equivalent to i., ii. or iii. above.
   b. *Criteria for specific divisions.* The Wheelchair Tennis Committee, in consultation with the USTA Competitive Play Department, shall determine eligiblity criteria for requiring players to enter the Open, Quad

TABLE 5
Criteria for Entering Wheelchair Divisions

A. Men's, Women's, and Quad Open Divisions

All players with ITF rankings as set forth below must play in the Open divison:

Division	ITF Ranking
Men's Open	Top 100
Women's Open	Top 75
Quad Open	Top 50

B. Men's and Women's A & B, Men's C, Quad A, Senior Open/A (40 & Over) Doubles, and Senior B/C (40 & Over) Doubles Wheelchair Divisions

Process. Twice yearly the Wheelchair Tennis Committee and the USTA Competitive Play Department shall review the most recent year-end National Ranking List or the most recently published National Standings List in the Men's and Women's A and B, Men's C, Senior Open/A (40 & Over) Doubles, and Senior B/C (40 & Over) Doubles Divisions (collectively, "Letter Divisions") to determine which Letter Division a player or team may enter. Singles National Ranking Lists or National Standings Lists shall be reviewed for the Men's and Women's A and B Divisions and Men's C Divisions. Doubles National Ranking Lists or National Standings Lists shall be reviewed for the Senior Open/A (40 & Over) Doubles and Senior B/C (40 & Over) Doubles Divisions.

Letter Division Strength. In the Men's and Women's Divisions, the A Division is the strongest Letter Division; B is the next strongest, and C is the weakest. There is only one Quad Letter Division – Quad A. In the Senior Open/A (40 & Over) Doubles and Senior B/C (40 & Over) Doubles Divisions, the Open/A Division is the stronger Letter Division.

Gender and Eligibility. A Quad player has the option of choosing the lettered division of a tournament appropriate to the player's gender.

- A Quad Open player ranked in the top 15 in the world must compete in the A or Open Division appropriate for the player's gender.
- A Quad Open player ranked below 15 in the world can compete in the B Division or above appropriate for the player's gender.
- A Quad A player can compete in the C Division or higher appropriate for the player's gender.

A Women's Open player may compete in the Men's lettered divisions if a Women's Open draw of five or more is unavailable.

- A Women's Open player ranked top 30 in the world or above may compete in the Men's A or Open Division.
- A Women's Open player ranked below 30 in the world may compete in the Men's B Division or above.

January 1 Criteria and Procedure. The Wheelchair Tennis Committee and the USTA Competitive Play Department shall review the most recent year-end National Ranking Lists in all Letter Divisions to determine which players, if any, must play in a higher Letter Division or may play in a lower Letter Division as follows:

- Players ranked in the top 5% of a division must move up to the next-higher Letter Division for the period of one year, *except that*, players meeting this criteria in the Men's, Women's, and Quad A Divisions are not required to move up to the Open Division.
- Players ranked in the bottom third of a division may enter a lower division.
- Players competing in multiple Letter Divisions shall be reviewed in each Letter Division. This may result in a player being restricted from entering multiple divisions.
- Players affected by the review will be notified as set forth below. A requirement to move up a Letter Division shall be effective on February 1.

July 1 Criteria and Procedure. The Wheelchair Tennis Committee, in consultation with the USTA Competitive Play Department, shall review the National Standings Lists in all Letter Divisions to determine which players, if any, must play in a higher Letter Division or may play in a lower Letter Division as follows:

- No player will be required to move up a Letter Division higher than the Letter Division in which the player is participating.
- Players appearing in the top 50% of a National Standings List of a Letter Division must play in that Letter Division or higher for the remainder of the calendar year.
- Players appearing in the bottom 50% of a National Standings List Letter Division may enter a lower Letter Division.
- Players affected by the review will be notified as set forth below. A requirement to participate in a Letter Division shall be effective on August 1.

Notification. No later than 15 days after the date of the review, the USTA Competitive Play Department shall send notice to each player required to play in a specific Letter Division and to each player who may play a lower Letter Division. Notice shall be sent by first class certified mail (return receipt requested).

Appeals. A player may appeal a requirement to play in a specific Letter Division by submitting a written petition to the Tournament Subcommittee of the Wheelchair Tennis Committee by first class certified mail (return receipt requested) to the following address: USTA Competitive Play Department, 70 West Red Oak Lane, White Plains, NY 10604. The appeal must include a statement as to why the player is appealing the decision. Absent good cause shown, any appeal shall be barred unless it is made in writing within 14 days of the mailing of the notice. The Tournament Subcommittee shall rule on the appeal within 21 days of the receipt of the appeal. Until the decision is ruled upon, the player must continue to play in the Letter Division specified by the notice. Appeal decisions are final.

Open, Men's and Women's A and B Divisions, Men's C Division, Quad A Division, Senior Open/A (40 & Over) Doubles, and Senior B/C (40 & Over) Doubles Divisions. The criteria shall be published. See **Table 5**.

c. *Quad players.* A quad player must meet all of the following eligibility requirements:
   i. A quad player must meet the criteria for permanent physical disability as defined in **USTA Regulation I.G.3.a.**
   ii. A quad player must have a permanent physical disability that results in a substantial loss of function in one or both upper extremities.
   iii. A quad player must meet one of the following minimum eligibility requirements:
      - a neurological deficit at the C8 level or rostral with associated loss of motor function; or
      - upper extremity amputation; or
      - upper extremity phocomelia; or
      - upper extremity myopathy or muscular dystrophy; or
      - functional disabilities in one or both upper extremities equivalent to one of the four disabilities listed above in this subparagraph iii.
   iv. A quad player must have at least one of the four following functional disabilities related to upper extremity use, irrespective of trunk balance:
      - lack of capacity to perform a smooth and continuous overhead service; or
      - lack of capacity to perform a smooth and continuous forehand and backhand; or
      - lack of capacity during play to maneuver a manual wheelchair using full wheel control; or
      - lack of capacity during play to grip the racket for all strokes without taping or an assistive device.

d. *Power wheelchairs.* A player who has severe limitations on mobility that prevent the player from pushing a manual chair and therefore uses a power wheelchair for every day mobility may use a power wheelchair to play wheelchair tennis; however, once a player has elected to play tennis in a power wheelchair, the player must continue to do so in all USTA sanctioned tournaments.

FAC Comment I.G-2: Wheelchair players are referred to the current ITF Wheelchair Tennis Handbook for the eligibility requirements to participate in ITF sanctioned wheelchair tournaments.

H. Entry Process

1. *Means of entry.* The Tournament Committee shall determine the means of entering the tournament, which may be by its own entry form, by a standard entry form, or by electronic means.
2. *Entry form.* The Tournament Committee shall specify in the title if a tournament is limited to amateurs, *except that* that is not required for junior tournaments. If only some events in the tournament are limited to

amateurs, then the entry form shall indicate which events are limited to amateurs and which events are open to professionals and amateurs. As soon as the Tournament Committee is prepared to receive entries, it shall place the following information on its written entry form and its website (if any):

- The specific events and the eligibility requirements;
- Any limit on the size of the draws;
- The locations and dates of play (including rain dates, if any);
- The sanctioning bodies;
- The entry fee;
- The draw format and whether any consolation is mandatory;
- The time and place of the draw;
- The match format for the main draw, consolation, and doubles;
- When applicable, a statement specifying whether the tournament will use the All Factors Method of seeding or a Computerized List Method of seeding. If a Computerized List Method is used, then the Tournament Committee shall reference (for example, national, sectional, or district criteria) or publish the applicable seeding criteria;
- When applicable, a statement that the tournament will use the 10-Point Match Tiebreak in lieu of the deciding final set;
- The entry deadline (the date by which entries must be received by the Tournament Committee);
- The mailing or electronic address where the entry form should be sent;
- Any clothing or shoe restrictions;
- The time and place of any player meeting and how to notify the tournament if a player is unable to attend;
- The ball type (brand name not required) that will be used;
- The number of balls for play and the ball-change policy;
- The type of court surface; and
- When applicable, a statement that the tournament will use a QuickStart Tennis format (including the specific court dimensions, ball type, and racket size allowed).

It is recommended that the Tournament Committee include additional information, such as how first match information may be obtained, the names of the Referee and other members of the Tournament Committee, and the requirement for a player to deliver written verification or description of the reasons for a withdrawal.

FAC Comment I.H-1: Tournaments post the information required by **USTA Regulation I.H.2.** on the TennisLink Tournament Home Page. If the following information was provided in the Online Sanction Form, it will automatically appear on the Tournament Home Page:

- Entry fees;
- Tournament dates;
- Entry deadline;
- Events and draw format (in an abbreviated format);

Example of an Entry Form

Nebraska Junior Closed Tennis Tournament

Sponsored by the Omaha Tennis Association
August 5-7, 2011
Koch Family Tennis Center
12400 W. Maple Rd., Omaha, NE 68164, (555) 444-7332

Entry Fees:	Singles: $16. Doubles: $22/team. One singles and doubles only. No phone entries.
Deadline:	Paid entry must be received by **Friday, July 29**.
Seeding & Draw:	Will be held on Monday & Tuesday (August 1 & 2) at Koch using the All Factors Method.
Format & Rules:	Single Elimination draw with mandatory first match consolation in singles. Matches are best of three tiebreak sets. For 12s only, the tournament will be a round robin with matches being the best of three tiebreak sets with No-Ad scoring and a 10-Point Match Tiebreak in lieu of the third set. 10s will be played on a 60 foot court with the orange ball and a racket no longer than 25 inches using the USTA's recommended QuickStart format.
Age Guide:	10s born Sept. 1, 2000, or later. 16s born Sept. 1, 1994, or later. 12s born Sept. 1, 1998, or later. 18s born Sept. 1, 1992, or later. 14s born Sept. 1, 1996, or later.
Schedule:	Draws posted at Koch and at **www.usta.com (TennisLink)** after 5 p.m. on Wednesday, August 3. Players may call (555) 444-4980 after 5 p.m. on Wednesday. Play may begin as early as 1:00 p.m. on Friday.
Player Meeting:	Friday at 12:30 p.m. at Koch. Call (555) 444-4980 if unable to attend.
Sanctioned:	USTA/Missouri Valley and Nebraska Tennis Association. All players must provide proof of USTA membership or purchase a membership at the tournament.
Surface:	Sixteen hard courts and three hard QuickStart courts
Ball Policy:	3 Wilson Heavy Duty balls (medium speed); new balls for 3rd set.
Referee/Chairman:	Scott Veitzer/Franz Blaha
Host Hotel:	Holiday Inn (Central) 72nd & Grover (555) 393-3950
Other Information:	No tennis shoes with black soles. Any player who withdraws must notify the Referee immediately. Written verification of the reason must be delivered by August 7.

Nebraska Junior Closed 2011

Name _____ Phone: ( ) _____ Date of Birth _____

Address:_____ City _____ State _____ Zip _____

Girls' Singles $16
18 16 14 12 10

Boys' Singles $16
18 16 14 12 10 $____

Girls' Doubles $22/team
18 16 14 12 10

Boys' Doubles $22/team
18 16 14 12 10 $____

Doubles Partner:_____ Total Fees Enclosed $____

Please attach a copy of your USTA card and all relevant seeding information

Mail Entries payable to: OTA
P.O. Box 8313
Omaha, NE 68108-0313

Fig. 3

- Primary tournament site address and telephone numbers, but only if it is the address of the sanction holder;
- Tournament Director and contact information;
- Tournament Referee and contact information; and
- Surface type.

Tournaments should post the additional information required by **USTA Regulation I.H.2.** using the notes function of either TDM or the Online Sanction Form. Many tournaments also post additional information such as:

- Non-abbreviated form of events and draw format;
- Information on doubles entries such as whether entries are accepted after the online deadline and whether the tournament will pair players with partners;
- Directions to all sites;
- Hotel information;
- Private housing information;
- Practice court information; and
- Availability of indoor backup.

3. *Acceptance of entries in tournaments with unlimited size draws.* The Tournament Committee is responsible for accepting the entries. It shall furnish the Referee with a complete list of entrants. The Committee may accept late entries.
4. *Acceptance of entries in tournaments with limited size draws.* If the number of entrants exceeds the draw limit, the Tournament Committee shall accept players and alternates into the draw based on their records. It may also accept players of established ability who do not have current records or whose records are affected by illness, injury, or lack of recent play. If the Tournament Committee is unable to determine the record of some players with timely entries, then it shall accept these players into the draw and onto the alternate list by lot and never by the date of receipt of entries.

   The Tournament Committee may accept late entries, *provided that* the late entries shall be placed on the alternate list after the timely entries in the order received. Late entries received at the same time shall be ordered by lot.

   The Tournament Committee shall furnish the Referee with the complete list of entrants and the ordered list of alternates.
5. *No discrimination in acceptance of entries.* Entries may not be refused on the basis of race, creed, sexual orientation, color, or national origin.
6. *Voluntary submission of seeding information.* A player who wants to be seeded should submit a player record and ranking.
7. *Electronic service fee.* Players who enter tournaments may be charged a non-refundable fee for electronic entries.
8. *Withdrawal from tournament and refund of entry fee.* The Tournament Committee shall refund a player's entire entry fee if the entry is not accepted. In all tournaments *except* tournaments listed on the National Junior Tournament Schedule, the Tournament Committee shall refund a player's entire entry fee if the player withdraws no later than seven days before the start date of the tournament; no refund is required beginning six days before the start date of the tournament. The fee for electronic

entries is not a considered a part of the entry fee and is non-refundable. See **USTA Regulation IX.A.8.** for entry fee refunds in the tournaments listed on the National Junior Tournament Schedule.

The Tournament Committee shall not charge any fee (such as a processing, service, or handling fee) for refunding the entry fee.

A player shall not withdraw from a tournament except for illness, injury, personal circumstance, or previously authorized entry into another tournament (see **USTA Regulation IV.C.16.**).

9. *Request for special scheduling.* A player may submit a request for special scheduling with the player's entry. See **USTA Regulation II.D.4.** for how the Referee handles these requests.

FAC Comment I.H-2: The inclusion of the word *Amateur* in the title for a tournament indicates that only amateurs may play in the tournament. All USTA sanctioned junior tournaments other than the USTA National Championships and those tournaments authorized by the ITF are limited to amateurs. If the word *amateur* does not appear in the title of an Adult, Senior, or Family tournament, then the tournament is open to amateurs and professionals.

FAC Comment I.H-3: The inclusion of the word *Invitational* in the title means that the entry in the tournament is by invitation only. The Tournament Committee may accept players into the draw using whatever criteria it chooses so long as it does not discriminate on the basis of race, creed, sexual orientation, color, or national origin.

FAC Comment I.H-4: The inclusion of the word *Closed* in the title means that the tournament is limited to residents of a particular geographic area. The inclusion of the word *Open* in the title means that the tournament is open to all players regardless of where they live. Nonetheless, many Sectional Championships and sectional qualifying circuits are open to residents only. In addition, special regulations limit participation in USTA Junior National Championships and USTA Regional Tournaments to United States citizens and a few special groups. See **USTA Regulation IX.A.2.**

II. DRAW REGULATIONS

A. Seeding

While there is no requirement that every tournament have seedings, most tournaments of the elimination and compass draw types, as distinguished from round robins, use seedings to ensure that players of recognized outstanding ability do not confront each other in the early rounds.

1. *Responsibility for seeding.* The Tournament Committee shall determine the seedings, *except* that pursuant to **USTA Regulation IX.A.4.** the Director of USTA Junior Competition or the Director's designee shall seed the USTA National Championships, USTA National Opens, and USTA Regional Tournaments after consulting with the Tournament Committee.
2. *Number of seeds.* The number of players seeded shall equal a power of two (for example, 2, 4, 8, 16, or 32). The maximum ratio of players seeded shall be one in three, *except* that any draw may have two seeds.

FAC Comment II.A-1: The decision on whether to round up or down to a power of two depends in large part on the availability of adequate seeding information. The Tournament Committee should round up to the next power of two when adequate information is available. Examples: A draw of 24 could have either four or eight seeds depending on the information available, but a draw of 23 could have no more than four seeds. Similarly, a draw of 96 could have either 16 or 32 seeds, but a draw of 95 could have no more than 16 seeds. A draw of 3 or 4 could have two seeds.

FAC Comment II.A-2: ITF tournament regulations permit no more than 16 seeds in tournaments that are part of an ITF circuit. Category I USTA Adult, Senior, and Family National Championships in the Men's 35-85 and Women's 35-80 Divisions follow the ITF tournament regulations.

3. *Listing seeds.* The Referee shall list the seeded players in the draw in numerical order to the extent that the Referee has information available to do so, and then the Referee shall list all other seeded players in groups. For example, if the first 5 seeds are numerically seeded, seeds 6 through 8 could be grouped.
4. *Seeding methods*
   a. *All Factors Method.* The All Factors Method of seeding is based on the players' chances of winning the tournament as determined by the Tournament Committee. The Tournament Committee shall consider all reasonably available information, including ranking lists, standing lists, recent records, types of surface, and particularly head-to-head encounters.

FAC Comment II.A-3: When using the All Factors Method of seeding, it is common to start with a recent ranking or standing list and use other information to enhance the accuracy of the list. The Tournament Committee shall not rely on just the current rankings or standings. The Tournament Committee shall consider all reasonably available information including results from unsanctioned matches. It should take care to assure itself that all results are correct. The task of seeding players is difficult when players do not provide complete information with their

entries. The Tournament Committee should make every effort to obtain additional information from all available sources.

FAC Comment II.A-4: Some common errors in seeding: "He's ranked No. 1, so he must be seeded No. 1"; She won the tournament last year, so she must be seeded No. 1 this year"; "Since this is his first year as a senior and he has no record in senior play, he cannot be seeded or he cannot be seeded any higher than five."

FAC Comment II.A-5: Two outstanding doubles players playing together for the first time shall be considered for a seed.

b. *Computerized List Method.* A Computerized List Method of seeding is based on a computerized system of rankings or standings.

5. *Seeding in national tournaments.*
   a. *Juniors.* USTA National Championships, USTA National Opens, and USTA Regional Tournaments shall use a Computerized List Method and shall follow the seeding criteria in **Table 16**.
   b. *Adult, Senior, and Family.* Seeding for Category I USTA Adult, Senior, and Family National Championships shall use the All Factors Method of seeding.
   c. *Wheelchair.* The tournament committees of Category I USTA Wheelchair National Championships may choose to use either the All Factors Method of seeding or a Computerized List Method of seeding. The Wheelchair Committee shall establish and publish the seeding criteria to be followed when using a Computerized List Method of seeding. See **USTA Regulation XIII.A.3.c**
6. *Seeding in tournaments other than national tournaments.* Sectional Associations may require all or some of their tournaments to use the All Factors Method of seeding or a Computerized List Method of seeding. If a Sectional Association requires the use of a Computerized List Method of seeding, it shall publish its seeding criteria. The Sectional Associations may also allow their District Associations or subdivisions to make this decision. In this case, the District Association or subdivision shall publish its seeding criteria.

FAC Comment II.A-6: Sectional Associations or District Associations may require some tournaments to use a Computerized List Method of seeding and other tournaments to use the All Factors Method of seeding. The Sectional Associations or District Associations may also leave the choice to the Tournament Committee.

7. *Publication of method of seeding and seeding criteria.* All tournaments shall publish the method of seeding and the seeding criteria.
8. *Seeding groups.* Seeding groups refer to 1, 2, 3-4, 5-8, 9-16, and 17-32. A seeding group is treated separately in that players within that group are drawn to lines in the draw that are specifically designated for that group. The concept of seeding groups is important when the draw needs to be changed. Changes may be required if a:
   - Seeded player withdraws (see **USTA Regulation II.C.1.a.**);

- Player in the draw was not seeded but should have been seeded (see **USTA Regulation II.C.4.**); or
- Player who should have been seeded was omitted from the draw (see **USTA Regulation II.C.2.b.**).

9. *Placing is prohibited.* Placing occurs, for example, when the Committee in a 16-draw tournament seeds four and "places" four. The practice of placing is an attempt to hide the fact that in reality eight players have been seeded instead of the permissible maximum of four. The rule of "one in three" was established to provide some matches between strong players in the first round, to increase the variety of a player's opponents, and to get away from the "strong-weak-strong-weak" pattern in the draw, thereby giving players who are usually first-round losers an occasional opportunity to meet each other and advance to the second or third round.
10. *Block seeding.* Block seeding refers to the practice of advancing the seeded player several rounds into the tournament. The unseeded players play matches to reach the round where the seeded players have already been stationed. The purpose of this practice is to allow the unseeded players to play several matches before playing a seeded player. Block seeding is authorized in tournaments at the level of sectional championships and below.

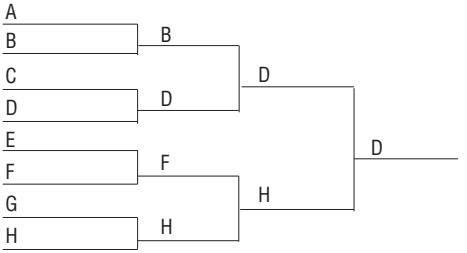
B. Making the Draw

1. *Public draw.* The draw, computer or manual, shall be made in public at the time and place specified by the Tournament Committee.
2. *Draw made by Referee or Deputy Referee.* The Referee or a Deputy Referee, assisted by at least one Tournament Committee member and preferably by two members, shall make the draw. The Referee and the Deputy Referee shall be jointly responsible for the draw's compliance with applicable **USTA Regulations**. If the Referee has a Deputy Referee make the draw, the Referee shall determine when the Deputy Referee shall return the draw to the Referee, at which time the authority of the Deputy Referee over the draw ceases.

FAC Comment II.B-1: When a district, sectional, or the national office has a person who assists the Referee in making the draw, this person is appointed as a Deputy Referee and serves as a member of the Tournament Committee as long as the person's authority as a Deputy Referee remains in place. These Deputy Referees should be certified as Referees by the USTA or should have undergone current Referee training with the USTA.

3. *Draw formats.* **USTA Regulations** describe the procedures that Referees shall follow when they run single elimination draws, First Match Losers Consolations, Feed-In Championships, round robins, and compass draws. Tournaments may use other draw formats. When a tournament uses other formats, the Referee shall post at the tournament the procedures defining the format before the start of play. Referees shall follow **USTA Regulations** *except for* those **USTA Regulations** changed by the *posted* procedures.
4. *Main draw.* When the number of players is 4, 8, 16, 32, 64, 128, or any higher power of two, they shall meet in even pairs in progressive elimination in accordance with the following pattern:

a. *Balancing the seeds.* The principle of drawing to position the seeds shall be applied so that the same number of seeds will fall in each half of the draw, in each quarter of the draw, etc.



b. *Positioning seeds.* The first seed shall be positioned on the top line of the draw, and the second seed shall be positioned on the bottom line of the draw. The position of the remaining seeds shall be determined by lot using the procedure described below, with each seeded player in the top half of the draw being positioned on the top line of the bracket for which that seed is drawn, and each seeded player in the bottom half of the draw being positioned on the bottom line of the bracket for which that seed is drawn. Examples of the procedure for different size draws with the maximum number of seeds allowed are as follows:

- *12-16 draw with 4 seeds.*

Seed 1	Line 1
Seed 2	Line 16
Seeds 3 & 4	Drawn at random for line 5 or 12

- *24-32 draw with 8 seeds.*

Seed 1	Line 1
Seed 2	Line 32
Seeds 3 & 4	Drawn at random for line 9 or 24
Seeds 5-8	Drawn at random for line 5, 13, 20, or 28

- *48-64 draw with 16 seeds.*

Seed 1	Line 1
Seed 2	Line 64
Seeds 3 & 4	Drawn at random for line 17 or 48
Seeds 5-8	Drawn at random for line 9, 25, 40, or 56
Seeds 9-16	Drawn at random for line 5, 13, 21, 29, 36, 44, 52, or 60

- *96-128 draw with 32 seeds.*

Seed 1	Line 1
Seed 2	Line 128
Seeds 3 & 4	Drawn at random for line 33 or 96
Seeds 5-8	Drawn at random for line 17, 49, 80 or 112
Seeds 9-16	Drawn at random for line 9, 25, 41, 57, 72, 88, 104, or 120
Seeds 17-32	Drawn at random for line 5, 13, 21, 29, 37, 45, 53, 61, 68, 76, 84, 92, 100, 108, 116, or 124

c. *Using byes to fill out draw.* When there are not enough players to put one player on each line in the draw, byes are added. This serves to bring to the second round a player on each line so that there can

be an orderly progression down to two finalists. For example, with 27 players, five of the lines on a 32-draw sheet would be marked bye, and the five players drawn opposite those lines would move into the second round without playing a match, to be joined there by the 11 winners of first round matches to make up an even 16.

d. *Placing byes.* Byes drawn to the top half of the draw shall be positioned on even-numbered lines; byes drawn to the bottom half of the draw shall be positioned on odd-numbered lines.

i. *Standard method.*

(A) *To seeded players in descending order.* The byes shall go to seeded players in descending order. If group seeding is used and there are fewer byes available than there are players in the group, then a drawing is used to determine which seeds within the group get the available byes. (For example, there is a draw of 27 in which seeds 1 through 3 are seeded numerically and the next five seeded players are seeded as a group. The first three byes go to the first three seeds. A drawing determines which group seed is assigned to the #4 seed line. This player receives a bye. The four remaining group seeds are drawn randomly to the lines for the 5th through 8th seeds. A drawing determines which of the three remaining group seeds receives the final bye.)

(B) *To lines opposite seeds if one in every four players had been seeded.* If there are more byes than seeded players, then the byes shall be positioned on the lines opposite the lines where additional seeds would have been positioned had the draw been full and had the tournament seeded one in four players. (For example, in a draw of 25 with 4 seeds and 7 byes, the first four byes would go on lines opposite seeds 1 through 4 and the next three byes would go on lines opposite the lines where seeds 5 through 7 would have gone. This would put these three byes randomly on three of the following lines 6, 14, 19, or 27.)

(C) *Remaining byes.* Remaining byes shall be distributed so that the total number of byes is evenly distributed by quarters and halves. No further attempt to balance the byes by eighths or sixteenths shall be made. If the number of byes remaining to be distributed is not divisible by four, then the quarter or quarters that receive one more bye than the other quarter or quarters shall be determined by lot.

(D) *Examples.*

After all seeds have received byes, or in the absence of seeding, the byes are drawn as follows:

Draw of 16. The 1st and 2nd byes are drawn for lines 2 and 15, the 3rd and 4th byes are drawn for lines 6 and 11, and byes 5-7 are drawn among lines 4, 8, 9, and 13 (balanced by half);

Draw of 32. The 1st and 2nd byes are drawn for lines 2 and 31, the 3rd and 4th byes are drawn for lines 10 and 23, byes 5-8 are drawn among lines 6, 14, 19, and 27 (balanced by half); and byes 9-15 are drawn among lines 4, 8, 12, 16, 17, 21, 25, and 29 (balanced by quarter and half);

Draw of 64. The 1st and 2nd byes are drawn for lines 2 and 63, and 3rd and 4th byes are drawn for lines 18 and 47, byes 5-8 are drawn among lines 10, 26, 39, and 55 (balanced by half), byes 9-16 are drawn among lines 6, 14, 22, 30, 35, 43, 51, and 59 (balanced by quarter and half) and byes 17-31 are drawn among lines 4, 8, 12, 16, 20, 24, 28, 32, 33, 37, 41, 45, 49, 53, 57, and 61 (balanced by quarter and half);

Draw of 128. The 1st and 2nd byes are drawn for lines 2 and 127, the 3rd and 4th byes are drawn for lines 34 and 95, byes 5-8 are drawn among lines 18, 50, 79, and 111 (balanced by half), byes 9-16 are drawn among lines 10, 26, 42, 58, 71, 87, 103, and 119 (balanced by quarter and half), byes 17-32 are drawn among lines 6, 14, 22, 30, 38, 46, 54, 62, 67, 75, 83, 91, 99, 107, 115, and 123 (balanced by quarter and half) and byes 33-63 are drawn among lines 4, 8, 12, 16, 20, 24, 28, 32, 36, 40, 44, 48, 52, 56, 60, 64, 65, 69, 73, 77, 81, 85, 89, 93, 97, 101, 105, 109, 113, 117, 121, and 125 (balanced by quarter and half).

ii. *First alternate method for distributing byes when there is a Feed-In Championship and the first two rounds of the main draw in a division are scheduled on the same day.*

- First, distribute byes to all the seeds.
- Second, distribute byes so that the seeded players who receive byes will be playing other players who have also received byes. If there are not enough byes so that every seeded player is playing another player who has received a bye, then position these byes adjacent to the seeded players starting with the lowest seeded player.
- Third, distribute a pair of byes in the fourth quarter of the draw starting from the bottom up; distribute a pair of byes in the first quarter of the draw starting from the top down; distribute a pair of byes in the third quarter of the draw starting from the bottom up; distribute a pair of byes in the second quarter of the draw starting from the top down; and repeat the cycle (fourth quarter, first quarter, third quarter, and second quarter) until all the byes have been distributed.

iii. *Second alternate method of placing byes.*

- Byes go to seeded players in descending order.
- Remaining byes are placed starting at the extremes of the first quarter and fourth quarter. The first bye goes on the first available even-numbered line below the top line of the first quarter. The second bye goes on the first available odd-numbered line above the bottom line of the fourth

quarter. The third bye goes on the next available even-numbered line below the top line of the first quarter. The fourth bye goes on the next available odd-numbered line above the bottom line of the fourth quarter, etc. If the first and third quarters are filled, byes are added by alternating between the second and fourth quarters using the same procedure.

iv. *Third alternate method of placing byes.*

- Byes go to seeded players in descending order.
- Remaining byes are placed starting at the extremes of the first quarter and third quarter. The first bye goes on the first available even-numbered line below the top line of the first quarter. The second bye goes on the first available odd-numbered line above the bottom line of the third quarter. The third bye goes on the next available even-numbered line below the top line of the first quarter. The fourth bye goes on the next available odd-numbered line above the bottom line of the third quarter, etc. If the first and third quarters are filled, byes are added by alternating between the second and fourth quarters using the same procedure.

FAC Comment II.B-2: The standard method, described in **USTA Regulation II.B.4.d.i.**, should be used for most tournaments including those that use a Curtis Consolation or Modified Curtis Consolation. The Referee generally should choose an alternate method only when there is a distinct scheduling advantage to doing so.

- The first alternate method, described in **USTA Regulation II.B.4.d.ii.**, works well when there is a Feed-In Championship in which the first two rounds of FIC are scheduled on the same day.
- The second alternate method, described in **USTA Regulation II.B.4.d.iii.**, increases the number of second round matches in which both players have first round byes. This may facilitate scheduling because players with byes are not waiting for their opponents to finish first round matches. If there is a First Match Loser Consolation, a player with a bye who loses in the second round will often receive a bye in the consolation and face another player who also lost after receiving a first round bye. This method should not be used in a tournament with a Feed-In Championship.
- The third alternate method, described in **USTA Regulation II.B.4.d.iv.**, will shorten by one day a tournament that plays only one singles match a day and that has a Feed-In Championship with a draw only slightly larger than a power of two. (For example, the system works for a draw of 16 with up to 10 players, a draw of 32 with up to 20 players, a draw of 64 with up to 40 players, and a draw of 128 with up to 80 players.)

v. *Method of placing byes in tournaments with consolation draw.* In addition to any method for distributing byes in tournaments with consolation draws set forth in **USTA Regulation II.B.**, the byes may be distributed as follows:

- Byes go to seeded players in descending order.
- Remaining byes are placed starting at the extremes of the first quarter and third quarter. The first bye goes on the first available even-numbered line below the top line of the first quarter. The second bye goes on the first available odd-numbered line above the bottom line of the third quarter. The third bye goes on the next available even-numbered line below the top line of the first quarter. The fourth bye goes on the next available odd-numbered line above the bottom line of the third quarter, etc. If the first and third quarters are filled, byes are added by alternating between the second and fourth quarters using the same procedure.

e. *Byes not moved when player withdraws.* Once the byes are inserted in the draw, their positions shall not be changed even if a player withdraws. But see **USTA Regulation II.C.1.b.iv.** when a withdrawal creates a double bye.

f. *Filling in unseeded players by lot.* Once the seeded players and the byes have been written in, the rest of the draw shall be filled in by drawing the names of the remaining players and putting them on the unoccupied lines in the order in which they are drawn, starting at the top and moving downward in sequence.

g. *Discretionary procedure for separating opponents.* When the drawing procedure operates to bring together for their first match opponents from the same area, city, state, family, school, foreign country, club, doubles team, Sectional Association, or District Association, the Referee has the discretion to place the second name drawn on the corresponding line of the next quarter of the draw. If this happens in the fourth quarter of the draw, the second name may be exchanged with the name on the corresponding line in one of the three preceding quarters, the specific one of these quarters being determined by drawing. If this system places the second-drawn player into a seed or bye slot, the name shall be moved to successive quarters until it can be put on a vacant line or exchanged with that of an unseeded player.

FAC Comment II.B-3: USTA Regulation II.B.4.g. allows the Referee great discretion in determining whether players are from the the same area. Depending on the draw, the Referee may decide to separate players from the same district, zone, state, region of the state, or city. The TDM program is not always able to separate all players who need to be separated. The Referee should check the draw to determine whether improvement can be made. For example, a USTA National Open may have so many players from the host Sectional Association that first round matches between some of these players are unavoidable. In these situations, the Referee should separate players within the host Sectional Association by districts, cities, states, or other division that will separate players from the same general geographic area.

FAC Example of Positioning Seeds and Byes in a Draw of 22 with 4 Seeds and 10 Byes. See Figure 4.

Bill Merritt is seeded first; Gary Olson is seeded second; Jim Harper is seeded third; and Tom Jones is seeded fourth. There are 22 players.

1. *Positioning the seeds* ***(USTA Regulation II.B.4.b.)***. First seed Bill Merritt is placed on line 1; Second seed Gary Olson is placed on line 32. A draw determines whether the third seed Jim Harper goes to the top or bottom half. In this example Harper is drawn to the bottom half so his name goes on line 24, and Tom Jones goes on line 9.
2. *Placement of the byes.*
   a. *To seeded players in descending order* ***(USTA Regulation II.B.4.d.i.)***. The first four byes go opposite the names of the seeds. This puts byes on lines 2,10, 23, and 31.
   b. *To lines opposite seeds if one in every four players had been seeded* ***(USTA Regulation II.B.4.d.i.(B))***. If there had been a full draw of 32 and one in four players had been seeded, there would have been eight seeds. Since Seeds 5 through 8 would have gone on lines 5, 13, 20, and 28, byes go on lines 6, 14, 19, and 27.
   c. *Remaining byes* ***(USTA Regulation II.B.4.d.i.(C))***. Two byes still need to be placed and need to be balanced by halves and by quarters. One bye should go in each half. A drawing determines which quarter in each half gets an additional bye. In this example the drawing determined that the first and fourth quarters get the additional byes. These byes could go on lines 4 or 8 and on lines 25 or 29. A drawing determined that the additional byes go on lines 8 and 29.
3. *Filling in unseeded players by lot* ***(USTA Regulation II.B.4.f.)***. The 18 unseeded players are drawn randomly to the 18 remaining empty lines.

5. *Consolation draw.* Except where otherwise provided a First Match Losers Consolation (FMLC) draw or a Feed-In Championship (FIC) draw may be used. Consolation matches should be conducted under the same conditions as the main draw, including the use of new tennis balls, so that results will be valid for ranking purposes.
   a. *Instructions for a First Match Losers Consolation (FMLC).*

      The loser's name is placed on the same line on the consolation draw as the player would have occupied on the main draw had the player won there.

      This type of consolation normally does not require a new drawing. An advantage to this consolation is that times may be scheduled in advance and, if so desired, the consolation may be scheduled so as to keep pace with main-draw play.

      A player who wins in the first round by default and then loses in the second round moves into the consolation draw just as though the player had a first round bye followed by a second round main-draw loss.

      A player who loses the player's first-played match in the third round of the main draw may request that the Referee include the player in the consolation. The Referee shall decide based on available openings and scheduling considerations.

Positioning Seeds and Byes in Draw of 32 with 22 Players

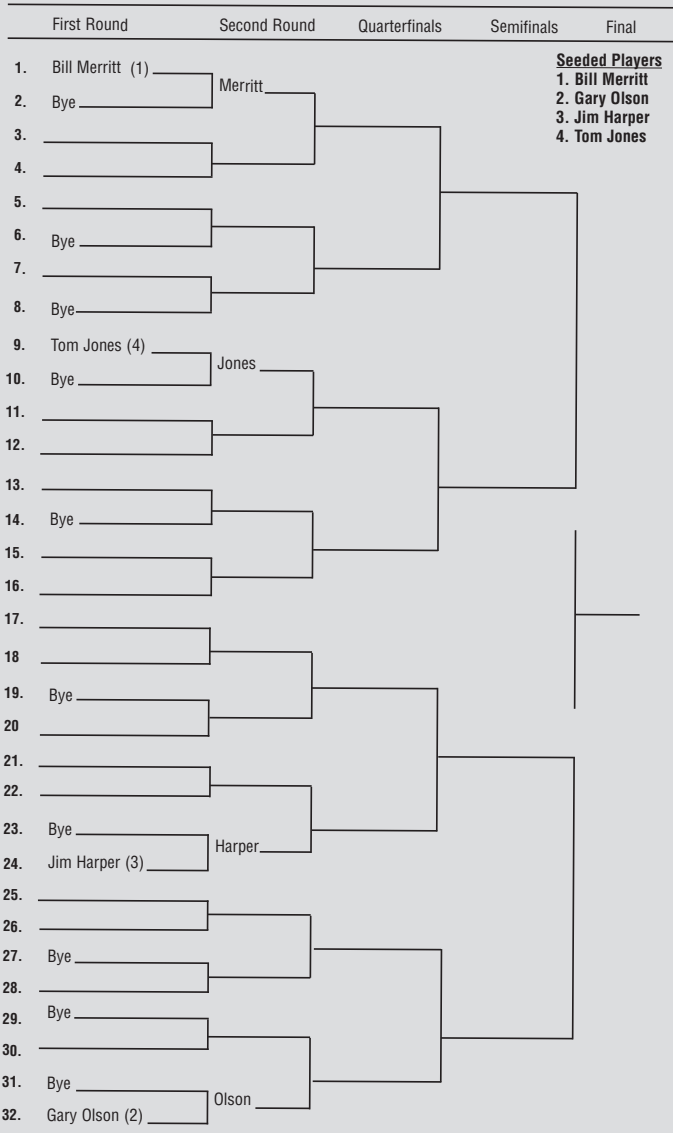


Fig. 4

b. *Instructions for Feed-In Championship through quarterfinals for draw of 128.*

i. *Assigning numbers to each player.* Each player retains the player's number from the regular draw sheet, 1 through 128.

ii. *Placing first-round losers in FIC draw.* First-round losers from the regular tournament are entered on the FIC draw sheet, loser 1 or 2 versus loser 3 or 4, etc.

iii. *Feeding in main-draw second-round losers.* The winners of these first-round FIC matches play the losers from the second round of the regular tournament in the second round of the FIC.

iv. *Feeding in other main-draw round losers.* The winners of the FIC second-round play third-round qualifying matches to determine who will meet the third-round losers from the regular tournament. This sequence is carried through the quarterfinal round.

v. *Where to feed in main-draw losers.* Each loser shall be fed in to the FIC space corresponding to the number opposite the player's name in the regular tournament.

For example, the second-round loser 1, 2, 3, or 4 is placed at the bottom of the FIC draw sheet and will play the winner of the 125 or 126 versus 127 or 128.

The second-round loser who is fed in is one of four numbers, and the quarterfinalist is one of eight numbers.

FAC Example of Positioning Seeds and Byes in draw of 11 with 2 Seeds and 5 Byes and Example of Resulting Feed-In Championship draw. See Figure 5.

Joe Green is seeded first; Robert Red is seeded second. There are 11 players.

1. *Positioning seeds* ***(USTA Regulation II.B.4.d.i.(A))***. First seed Joe Green is placed on line 1; second seed Robert Red is placed on line 16.
2. *Placing byes.*
   a. *To seeded players in descending order* ***(USTA Regulation II.B.4.d.ii.)***. The first two byes go opposite the names of the seeds. This puts byes on lines 2 and 15.
   b. *To lines opposite seeds if four players had been seeded* ***(USTA Regulation II.B.4.d.i.(B))***. If there had been a full draw of 16 and four players had been seeded, the third and fourth seeds would have gone on lines 5 and 12. Byes should go on lines 6 and 11.
   c. *Remaining byes* ***(USTA Regulation II.B.4.d.i.(C))***. Four byes have been placed; one bye still needs to be placed. A drawing is held to determine the quarter in which the bye is placed. In this example the drawing determined that the bye goes in the fourth quarter. This means that it goes on line 13.
3. *Filling in unseeded players by lot* ***(USTA Regulation II.B.4.f.)***. The 9 unseeded players are drawn randomly to the 9 remaining empty lines.

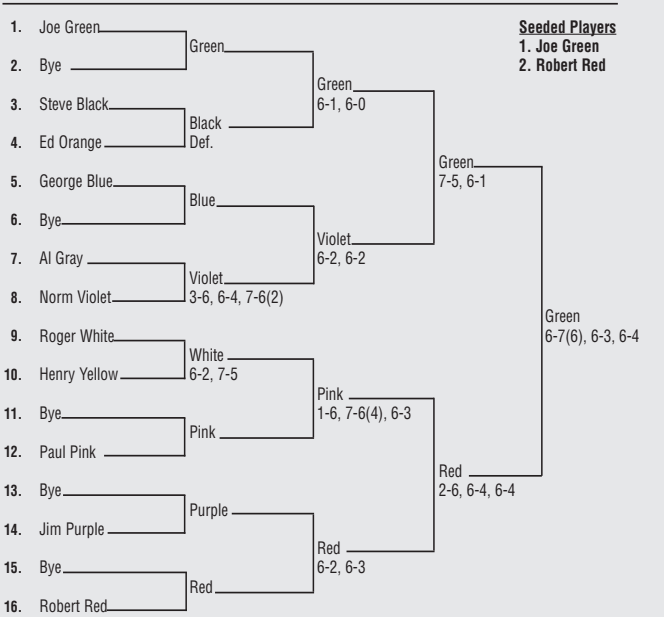
FAC Comment II.B-4: Curtis Consolation. When there is a shortage of courts or when a Feed-In Championship needs to be played in a limited amount of time, some tournaments use a special Feed-In Championship format. One of the most widely known is the Modified Curtis Consolation (CC).

This format works when there is a:

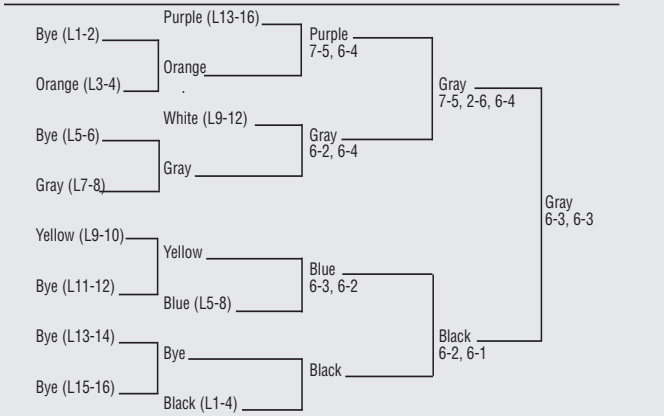
- Draw of 256 with up to 192 entrants;
- Draw of 128 with up to 96 entrants;

Positioning Players in Feed-In Championship Draw

Main Draw



Feed-In Championship



* Ed Orange was defaulted since he was late. Because his car broke down, the Referee decided to let him play in the Feed-In Championship draw.

Fig. 5

- Draw of 64 with up to 48 entrants; or
- Draw of 32 with up to 24 entrants.

The Curtis Consolation is built into TDM. Draw sheets are available on the USTA Officials' website.

vi. *Determining first through fifth places.* FIC semifinal and final rounds are played to determine the winner of the FIC. The FIC winner is the fifth-place finisher in the tournament. The loser of the FIC final is the sixth-place finisher. Third and fourth places are determined by a play-off between the semifinal losers in the main draw. The loser of the final in the main draw is the second-place finisher.

vii. *Determining additional places.* Additional places may be obtained by having the semifinal losers in the FIC play-off for seventh and eighth places.

viii. *Placing byes.* Any byes are fed into the FIC draw just as though they were players. If 2 is a bye in the regular tournament, the word "bye" will be written in the space 1 or 2 under the FIC first round.

ix. *Scheduling considerations.* FIC first-, second-, third-, fourth-, or quarterfinal-round matches should not be scheduled on the same day as the first-, second-, third-, fourth-, or quarterfinal-round matches in the main draw. Instead, these matches should be scheduled the following morning early and the qualifying matches that afternoon.

c. *Participation of player in consolation or place playoffs.* A player who is defaulted from the player's first match for a reason other than misconduct or withdraws from the first match because of injury, illness, or personal circumstance may play in the consolation *unless* an on-site alternate takes the player's place in the draw. A player who is defaulted from a subsequent match for a reason other than misconduct, decides not to play a subsequent match because of injury, illness, or personal circumstance, or retires from a match may play in the consolation and place playoffs. See also **USTA Regulation IV.E.6**.

6. *Round robin.*

a. *When authorized.* Round robin draws may be used in any tournament for which the entry form states that the tournament shall be played using a round robin format. Additionally, a round robin draw may be used in any division in any tournament in which there are eight or fewer players or teams entered.

b. *Procedure.* Each player in the round robin shall play every other player in the round robin.

c. *Determining order of finish.* 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 following steps in the order listed to break all ties. The Referee shall break as many ties as possible using a given step before using the next step. These steps are:

- 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 the Referee has applied all the steps and a tie still cannot be broken, the Referee shall use a random drawing among the remaining tied players to determine their order of finish.

FAC Comment II.B-5: A 10-Point Match Tiebreak played in lieu of a deciding final set counts as both one set and one game for the purpose of determining the order of finish. If the players inadvertently play out the third set or any portion thereof, it will still count as only one set and one game.

For the next three comments, assume that Adams, Baker, and Charles have identical 4-1 records. Adams has a win over Baker; Baker has a win over Charles; and Charles has a win over Adams.

FAC Comment II.B-6: *Adams has the highest percentage of all sets won, and Charles has the second highest percentage of sets won. What is the order of finish?* Adams is first; Charles is second; and Baker is third because application of the percentage of all sets won procedure breaks all of the ties.

FAC Comment II.B-7: *Adams and Baker have won the same percentage of all sets. Charles has won a lower percentage of all sets than Adams and Baker. What is the order of finish?* Charles finishes third because Charles has the lowest percentage of sets won. This is the only tie that can be broken by the percentage of all sets won procedure. The Referee next turns to the head-to-head record between Adams and Baker. Adams finishes first because of the head-to-head win over Baker.

FAC Comment II.B-8: *Adams has the best percentage of all sets won. Baker and Charles have the same percentage of all sets won. What is the order of finish?* Adams finishes first because Adams has the best percentage of all sets won. This is the only tie that can be broken by percentage of all sets won procedure. The Referee next turns to head-to-head record between Baker and Charles. Baker finishes second because of the head-to-head win over Charles.

d. *Defaults, withdrawals, walkovers, and retirements.* A player is credited with a win in the round robin if:
- The opponent withdraws;
- The opponent creates a walkover;
- The opponent retires; or
- 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.

FAC Comment II.B-9: 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.

e. *Procedures when there is more than one round robin draw in an event.* When there are six or more players entered, then the event may be divided into more than one round robin. Before the round robins begin, the Tournament Committee shall set forth in writing the exact procedure for determining who advances to the final round (winners only or winners and runners-up) and whether a round robin or single elimination format shall be used to determine the winner of the final round.

i. *Preliminary round robins.* Seeding shall be used to place the strongest players in different pools. The seeding principles set forth in **USTA Regulation II.A.4.** shall apply.

ii. *Final round.* The overall winner shall be determined by playing another round robin or a single elimination format. The Tournament Committee may allow not only the winner of each round robin but also the runner-up in each round robin to advance to the final round. If the Tournament Committee allows runners-up to advance to the final round, the runner-up of each round robin shall play the winner of another round robin. In the final round the placement of the prior winners and runners-up shall be determined by random drawing, but no first match shall pair a winner and runner-up from the same round robin. If the Tournament Committee does not allow runners-up to play in the final round, then the final round pairings shall be made by a random drawing.

7. *Compass draw.*

a. *When authorized.* Compass draws may be used in any tournament *provided* the entry form states the tournament shall be played using a compass draw format.

b. *Seeding.* Seeding may be used to place the strongest players using the seeding principles set forth in **USTA Regulation II.A.4.** Seeds

shall be drawn according to the procedures used for making a standard draw.

c. *Making draw.* Each player is placed on a line on the center draw sheet. The procedure for making a standard draw shall be followed for determining the exact line on which each player is placed.

FAC Comment II.B-10: For a Compass Draw of 8, use the first match loser format with a playoff for 8 players in TDM.

d. *Byes.* Complications will develop if there are byes in the draw. Therefore, it is best to limit the entries to 16, 32, or 64. A substitute list is helpful to eliminate problems caused by last minute withdrawals. If byes must be placed in the draw, distribute them evenly in the quarters and halves of the draw as described in **USTA Regulation II.B.4.d.i.**

e. *Progression in draw.* At the end of each round, the winners continue in their tournament in the same direction, while the losers move to other points on the compass to form a new satellite tournament.

f. *Specific procedures for draw of 32.* (See **Figure 6**.)

At the end of round 1:
- The winners go east;
- The losers go west.

At the end of round 2:
- The east losers go north;
- The west losers go south.

At the end of round 3:
- The east losers go northeast;
- The north losers go northwest;
- The west losers go southwest;
- The south losers go southeast.

At the end of round 4:
- The losers are out of the tournament (unless it is announced in writing before the start of the first match of the tournament that there will be semifinal playoffs);
- The winners play the finals on each draw sheet.

g. *Specific procedures for draw of 16.* Use only the top half of the draw at each compass point. Follow the same procedure as in a draw of 32 except that round 4 is the finals instead of the semifinals.

h. *Specific procedures for draw of 64.* Use two 32 draw sheets. Round 4 becomes the quarterfinals of each tournament instead of the semifinals. At the end of round 4 all losers are out of the tournament. The draw sheet tournaments continue with their own semifinal matches until there is an eventual winner for each. (The losers of the semifinals are out of the tournament.)

i. *Prizes.* The major prizes go to the east winner (who is undefeated) and to the east runner-up (who has lost only to the east winner). Next in order are the winners and runners-up from: northeast, north, northwest, west, southwest, south, and southeast. The Tournament Committee shall determine how many prizes are to be awarded.

8. *Alternate method for making collegiate and scholastic draws.* **USTA**

COMPASS DRAW SHEET

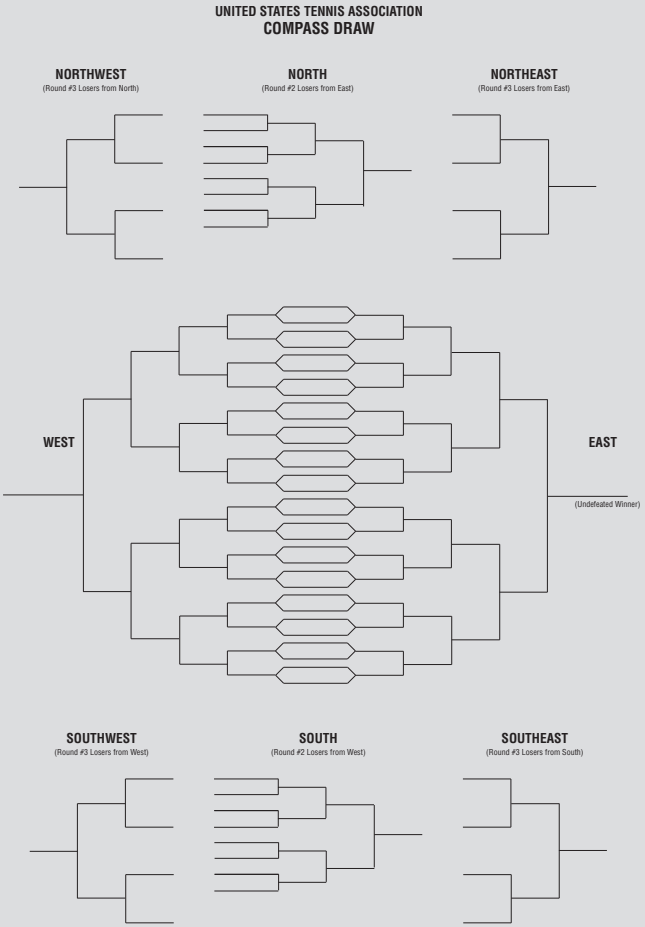


Fig. 6

Regulation XII. provides an alternate method for making collegiate and scholastic draws.

9. *Application to team competition.* The provisions of this **USTA Regulation II.B.** *except* for paragraphs 1. and 2. do not apply to team competition tournaments.

C. Changes in Draw

1. *Withdrawal of player before play starts.*
   a. *Withdrawal of seeded player before play starts.* If a seed withdraws after the draw has been made but before the start of play, the Referee may do any of the following:
      i. Fill the vacated position with a person not already in the draw whose inclusion would not affect the seedings;
      ii. Remake the draw;
      iii. Relocate the players whose seeding groups (see **USTA Regulation II.A.8.** for definition) have changed:
         - *16 draw.*
           Seeds 1-4 withdrawing. If any of the four seeds withdraws, the next player eligible for seeding becomes the fourth seed, and to the extent necessary the three remaining original top four seeded players are assigned their new seeds, and any player whose seeding group has changed is moved to the correct position.
         - *32 draw.*
           Seeds 1-4 withdrawing. If any of the first four seeds withdraws, the fifth seed becomes the fourth seed, and to the extent necessary the three remaining original top four seeded players are assigned their new seeds, and any player whose seeding group has changed is moved to the correct position. The next player eligible for seeding moves into the open fifth seed position.
           Seeds 5-8 withdrawing. If the withdrawal is among seeds five through eight, the next player eligible for seeding takes the position vacated by the withdrawing seed.
         - *64 draw.*
           Seeds 1-4 withdrawing. If any of the first four seeds withdraws, the fifth seed becomes the fourth seed, and to the extent necessary the three remaining original top four seeded players are assigned their new seeds, and any player whose seeding group (see **USTA Regulation II.A.8.** for definition) has changed is moved to the correct position. The ninth seed takes the position vacated by the fifth seed, and the next player eligible for seeding takes the open ninth seed position.
           Seeds 5-8 withdrawing. If the withdrawal is among seeds five through eight, the ninth seed takes the position vacated by the withdrawing seed, and the next player eligible for seeding takes the open ninth seed position.
           Seeds 9-16 withdrawing. If the withdrawal is among seeds

nine through 16, the next player eligible for seeding takes the position vacated by the withdrawing seed.

- *Filling a vacant position.* To fill a vacant non-seed position created by any move described in i. through iii. above, the Referee should follow **USTA Regulation II.C.1.b.**

FAC Comment II.C-1: Follow the same principles for draws larger than 64.

iv. Replace the withdrawing seed with the next player who would have been seeded and fill in the newly seeded player's former position in the draw with an alternate or a lucky loser (if there was a qualifying tournament).

FAC Comment II.C-2: Principles for replacement of a player also apply to a player who asks to withdraw but is defaulted instead because the player's reason for not playing is based on a reason other than injury, illness, or personal circumstance.

FAC Comment II.C-3: In ITF Adult or Senior Circuit tournaments, the ITF requires the use of the method in **USTA Regulation II.C.1.a.iv.** Referees of ITF tournaments should check the ITF website to verify that there are no changes to this ITF procedure.

In all other cases, Referees may choose among the four methods. The second and third methods are more appropriate for withdrawals that occur before the match schedule has been published or several days before the start of play. They also may be more appropriate in cases involving the withdrawal of a high seed. The first and fourth methods are simpler and may be more appropriate in the case of last minute withdrawals because the Referee will have to notify fewer players of the changes. The Referee is not required to change the draw if none of these methods is feasible.

b. *Withdrawal of player who was not seeded and filling a vacant position created by moving seeded players.* The Referee may do any of the following:

i. *Add player to draw.* If there are players awaiting entry into the draw, fill the position with a person not already in the draw whose inclusion would not affect the seedings;

ii. *Leave player in draw.* If there are no players awaiting entry into the draw, leave the player in the draw and advance the opponent by a withdrawal.

iii. *Remove player.* If there are no players awaiting entry into the draw and removing a player from the draw would eliminate a round of play in the:

- Main draw: Move players using the principle of randomness so that there are no byes; or
- Consolation draw: Add a bye so that the byes are evenly balanced and move the player displaced by the bye, if any, to the line previously occupied by the withdrawing player.

FAC Comment II.C-4: Examples of eliminating a round of play include not only reducing a draw of 33 to 32 or a draw of 17 to 16, but also reducing a draw of 49 to 48 or a draw of 25 to 24 in tournaments with Feed-In Championships.

iv. *Move unseeded players if there are no players awaiting entry into draw and withdrawal would create double bye.* If there are no players awaiting entry into the draw and the withdrawal would create a double bye, then the Referee may:

(A) *Move opponent of highest seed who does not have bye.* Choose the opponent of highest seed who does not have bye and move this player to the proper position in the double bye. (Proper position is the top line of the pairing in the top half and the bottom line of the pairing in the bottom half.);

(B) *Move player in adjoining match.* If all seeded players have byes and there is a first-round match in the adjoining match, then move one player from the adjoining match to the vacant position. (This creates a second-round match between the same players who would otherwise play each other in the first round.)

FAC Comment II.C-5: Matches are *adjoining* if the winners of these matches will meet in the next round.

(C) *Move player from another first-round match.* If the adjoining match also contains a bye, first identify the quarter with the most players. If two or more quarters have the most players, then select a quarter in the half opposite the quarter where the vacant position is located. If the quarter is in the top half, select the first pair of players who have a first-round match and move the player on the bottom of the pairing to the vacant position. If the quarter is in the bottom half, select the first pair of players who have a first-round match and move the player on the top of the pairing to the vacant position.

2. *Players omitted from draw.* (See **Figure 7**.) Any player whose entry is received on time and is otherwise acceptable will not be denied a place in the draw because of administrative error or oversight by tournament officials unless the Referee determines that play has proceeded too far to make changes in the draw practicable. The entire draw does not have to be remade. Instead, the following procedure should be followed:

a. *If play has not begun and if omitted player would not have been seeded,* then the player's place in the draw should be determined by a random drawing. The random drawing includes the omitted player and all unseeded players. The player whose name is drawn is placed on the line previously occupied by the last bye that was placed in the draw. See **USTA Regulation II.B.4.d.** for the order in which byes are placed in the draw. Unless the omitted player's name was the one drawn, the name is positioned on the line previously occupied by the player whose name was drawn. For example, there is a draw of 27 with eight seeds and five byes. Seeds 5, 6, 7, and 8 were randomly drawn to lines 28, 5, 20 and 13, respectively. Therefore, the last available bye went on line 27 opposite the fifth seed. **Figure 7** illustrates this procedure. Davidson has been omitted from the draw.

A drawing including Davidson and all unseeded players is held. The name of Edwards, which is on line 18, is drawn. Edwards' name is removed from line 18 and placed on line 27. Davidson's name is placed on line 18.

If the draw has no byes, use the same random drawing procedure to determine the player who will play a preliminary match. A random drawing is held among the unseeded players to determine the opponent in the preliminary match. For example, there is a 32-draw with no byes. Davidson has been omitted from the draw. A drawing is held among Davidson and the unseeded players to determine who will play a preliminary match. The name of Edwards, which is on line 18, is drawn. Edwards' name is removed from line 18 and Davidson's name is put in its place. A drawing is now held among the unseeded players (including Davidson) to determine who plays a preliminary match against Edwards. Franklin's name is drawn. Franklin's name is removed from line 11. Edwards and Franklin play a preliminary match for the right to occupy line 11. **Figure 7** illustrates this procedure.

b. *If play has not begun and if the omitted player would have been seeded,* then the seeding should be changed. To the extent necessary seeded players are assigned new seeds. Players whose seeding group has not changed remain on the same lines. Only those players whose seeding group has changed are moved to new lines corresponding to their new seeding group. (See **USTA Regulation II.A.8.** for a definition.) The original lowest seed will no longer be seeded. This player's new position is determined by using the procedure for an unseeded player who has been omitted from the draw. For example, there are four seeds, including Brown on line 9, who is seeded third, and Jones on line 24, who is seeded fourth. Davidson was omitted from the draw and should have been seeded third. Davidson is placed on line 24, which was previously occupied by Jones; Jones is no longer seeded. Use the procedure in sub-paragraph 2.a. above to reposition Jones.

c. *If play has begun or if scheduling problems make it impossible to use the foregoing procedures,* then one method for determining the omitted player's place in the draw would be for the omitted player to play one of the non-seeded players holding a place opposite a bye. The specific place would be determined by lot. If only seeds have byes, then the omitted player shall play the lowest seed who received a bye.

3. *Late entries and substitutions in the draw.*

a. *When to accept late entries and make substitutions.* The Referee may accept a late entry or substitute a new player or team into the draw if the Referee (preferably assisted by a Tournament Committee member) determines that the ability of a new player or team does not invalidate the seedings. The Referee and Tournament Committee should keep in mind that it is generally desirable to encourage play.

i. In an elimination-type tournament no player or team who has lost a match may be reinstated into the draw.

ii. A substitution may be made for a player or team who has reached the second round by virtue of a bye, disqualification, default for a reason other than misconduct, or withdrawal.

Players Omitted from Draw

32-Place Draw Sheet

(With 27 entries, as here, maximum seeding would be 8)

	First Round	Second Round	Quarterfinals	Semifinals	Final
1.	Seed 1				
2.	Bye				
3.					
4.					
5.	Seeds 5 thru 8				
6.					
7.					
8.					
9.	Seed 3 or 4 Brown				
10.	Bye				
11.	Franklin				
12.					
13.	Seeds 5 thru 8				
14.					
15.					
16.					
17.					
18	Edwards replaced by Davidson				
19.					
20	Seeds 5 thru 8				
21.					
22.					
23.	Bye				
24.	Seed 4 or 3 Jones				
25.					
26.					
27.	Insert Edwards				
28.	Seed 5 thru 8				
29.					
30.					
31.	Bye				
32.	Seed 2				

Fig. 7

iii. A substitution may be made for a player who is injured during the warm-up of the player's first-round match or a second-round match that the player has reached by virtue of a bye.

iv. If the Tournament Committee has provided the Referee with a priority list, the Referee shall use this list in filling places in the draw before accepting any late entry.

v. Except in extremely unusual circumstances, the draw will not be remade after it has been announced.

b. *Positioning the player or team.* The Referee shall place the new player or team in the draw by using whichever of the following principles is the first to apply.

i. If one member of each of two doubles teams withdraws, then the Referee may combine the two remaining players into a new team. If one of the original doubles teams drew a bye, then the new team should be placed opposite this bye. If both of the original doubles teams or if neither of the original doubles teams drew a bye, then the new team should be placed in the draw in one of the slots occupied previously by the two original teams with the position being determined by lot.

ii. If a singles player or one member of a doubles team withdraws, then the Referee shall substitute another player for the withdrawing player.

iii. If no player or team withdraws, then the Referee shall place the entry on the line previously occupied by the last bye that was placed in the draw. See **USTA Regulation II.B.4.d.** for the order in which byes are placed in the draw.

4. *Correcting error in seeding.* If the Tournament Committee decides that it has made an error in seeding the players, it may correct the error only if no affected seeded player has begun a match. If the Tournament Committee decides to correct the error, it should first redo the list of seeded players. The seeded players' names are moved to new lines corresponding to the number of their new seeded positions only when the seeding group (see **USTA Regulation II.A.8.** for definition) into which the player falls changes. If after the revision any original seed is no longer seeded, then the displaced seed is moved to the line vacated by the newly seeded player. In some cases this procedure will result in byes not being distributed in numerical order to the seeded players.

FAC Comment II.C-6: Here is an example of correcting an error when it is discovered that an unseeded player already in a draw of 64 should be the first seed.

- The Committee assigns a new number to each seed according to the new seeding order. The former number 16 seed is no longer seeded.
- Move the new number 1 seed to line 1.
- The former number 1 seed becomes the number 2 seed and is moved to the line previously occupied by the former number 2 seed.
- The former number 2 seed becomes the number 3 seed and is moved to the line previously occupied by the former number 4 seed.
- The former number 4 seed becomes the number 5 seed and is moved to the line previously occupied by the former number 8 seed.

- The former number 8 seed becomes the number 9 seed and is moved to the line previously occupied by the former number 16 seed.
- Move the former number 16 seed to the line previously occupied by the new number 1 seed.
- All other seeds remain on their current lines.

FAC Comment II.C-7: In some cases the procedure for correcting an error in seeding in **USTA Regulations II.C.4.** will result in the byes not being distributed in numerical order to the seeded players. For example, in a draw of 25 with eight seeds there will be only seven byes available for eight seeds. When the Tournament Committee realizes that it left unseeded a player who should have been seeded fifth, it uses the procedure to place the new number five seed on the line previously occupied by the former number eight seed. This leaves seeds six through eight with byes even though the number five seed does not receive a bye. This result is mandated by **USTA Regulation II.B.4.e.,** which does not allow a bye to be moved after the draw has been made.

D. Scheduling Matches. Scheduling should balance fairness to the players and the need to assure that the tournament is completed on time. This involves making maximum use of available courts, minimizing "dead time" between matches, and assuring appropriate rest for competitors.

1. *Factors.* The Referee should consider the following factors:
   - Conditions affecting the draw;
   - Regulations affecting the schedule;
   - Match timing;
   - Weather and available light;
   - Players' requests for special scheduling;
   - Equalizing, to the extent possible, rest between matches for opponents; and
   - The availability and desirability of officiating assistance.
2. *Conditions affecting scheduling.* Various conditions affect the initial scheduling:
   - The size of the draws;
   - Draw format including consolations, if any;
   - The number of courts and hours they are available;
   - Scheduling guidelines and rest period requirements;
   - The number of players who are in more than one division; and
   - The match format used in each event.

   A combination of these factors may lead the Tournament Committee to make decisions limiting participation.
3. *Estimating length of matches.* There are two common methods for estimating the length of matches.
   a. *Scheduling with a consistent amount of time between matches.* The following estimates apply:

Indoors	1 hour and 15 minutes
Outdoor hard courts	1 hour and 30 minutes
Outdoor clay courts	1 hour and 45 minutes
(early rounds)	1 hour and 30 minutes
No-Ad scoring matches	1 hour and 15 minutes

b. *Garman System.* This method is based on a mathematical analysis of national level tournaments and is designed to reduce player waiting times while maximizing court usage. It takes into consideration anticipated defaults, retirements, long matches, and short matches. It schedules a number of matches at short intervals based on the probability that there will be courts available. The system results in a steady stream of check-ins rather than large numbers of players checking in at one time.

FAC Comment II.D-1: A USTA publication on the Garman System is available from the USTA Officials Department, 70 West Red Oak Lane, White Plains, NY 10604.

4. *Players' requests for special scheduling.* A player may request special scheduling of a player's match. The Referee has the discretion to honor or deny the request. The Referee should honor the request if it is reasonably possible to do so, if fairness to all players can be assured, and any required schedule change can be communicated in a timely manner to everyone affected by the change.
5. *Scheduling matches of players with long commutes.* When possible, avoid scheduling matches of players with long commutes for very early or late matches.
6. *Players are responsible for obtaining starting times.* The players are solely responsible for learning the time and place of their matches. A player's request for information as to the scheduled time of the player's first match shall be honored. The players should not rely on being told the time of their matches and should check the draw.
7. *Posting and changing the schedule.* The Referee shall post the schedule on the official draw sheet. Before beginning any round, normally the Referee should post the time of the next round (for both winners and losers) on the official draw sheet. Once the schedule has been posted, it should not be changed except for a compelling reason. If amended, the Referee shall promptly notify all affected players.
8. *Adjoining matches.* The Referee should schedule matches whose winners will meet in the next round at about the same time so that the winners will have about the same amount of rest before they play each other.
9. *Singles and doubles.* The Referee should keep in mind possible conflicts that may develop because of players who are competing in singles and doubles. When possible in Adult, Senior, Family, and Wheelchair Divisions, the Referee should schedule singles matches before doubles.

FAC Comment II.D-2: In deciding whether to schedule singles or doubles matches first in Junior tournaments, the Referee should consider many factors including:

- Whether the singles draw is for endorsement spots;
- Whether ranking points are awarded for doubles for combined rankings;
- Whether differences in match formats for singles and doubles and their effect on minimum rest periods; and
- The weather.

10. *Required rest between matches* The Referee shall offer players the minimum rest between matches that are set out in **USTA Regulation III.C.1.** and **Table 9**. The Referee shall take into consideration these rest periods when the Referee prepares the schedule.
11. *Required rest between sets*. The Referee shall follow **USTA Regulation III.C.2.** and **Table 10** that provides for rest periods between sets.
12. *Scheduling guidelines.* When possible, the Referee should comply with the scheduling guidelines in **Tables 6** and **7**. These guidelines are mandatory for all USTA Junior National Championships and USTA Regional Tournaments. See **USTA Regulation IX.A.12.** These guidelines are mandatory for Category I USTA Adult, Senior, and Family National Championships. See **USTA Regulation X.A.2.g.i.** These guidelines are also mandatory for Category I USTA Wheelchair National Championships other than divisions that are required to use ITF tournament regulations. See **USTA Regulation XIII.A.3.g.** These guidelines are also mandatory for Super Category II USTA Wheelchair Tournaments and Category II USTA Wheelchair Tournaments, other than divisions that are required to use ITF tournament regulations. See **USTA Regulations XIII.A.1.b.** and **XIII.A.3.g.**
    a. *Junior Divisions.* In addition to the guidelines in **Table 6:**
        - All players should be given at least 12 hours of rest between the completion of their last match of any day and the start of play of their first match of the following day;
        - In the 12 and 14 divisions, no match should start nor should a suspended match resume after 8 p.m.; and
        - In the 16 and 18 divisions no match should start nor should a suspended match resume after 10 p.m.

FAC Comment II.D-3: Tables 6 and 7 (which list the maximum number of matches that ideally should be played per day) and **Table 9** (which establishes minimum rest periods between matches) are designed to ensure that players receive at least a minimal amount of rest. Because so many tournaments are played over a relatively short period, it often is not possible to provide long enough rest periods and to limit the number of matches played per day so as to ensure that players get optimal rest. When a Referee has sufficient time available, the Referee should provide players with an adequate amount of rest and not just a minimal amount of rest. Factors that a Referee may want to consider in setting the number of matches per day and the rest period between matches include the length of the matches played that day, the temperature, and the humidity.

FAC Comment II.D-4: The guidelines in **USTA Regulation II.D.12.** and **Table 6** are mandatory for USTA Junior National Championships and USTA Regional Tournaments. The guidelines in **USTA Regulation II.D.12.** and **Table 7** are mandatory for all Category I USTA Adult, Senior, and Family National Championships, all Category I USTA Wheelchair National Championships, all Super Category II USTA Wheelchair Championships, and all Category II USTA Wheelchair Tournaments, *except for* those divisions playing under ITF Regulations. If the Referee has difficulty scheduling matches without violating a guideline, the Referee should consult the appropriate USTA staff and USTA competition committee for assistance.

TABLE 6
Scheduling Guidelines for Junior Divisions:
Maximum Number of Matches per Day

Match Format	12s Divisions	14s, 16s, & 18s Divisions
All Matches: Best of 3 tiebreak sets	2 singles	2 singles + 1 doubles
	1 singles + 2 doubles	1 singles + 2 doubles
	3 doubles	3 doubles
All Matches: Tiebreak in lieu of 3rd set or short sets	3 singles	3 singles + 1 doubles
	2 singles + 1 doubles	2 singles + 2 doubles
	3 doubles	1 singles + 3 doubles
		4 doubles
Main Draw Singles: Best of 3 tiebreak sets **Doubles and/or Consolation Singles:** 8-game pro sets	2 main draw singles	2 main draw singles + 2 doubles and/or consolation singles
	1 main draw singles + 3 doubles and/or consolation singles	1 main draw singles + 3 doubles and/or consolation singles
	4 doubles and/or consolation singles	4 doubles and/or consolation singles
Main Draw Singles: Tiebreak in lieu of 3rd set or short sets **Doubles and/or Consolation Singles:** 8-game pro sets	3 main draw singles	3 main draw singles + 2 doubles and/or consolation singles
	2 main draw singles + 2 doubles and/or consolation singles	2 main draw singles + 3 doubles and/or consolation singles
	1 main draw singles + 3 doubles and/or consolation singles	1 main draw singles + 4 doubles and/or consolation singles
	4 doubles and/or consolation singles	5 doubles and/or consolation singles
Combinations of singles, doubles, and consolation singles not shown above.*	117 games, no more than 88 of which should be singles	117 games, no more than 115 of which should be singles

If a player enters more than one division, these guidelines apply separately to each division.

Completion of suspended matches. When a match is carried over from a preceding day, it is counted as a match for these scheduling guidelines if the player so elects and if 16 or more games of singles or 20 or more games of doubles are required to finish the match.

* Calculate the maximum number of games for specific combinations of formats not shown in the chart. The maximum number of games for a best of 3 sets match is 39; the maximum number for a match with a tiebreak in lieu of the 3rd set is 27; and the maximum number for an 8-game pro set is 17.

b. *Sectional and district limitations.* Sectional Associations and District Associations may further limit the number of matches played in one day to reflect local considerations.

TABLE 7
Scheduling Guidelines for Adult, Senior, Family, and Wheelchair Divisions: Maximum Number of Matches per Day

Divisions	Any Format	Best of 3 Tiebreak Sets	Tiebreak in lieu of 3rd Set
25 through 60	3 matches, no more than two of which should be singles		
65 through 80	2 matches		
85 & 90	2 matches, only one of which should be singles		
Wheelchair		3 matches, no more than 2 of which should be singles	4 matches, no more than 3 of which should be singles
All other divisions		No more than 2 singles; no guideline for doubles	No more than 3 singles; no guideline for doubles

If a player enters more than one division, these guidelines apply separately to each division.

Completion of suspended matches. When a match is carried over from a preceding day, it is counted as a match for these scheduling guidelines if the player so elects and if 16 or more games of singles or 20 or more games of doubles are required to finish the match.

13. *Court surfaces.* The Tournament Committee shall not arrange for playing any division on more than one type of court surface. When a tournament cannot be finished on this surface, the Committee may use available courts of any type. However, **USTA Regulation X.A.2.f.** requires that the semifinals and finals of Category I USTA Adult, Senior, and Family National Championships normally be played on the surface specified in the title and **USTA Regulation XIII.A.3.f.** requires that the semifinals, finals, and playoffs for third place of Category I USTA Wheelchair Championships normally be played on the surface specified in the title.

III. CONDUCTING THE TOURNAMENT

A. Tournament Committee Responsibilities Once Tournament Starts

1. *Keep order.* The Tournament Committee shall keep order on the grounds.
2. *Provide supplies including singles sticks.* The Tournament Committee shall assure that each court is provided with singles sticks for singles matches using a doubles net and all supplies that it deems necessary for a match.
3. *Provide balls.* At least three new balls shall be used to start a match at tournaments above the sectional championship level and are recommended for use to start a match at the sectional championship level.
4. *Make arrangements to finish tournament.* The Tournament Committee shall arrange for enough courts so that under normal conditions the tournament can be completed on time and so that the Referee can schedule matches in each division on the specified surface.

   When a tournament cannot be finished on the specified surface, the Committee may use available courts of any type. However, **USTA Regulation X.A.2.f.** requires that the semifinals and finals of Category I USTA Adult, Senior, and Family National Championships normally be played on the surface specified in the title; **USTA Regulation XIII.A.3.f.** requires that the semifinals, finals, and third place playoffs of Category I USTA Wheelchair National Championships normally be played on the surface specified in the title.

   If there is no practical way to finish on time, the Committee shall either:

   - Make arrangements mutually agreeable to the players involved to finish at a later date, *unless* prohibited by applicable national, section, or district regulations; or
   - In the absence of such arrangements, declare the tournament unfinished and distribute the prizes equitably among the still-involved players.

B. Referee Responsibilities After Draw Made

1. *Generally supervise all aspects of play.* The Referee (or in the Referee's absence the Deputy Referee) shall be present during play. The Referee exercises general supervision over all aspects of play, including, but not limited to, the conduct and actions of players, coaches, parents, spectators, officials, ballpersons, groundskeepers, and the administrative crew. The Referee shall use judgment in all situations not specifically covered by the **ITF Rules of Tennis** or **USTA Regulations**.
2. *Schedule matches.* The Referee is responsible for scheduling matches and assigning courts (including moving a match in progress to another court at any time). Normally a player's singles match will precede the player's doubles match, but this is not mandatory. A player's request for information as to the scheduled time of the player's first match shall be honored. (See **USTA Regulation II.D.6.**) The Referee shall not schedule any division to play on more than one surface type, *except that* the Referee may do so when necessary to complete the tournament on time.
3. *Disqualify ineligible players.* Upon presentation of proof, the Referee shall disqualify a player who has entered a tournament for which the player is ineligible because of age or other restrictions that apply for that tournament. The Referee may reinstate the loser of the last match won by the disqualified player.

4. *Determine who may enter playing area.* The Referee shall determine who may enter the playing area.

FAC Comment III.B-1: The playing area is the area inside the fences or backstops. Any designated spectator seating or standing area is not part of the playing area.

5. *Default players.* The Referee may default a player for cause, which includes, but is not limited to, tardiness, misconduct, or failure to follow the Referee's instructions or those of the Chair Umpire or Roving Umpire.
6. *Consider appeals.* The Referee rules on appeals from players defaulted by other officials. **USTA Regulation IV.E.4.** refers to this situation.

FAC Comment III.B-2: The Referee should not reverse a default issued by another official unless there is a compelling reason.

7. *Handle infractions observed in non-umpired matches.* In non-umpired matches, the Referee and Deputy Referees may take appropriate action with respect to any infraction of the **ITF Rules of Tennis** or **USTA Regulations** they observe.
8. *Suspend or postpone play.* The Referee may suspend or postpone play pursuant to **USTA Regulation III.D.**
9. *Determine ball-change pattern.* The Referee determines the ball-change pattern subject to the right of the Chair Umpire to order a ball change at other than the normal time when in the Chair Umpire's opinion abnormal conditions warrant so doing.
10. *Assign and replace umpires.* The Referee appoints and replaces or reassigns, when necessary, Roving Umpires, Chair Umpires, Line Umpires, and Net Umpires. The Referee shall not remove an umpire from a match because of a player's request. These duties may be delegated to the Chief Umpire, if there is one.
11. *Decide questions of law.* The Referee decides any question of law that a Chair Umpire is unable to decide or that is referred to the Referee as an appeal by a player. The Referee's decision in these cases shall be final. (See **Appendix V, Case 1, of ITF Rules of Tennis** and **USTA Comment V.1.**)
12. *Appoint Deputy Referee.* The Referee or Tournament Committee shall appoint a Deputy Referee to act as the Referee whenever the Referee will be away from the Referee's normal post and out of touch with it for any reason whatsoever, including participation in a match as a player or as an official. Either the Referee or Deputy Referee shall be present during play.
13. *Permit special grass court shoes.* When playing on grass, the Referee may permit the use of special grass court shoes.

FAC Comment III.B-3: Until TDM is reprogrammed, use the old code for personal emergency. [emerg]

TABLE 8
Draw Sheet Terminology and Procedures

A. Definitions

Actions Initiated by Player or an Adult on behalf of a Junior	Withdrawal	A withdrawal occurs when a player decides not to play all matches in an event. A withdrawal occurs only before (or during the warm-up for) a player's first match in an event. If the withdrawal occurs before entries close, the withdrawal may be for any reason. If the withdrawal occurs after entries close (regardless of whether the draw has been made), it must be for injury, illness, or personal circumstance. A withdrawal also may occur as a result of a tournament administrative error. Refusal to play for any other reason is treated as a default.
	Walkover	A walkover occurs when there has been an administrative error or when a player decides not to play a match in an event because of injury, illness, or personal circumstance. Refusal to play for any other reason is treated as a default. When a player decides not to play the player's first match but is allowed to play in the consolation, the first match is treated as a walkover.
	Retirement	A retirement occurs when a player is unable to continue playing a match or resume a suspended match because of injury, illness, personal circumstance, or adult discipline. Refusal to play for any other reason is treated as a default.
	Injury, Illness, or Personal Circumstance	The terms illness and injury should be understood in their everyday sense and include situations in which an adult makes the decision that the junior should not play because of illness or injury. Other bona-fide reasons for not playing should be treated as a personal circumstance. Personal circumstance generally describes a situation in which a player has a serious or genuine reason for not playing. A Referee should give a player the benefit of the doubt when deciding whether the reason is bona-fide. A personal emergency should be treated as a personal circumstance. Thus, being emotionally distressed over the break up of a relationship or over the death of a relative or friend should be treated as a personal circumstance. The inability of a junior to play because an adult who is not the junior's parent or coach decides to go home is a personal circumstance. On the other hand, wanting to get home to play in another sporting event or for the convenience of the junior or an adult who is the junior's parent or coach is not a personal circumstance.
	Adult Discipline	Adult discipline occurs when a parent, coach, or other person responsible for a Junior *disciplines* the Junior by not allowing the Junior to start or finish a match. Adult disciplines are treated as defaults if the match has not started and as retirements if the match has started. There is no such thing as a withdrawal or walkover because of an adult discipline.
Actions Initiated by an Official	Default	A default occurs when the Referee does not allow a player to begin or continue a match. Examples of this kind of default include a player who does not show up, a player who is defaulted for lateness, and a player who is defaulted for receiving an injection, infusion, or supplemental oxygen.
	Default for Refusal to Play	A default also occurs when a player refuses to play or continue to play for reasons other than injury, illness, or personal circumstance. Examples of this type of default include refusing to play in order to get home sooner or in order to participate in another sporting event.
	Abandoned Match	An abandoned match refers to a match that has started, but the Referee has decided that the match will not be completed. There is no winner or loser of the match.
	Unplayed Match	An unplayed match refers to a match that the Referee decides will not be started for any reason other than a withdrawal, walkover, default, or retirement. There is no winner or loser of the match.
	Disqualification	A disqualification occurs when the Referee removes a player from an event because the player was not eligible for the event.

TABLE 8
Draw Sheet Terminology and Procedures (Cont'd.)

B. After Entries Close But Before Draw Is Made	
Withdrawal because of injury, illness, or personal circumstance	Withdrawals because of injury, illness, or personal circumstance normally do not need to be reported but should be documented in tournament records.
Refusal to play for other reasons	A player who withdraws for a reason other than illness, injury, or personal circumstance must be reported **(USTA Regulation V.A.3.)** The withdrawal will not be shown on the draw sheet and will need to be reported separately. Withdrawals in order to play in another tournament or because the player was entered in two overlapping tournaments must be reported unless both tournaments agreed to the arrangement.

C. After Draw Was Made But Before Play Begins

	What Happened	**TDM Code**
Defaults	Disqualification	Def [dq]
	Misconduct before first match	Def [cond]
	Refusal to start match for reason other than injury, illness, personal circumstance, or adult discipline	Def [refsl]
	Adult discipline for a Junior to not start a match for disciplinary reasons	Def [ad]
Withdrawals	Tournament administrative error (e.g., tournament entered player in wrong division)	Wd [admin]
	Injury	Wd [inj]
	Illness	Wd [ill]
	Personal circumstance	Wd [pc]
	Double withdrawal	Wd/Wd

Note: In a tournament without any alternate available to play, the Referee may allow a player who does not play a first match in the main draw because of injury, illness, or personal circumstance to play in the consolation draw. In this case the first match in the main draw is treated as a walkover instead of a withdrawal.

Note: If an alternate is placed in the draw, the default or withdrawal will not be shown on the draw. The default or the withdrawal must be reported separately, if the action would result in assessment of suspension points under the USTA Suspension Point System or penalties by any of its Sectional Associations or District Associations.

TABLE 8
Draw Sheet Terminology and Procedures (Cont'd.)

D. After Play Starts

	What Happened	TDM Code
Walkovers	Injury	Wo [inj]
	Illness	Wo [ill]
	Personal circumstance	Wo [pc]
	Tournament administrative error (e.g., tournament told player incorrect time)	Wo [tae]
	Double walkover	Wo/Wo
Defaults	Disqualification for cause or ineligibility	Def [dq]
	Misconduct before or between matches	Def [cond]
	Failure to start match because of adult discipline	Def [ad]
	Refusal to start match for reason other than adult discipline, injury, illness,or personal circumstance. (After the Referee has conclusively confirmed that a player refuses to play a match, the Referee need not wait until the scheduled time of the match to record the result.)	Def [refsl]
	Not showing up	Def [ns]
	Lateness for match including, but not limited to, intending to play but mistakenly arriving at the wrong time, location, or without proper equipment	Def [late]
	Lateness for resumption of suspended match or after rest period	Score + Def [late]
	Double default	Def/Def
	Refusal to continue playing a match for reason other than injury, illness, personal circumstance, or adult discipline	Def [refsl]
	Default for receiving an injection, IV, or supplemental oxygen	Def [med]
	Default under Point Penalty System	Score + Def [pps]
Retirements	Injury	Score + Ret [inj]
	Illness	Score + Ret [ill]
	Personal circumstance	Score + Ret [pc]
	Retirement because of adult discipline	Score + Ret [ad]
	A player who retires from a match remains eligible for consolations, place playoffs, doubles and subsequent round robin matches.	
Other	Abandoned match	Abandoned
	Unplayed match	Unplayed

Note: When a player is unable to play because of injury, illness, or personal circumstance, it is good practice to document on the draw the nature of the injury, illness, or personal circumstance. If a trainer or doctor is present at the tournament, it is good practice to have the trainer or doctor examine the player to confirm the injury or illness.

C. Rest

1. *Rest between matches.* The Referee shall offer the players the minimum rest between matches as set forth in **Table 9**.

FAC Comment III.C-1: USTA Regulation III.C.1. (which establishes minimum rest between matches), **USTA Regulation II.D.12.,** and **Tables 6** and **7** (which provide recommendations on the maximum number of matches that should be played per day) are designed to ensure that players receive at least a minimal amount of rest. Because so many tournaments are played over a relatively short period, it often is not possible to provide long enough rest and to limit the number of matches played per day so as to ensure that players get optimal rest. When a Referee has sufficient time available, the Referee should provide players with an adequate amount of rest and not just a minimal amount of rest. Factors that a Referee may want to consider in setting the number of matches per day and the rest between matches include the length of the matches played that day, the temperature, and the humidity.

FAC Comment III.C-2: *Should the Referee make every reasonable effort to give comparable rest to winners of matches who will play each other in the next round?* Yes.

FAC Comment III.C-3: *May the Referee shorten the rest between matches in tournaments using No-Ad scoring?* No.

FAC Comment III.C-4: *A junior player enters the 16 singles and the 18 doubles divisions. The player is scheduled to play two singles followed by one doubles match. How much rest must the Referee offer the player between the matches?* The Referee must offer the player 60 minutes between the singles matches because the matches are in the same division. The Referee is required to offer the player only 30 minutes between the second singles match and the first doubles match because these matches are in different divisions.

FAC Comment III.C-5: *Same situation as in **FAC Comment III.C-4** except that the player is scheduled to play a singles match, the doubles match, and the singles match. How much rest must the Referee offer the player between the matches?* The Referee is required to offer the player only 30 minutes between each match because in each case the matches are in different divisions.

2. *Rest between sets.* The set breaks and rest periods between sets are set forth in **Table 10**.

D. Suspension or Postponement of Play

The Referee or Deputy Referee in charge of a site may suspend or postpone play when weather, inadequate light, surface conditions, health concerns, safety concerns, or other circumstances justify doing so. When, in the opinion of the Chair Umpire or Roving Umpire, playing conditions justify suspension of the match, the official may advise the Referee or Deputy Referee. When possible the official shall obtain the Referee's or Deputy Referee's approval before suspending play. Suspension of a match because of darkness should be done at the end of an even number of games in a set or at the end of a set.

When a match has been suspended, a player may not leave the tournament area until the player has obtained from the Referee or Deputy Referee either the time the player is next to play or clearance to leave.

FAC Comment III.D-1: An *incomplete* match refers to a match that was started but not completed. It is anticipated that the match will be completed. The Referee shall record the time and score when the match was stopped, who was serving and from which end, and the reason for the interruption.

FAC Comment III.D-2: *Can a player combine a 3-minute rest period with a toilet or change of attire break?* Yes, but the player must immediately announce this fact. The player may not receive coaching for three minutes and then decide to take a toilet or change of attire break. The purpose of a 3-minute rest period before a Match Tiebreak in junior matches is to allow players to receive *brief* coaching. As in the case of a 10-minute rest period, the player may use this time to take a toilet break. A change of attire break also is allowed, but the need should be rare because of the shortness of the Match Tiebreak. If the player chooses to take a toilet or change of attire break, the coach may provide coaching while accompanying the player on the break.

FAC Comment III.D-3: *How long may play be interrupted when a junior takes a toilet or change of attire break before the start of the Match Tiebreak?* The interruption of play may last longer than three minutes, particularly when the court is far away from the nearest locker room. The total time that the junior is allowed is the longer of three minutes or the reasonable amount of time necessary for the toilet or change of attire break. When the courts are far away from the locker room, many tournaments will advise the players as to the maximum reasonable time available for a toilet or change of attire break.

FAC Comment III.D-4: *What happens if a player is late in returning to the court after a 3-minute rest period?* The match is over. See **Table 14C**. A player who is late in returning to the court is penalized one game for up to five minutes of lateness. Since the only remaining game is the Match Tiebreak, the player who is late has lost the match. Note that if the player is late after a 10-minute rest period, the player is penalized a game for up to five minutes of lateness. The player is defaulted only if the player is more than five minutes late.

E. Medical Timeout and Bleeding Timeout

Medical timeouts and bleeding timeouts are administered pursuant to **Table 11**.

1. *Medical timeout.* A medical timeout consists of evaluation time as determined by the Referee plus a maximum of three minutes treatment time. The maximum time allowed for evaluation and treatment is 15 minutes.

FAC Comment III.E-1: The Tournament Committee should familiarize itself with the *USTA Emergency Care Guidelines*. (See **Part 4.**)

TABLE 9
Minimum Rest Between Matches

The Referee, Sectional Association, or District Association should permit additional rest when any of them concludes that the length of a match, heat, humidity, total time on the court during the day, or other condition justifies more rest.

Divisions	Best of 3 or best of 5 tiebreak set matches (including No-Ad scoring)	Pro set formats
Juniors	60 minutes except 30 minutes in doubles only tournaments	30 minutes
Senior 35-45 & Parent-Child	60 minutes	30 minutes
Senior 50-90 **Parent-Child with minimum parental age** **Grandparent-Grandchild** **Husband & Wife (Combined Ages)**	90 minutes	45 minutes
Wheelchair	• Match of 60 minutes or less: 30 minutes • Between 60 & 90 minutes: 45 minutes • 90 minutes or more: 60 minutes	• Match of 60 minutes or less: 30 minutes • Between 60 & 90 minutes: 45 minutes • 90 minutes or more: 60 minutes
NTRP without age restrictions	60 minutes	30 minutes
NTRP 35-45	60 minutes	30 minutes
NTRP 50-90	90 minutes	45 minutes
All other divisions	30 minutes	30 minutes

QuickStart Tennis formats: The Referee shall offer the players reasonable rest, which in many cases will be no more than 15 minutes.

For any other format (including matches played with a 10-Point Match Tiebreak in lieu of a third set), the rest is at least 30 minutes.

A player is governed by the amount of rest allowed for the division in which the player plays.

Players who participate in more than one division are entitled to at least 30 minutes rest between matches in different divisions.

TABLE 10
Time Allowed Between Sets

At the end of each set, there shall be a set break of a maximum of two minutes, except as provided below.

	Divisions	After 2nd set in a best of 3 set match	After 2nd set when Match Tiebreak is played in lieu of 3rd set	After 3rd set in a best of 5 set match
Junior	Boys' & Girls' 12-16	Mandatory 10-minute rest period during which no player shall practice	Mandatory 3-minute rest period during which no player shall pratice	
Junior	Boys' & Girls' 18			Mandatory 10-minute rest period
Adult	Men's Open, 25, & 30	2-minute set break	2-minute set break	Tournament may allow 10-minute rest period
Adult	Women's Open, 25, & 30	10-minute rest period at option of any player unless tournament gives notice that it will eliminate break.	2-minute set break	
Adult	Mixed Doubles			
Adult	(Open, 25, & 30) Husband-Wife Mixed Doubles			
Senior	Senior Mixed Doubles (35 & older)	10-minute rest period at option of any player	2-minute set break	
Senior	Husband-Wife Mixed Doubles (Combined Ages)			
Senior	Senior 35-90			
Family & NTRP	Parent-Child, Senior Parent-Child, & Grandparent-Grandchild			
Family & NTRP	NTRP			
Wheelchair	Wheelchair Open	2-minute set break*	2-minute set break	
Wheelchair	All other Wheelchair Divisions	10-minute rest period at option of any player	2-minute set break	

A player is governed by the rest period in the division in which the player plays.

Coaching is not allowed during a 2-minute set break. Coaching is allowed during any 3-minute or 10-minute rest period.

When play is suspended for 10 minutes or more, any authorized rest period may be taken only after two consecutive sets in a best of 3 set match (three consecutive sets in a best of 5 set match) have been played without interruption. Completion of an unfinished set counts as one set.

* When there is heat, humidity, or other adverse conditions and after notice before the match, the Referee may grant 10 minutes rest, during which no player shall practice.

TABLE 11
Medical Timeouts, Bleeding Timeouts, and Toilet/Change of Attire Breaks

A. When Timeout May Be Taken		
Medical condition during warm-up	• Immediately after request	• At the end of warm-up
Medical condition during match	• Immediately after request • After qualified medical person or trainer evaluates and is prepared to treat the medical condition	• Next changeover • After Referee or other official arrives and explains the medical time-out provision
Visible bleeding	Mandatory bleeding timeout begins when player notifies official or acknowledges that there is visible bleeding	
Toilet/change of attire breaks	When official determines need is genuine. Change of attire breaks are limited to set breaks unless there is a clothing malfunction	

B. Administration of Timeout	Medical Timeout When Qualified Medical Person Available	Medical Timeout When *No* Qualified Medical Person Available	Bleeding Timeout
Evaluation time begins	When qualified medical person arrives at court	Not applicable	
Treatment time begins	After evaluation by qualified medical personnel	After official explains medical timeout regulation to player and supplies are located and brought to the court	When player notifies official or acknowledges that there is bleeding
Maximum amount of treatment time	3 minutes, which includes the time to determine whether the player is able to continue playing		15 minutes
Treatment time ends	When treatment ends and it has been determined that player is able to continue playing		When bleeding has stopped, playing area has been cleaned up, & someone has disposed of contaminated items
Maximum total time	15 minutes (regardless of number of conditions treated during the stoppage in play)		
If maximum total time is exceeded	Penalize under PPS, *except that* if the medical tImeout was taken during the *warm-up* and the player is unable to compete, the match does not begin		• If bleeding has not stopped, the player must retire • If bleeding has stopped, but playing area is not cleaned up, Referee may move match or continue cleaning up the court

Who may treat	Qualified medical person or trainer	Any person who player selects. Official may provide supplies	Qualified medical person, trainer, or any person who player selects
Treatment during 90-second Changeover or Set Break	• A player may receive on-court evaluation, treatment, or supplies from anyone for any treatable medical condition • A player or someone on behalf of the player shall notify an official before using any supplies for treatment of a medical condition • A player may receive on-court evaluation or treatment during no more than two changeovers or set breaks (consecutive or non-consecutive) • A player may treat himself or herself or receive supplies an unlimited number of times. A player may treat his or her doubles partner		Not applicable
Where treatment may occur during Timeout	• On court • Or off court, if authorized by an official (Off-court treatment does not change the time limits)		

C. Limit on Number of Timeouts	
Cramping and heat-related conditions	One in warm-up and one in match. Limit applies even if a heat-related condition or cramping is in different parts of body
General fatigue	No timeout allowed, but qualified medical person or trainer may evaluate to determine if the problem is general fatigue
Visible bleeding	One in warm-up and one in match. Additional bleeding timeout is allowed if visible bleeding occurs in a different area of the body
Medical condition that is not treatable	No timeout allowed, but qualified medical person or trainer may evaluate to determine if the problem is treatable
Treatable medical condition	• One per medical condition • No more than two medical timeouts during one stoppage of play regardless of the number of treatable medical conditions • A player who has aggravated a condition that was treated in the warm-up may take an additional medical timeout for that condition during the match
Toilet/change of attire breaks	A tournament may limit the number of breaks if this is announced in advance of the event. The player has a reasonable amount of time for the break. Toilet breaks are allowed only if an official decides that the need is genuine and not because of general fatigue. Play continues if the request is not granted.

2. *Bleeding timeout.* A bleeding timeout consists of up to 15 minutes to stop visible bleeding, clean up the court, and dispose of contaminated items.
3. *Medical condition.* Medical condition includes, but is not limited to, an injury, illness, or heat-related condition or cramping, or any condition that the player believes requires diagnosis or treatment. Medical condition also includes aggravation of a pre-existing condition.
4. *Non-treatable medical conditions.* Players may not receive a medical timeout or treatment any time during a match or a warm-up for the following medical conditions:
   a. Any medical condition that cannot be treated appropriately during a match, such as degenerative conditions not helped or eased by on-court treatment;
   b. General player fatigue, such as fatigue not accompanied by cramps, vomiting, dizziness, blisters, or other similar treatable conditions; and
   c. Any medical condition requiring injection, intravenous infusion, or supplemental oxygen. A player who receives *any* injection, intravenous infusion, or supplemental oxygen, *except* under circumstances specifically authorized by **USTA Regulations**, shall be immediately defaulted. Diabetics may use devices to check blood sugar, may administer subcutaneous injections of insulin, and may use battery-powered insulin pumps. Asthmatics may use only hand-held, non-battery, or non-electrical inhalers.

FAC Comment III.E-2: A player who receives an injection, IV infusion, or supplemental oxygen during a rest period shall be defaulted. However, there is no penalty for these actions during a suspension of play in which the Referee allows the players to leave the tournament area.

5. *Request for medical timeout.* A request for a medical timeout may be made by a player to the Referee, Chair Umpire, or other official at any time during the match or warm-up.

FAC Comment III.E-3: If a player has two medical conditions for which the player requests two medical timeouts, the player should make both requests at the same time. The maximum time that play may be interrupted for evaluation and treatment of the two conditions is 15 minutes.

6. *Leaving playing area.* A player requesting a medical timeout or bleeding timeout may leave the playing area to contact the Referee, the Deputy Referee, or other official in charge of the match. If an official is present, the player may not leave the playing area without the official's permission.
7. *Coaching not permitted.* No coaching shall be permitted during the suspension of play for a medical timeout or bleeding timeout.

FAC Comment III.E-4: When no qualified medical person is available, the 3-minute limit on treatment starts when the official finishes explaining the medical timeout regulation. For this reason the official may want to delay explaining the regulation. For example, when the supplies and equipment needed to treat a player are not

nearby, the official may delay explaining the medical timeout regulation until after the official has walked the player to the supplies and equipment.

FAC Comment III.E-5: The time that it takes the player to get clothing and equipment (other than a racket) back into adjustment and the time it takes to walk back and forth to the court is not included in the treatment time but is included in the overall 15-minute limit.

FAC Comment III.E-6: If an official becomes aware that a player has a medical condition that is being treated on odd-game changeovers, the official should carefully monitor the changeovers to make certain that no player receives coaching.

FAC Comment III.E-7: *Early in the third set a player felt woozy and requested a medical timeout. The Referee told the player that the player was not entitled to a medical timeout because the player was suffering from non-treatable loss of physical condition. Was the Referee's decision correct?* No. The Referee should have allowed enough time for a qualified medical person or trainer to evaluate whether the player was suffering from general fatigue that was not accompanied by a treatable medical condition such as cramps, vomiting, some forms of dizziness, or blisters. If the player's general fatigue was accompanied by a treatable medical condition, then the Referee should have allowed it to be treated. Otherwise no treatment is allowed.

FAC Comment III.E-8: *Same situation as in **FAC Comment III.E-7** except no qualified medical person or trainer is on site. The Referee's decision was not correct.* The Referee should have explained the medical timeout rule to the player and allowed the player to be treated by whomever the player chooses.

FAC Comment III.E-9: *What happens if a player aggravates an old hamstring injury during the warm-up and then re-aggravates it during the match?* The player is entitled to a medical timeout during the warm-up and again during the match.

FAC Comment III.E-10: *What happens if a player takes a medical timeout during the warm-up because the player has just pulled a hamstring muscle and then aggravates that injury during the match?* The player is entitled to another medical timeout during the match.

FAC Comment III.E-11: *A player requested a medical timeout for treatment of leg cramps. The Referee granted the request. Can a player receive treatment for loss of physical condition?* Yes. A player may be treated as long as the condition is treatable. The **ITF Rules of Tennis** no longer distinguish between injuries and natural loss of physical condition.

FAC Comment III.E-12: *A player's left leg started cramping so the player requested and received a medical timeout. One-half hour later the player's right forearm cramped up and the player requested another medical timeout. The Referee gave the player another medical timeout. Was the Referee's decision*

correct? No. A player is entitled to only one medical timeout for all cramping and heat-related conditions during a match.

FAC Comment III.E-13: *A player's left leg cramped, and the player requested and received a medical timeout to treat this condition. Later the player received a code violation point penalty and a code violation game penalty. With the score 4-4 and 40-30 in the final set, the player's leg cramp recurs. The player loses the point to make the score 4-5. The player hobbles to the chair where the player normally sits on changeovers. Throughout the changeover the player rubs his leg in a futile attempt to get rid of the cramp. After 60 seconds the Chair Umpire announces "time." After 90 seconds the player is still seated in the chair rubbing the player's left leg. What should the Chair Umpire do?* The Chair Umpire should announce "Code violation. Delay of game. Default." The Chair Umpire should not issue a time violation because it is clear that the reason for the delay was related to the player's physical condition. Only if the Chair Umpire had any doubt about whether the delay was caused by the player's physical condition would the Chair Umpire issue a time violation instead of a code violation.

FAC Comment III.E-14: *A junior player started bleeding from the nose. The only way that the bleeding could be stopped was by placing a piece of cotton in the player's nose. The player does not want to play with the cotton. What should the Referee do?* The Referee should explain that the player must choose between playing with the cotton and being required to retire.

FAC Comment III.E-15: *At 3-2 in the first set a junior player started bleeding from the nose and received a bleeding timeout for this condition. Early in the second set the nose bleed recurred and the player asked for a second bleeding timeout. The official denied the second bleeding timeout, but appropriately allowed the player to be treated briefly to staunch the bleeding by placing cotton plugs in the player's nose. The official also cautioned the player that further treatment of the nose bleed must occur during changeovers or set breaks. Play resumed but two games later the player suffered a massive nose bleed that again stopped play. What action should the official take at this point?* The official should tell the player that he obviously cannot continue play and must retire from the match.

FAC Comment III.E-16: *What should an official do after a player vomits on the court?* The player may receive a 3-minute medical timeout. The official should follow the clean-up procedure for bleeding.

F. Toilet/Change of Attire Breaks

A toilet/change of attire break consists of a reasonable amount time when an official determines that there is genuine need. No coaching is allowed during a toilet/change of attire break.

FAC Comment III.F-1: When possible these breaks should be taken during a set break. If this is not possible, then the break should be taken at an odd game changeover. Breaks taken at other times should be limited to true emergencies.

FAC Comment III.F-2: Gastrointestinal problems are medical problems that are governed by medical timeout provisions and not by the toilet-break provisions.

G. Shortening Tournaments

Inclement weather, health concerns, or safety concerns may require the Referee to take steps to shorten the tournament to keep the tournament on schedule, including, but not limited to:

1. *Switch to No-Ad scoring.* The Referee may switch to No-Ad scoring for any complete round. However, **USTA Regulation IX.A.6.** prohibits No-Ad scoring in USTA Junior National Championships and USTA Regional Tournaments.
2. *Switch to 10-Point Match Tiebreak in lieu of final set or switch to pro sets.* The Referee may switch to the 10-Point Match Tiebreak in lieu of a deciding final set or to pro sets for any complete round with the following exceptions:
   - **USTA Regulation IX.A.7.** requires the Referee of a USTA Junior National Championship or a USTA Regional Tournament to get the permission of the Director of Junior Competition or the Director's designee before switching, even in cases of inclement weather, health concerns, or safety concerns;
   - See **USTA Regulations X.A.2.d.** and **h.** and **X.F.5.** for when the 10-Point Match Tiebreak or pro sets may be used in Category I USTA Adult, Senior, and Family National Championships; and
   - See **USTA Regulations XIII.A.3.d.** and **h.** for when the 10-Point Match Tiebreak or pro sets may be used in Category I USTA Wheelchair National Championships.
3. *Strictly enforce pre-match warm-up time and breaks between sets.*
4. *Tighten court usage.* Use "to be followed by" scheduling and have players waiting at courtside as soon as matches finish.
5. *Cancel matches.*
   a. *Junior Divisions.* Referees are encouraged to cancel matches in the following order:
      - consolation doubles;
      - consolation singles;
      - main draw doubles; and
      - main draw singles.

      This order of cancelling matches is mandatory for USTA Junior National Championships and USTA Regional Tournaments. (See **USTA Regulation IX.A.12.**)

   b. *Other divisions.* If some matches in a division must be canceled, start with consolation rounds. Cancel main draw singles matches last.

If there is no practical way to finish an event, the Tournament Committee shall either make arrangements that are mutually agreeable to the players to finish at a later date, or in the absence of such arrangements, declare the tournament event unfinished.

FAC Comment III.G-1: The Referee should cancel matches on a division-by-division basis and should try to avoid a situation in which some, but not all, matches in a round in a division are completed.

FAC Comment III.G-2: *What does a Referee do if a tournament event cannot be finished without violating some of the scheduling guidelines?* First, the Referee may *not* violate the minimum rest between matches set forth in **Table 9**. Second, the Referee should remember that the principle behind these guidelines is the protection of the health of the players. Third, the Referee should keep to a minimum the number of situations in which the guidelines in **USTA Regulation II.D.12.** and **Tables 6 and 7** are not followed. For example, it makes sense to start a 12-and-under match after 8 p.m. if that will prevent several players from having to play three singles matches the following day. This situation might also mean that the Referee may have to delay the start of the next morning's matches in order to give a player enough sleep over night. In short the Referee has to use judgment, keeping in mind the principle of the health of the players.

H. Ball-Change Errors, Ball Replacement, and Practice Balls

1. *Ball-change errors.* Ball-change errors are handled under **ITF Rules of Tennis 27i.**
2. *Balls that become unfit for play.* If a ball becomes unfit for play (for example, ball breaks or loses compression), it shall be replaced immediately. If a ball becomes wet, it may be taken out of play temporarily until it dries, or it may be replaced.
3. *Replacement of balls.* If a ball has to be replaced during the warm-up or before the start of the third game after a ball change, the ball shall be replaced with a new ball. At all other times it shall be replaced with a ball of like wear to the remaining balls.
4. *Resuming play after suspension of match.* In matches where a ball change is authorized only at the start of the third set, warm-up after a suspension may be conducted with the match balls.

   In all other matches, warm-ups after a suspension should be conducted with balls other than the match balls. If other balls are not available, then the match balls may be used, but the balls should be changed two games sooner than the originally specified number of games.

   When an Umpire or Referee determines that the condition of the balls has materially changed since suspension of play, the match shall be resumed with balls whose condition is equivalent to the condition of the balls that were being used before their condition materially changed. If this is not possible, the match shall be resumed with new balls and re-warm-up shall be conducted with the new balls.
5. *Practice during intermission.* The Referee may permit practice on the match court during an intermission, but not with the match balls.

IV. PLAYER RESPONSIBILITIES AND CONDUCT

A. Checking in at Tournament

1. *Prove USTA membership.* A player shall provide the Tournament Committee with proof of USTA membership or deposit sufficient funds with the Committee to purchase a membership. A foreign nonresident player who has proof that the player is a member of the player's National Association is exempt from this requirement. The Committee may delegate this duty to the Referee.
2. *Check-in at tournament desk.* A player shall check in at the tournament desk before the scheduled time of each match. The Referee shall designate a place at which players shall check in. A player is not deemed to have arrived until the player checks in at the designated place and the player is properly clothed, equipped, and ready to play. The Referee may penalize a player who is on site for lateness if a court is available and the player has failed to check in at the tournament desk by the scheduled match time. (See **FAC Comment IV.D-2.**)
3. *Obtain time of next match.* The player is responsible for obtaining the time of the player's matches from the Referee, rather than vice versa. Unless specifically authorized by the Referee, schedules of play carried in newspapers or other media are not official, and a player utilizes them at the player's own risk.

B. Player Responsibilities Under *The Code*

The Code shall apply to all matches played without a Chair Umpire and to matches played with a Solo Chair Umpire except to the extent the Solo Chair Umpire informs the players that the official is assuming some of their responsibilities.

The Code is a USTA publication originally written by Col. N.E. Powel. The principles set forth in *The Code* shall apply in all cases not specifically covered by the **USTA Regulations**.

C. Standards of Conduct

1. *General.* Players, persons who appear to be associated with a player (including, but not limited to, parents and coaches), officials, and organizers of any tournament are under a duty to encourage and maintain high standards of proper conduct, fair play, and good sportsmanship. They are under an obligation to avoid acts which may be considered detrimental to the game of tennis. Detrimental acts include, but are not limited to, the acts set forth in **USTA Regulation IV.C.**

   The Chairperson of any tournament may withhold all or part of any prize money or expenses payable to any player charged by the Chairperson or by the Referee of the tournament with conduct inconsistent with the principles set forth in **USTA Regulation IV.C.**, *provided* a written grievance is filed within three days of the conduct in accordance with **USTA Regulation V.B.** Any prize money or expenses so withheld shall be withheld until a final determination of the charges in the grievance has been made. Immediately after the final determination, the funds withheld, less the amount of any fine, shall be promptly paid to the player.
2. *USTA Anti-Doping Program.* The USTA is committed to ensuring fair and drug free competition. Individual athletes bear the ultimate responsibility for choosing for themselves to compete fairly and drug free. Participation

in USTA tournaments constitutes consent to be tested for drugs. Use of banned substances and doping methods is cheating and may result in penalties, including suspension and permanent disqualification. The USTA in conjunction with the ITF has developed a program of education, testing, research, penalties, and rehabilitation. The USTA Board of Directors (hereinafter "USTA Board") has adopted and supports the *USTA Anti-Doping Program*. Copies of this program may be obtained from the USTA and its USTA Sectional Associations.

FAC Comment IV.C-1: The USTA publishes the *United States Tennis Association Anti-Doping Program*. See this book for the list of prohibited substances. The handbook is available from USTA Coaching Education and Sports Science Department.

3. *Shoes.* A player may not wear shoes that mar or damage the court.
4. *Warm-up.* A player who refuses to warm-up with the opponent forfeits the right to a warm-up. During the warm-up or a re-warm-up, a player may have any person hit with the player if the opponent refuses to do so.
5. *Leaving court.* Once a match with a Chair Umpire has begun, a player may not leave the court without permission from the Chair Umpire. In a non-officiated match a player may leave the court for the purpose of contacting the Referee or for a toilet/change of attire break, provided the player does this with minimum delay.
6. *Leaving tournament area after match is suspended.* When a match has been suspended, a player may not leave the tournament area until the player has obtained from the Referee either the time the player is next to play or clearance to leave.

FAC Comment IV.C-2. *May a player leave the court to get water if none is available on the court?* Yes, but a player should arrange for someone to deliver water to the player. When this is not possible a player may leave the court to get water on a changeover or set break. The player must be ready to play within 90 seconds on a changeover and within 2 minutes on a set break.

7. *Practice during intermission.* During an authorized intermission in all divisions other than juniors, the Referee may permit practice on the match court. In Junior Divisions, no player may practice on any court during an authorized intermission. Practice with the match balls shall never be permitted.
8. *Removal of official.* A player is not entitled to have an official removed from a match.
9. *Inspection of ball marks.* A player shall not pass the net to inspect a ball mark.
10. *No coaching.* Except as permitted under **Rule 30** of the **ITF Rules of Tennis**, a player may not receive coaching during any suspension or interruption of play due to the following:
    a. Medical timeout or bleeding timeout under **USTA Regulations III.E.1 and III.E.2.**;
    b. Maladjustment of a player's clothing, footwear, or equipment under **Rule 29(b)** of the **ITF Rules of Tennis**;
    c. Toilet/change of attire break or attire break under **Rule 29(c)** of the

ITF Rules of Tennis and **USTA Regulation III.F.**; or

d. Seeking the assistance of the Referee under **USTA Regulation IV.C.5.**

Coaching is permitted during an authorized rest period between sets under **Rule 30** of the **ITF Rules of Tennis** and during any other authorized suspension of play under either **USTA Regulation III.D.** or **Rule 30.** A temporary interruption of play during which the players do not leave the playing area is not a "suspension" of play for these purposes. Coaching is not permitted during any warm-up.

11. *No abuse of players or officials.*
    a. *No person shall abuse official or player.* The Chair Umpire, Referee, and any other official responsible for ensuring that a match is played under conditions which are fair to all players shall make certain that no parent, relative, coach, or other person associated with a player abuses an official or player.
    b. *Official may request abusive person to desist or leave tournament area.* A player who enters a sanctioned tournament or match consents to being penalized under the Point Penalty System for abusive conduct by a person who appears to be associated with the player. If the official observes the conduct, the official shall suspend play and request that the person desist. If the abuse continues, the official may direct the person to leave the tournament area. In a flagrant case the official may immediately direct the person to leave without requesting the person to desist.
    c. *Point Penalty System applies to abuse.* If the person refuses to follow the instructions to leave, then the official may penalize the player associated with the person under the Point Penalty System. **(USTA Regulation IV.D.8.** outlines the right to appeal.)
12. *Player shall not enter two tournaments at same time.* When entries close, a player shall not be entered in two or more sanctioned tournaments, if any part of the tournaments overlap unless each Tournament Committee involved understands the situation and concurs in writing. After a player has been eliminated from a tournament whose schedule of play partially overlaps with that of a second tournament, the player may enter the second tournament. See **USTA Regulations IX.A.9.a.ii.,** and **IX.A.10.a.ii.,** which establish a special procedure that allows multiple entries into USTA National Championships (juniors) and USTA National Opens.
13. *Player shall not enter tournament intending to withdraw if player's entry is accepted in another tournament.* A player shall not enter a tournament with the intention of withdrawing if the player's entry is accepted in another tournament, unless the Tournament Committee for the tournament in which the player has entered understands the situation and concurs with the contemplated action.
14. *Player shall not enter tournament player cannot finish.* Player shall not enter a tournament (including mandatory consolation) knowing the player will be unable to finish.
15. *Player shall not transfer entry.* Player shall not transfer entry in a tournament to another player.
16. *Player shall not withdraw from tournament after entries close except for illness, injury, personal circumstance, or previously authorized entry into*

another tournament. A player shall not withdraw from a tournament after entries close except for illness, injury, personal circumstance, or previously authorized entry into another tournament. If the player withdraws for other reasons after the draw has been made and the player has not been replaced with another player, the match shall be recorded as a default.

A withdrawing player shall immediately notify the Tournament Committee or Referee by telephone or electronic communication that the player will not be playing.

- If the player is not playing because of an injury or illness, the player shall deliver written verification of the injury or illness from a medical professional to the Referee no later than the last scheduled day of the tournament.
- If the player is not playing because of a personal circumstance, the player shall deliver a written description of the situation to the Referee no later than the last scheduled day of the tournament. The Referee shall determine whether the situation is a personal circumstance.

The written verification and written description requirements are mandatory for all USTA Junior National Championships and USTA Regional Tournaments. The Tournament Committee may waive these requirements *unless* prohibited from doing so by applicable national, sectional, or district regulations.

17. *Player shall not fail to appear for reasons other than injury, illness, or personal circumstance.* A player shall not enter a tournament and then fail to appear for a match (whether in the qualifying, main, or consolation draw) *except* for illness, injury, or personal circumstance. If the player's reason for failing to appear is not one of these reasons, or if the player gives no reason for failing to appear, then the match shall be recorded as a default.

FAC Comment IV.C-3: A junior player entered in a USTA Junior National Championship or USTA Regional Tournament who withdraws before the draw is made or who withdraws after the draw is made, but is replaced with an alternate, and the reason for the withdrawal is not for injury, illness, personal circumstance, or previously authorized entry into another tournament is subject to the Suspension Point System. (See **Table 20**.) Sectional Associations and District Associations may have similar systems that penalize or otherwise discipline players.

18. *Player shall not engage in unsportsmanlike conduct.* During the course of a match a player shall not engage in:
    a. *Verbal abuse.* Swear at an official, a spectator, or an opponent in a voice that can be heard by any person;
    b. *Visible or audible profanity or obscenity.* Use profanity or insulting, abusive, or obscene language in any way that may be heard by any person or use obscene, insulting, or abusive gestures;
    c. *Racket abuse.* Throw or break a racket other than in the normal course of play;
    d. *Ball abuse.* Deliberately hitting, throwing, or kicking a ball that is not in play if the ball:

- leaves the playing area;
- hits or comes close to hitting any person; or
- could cause damage or harm.

e. *Physical abuse.* Threaten or inflict bodily injury to anyone; or

f. *Other unsportsmanlike conduct.*

19. *Player shall not engage in gambling activity.* A player shall not:
    a. associate with professional gamblers;
    b. bet or act as a bookmaker on matches;
    c. accept money or other consideration for losing a match or for winning by only a particular margin; or
    d. be a party to any payment of money or other consideration to another person to induce the person to lose a match or to win by only a particular margin.
20. *Point Penalty System.* A player shall not engage in conduct that calls for a penalty under the Point Penalty System. Any player who violates any USTA Tournament Regulation may be penalized under the Point Penalty System.

D. Point Penalty System

1. *Mandatory use in any sanctioned tournament.* The Point Penalty System applies to violations occurring during the warm-up and the match in any sanctioned tournament *except that* it does not apply to tournaments that use a QuickStart Tennis format.
2. *Purposes of System.* The purposes of the System are to:
    a. deter unsportsmanlike conduct;
    b. ensure compliance with the continuous-play rule; and
    c. ensure on-time appearance for matches.

    The objective of the Point Penalty System is not to punish, but to secure compliance with the **ITF Rules of Tennis** and **USTA Regulations.**
3. *Code violations for misconduct.* Misconduct shall be penalized pursuant to **Table 12.**
4. *Time violations.* Time violations shall be penalized pursuant to **Table 13.**
5. *Delay between points.* When practical in tournaments using a certified official in direct observation of the match, the time that shall elapse from the moment the ball goes out of play until the ball is struck shall not exceed 20 seconds.
6. *Officials authorized to impose penalties.*
    a. *Referee.* A Referee may impose a penalty only if the Referee has seen or heard enough to be able to determine with reasonable certainty that a violation has occurred. A Referee may also impose a penalty based on the report of what a Court Monitor or official has seen or heard or on an admission from a player whose conduct is in question.
    b. *Chair Umpire.* The Chair Umpire is primarily responsible for imposing penalties in a chaired match. If a Line Umpire observes a conduct violation or is the object of unsportsmanlike conduct by a player, the Line Umpire shall, as soon as possible and without disrupting play, inform the Chair Umpire. The Chair Umpire shall then make a decision under the Point Penalty System.
    c. *Roving Umpire.* Roving Umpires are primarily responsible for imposing penalties in matches without Chair Umpires. Roving Umpires may impose a penalty only if they have seen, heard, or otherwise observed

enough to be able to determine with reasonable certainty that a violation has occurred.

FAC Comment IV.D-1: An official should impose a penalty only when the official is in position to determine what has happened with reasonable certainty. While normally this is based on what the official personally saw or heard, the determination could also be based on the report of a Court Monitor or official or an admission from the player whose conduct is in question.

7. *Flagrant violations*. While the imposition of penalties normally follows the progression of penalties from point to game to default found in **Table 12**, any flagrantly unsportsmanlike act may result in immediate default. If an Umpire imposes the default, the player may appeal to the Referee. If the Referee imposes the default, the player may appeal to the Tournament Appeals Committee.
8. *Appeal of penalty to Referee.* A player has the right to appeal a penalty, but the appeal is limited to questions of law. (See **Appendix V** of the **ITF Rules of Tennis**.)
9. *Penalties to be imposed on doubles team.* A penalty on a member of a doubles team is considered to have been imposed on the team for all purposes *except* the USTA Suspension Point System.
10. *Penalties treated as if points actually played.* All penalties under the Point Penalty System are treated as though the penalty points or penalty games actually had been played so far as serving order, court occupancy, and ball change are concerned. One exception, as **Table 14** indicates, is that a player penalized for lateness also shall be deemed to have lost the toss provided for in **Rule 9** of the **ITF Rules of Tennis**. The penalized player is allowed to choose an option, but only after the opponent has chosen. A second exception is that the first ball change shall be calculated from the first game played. The choice to serve or receive shall apply to the first game played.
11. *Time delays when each side is responsible.* If both players or teams are equally responsible for delay during a match, any penalty will be imposed upon the server.
12. *Penalties after medical condition develops.* Except during the warm-up, a player suffering from a medical condition may buy time with a penalty.
13. *Penalties imposed between games or before match.* A penalty imposed between games or before the start of a match shall apply to the first point of the next game scheduled to be played.
14. *Point penalties.* A point penalty is scored as though the player had played and lost what would have been the next point.
15. *Player may not decline penalty.* A player who is the beneficiary of a penalty imposed upon the opponent may not decline to accept it. A player who disobeys the instructions of an official in such a case is liable to being defaulted.
16. *Reporting penalties to Referee.* When feasible, a Roving Umpire should promptly notify the Referee that a code violation has been assessed. After a match, officials shall report to the Referee each code violation imposed.
17. *Other disciplinary action.* Nothing in the Point Penalty System rules out a subsequent imposition of monetary fines, suspensions, or other disciplinary actions by whatever governing body has jurisdiction.

TABLE 12

POINT PENALTY SYSTEM (PPS)
Code Violations and Penalties

Code Violations

Delay

- Not resuming play within **30** seconds after a medical timeout or bleeding timeout
- Delay caused by obvious cramping (but only if the player has already received a medical timeout for cramping)
- Receipt of evaluation or treatment for one condition on more than two changeovers or set breaks
- Taking more than two medical timeouts during one stoppage of play
- Not resuming play after a changeover or set break during which the player received treatment
- Not playing within **20** seconds of having been directed to resume play
- Passage of **20** seconds after any time violation
- Delay caused by getting a replacement racket that is not on court
- Leaving the playing area for an unauthorized reason

Misconduct

- Visible or audible profanity or obscenity
- Abuse of racket, balls, or equipment
- Verbal or physical abuse of a player or official
- Receipt of coaching
- Abusive conduct by a player or a person associated with a player (**USTA Regulation IV.C.10.** refers to this situation)
- Retaliatory calls (obviously bad calls made in retaliation for the opponent's calls)
- Unsportsmanlike conduct (any other conduct that is abusive or detrimental to the sport)
- Failure to follow the instructions of an official
- Violation of any USTA Tournament Regulation **(USTA Regulation IV.C.20.)**

Penalties

Violations shall be penalized as follows:
First Offense . . . . . .Point
Second Offense . . . . . .Game
Third Offense . . . . . .Default

A single flagrant unsportsmanlike act may be penalized by defaulting the player. See **USTA Regulation IV.D.7.**

A game penalty assessed during a set tiebreak results in loss of the set. If assessed during a 10-Point Match Tiebreak, this results in the loss of the match.

TABLE 13 Time Violations	
Time Violations	**Penalties**
• Delay between points or after warm-up • Violation of the 90-second changeover or 120-second set break provisions	Violations shall be penalized as follows: First Offense.....Warning Each additional violation.....One Point Penalty

TABLE 14
Penalties for Lateness

When a player is late in arriving for the player's scheduled match time and any court is available, the Referee shall start the lateness penalty clock. The Referee is not required to keep a court open while waiting for a player.

A player is not deemed to have arrived until the player checks in at the place designated for checking in for matches and is properly clothed, equipped, and ready to play. A team is not deemed to have arrived until both partners have arrived.

A. Lateness for Start of Match	Penalties
If one player or team is late	5 minutes or less: Loss of toss plus 1 game
	5:01 - 10 minutes: Loss of toss plus 2 games
	10:01 - 15 minutes: Loss of toss plus 3 games
	More than 15 minutes: default
	Except for a default, the Referee shall never assess more than a 3-game penalty for lateness
Both players equally late up to 15 minutes	No penalty
Both players more than 15 minutes late	The Referee may default both players, or the Referee may reinstate the match using the principle in effect when both players are late but arrive at different times.
Both players late but arrive at different times	The penalty accrues on the arrival of the first player (A). The opponent (B) loses the toss and one, two, or three games depending on the time elapsed between A's arrival and B's arrival.

TABLE 14 (Cont'd)	
B. Lateness for Resumption of Suspended Match	**Penalties**
	The same penalties are assessed as for lateness for the start of a match *except* there is no loss of toss.
C. Lateness after Rest Period	
Lateness of one player up to 5 minutes	Game penalty
Lateness of one player for more than 5 minutes	Default
Both players equally late up to 5 minutes	No penalty
Both players late but arrive at different times	The last player to arrive loses one game *unless* the difference in arrival times is more than 5 minutes, in which case the last player to arrive is defaulted.
Both players are more than 5 minutes late	The Referee may: • Default both players; • Allow the match to continue without penalty; or • Allow the match to continue and penalize the last player to arrive one game *unless* the difference in arrivals times in more than 5 minutes, in which case the last player to arrive is defaulted.

18. *Announcing score after penalty.* After a point or game penalty, the new score should be announced. After assessing a penalty that ends the match, the official should delay announcing the score until the official determines whether the penalized player will appeal.
19. *Lateness.* Lateness for a match, lateness for resumption of a suspended match, and lateness after a rest period shall be penalized pursuant to **Table 14**.
20. *Default for failure to arrive on time.*
    a. *Discretion of Referee.* The Referee is responsible for issuing defaults for failure to arrive on time. After considering all relevant circumstances, the Referee may elect not to default a player or to reverse a default for failure to arrive within 15 minutes of the time when the match was scheduled and called.
    b. *Appeal of default.* If the Referee defaults a player for failure to arrive within 15 minutes of the time when the match was scheduled and called, the player may appeal the default to the Tournament Appeals Committee. The Committee may reverse the default after consideration of all relevant circumstances. If the Committee reverses the default and if an alternate already has been placed in the draw, the Committee may not reinstate the defaulted player in the main draw or add the player to the consolation unless an opening becomes available.

TABLE 15 Guidelines for Assessing Penalties				
	Action	**Always Penalize**	**Generally Penalize**	**Sometimes Penalize**
Racket Abuse	• Throwing a racket that, even inadvertently, strikes a person	x		
	• Throwing a racket into the fence or net		x	
	• Throwing a racket in anger or in any manner that could or does endanger any person or that damages any part of the court surface or equipment		x	
	• Breaking a racket		x	
	• Tossing a racket into the air			x
	• Tossing a racket at the player's bag			x
	• Bouncing a racket on the court			x
Ball Abuse	• Deliberately hitting, throwing, or kicking a ball that is not in play that hits a person	x		
	• Deliberately hitting, throwing, or kicking a ball that is not in play that leaves the playing area		x	
	• Deliberately hitting, throwing, or kicking a ball that is not in play that comes close to hitting a person		x	
	• Deliberately hitting, throwing, or kicking a ball that is not in play in a manner that could cause damage or harm		x	
	A player who hits the opponent while legitimately trying to return a ball to the opponent should not be penalized.			
Audible or Visible Obscenity or Profanity	• Words or gestures that are considered patently offensive to court personnel, players, or spectators	x		
	• References to sexual functioning	x		
	• References to deities when associated with curses	x		
Verbal or Physical Abuse	• Physical attacks, even if no one is hurt	x		
	• Traditional fighting words	x		
	• Ethnic or racial slurs	x		
	• References to sexual orientation	x		
	• Attacks on the competence of an official		x	
	• Words or gestures that are insulting, abusive, disrespectful, disruptive, or intimidating that are directed at a person		x	

TABLE 15 (Cont'd) Guidelines for Assessing Penalties				
	Action	**Always Penalize**	**Generally Penalize**	**Sometimes Penalize**
Verbal or Physical Abuse (Cont'd)	• Words or gestures that are in the face of a person such as a strong pumped fist directed at close range to an opponent		x	
Coaching	• Receipt of coaching	x		
Unsports-manlike Conduct	• Retaliatory calls	x		
	• Other unsportsmanlike conduct	x		
An official may immediately default a player for a single flagrant unsportsmanlike act. Examples of acts that *may* justify a penalty of immediate default include: physical attacks; injury to an official or player through an act of racket or ball abuse; spitting on a person; and racial, religious, or sexual orientation slurs.				

c. *Penalties assessed before default.* If the Referee elects not to declare a default, or if a declared default is reversed by either the Referee or the Tournament Appeals Committee, any penalties for lateness assessed before the default shall stand unless the lateness was caused by an error of a tournament official. For example, if player A, after having been assessed a penalty of loss of toss plus 3 games, is defaulted for failure to arrive within 15 minutes of the time when the match was scheduled and called, and the default is subsequently reversed, the penalty of loss of toss plus 3 games shall stand, and player A begins play with the score 0-3.

The player who received the benefit of the default shall have no right to appeal the reversal of the default.

FAC Comment IV.D-2: When a court is available, the Referee calls the matches on or shortly before the scheduled match time. If a court is not available, the Referee may delay calling the matches until a court is available. When several matches are scheduled at the same time, the Referee shall call all the matches at the same time. For example, if five matches are scheduled at 10:00 a.m. but only one court is available, the Referee should call all matches shortly before 10:00 a.m. and should start the lateness clock on all players who have not checked in by 10:00 a.m.

When more matches are scheduled than there are courts available, the Referee may put the matches out in any order. A player does not escape the lateness penalty because the player's match was one of the last matches to be put on the court.

If one of several matches scheduled at the same time is put out early and when the scheduled time arrives there is no available court, the lateness clock does not start until another court becomes available.

FAC Comment IV.D-3: Guidelines for Implementing Point Penalty System

An accepted method of match control is for an official to caution a player

whose behavior is borderline. The official should never caution a player whose misconduct is clear; instead, the official should issue a code violation.

Implementation of the Point Penalty System requires judgment. If the player's action is such that the official believes that the action should not be repeated, then at least a caution is required and a code violation may well be appropriate. A "yes" answer to any of the following questions requires action under the PPS.

- Is the player's action dangerous to any person on or around the court?
- Is the player's action abusive towards any person on or around the court?
- Is the player's action unreasonably delaying the match?
- Is the player's action unsportsmanlike conduct (for example, making a retaliatory call)?

Table 15 contains guidelines for assessing penalties.

FAC Comment IV.D-4: *A player came back 90 seconds late after the 10-minute rest period, and the Umpire penalized the player one game. Was this the correct ruling?* Yes. The PPS provides a game penalty for any lateness after a rest period, with default after five minutes.

FAC Comment IV.D-5: *A player took a medical timeout because of cramping. Later in the match the player cramped again, acknowledged that it was a cramp, and was unable to continue play. The Roving Umpire assessed a code violation point penalty for delay and told the player to resume play. After another 20 seconds passed without the player resuming play, the official assessed a game penalty. Should the player have been defaulted because the player had already received a medical timeout?* No. The Roving Umpire handled the situation correctly. Even after a medical timeout a player may gain additional time through use of the PPS without being immediately defaulted. Once an official directs a player to resume play, the player must play within 20 seconds or be assessed another code violation.

FAC Comment IV.D-6: *Player A was assessed a point penalty because of misconduct. In the next game, Player B, who was Player A's partner, committed a conduct violation and was assessed a penalty of one game. Player A and Player B protested, saying that since this was Player B's first offense they should have been assessed only a point. Is this correct?* No. An offense by either partner counts as a team offense, cumulatively.

FAC Comment IV.D-7: *A player took a medical timeout. Later the player received additional treatment for that condition during a changeover. The treatment lasted more than 90 seconds, and the player was late in resuming play. The Chair Umpire assessed a warning against the player for a time violation. Was the Umpire's decision correct?* No. A player may be treated during any changeover. But if the treatment lasts more than 90 seconds, the player is subject to a code violation for delay.

FAC Comment IV.D-8: *A player received a code violation point penalty. Shortly thereafter, when the player was assessed a game penalty for a second code violation, the player demanded that the Referee be called. Must this demand be*

met? If the appeal involves a question of law, the Referee must be called. Most appeals involving the PPS will involve questions of law. If the appeal involves only a factual issue, the Referee should not be called.

FAC Comment IV.D-9: *Player A is penalized loss of toss and a game penalty for lateness; Player B elects to serve. Player A then asks to serve, claiming that the penalty game counts as the first game of the match. Decision?* Player B will serve the first game actually played. Player B's decision to serve applies to the first game actually served, not the penalty game.

FAC Comment IV.D-10: *Player A is penalized loss of toss and a game penalty for lateness. Player B asserts that Player A has lost the right to a warm-up. Is this correct?* No. Player A is entitled to a warm-up.

FAC Comment IV.D-11: *The score is 2-0 and 15-15 in the third set with Player A serving. Player B has already received a medical timeout for a heat-related condition. Player B appears to be cramping and is unable to play within 20 seconds. The official issues a time violation warning and orders Player B to resume play. Player B is not able to play within an additional 20 seconds. The official issues a code violation for delay and penalizes Player B with a point penalty. The score is now 30-15. Player B is not able to play within an additional 20 seconds. What should the official do?* The official should treat this as another code violation for delay and penalize Player B with a game penalty.

FAC Comment IV.D-12: *Same situation as in **FAC Comment IV.D-11** except that the official has assessed Player B the game penalty, the score is now 3-0, and the players are taking their 90 seconds on the changeover. What happens if Player B does not resume play after the changeover?* The official does not have to advise Player B to resume play. Instead the official should default Player B under the Point Penalty System.

FAC Comment IV.D-13: *Same situation as in **FAC Comment IV.D-11** except that with the score 30-15 after being assessed a point penalty, Player B asks for another medical timeout. What should the official do?* If the cramping is obvious and if Player B does not resume play within the allotted time between points, the official shall immediately assess a game penalty. Otherwise the official should ask Player B why player B needs the medical timeout. If Player B says cramping, then the official should advise Player B that Player B is not entitled to a medical timeout and should order Player B to resume play. The official should assess a game penalty against Player B if Player B is not ready to play within 20 seconds. If Player B states that the problem is a pulled muscle, the official must allow a medical timeout. If it is determined that Player B did not pull a muscle but instead is cramping, the medical timeout ends. The official tells Player B to resume play. If Player B does not resume play within 20 seconds, the official should assess a game penalty.

FAC Comment IV.D-14: *What should happen when one player repeatedly fails to call out the score and officials are called to the court repeatedly to settle scoring*

disputes? The official should tell the player that ***The Code § 30*** requires the server to call out the score. In a particularly egregious case, the official may treat subsequent incidents as code violations for failure to follow the instructions of an official.

FAC Comment IV.D-15: *What should an official do when a player has been overruled more than once during a match?* At some point, an official may caution the player (or team) that future overrules will be penalized under the Point Penalty System as unsportsmanlike conduct. There is no hard and fast rule as to how many overrules is "too many." An official should consider all factors including:

- the age and experience of the player;
- the closeness of the calls;
- the importance of the points on which the overrules have occurred;
- the factors that might have caused the player to miss the call (e.g., a sudden gust of wind blew the ball in at the last minute versus apparent outright cheating or a retaliatory call); and
- the frequency with which the overrules occur.

An official should consider cautioning a player if there have been two overrules during the same set. Once an official cautions a player that subsequent overrules will be penalized under the Point Penalty System, the official must penalize subsequent overrules.

FAC Comment IV.D-16: *What should an official do when a player grunts so loudly that play on nearby courts is affected?* The official may treat loud grunting as a hindrance. If the official concludes that the grunting affected the outcome of the point on the court where the grunting occurred, the official may order that the point be replayed. The official should advise the player that subsequent loud grunting that affects the outcome of a point will be treated as a hindrance and will result in loss of the point. An official should not order a point replayed on an adjacent court even if the grunting may have affected the outcome of a point on that court.

FAC Comment IV.D-17: *What should an official do when a player engages in loud outbursts in a foreign language?* If the loud outburst is in a language that the official does not understand, the official should caution the player that further foreign language outbursts that are not understood by the official will be penalized under the Point Penalty System as unsportsmanlike conduct.

E. Defaults and Disqualifications

1. *Default of player for cause.* The Referee, Deputy Referee, Chair Umpire, or Roving Umpire may default a player. A player may be defaulted for cause including, but not limited to, tardiness, misconduct, or failure to follow the instructions of an official.
2. *Disqualification of ineligible player.* Upon presentation of proof, the Referee shall disqualify a player who has entered a tournament for which the player is ineligible because of age or other restrictions that apply for that tournament. The Referee may reinstate the loser of the last match won by the disqualified player.
3. *Appeal to Tournament Appeals Committee of disqualification or unilateral*

default issued by Referee. If the Referee disqualifies or unilaterally defaults a player, the player shall notify the Referee within 15 minutes of being notified of the disqualification or default of the player's intent to appeal to the Tournament Appeals Committee. The Tournament Appeals Committee's decision on any appeal shall be final.

4. *Appeal to Referee of default issued by official other than Referee.* A player who has been defaulted by an official other than the Referee may appeal the decision to the Referee. The Referee's decision shall be final. In the absence of the Referee, a Deputy Referee shall decide the appeal *unless* it was that Deputy Referee who issued the default, in which case the Tournament Appeals Committee shall decide the appeal.
5. *Players shall not leave playing area while appeal is pending.* When a player appeals an on-court disqualification or default, the player must appeal before the players leave the playing area. When an appeal has been made, no player shall depart the playing area until the appeal has been acted upon.
6. *When defaulted player may play in other events.* A player who has been defaulted for misconduct shall not participate in any other events in that tournament. Tardiness is not considered misconduct. A default for misconduct assessed against a doubles player shall not prohibit the participation of the partner in other events in that tournament *unless,* in the judgment of the Referee, the conduct of both partners contributed to the default. A player who has been defaulted for a reason other than misconduct is entitled to play in all other events in the tournament, *provided that* once a player has been replaced in the main draw by an on-site alternate, the player is not entitled to play in the consolation. (See **USTA Regulation II.B.5.c.**)
7. *Betting.* If a player bets on any match, the Referee shall immediately default the player from all events and remove the offender from any further connection with the tournament.

V. POST-TOURNAMENT REGULATIONS

A. Responsibilities of Tournament Committee and Referee After Completion of Tournament

1. *Submit draw sheets to USTA within seven days.* Within seven days after the completion of a tournament, the Tournament Committee shall submit to the body issuing the sanction complete, legible draw sheets containing first and last names of all players, match scores, and other information that is required by the body issuing the sanction. Failure to submit these reports may bring about disciplinary action by the sanctioning body. The foregoing also applies to Feed-In Championships and consolations conducted as part of the tournament.
2. *Reports on players whose prize money was withheld.* Within three days after the completion of a tournament, the Tournament Committee shall file a report with the USTA Grievance Committee on any player whose prize money was withheld pursuant to **USTA Regulation IV.C.1.** Failure to submit these reports may bring about disciplinary action by the sanctioning body.
3. *Referee reports violations of **USTA Regulations** within three days.* Within three days after the end of a tournament, the Referee shall file a written report of all violations of **USTA Regulations** and penalties imposed with the Sectional Association where the tournament was held and with the Sectional Association where the player is domiciled. If the tournament was a junior tournament published on the National Junior Tournament Schedule, the Referee also shall file the report with the USTA Junior and Collegiate Competition Department. A Referee's failure to file the written report within three days after the end of a tournament shall not invalidate any post-tournament disciplinary action based on violations of **USTA Regulations** nor shall it invalidate any penalties imposed.

B. Grievances

Any official, volunteer, player, or person associated with a player (including, but not limited to, a parent or coach) who observes a violation of **USTA Regulations**, standards of conduct, fair play, or good sportsmanship may file a written grievance according to the grievance procedures of the Sectional Association where the tournament was held; *except* if the conduct arises out of any of the following tournaments, the grievance shall be filed with the Chairperson of the USTA Grievance Committee, c/o USTA Executive Director, 70 West Red Oak Lane, White Plains, New York 10604:

- Junior tournaments on the National Junior Tournament Schedule;
- Adult, Senior, and Family tournaments on the National Adult, Senior, and Family Tournament Schedule;
- USTA National Intersectional Team events;
- Category I USTA Wheelchair National Championships, or
- International competitions in which USTA players participate.

(See **USTA Bylaw 43** for procedures and time frames for the filing of grievances and appeals.)

C. Suspensions by Sectional Associations

A Sectional Association that imposes a suspension from participation in tournaments as the result of a grievance arising out of a sectional matter or as a result of a suspension imposed under its suspension point system shall

report the suspension to the USTA National office within seven days of the suspension becoming final under the Sectional Association's procedures. If the suspension involves Adult, Senior, Family, or Wheelchair tournaments, the Sectional Association shall forward a copy of the notice of suspension to the USTA National Competitive Play Department. If the suspension involves Junior tournaments, the Sectional Association shall forward a copy of the notice of suspension to the USTA Junior and Collegiate Competition Department. The failure to forward the notice of suspension within seven days after the suspension becomes final shall not invalidate the suspension.

VI. QUICKSTART TENNIS FORMATS

A. Purpose

QuickStart Tennis formats help players learn tennis by utilizing specialized equipment, a smaller court, and modified scoring.

B. Boys' and Girls' 8 Divisions

1. *Format.* The following QuickStart Tennis format is required for use in sanctioned tournaments in Boys' and Girls' 8 Divisions and is recommended for other competitions in these divisions.
   a. *Court.* The court shall be a 36-foot court as described in **Figure 8.** The net shall be 33 inches (0.838m) high at the center.
   b. *Ball.* The ball shall be a stage 3 (red) ball of any composition as described in **Appendix VI** of the **ITF Rules of Tennis**.
   c. *Racket.* The racket shall be no longer than 23 inches (58.5 cm).
   d. *Scoring.* The match shall consist of the best two out of three games. Each game shall consist of a 7-Point Tiebreak, *except that* the players shall not change ends during the game. The players shall change ends after each game.
2. *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 day.
3. *Results not considered for ranking.* Results shall not be considered for ranking.
4. *Special provisions.* A tournament in these divisions:
   - Requires a Tournament Director, who may also serve as the Referee;
   - Requires a Referee, but the recommendation for the use of a USTA-certified Referee does not apply;
   - Shall offer reasonable rest to players between matches; and
   - Does not use the Point Penalty System.

FAC Comment VI.B-1. Because QuickStart Tennis formats matches are relatively short, the minimum rest period of 30 minutes in **Table 9** does not apply. In many cases a rest period of no more than 15 minutes will be appropriate.

FAC Comment VI.B-2. The USTA recommends that Boys' and Girls' 10 Divisions use a QuickStart Tennis format. Recommendations for these divisions are:

1. *Court.* The court shall be a 60-foot court as described in **Figure 9** or a 78-foot court as described in **Figure 1**. The net on a 60-foot court or a 78-foot court shall be 36 inches (0.914m) high at center.
2. *Ball.*
   i. *Competitions on 60-foot courts.* The ball used in competitions on a 60-foot court shall be a stage 2 (orange) ball of any composition as described in **Appendix VI** of the **ITF Rules of Tennis**.
   ii. *Competitions on 78-foot courts.* The ball used in competitions on a 78-foot court shall be a stage 3 (green) ball of any composition as described in **Appendix VI** of the **ITF Rules of Tennis**.

3. *Racket.*
   i. *Competitions on 60-foot courts.* The racket shall be no longer than 25 inches (63.5 cm).
   ii. *Competitions on 78-foot courts.* The racket shall be no longer than 29 inches (73.3 cm).
4. *Recommended scoring.* The scoring should be the best of three Short Sets with a 7-Point Tiebreak in lieu of the third set.
5. *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.
6. *Special provisions.* A tournament using the QuickStart Tennis format in these divisions:
   - Requires a Tournament Director, who may also serve as the Referee;
   - Requires a Referee, but the recommendation for the use of a USTA-certified Referee does not apply;
   - Shall offer reasonable rest to players between matches; and
   - Should not use the Point Penalty System.

The QuickStart Tennis format for the Boys' and Girls' 10 Divisions described in this **FAC Comment VI.B-2.** shall be required for use in sanctioned tournaments beginning January 1, 2012.

FAC Comment VI.B-3. A regular 78-foot court with permanent QuickStart lines is suitable for sanctioned play in divisions that require a 78-foot court.

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.)

36-Foot Court

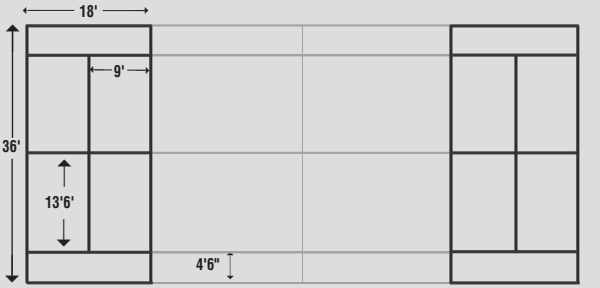


Fig. 8

- 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 half way 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.

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.

60-Foot Court

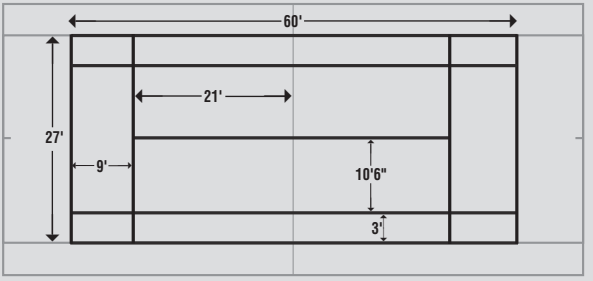


Fig. 9

VII. OFFICIATING REGULATIONS

A. Referee

The Referee is the official who is responsible for assuring that the competition is fair and played under the **ITF Rules of Tennis** and the **USTA Regulations**. The Referee supervises all aspects of play including, but not limited to, the conduct and actions of players, coaches, parents, spectators, officials, groundskeepers, and administrative crew. (See **USTA Regulations I.C.4** and **III.B.-H.** and **Table 3**.)

FAC Comment VII.A-1: Referee Procedures

1. The Referee should be present whenever matches are being played. When the Referee is not present or is playing a match, the Referee or Tournament Committee shall appoint a Deputy Referee who shall be present.
2. The Referee and other officials shall settle scoring disputes in non-officiated matches by using their best judgment. They should first attempt to get the players to reconstruct the score so that they agree on it. Thereafter, the following options are listed in order of preference:
   - Counting all points or games agreed on by the players, with only the disputed points or games being replayed;
   - Playing from a score mutually agreeable to the players; and
   - Deciding the score by a coin toss.

   (See **USTA Comments 5.4-6.**)
3. The Referee shall obtain and prepare the scorecards unless the Referee delegates this duty to the Chief Umpire or the Chair Umpire.

FAC Comment VII.A-2: Deputy Referee Procedures

The Referee or Tournament Committee may appoint a Deputy Referee to assist in the performance of the Referee's duties or to assume these duties when the Referee is absent.

FAC Comment VII.A-3: Field Referee Procedures

A Field Referee is a Deputy Referee at a secondary site who shall:

1. Act as the Referee at the secondary site (the decisions are final to the same extent that the Referee's decisions are final);
2. Provide information to the players or officials regarding the scoring system, ball change, warm-up, and rest periods;
3. Advise the other officials of their responsibilities including enforcement of the Point Penalty System and the foot fault rules;
4. Oversee the conduct of play for all courts at the site, enforce the **ITF Rules of Tennis**, Point Penalty System, **USTA Regulations**, and *The Code*, and take appropriate actions with respect to any infractions that the Referee or the other officials observe;
5. Assure that the singles sticks are installed for singles matches and removed for doubles matches and that the net is measured and properly tensioned at the start of the day and at appropriate times;
6. Penalize a player who is late under the Point Penalty System; and
7. Avoid umpiring matches whenever possible.

FAC Comment VII.A-4: *May the Referee authorize a player to wear a cell phone in vibrate mode?* Yes. Unless the Referee specifically authorizes a player to wear a cell phone in vibrate mode, any cell phone that is brought to the court must be turned off and placed so that it can be neither seen nor heard. A Referee might authorize a doctor or emergency medical responder who is on call to wear a cell phone in vibrate mode. The Referee should advise the opponent that the player is authorized to wear the cell phone. If the authorized cell phone vibrates during a point, play continues unless the opponent claims a let based on an unintentional hindrance. If a player's cell phone rings, the opponent may stop the point and claim the point on the grounds of a deliberate hindrance.

FAC Comment VII.A-5: *May an official control the location of devices capable of receiving information?* Yes. An official may require that these devices be placed where they can neither be seen nor heard.

B. Chief Umpire

The Chief Umpire appoints and replaces or reassigns, when necessary, Chair Umpires, Line Umpires, Roving Umpires, and Net Umpires in those tournaments where the Referee has delegated these duties to the Chief Umpire.

FAC Comment VII.B-1: Chief Umpire Procedures

1. Obtain from the Referee the court availability, the number of officials to be used for each match, the ball change, and other pertinent information.
2. Recruit the necessary competent umpires, establish their availability, and schedule their daily court assignments.
3. After coordinating the time and place with the Referee, schedule a pre-tournament meeting of all umpires in order to discuss the general conditions involved in working the tournament.
4. Conduct a meeting of the involved umpires before each session of the tournament to give direction, inform them of changes in procedures or to review previous matches as a means to improve future performance.
5. Evaluate the work of all umpires and offer constructive criticisms and suggestions.
6. Prepare the scorecard for each match and maintain a file of all completed scorecards.
7. Furnish the media with any factual information they may request, subject to the approval of the Referee.
8. Designate the method of deployment of on-court officials during a match, following USTA standard procedures.

C. Chair Umpire

1. *Enforces rules and regulations.* The Chair Umpire conducts the match in accordance with the **ITF Rules of Tennis** and the **USTA Regulations**.
2. *Calls lines when no Line Umpire is assigned.* In the absence of any Line Umpire or Net Umpire, the Chair Umpire assumes all their duties except those delegated to another Umpire or to the players.

3. *Assigns officials to lines.* When the Referee or Chief Umpire has not given specific assignments to the various Line Umpires, then the Chair Umpire makes these assignments in the way best to utilize their services.
4. *Enforces instructions as to who enters playing area.* The Chair Umpire shall enforce the Referee's instructions as to who may enter the playing area, and in the absence of instructions the Chair Umpire shall determine who may enter the playing area.
5. *Requests replacement of official for good cause; rearranges assignment of officials.* The Chair Umpire may request that the Referee or the Chief Umpire replace one or more Umpires if, and only if, the Chair Umpire determines that there is good and sufficient cause. In any case, play shall continue pending the decision. The Chair Umpire may rearrange the assignment of Umpires at any time.
6. *Calls score.* The Chair Umpire calls the points, games, and sets at the end of each, respectively, and when asked to call them.
7. *Sees that players change ends and play continuously.* The Chair Umpire sees that the players change ends in accordance with the rules (allowing them no delay or rest during a tiebreak). The Chair Umpire sees that they resume play promptly at the end of an authorized rest period and sees that play is continuous.
8. *Scorecard.* The Chair Umpire records the points, games, and sets on the scorecard. The Chair Umpire signs the scorecard at the end of the match and delivers it without delay to the Chief Umpire or the Referee. The failure of the Chair Umpire to sign or deliver the scorecard does not invalidate the match.
9. *When Line Umpire is unable to make call.* When a Line Umpire is unable to make a call, the Chair Umpire may make the call. While a replay is to be avoided if at all possible, the Chair Umpire shall order a point replayed if a valid call cannot be made.
10. *Suspension of match.* The Chair Umpire shall advise the Referee when playing conditions justify suspension of the match. When practicable, the Chair Umpire shall obtain the Referee's approval before suspending play.
11. *Alters ball change.* The Chair Umpire may call for a ball change at other than the prescribed time when abnormal conditions warrant so doing.
12. *Final decision on fact questions; overrules clear mistakes.* The Chair Umpire makes the final decision on every question of fact in the match, including the overruling of the Net Umpire or Line Umpire if required to correct a clear mistake.

FAC Comment VII.C-1: *What is the difference between a "Question of Fact" and a "Question of Law"?* "Questions of Fact" involve whether a specific event happened. Examples include whether a ball is in; whether a ball touched a player, whether a ball bounced twice, and whether a server's foot touched the baseline before the serve was struck. "Questions of Law" involve the application of the rules or regulations to facts that have already been determined. Examples include determining whether an act was a hindrance; whether a player should have been assessed a code violation for misconduct;

and the procedure for correcting errors in serving order, serving and receiving position, and ends.

13. *Decisions on questions of law subject to appeal.* The Chair Umpire decides all questions of law, subject to an appeal by a player to the Referee. **Appendix V, Cases 1 and 2** of the **ITF Rules of Tennis, USTA Regulation IV.D.8.,** and **USTA Regulation IV.E.4.** refer to this situation.) The Referee also decides any question of law that a Chair Umpire is unable to decide. When the matter under consideration affects the scoring of a match, the Chair Umpire shall immediately bring it to the Referee's attention and suspend play pending the decision. In all other cases of appeal, play shall be continued while the matter is being considered. The Referee's decision in such cases shall be final.
14. *Defaults player for cause.* The Chair Umpire may default a player for cause, which includes, but is not limited to, tardiness after an intermission, misconduct, or failure by the player to comply with instructions.
15. *Calls service lets and "walking and running" foot faults.* The Chair Umpire calls service lets and foot faults that are in violation of the "walking or running" prohibition.
16. *Balls that touch ceiling.* On an indoor court where part of the ceiling area is obstructed from the view of the Chair Umpire and the Net Umpire, the Chair Umpire may assign the calling of touches in that area to one of the other Umpires.
17. *Miscellaneous violations.* The Chair Umpire calls any violations during play in which:
    a. A ball in play touches a player;
    b. A player touches the net or the opponent's court while the ball is in play;
    c. A player strikes the opponent's return before it has passed the net;
    d A not-up (double-bounce) occurs;
    e. An illegal carry, double-hit, or other illegal stroke is made; and
    f. A ball in play passes through the net.

    These duties, or portions thereof, may be delegated to the Net Umpire.

FAC Comment VII.C-2: Chair Umpire Procedures

1. Learn the basic facts about the match, such as name of tournament, event (men's, women's, singles, doubles, etc.), the round, match format, correct names, and residences of the players, and the ball change. This information should be on the scorecard. If it isn't, write the information on the card.
2. Your supplies should include a stopwatch, measuring device, and eraser-equipped pencils. Optional equipment includes a cap or visor, safety pins, adhesive tape, and bandaids.
3. When you go to the court (preceding the players), check the height of the net. Ensure that singles sticks are in place on opposite sides of the net, or removed for doubles; check the ball supply (including used balls) and equipment for the Umpire's chair. Also, confirm the availability of players' supplies, water, towels, sawdust, etc.

4. Have a pre-match conference with players. Be brief and informative. Always bring the players (in doubles at least one member of each team) together at the net near the center strap. Discuss only necessary information, for example, the number of balls in use, the ball change pattern, and anything unusual such as longer warm-ups or reduced crews with the chair calling some of the lines. An example of such a discussion: "Gentleman, we're using 4 balls; change at 9 and 11." Toss a coin for winner's choice according to **Rule 9** of the **ITF Rules of Tennis.**
5. In making the pre-match announcement, be brief! An example: "Ladies and gentlemen, this third round match will be the best of three tiebreak sets. To the left of the chair, from Rye, NY, Alex Adams and from White Plains, NY, Jerry Baker; to the right of the chair, from Greenwich, CT, Chris Clark and from Hicksville, NY, Don Dunn. Adams and Baker won the toss and chose to receive." (This part of the introduction should be made after the two minute or one minute announcement during warm-up.) "Time." (Glance to see that the players and officials are ready.) "Don Dunn to serve...Play!" If the match will use No-Ad scoring and a 10-Point Match Tiebreak in lieu of the third set, the introduction should be: "Ladies and gentlemen, this third round match will consist of two tiebreak sets. No-Ad scoring will be used. A 10-Point Match Tiebreak will be used at one set all." At one set all the Umpire should announce: "A 10-Point Match Tiebreak will now be played to decide the match."
6. If there is any doubt, ask the players how to pronounce their names before the pre-match conference. Announce each player only as the player serves for the first time and again after any intermission. In announcing a match involving players from another country, introduce the visitor(s) first.
7. Titles, such as Mr., Mrs., or Ms. are used when directly communicating with a player or issuing a penalty. Use only the players' surnames on scoring. For example, "Advantage Adams."
8. In doubles, use the server's name when the server's team has the advantage and use the name of the player receiving when the receiver's team has the advantage.
9. Call games as follows:
   - "Game, Smith; first game."
   - "Game, Smith; three all, first set."
   - "Game, Jones; first game, second set."
   - "Game, Jones; Jones leads 3-2 and 1 set to love."
   - "Game, Jones; Jones leads 3-2, second set; first set, Smith."
   - "Game, Jones; three all, second set."
   - "Game, Smith; first game, final set."

   Call sets as follows: "Game and second set, Smith, 7-5. One set all." The scores of previous sets are never given.
10. When announcing a tiebreak, use the following: "Game, Smith. 6-all, first set. Tiebreak."
11. In calling the score in a tiebreak, give the leader's score, then the score

of the opponent, then the name of the leader, for example, “4-zero, Scott”, or “3-2, Jones-Smith” or “3-all.” In tiebreaks use “zero” instead of “love.”

12. When the score reaches “Deuce” in No-Ad scoring in events other than mixed doubles, announce “Deuce, Deciding Point, Receivers’ Choice.”
13. To prevent play from starting, say: “Wait, please.” To interrupt play, say: “Let.” Say: “Replay the point,” if the interruption requires it. Don’t say: “Play a let.”
14. If there is an unusual interruption in play (medical timeout, equipment repair, etc.) be sure to inform the opposing player(s) and the crowd. Keep your announcement very brief and simple: “Ladies and gentlemen, Mr. Adams is taking a medical timeout.” The objective is to keep everyone informed of what is occurring on court.
15. When a player takes a medical timeout, be sure to start your watch. Announce: “2 minutes,” “1 minute,” then “30 seconds” to let the players know the time remaining.
16. The call for first serve let is: “Let, first serve”; on a second serve: “Let, second serve.”
17. Remember at changeovers to call “Time” at 60 seconds. On set breaks, call “Time” at 90 seconds. If a player is late leaving the courtside chair, you may call “15 seconds” at the end of 75 seconds. This warning should be used sparingly and is not mandatory.
18. A code violation should be announced in accordance with the following examples: “Code violation, delay of game, point penalty, Mr. Adams”; “Code violation, ball abuse, game penalty, Mr. Adams”; “Code violation, racket abuse, default, Mr. Adams.” Always know what you are going to say before announcing a violation.
19. Time violations should be announced in accordance with the following example: “Time violation, warning, Mr. Baker.” Each subsequent delay: “Time violation, point penalty, Mr. Baker.” Always know what you are going to say before announcing a violation.
20. An accepted method of match control is for an official to caution a player whose behavior is borderline. The official should never caution a player whose misconduct is clear; the official should issue a code violation.
21. An official may caution a player on a changeover to avoid a future time violation. For example, the official may quietly tell a player: “Watch the 20 seconds,” if the player is getting close to a time violation between points. The player is now on notice that if the player is not ready within 20 seconds, the official will issue a time violation.
22. The following is an example of announcing the outcome of a match: “Game, set, match, Adams; She wins two sets to love: 7-6, 6-2.”
23. In announcing the outcome of a match, use the term “default” when a player fails to appear on time or is guilty of misconduct. For example “Game, set, match; Jones wins 6-4, 2-4, default.” When a player is unable to continue a match because of a medical condition, the record

should show the score at the time followed by the word “retired” and a description of the medical condition. For example, “6-1, 2-4, retired, cramps.” When a player is unable to continue a match because of a medical condition, announce the score followed by the term “retired.” For example, "Mr. Jones is retiring due to an injury (illness). Smith wins, 6-1, 2-4, retired.”

FAC Comment VII.C-3: Chair Umpire Techniques

1. Promptness in announcing the score at the end of a game is one trait of a competent Chair Umpire. It gives the players confidence in the official.

   Applause plays an important part in the timing of your score calling. Except for game ending points, you should always try to announce the score just as the applause is subsiding. An example for game ending points: “Game Smith,” (pause and let applause begin to subside), “Jones leads 2-1”. Occasionally, in an exciting match there will be prolonged applause that continues up to the instant the server is ready to start the next point. If the players look to you for the score, of course give it. But even in matches where there is frequent applause there will be very brief and routine points. You will be able to quickly announce the new score before the few scattered handclaps start. That’s one place where variety and promptness are important.

   Keep the score and the server in mind to more accurately announce the score and mark your card at the end of the point. WARNING: don’t let your scorecard marking become so extensive that it keeps you from seeing something important between points. Remember the two most important things to keep in mind:

   a. Look at the point-losing player and
   b. Check the receiver as the server is preparing to serve.
2. The Line Umpire’s calls should be so loud and clear that normally no repetition is necessary. It may be necessary to repeat an occasional call because of crowd noise or as an affirmation of a close call. In such cases your comment should be: “The ball was out” (or “good,” as the case may be). Don’t say: “The Line Umpire called it out,” obviously disclaiming responsibility for the call.
3. If there is not a Net Umpire you will call lets. Don’t announce let unless the serve actually is good. You also make the calls for any uncovered lines. Do so in a clear voice so both players can hear you.
4. Always keep the point score in your head, using your scorecard to confirm it. Repeating the score silently to yourself is a good habit, particularly when a controversy is brewing.
5. Where a call of good is overruled, the approved wording is “Out, (give the correct score).” Where an out call is overruled, the approved wording is “Correction, the ball was good, replay the point (or give the correct score).”
6. Be alert to the players on close calls. Judicious use of a hand signal or a positive nod with eye contact will confirm a call. If verbal confirmation is required, the phrasing should be: “I saw the ball good (or out)” or “I agree with the call.” DO NOT SAY “It was not a clear mistake.”

7. Four characteristics mark the delivery of a good Chair Umpire: a natural sounding but well-projected voice; proper inflection in calling the score; promptness; and some variety in timing and intensity. Avoid the monotony of having all your announcements sound alike. Always know what you are going to say before you open your mouth. Use a conversational tone of voice and avoid a sing-song delivery.
8. When all the players agree that a line or let call is in error, accept the players' version.
9. Do not cross your legs during play.

FAC Comment VII.C-4: Solo Chair Umpire Procedures

1. When only a Chair Umpire is available to conduct a match, the official is called a Solo Chair Umpire. A Solo Chair Umpire will, in general, have the same duties and authority as the Chair Umpire with Line Umpires.
2. The responsibilities of the Solo Chair Umpire and the players are described below. Depending on the sophistication of the players, the Solo Chair Umpire should cover some or all of these responsibilities in a brief pre-match meeting.
   a. The Solo Chair Umpire is there to help the players by assuring that the match is played under the fairest circumstances possible.
   b. The players shall call all lines promptly and loudly. Any doubt about a line call should be resolved in favor of the opponent.
   c. The Solo Chair Umpire overrules clear mistakes. This includes "good" balls that are called "out." This includes obviously "out" balls that are called "good." It does not include close "out" balls that are called "good." If the Solo Chair Umpire overrules an "out" or "fault" call, then the player who made the call loses the point.
   d. The Solo Chair Umpire makes all other calls including, but not limited to, foot faults, lets, not-ups, and code violations.
   e. The Solo Chair Umpire may explain the ball change policy and should conclude the meeting by asking if there are any questions.
3. The Referee or the Solo Chair Umpire may modify the above line-calling procedure with the exception that the overrule shall continue to be exercised. Two examples are that the Solo Chair Umpire might call all the lines or the service line only.
4. Sections may authorize Solo Chair Umpires to call all lines in designated tournaments.
5. In certain professional and ITF tournaments, the Solo Chair Umpire may be required to call all lines.

FAC Comment VII.C-5: Scorecard Marking Procedures

Keep scorecard marking to a minimum. This allows you to spend more time watching the players and coaches for possible conduct violations. Brief examples of a modified scorecard are shown. Before going to court complete

Example of Scorecard Marking

UNITED STATES TENNIS ASSOCIATION

OFFICIAL SCORECARD

EVENT

Tournament	Date
Friend at Court Invitational	Jan 1, 1998
	Court # 1 Match # 1

Round	Division	No. of sets	Format:				
F	Mens Singles	3		Advantage	1	2	3
				Tiebreak	1	2	3
Scoring: Regular [X] No-Ad [ ]				Other	1	2	3

Supervisor	Ball Change	(quantity)	# of Officials
Bill Barber	7 & 9	(6)	7 [X] Chair (+)
Referee	**Chair Umpire**		
Jay Snyder	Rebel Good		

MATCH

Player(s)	From	Won	Elect
James Jones	Jacksonville,	X	Rec
	Florida		

VS. **TOSS**

Player(s)	From	Won	Elect
Sam Smith	Syracuse		
	NY		

RESULT

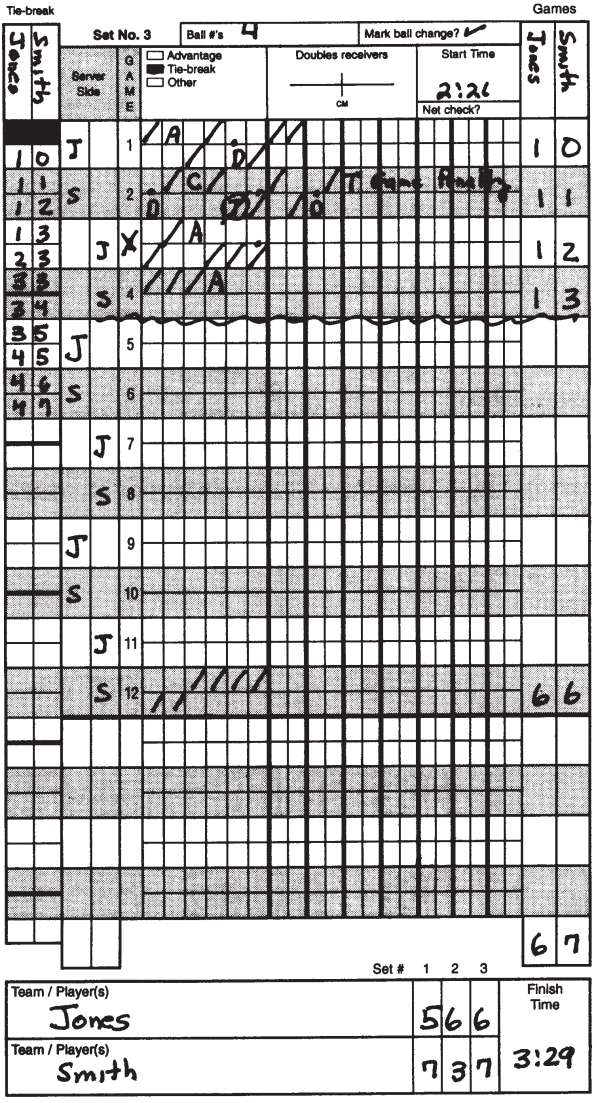
Time called	Time started	Time finished	Duration
1:05	1:10	3:29	2:19

Winner(s)	SCORE			
Sam Smith		7	3	7
		5	6	6
	TB			4

CHAIR UMPIRE

Signature	Certification
R. Fletcher Good IV	USTA

Fig. 10



The tiebreak score is reported as 7-6(x) or 6-7(x) with (x) being the number of points won by the loser. For example, 7-6(4) means the tiebreak score was 7-4, and 6-7(14) means the tiebreak was 14-16.

Fig. 11

CODE VIOLATIONS (POINT PENALTY SCHEDULE)

Step	Set	Games	Points	Player	Code	Description
W						
P	3	1-0	15-15		VA	yelled "you stupid idiot" at baseline umpire
G	3	1-0	Ad Smith		VA	screamed at chair: "you're worse than the baseline umpire"
D						

ABBREVIATIONS (CODE OF CONDUCT)

Del	Unreasonable Delays	BA	Ball Abuse	PhA	Physical Abuse
AOb	Audible Obscenity	RA	Racquet Abuse	CC	Coaching, Coaches
VOb	Visible Obscenity	VA	Verbal Abuse	UnC	Unsportsmanlike Conduct

TIME VIOLATIONS

Team / Player(s) Jones							Team / Player(s) Smith						
Step	Set	Games	Points	Player	20	90	Step	Set	Games	Points	Player	20	90
W	3	1-0	15-40		X		W						
P	3	1-0	3rd deuce		X		P						
P							P						

INTERRUPTIONS/TOILET BREAKS, ETC.

Set	Games	Points	From	To	Player	Reason
		–				
		–				
		–				
		–				
		–				

Fig. 12

as much of the scorecard as possible including the players' names in cumulative game columns, first ball change, and ball number.

1. *Serves.* Aces are shown with A's, double faults with D's and missed first serves with a small dot in mid-line.
2. *Code violations.* A point penalty for a code violation is shown by a "C" in the box of the player who was not penalized. (See third point of second game.) A game penalty is shown by writing "Game Penalty" on the line of the player who was not penalized. (See second game.) **(Figure 11)**
3. *Time violations.* A warning given for the first time violation is shown by a "T" in the box of the offender. You should circle the "T". (See fifth point of second game.) Subsequent time violations are shown by a "T" in the box of the player who was not penalized. (See eleventh point of second game.) **(Figure 11)**
4. *Placement of the server's initials and names.* The placement of the server's initials indicates the end of the court (for example the Chair Umpire's right or left) from which the service is delivered.
5. *Cumulative game score.* The cumulative score is shown in the example with each player's score written after each game. You may also write only the score of the winner of each game.
6. *Service breaks.* An "X" through the game number in the column captioned "GAME" indicates a service break. (See example in the third game.)
7. *Ball changes.* Underline the server's column and the set score column to indicate a ball change. The wavy line after the fourth game means that a ball change should follow game 4. Some Umpires also lightly shade the set score boxes or use a highlighter.
8. *Significant events.* You should make notes about significant events such as an injured player, cramps, toilet breaks, and the precise nature of a conduct violation. Use the appropriate table on the back side of the card. **(Figure 12)**
9. *Service order in tiebreak.* As soon as you know who serves first in the set, place the initials of the players in proper order over each box on the tiebreak section.

FAC Comment VII.C-6: Clay Court Ball Mark Inspection Procedures

To the extent applicable, the Ball Mark Inspection Procedures for a Chair Umpire in **Appendix V** of the **ITF Rules of Tennis**, also apply to a Referee, Deputy Referee, or Roving Umpire. The following additional procedures apply when one of these officials is called to the court. The official shall find out if the players agree on which mark is the ball mark.

- If the players agree on the mark but disagree on the reading of the mark, the official shall decide if the mark is in or out.
- If the players disagree on the mark, the official shall find out from the players the kind of shot that was played and the direction in which the ball was hit. If this enables the official to determine which mark is the ball mark, the official shall decide if this mark is in or out.

- If the official is unable to determine which mark is the ball mark, then the determination of the player at the end with the mark stands. The official then decides if this mark is in or out.

FAC Comment VII.C-7: *What happens if the receiver does not play a second serve because the Line Umpire calls "fault" and immediately corrects the call?* The server is entitled to two serves. But note that if the serve was a clear ace and that the Line Umpire's call did not affect the receiver's ability to play the ball, then the server wins the point.

FAC Comment VII.C-8: *The first service is a fault. The server has begun the service motion for the second service when the Chair Umpire calls "wait, please" because a ball from another court has rolled onto the court or because there is some other interference. Is the server entitled to two serves?* Yes. The server was in the service motion, and this delay was caused by outside interference so the server receives two serves.

FAC Comment VII.C-9: *In a match with a Chair Umpire, a player's hat flies off. What should the Chair Umpire do?* The first time a hat flies off, a ball drops from a pocket, or some other item of clothing (including a towel) falls off, a let shall be called regardless of whether the item lands in or out of the court. The Chair Umpire shall caution the player that any subsequent similar incident shall result in a loss of point for deliberate hindrance.

FAC Comment VII.C-10: *Player A drives a hard ball to Player B's baseline. The Baseline Umpire calls "out," then reverses the call to "good." What should the Chair Umpire do?* The Chair Umpire should accept the reversed call and allow the point to stand as won by Player A if the Chair Umpire is convinced beyond any doubt that the erroneous call did not affect Player B's chance to make a play.

FAC Comment VII.C-11: *On a second service, a Line Umpire calls "fault" and immediately corrects it. Meanwhile the receiver tries to return the serve but fails to make a good return. Is the server entitled to two serves?* Yes. The server is entitled to two serves on the ground that, assuming the corrected call to be the correct one, the server had in fact put the ball in play. Once the ball is in play and a let is called for any reason, the point must be replayed.

FAC Comment VII.C-12: *A serve that has landed in the proper court bounces and strikes a Line Umpire. The receiver asks that a let be called on the ground that the receiver was hindered in playing the ball because it struck the Line Umpire.* If the Line Umpire was in proper position (in the chair or standing near it in the customary position for judging the sideline on a service), the point stands as played with the server winning the point. If the Line Umpire had left the assigned position, either in an attempt to avoid being hit or for any other reason, the Chair Umpire may call a let if the Chair Umpire feels that the receiver could have played the ball if the Line Umpire had been properly positioned.

FAC Comment VII.C-13: *Player A hits a fast serve near the far sideline. The Line Umpire is unable to make a call on it. Player A appeals to the Chair Umpire for a decision. The Chair Umpire says: "I know it was good, but unless the Line Umpire calls it, I can't." Was the Chair Umpire's decision correct?* No. If the Chair Umpire knew the ball was good, the Chair Umpire must make the call. If the Chair Umpire cannot make the call with certainty, the point should be replayed.

D. Roving Umpire

A Roving Umpire is an official who exercises jurisdiction over more than one court. Duties are similar to those of a Chair Umpire and include, but are not limited to, the following:

1. Ensuring that assigned courts are ready for play;
2. Enforcing the warm-up time and Point Penalty System;
3. Promptly reporting to the Referee any code violations;
4. Resolving scoring disputes;
5. Overruling line calls and calling foot faults when the Roving Umpire is in direct observation of the court;
6. Defaulting players for cause; and
7. Controlling spectators.

FAC Comment VII.D-1: Roving Umpire Procedures

The Roving Umpire is a USTA certified official, preferably a certified Chair Umpire, who exercises officiating jurisdiction over the courts assigned.

The Referee or Field Referee shall advise the Roving Umpires of the courts to which they are assigned, and their responsibilities, the scoring system, ball use, ball change, warm-up and rest periods, and Point Penalty System. The Referee or Field Referee, taking into consideration court configuration and the regulations that apply to the tournament, shall advise the Roving Umpires on how to call foot faults, overrules, and Point Penalty System violations.

The Roving Umpire shall:

1. Exercise discretion when calling foot faults or dealing with any infractions so as not to disturb neighboring courts.
2. Install singles sticks when needed and when time permits, measure the net.
3. Enforce the warm-up time limit by advising the players when they have two minutes before the start of play.
4. Help resolve scoring disputes by using judgment. First attempt to get the players to reconstruct the score so that they agree on it. Thereafter, the following options are listed in order of preference:
   - Counting all points and games agreed on by the players, with only the disputed points or games being replayed;
   - Playing from a score mutually agreeable to the players; and
   - Deciding the score by a coin toss.
5. Control spectators.
6. Enforce the Point Penalty System (code and time violations).
7. Overrule a player's line call only when in direct observation of that one court. When a Roving Umpire overrules a player's out call, that player loses the point. The Roving Umpire may not overrule as a result of a player appeal.

8. Avoid staying on one court and officiate all courts uniformly.
9. Be highly visible, but not spy on the players.
10. Help resolve on-court disputes according to *The Code*.
11. Allow any player to call a let.

FAC Comment VII.D-2: *The receiver's cell phone rings just as the server tosses the ball. The receiver makes no attempt to return the ball and instead answers the phone and does not resume playing for about one minute. A Roving Umpire discovers the situation. What should the official do?* The server wins the point because the ringing cell phone does not entitle the receiver to get unready. The official shall also penalize the receiver with at least one penalty under the Point Penalty System for delay. If the official can determine with certainty that the delay was more than 40 seconds, the official shall assess two penalties.

FAC Comment VII.D-3: It is improper for an official to warn a player that the player is in danger of footfaulting.

FAC Comment VII.D-4: A Roving Umpire should never overrule an extremely close ball. Players are playing under *The Code* and are expected to give their opponents the benefit of the doubt. Therefore, a Roving Umpire should be reluctant to call a ball out that has been played as good. The overrule of an out ball that has been played as good may be made only when a Roving Official is stationed on court.

E. Net Umpire

1. *Calls "net" on lets.* The Net Umpire makes a call of "net," followed by a hand signal, any time a served ball touches the net in passing it.
2. *Makes calls delegated under* ***USTA Regulation VII.C.17***. The Net Umpire calls, if asked to do so by the Chair Umpire, any violations set forth in **USTA Regulation VII.C.17.**
3. *Ball change.* The Net Umpire sees that balls are changed at the proper times and checks each new ball for suitability.
4. *Checks net.* The Net Umpire adjusts the net to the proper height before play begins, on set breaks, and at such other times as the Chair Umpire may desire, and makes sure that singles sticks are in place or removed, as required.
5. *Alternate scorecard.* The Net Umpire keeps an alternate scorecard as a check for the Chair Umpire if requested.

FAC Comment VII.E-1: Net Umpire Procedures

1. The Net Umpire's primary duty is to call "nets." The Net Umpire sees that balls are changed at the proper times. The Chair Umpire may assign other duties such as setting up the court and calling throughs. The Net Umpire should sit comfortably, feet slightly apart but not protruding into the court. The Net Umpire should place a hand along the side of the net band and ahead of the net post (or singles stick) and

sight along the top of the band. The hand away from the net should be used to touch the net. The hand should be raised and a verbal "net" call made to indicate a "net." The hand should be removed from the net once the ball is in play. Eyes and ears are by far the key elements in detecting nets.

2. Net Adjustment: Stand on the side opposite the buckle of the strap, so if you have to change the height you can depress the net with your body as you lean over it. This relieves any strain on the strap while you change the setting.

F. Line Umpire

1. *Calls line.* The Line Umpire calls all shots relating to the assigned lines.
2. *Unsighted signal.* The Line Umpire promptly indicates to the Chair Umpire by an unsighted signal when the official is unable to make a call.
3. *Corrections.* When a Line Umpire calls a ball out in error, the Line Umpire shall immediately make a correction. If a ball that was out was not called out immediately, the Line Umpire shall remain silent.
4. *Foot faults.* When assigned to a baseline, a sideline, or a centerline, the Line Umpire calls foot faults that pertain to a player's touching the line or the imaginary extension thereof. The Line Umpire should answer when a player asks what occasioned a call of foot fault.
5. *Code violations.* The Line Umpire shall report to the Chair Umpire any code violations that the Line Umpire saw or heard that were not heard or seen by the Chair Umpire.

FAC Comment VII.F-1: Line Umpire Procedures

1. A Line Umpire's only calls are: "out," "fault," "foot fault," "correction," "safe," and "unsighted." "Safe" and "unsighted" are indicated by visual signals only. "Fault" is used only with respect to a serve that is out. "Correction" is used to indicate immediately that an erroneous call has been made. Not making any call on a ball is tantamount to calling it good.
2. Visual signals for "out" and "fault" follow the oral calls and are made by extending the arm with the palm of the hand held vertically, fingers together, shoulder high, in the direction in which the ball is out. If the Line Umpire and the Chair Umpire are located on the same side of the court, the Line Umpire's hand should be extended forward (not to the side) to facilitate the Chair Umpire seeing the signal. A "foot fault" is signaled by raising either arm to the vertical position. A "correction" is signaled by raising either arm to the vertical position followed by the corrected signal. A call of good or "safe" is signaled by holding both hands together, backs of hands to chair, approximately knee high in front of the body; the Line Umpire's hands should be tilted in the direction of the Chair Umpire when both officials are located on the same side of the court. "Unsighted" is signaled by placing the back of the hands to the Chair in a vertical position just below the eyes.

3. Make “out,” “fault,” “foot fault,” and “correction” calls loudly and crisply followed by the proper hand signal. This is particularly important on balls that are hit at a high rate of speed or land near the line. A “safe” signal is used to reassure the Chair Umpire of a call when the ball has hit on, or within approximately 18 inches inside of a line. An “unsighted” call is used to tell the Chair Umpire that the Line Umpire was unable to see a shot.
4. To be valid, a Line Umpire’s out call on A’s shot to B’s court that B plays must be made before B’s shot has either gone out of play or has been hit by A.
5. The Line Umpire should give the server the benefit of any doubt in calling a foot fault. Do not make any call until the ball has touched the racket of the server.
6. If play continues after a fault, foot fault, or out call, the Line Umpire should immediately repeat the call. If the score that the Chair Umpire announces varies from the Line Umpire’s call or if the Chair Umpire is making a procedural error such as allowing the wrong player to serve, the Line Umpire shall immediately bring this to the attention of the Chair Umpire.
7. A Line Umpire who observes a code violation not seen or heard by the Chair Umpire shall report this to the Chair Umpire without interrupting a point. This should be done before the start of the next point.
8. With the exception of shoes and socks, white is a prohibited color for the clothing of a Line Umpire.
9. A Line Umpire is accountable to the Chair Umpire only.
10. A Line Umpire who has been overruled should accept the overrule without comment. Any query from a player concerning a line call should be referred to the Chair Umpire.
11. A Line Umpire shall not call a “touch,” “not-up,” “carry,” “double-hit,” “through,” “invasion,” or “foul shot.”
12. When a Line Umpire’s relief does not appear on schedule, the Line Umpire shall continue working until the relief arrives.

FAC Comment VII.F-2: Line Umpire Techniques

1. Any hand signal should be given with a fully extended arm and should be held momentarily to give the Chair Umpire the opportunity to observe the signal. A ball should never be called out until it has touched the ground or a permanent fixture.
2. *All Line Techniques (Except Service).* Look to where the action is; as the ball passes the net and you have the possibility of a call, turn your eyes and head to the line in the area where the ball is going to land, thereby giving yourself the best chance to make the correct call. Focus directly on the line.

   Baseline. Chair angled properly, maximum angle not farther than the intersection of the service line and the far side line. Body positioned so that head is directly on the line. Sit forward to look alert. Watch for foot faults.

   Long Lines. Assume “ready position” as server prepares to toss

ball. Maintain ready position throughout point. The ready position should not be rigid or uncomfortable. Calls and signals are made from the ready position. Assume "at ease" position at point's end. When calling the serve from behind the receiver, select the best position from which to make the call. The following are acceptable:

a. On the line, crouched low;
b. Inside the line in a normal ready position; and
c. Outside the line in a normal ready position.

Choose the option most comfortable for you which allows you to make the most accurate call. After the serve, move quickly into position to call the long line during play. The center service Line Umpire goes to "at ease" position just after the serve hits the court unless this Umpire makes a call.

Service Line. Chair is straight on the line. Do not angle the chair. Lean forward to get best angle and view of server preparing to serve. When server is ready to toss ball, turn your head and focus your eyes directly on the near quarter of the line being served to. Lean forward if this will enable you to call the line with accuracy. If you still have a problem with served balls slipping under your vision, focus closer to you. Focus directly on the line.

3. A Line Umpire should sell calls with decisiveness, a crisp tone of voice, and a prompt hand signal following the voice. The Line Umpire should make some intelligent differentiation in the relative volume and urgency of calls. Obviously, it is not necessary for a service Line Umpire to shout "fault" loudly on a serve that hits the top of the net and lands 10 feet beyond the service line. This is not to encourage anyone to be overly casual or tardy in making calls.
4. In doubles, the Line Umpire calling the side line also calls the side service line. In making these calls, a Line Umpire should be in a position with an unobstructed view.
5. A Line Umpire who is in a player's way should make a definite effort to avoid the player while maintaining his or her position.
6. A Line Umpire should not assume the role of a ballperson. However this does not preclude handing a ball within easy reach to a player or a ballperson or catching a towel thrown by a player and handing it to a ballperson.
7. A Line Umpire's biggest problem is to maintain concentration and alertness. When seated, a Line Umpire should never relax completely or cross the legs during play. A Line Umpire should avoid distractions such as conversing with a spectator.
8. Line Umpires should warm-up their eyes before going on court or during the warm-up.

FAC Comment VII.F-3: Clay Court Ball Inspection Procedures

Line Umpires are not responsible for inspecting ball marks, but the Chair Umpire may ask for help in locating a mark. If a Line Umpire thinks that the Chair Umpire may need help in locating a mark, the Line Umpire should keep the Umpire's eyes on the ball mark instead of giving immediate eye contact to

the Chair Umpire. If a Line Umpire is working on a short crew, the Line Umpire should stay in position until the Umpire is sure that the mark does not have to be checked.

Do not get into a discussion with the player about the mark.

FAC Comment VII.F-4: *On the second service, the server has tossed the ball in the air and is about to strike it when the Line Umpire calls "foot fault," whereupon the server catches the ball instead of striking it. What should the Line Umpire do?* The Line Umpire should call "correction" (as there could be no fault since the ball was not struck, or struck at). The Chair Umpire should then inform the player that, as a result of an interrupted serve, the server has two serves to come.

G. Considerations for All Officials

1. *Aiding player.* No official, *unless* the official is a qualified medical person or athletic trainer, shall aid a player who is suffering from a medical condition. An official should manage a medical condition consistent with the *USTA Emergency Care Guidelines*. Nonetheless, any official may provide supplies.

FAC Comment VII.G-1: An official needs to maintain impartiality. When no other person is available, it is appropriate for the official to manage care pursuant to the *USTA Emergency Care Guidelines*. (See **Part 4**.)

2. *Applauding prohibited.* No official shall applaud a player.
3. *Infractions observed in non-umpired matches.* In non-umpired matches, the officials may take appropriate action with respect to any infraction of the rules or regulations they observe.
4. *Enforcing instructions as to who enters playing area.* The official in charge of the match shall enforce the Referee's instructions as to who may enter the playing area, and in the absence of instructions shall determine who may enter the playing area.
5. *Betting.* No official or member of the Tournament Committee shall bet on any match in the tournament. If an infraction occurs, the Tournament Committee shall immediately remove the offender from any further connection with the tournament.

FAC Comment VII.G-2: Court Monitors

Court Monitors are not certified officials. They assume limited duties to help ensure fair and sportsmanlike play at sites lacking a sufficient number of certified officials. Based on the experience and training of the Court Monitors, the Referee or Field Referee shall advise them of the courts to which they are assigned and their responsibilities, which may include some or all of the following:

1. Maintain control over assigned courts;
2. Measure the net at the beginning of the first match and at other appropriate times;
3. Time warm-ups and, when possible, announce "two minutes" at two minutes before the end of the warm-up, and announce "time" when play is to begin;

4. Call foot faults, remembering that there is never a warning;
5. Stop play when the monitor observes a code violation and seek assistance from the Referee or other official;
6. File suspension point reports with the Referee concerning offenses they personally observed or heard;
7. Settle scoring disputes on a limited basis;
8. Overrule clear mistakes;
9. Time rest periods;
10. Record scores of matches;
11. Inform the desk of open courts and of the progress of matches in play;
12. Send for a certified official if there is a question of rule interpretation;
13. Call the score if assigned to only one court.

H. Officials Council

The Officials Council operates on the district, sectional, and national levels for the purpose of teaching, developing, evaluating, and certifying officials. Any individual USTA member who complies with the certification requirements of this regulation becomes a member of the Officials Council.

I. USTA Officials Committee

The USTA Officials Committee shall administer and supervise the Officials Council. The Committee shall assure that an adequate number of approved schools are held each year. It shall also prepare the annual certification application and test for each category of officials. It shall be responsible for developing officiating techniques and procedures and for evaluating officials.

J. Sectional and District Officials Committees

Each Sectional Association and District Association shall designate an officials committee with a chairperson and a vice chairperson. These committees shall assist the USTA Officials Committee with the administration of the Officials Council. The sectional and district committees may establish their own requirements for non-members of the Officials Council; that is, officials from outside the covered geographic area or honorary members.

K. Definitions for Certification

1. *Certified Officials:* Provisional Umpire, Associate Official, Sectional Umpire, Sectional Chair Umpire, Sectional Referee, USTA Roving Umpire, USTA Line Umpire, USTA Chair Umpire, USTA Referee, USTA Chief Umpire, National Line Umpire, National Chair Umpire, National Referee, National Chief Umpire, Professional Line Umpire, Professional Chair Umpire, Professional Referee, Professional Chief Umpire, and Intercollegiate Official.
2. *Year:* The calendar year.
3. *National Chairperson of Officials:* The Chairperson of the USTA Officials Committee appointed by the USTA President.
4. *Evaluation:* The rating of an official's performance by a trained USTA Trainer-Evaluator.
5. *Satisfactory evaluation:* A satisfactory evaluation is an evaluation which evidences acceptable performance at the certification level for which the official is applying.

FAC Comment VII.K-1: The purpose of the Training-Evaluation Program is to improve the standards of officiating by achieving consistency in procedures and general conduct of officials. This concentration on technique is intended to improve accuracy which dictates on-court performance. The Training-Evaluation Program also assists in the classification of officials for certification purposes and in selection for succeeding rounds of a tournament. National and Sectional Trainer-Evaluators are selected to perform evaluations and a certain amount of training is required for their selection. National Trainer-Evaluators are a very small cadre of officials who are sent to selected tournaments to instruct and evaluate officials in the proper and current methods of officiating. All Sectional Associations should have Sectional Trainer-Evaluators in their area who have fulfilled the training requirements.

6. *National evaluation:* An evaluation by a National Trainer-Evaluator who is approved by the National Chairperson of Officials.
7. *Sectional evaluation:* An evaluation by a Sectional Trainer-Evaluator who is approved by the Sectional Chairperson of Officials and the National Chairperson of Officials.
8. *Tournaments:* USTA sanctioned or approved tournaments, ITF, ATP, WTA, intercollegiate tournaments, high school tournaments, and generally recognized foreign tournaments. Tournaments with more than one event and tournaments with a qualifying, main draw, or consolation count only as one tournament for certification purposes. The same tournament may not be used to meet the requirements for being certified as a Chief Umpire and Referee. A collegiate dual match may not be used as a tournament for the purpose of certification as a Referee.
9. *On-court officials:* Certified officials excluding Referees and Chief Umpires.
10. *Friend at Court (FAC):* The USTA Officials Handbook.

L. Certification

Certification is from January 1 to December 31. Tests and dates of schools shall be available through the District, Sectional, and National Chairpersons of Officials.

M. General Certification Requirements

1. *Vision*. Each year, each on-court official shall attest to having vision of 20/20, either corrected or uncorrected. Every even year, each on-court official (excluding Provisional Umpires) shall submit to the USTA a physician's or an optometrist's statement attesting that the official has 20/20 vision, either corrected or uncorrected.
2. *Tests*. Each certified official shall pass the written test for each category in which the official is certified.
3. *Schools*. Each certified official shall successfully complete an approved school for each certification category. The National Chairperson of Officials has the right to approve all training schools. The Sectional Chairperson may approve schools as delegated by the National Chairperson. The USTA Officials Committee determines the school requirements for each category, and the National Chairperson of Officials shall approve all instructors.

4. *Number of tournaments.* Every year an official shall meet the certification requirements by serving in the preceding year in, at minimum, the specified number of tournaments, matches, or days.
5. *USTA membership and certification.* Each certified official shall be a USTA member. Field Referees, Roving Officials, Sectional Trainer-Evaluators and National Trainer-Evaluators shall be certified officials.
6. *Work record.* Each official shall submit the official's work record to the USTA on a continuous basis. The Sectional Chairperson shall approve or disapprove certification based on the work record and also shall obtain the approval or disapproval of certification by the official's District Chairperson, if there is one. Review of the work records start on October 15. Certification as a National or Professional Official shall require the approval of the National Chairperson of Officials.
7. *Code of Conduct.* All officials shall adhere to the standards in the Officials' Code of Conduct as set forth in *Friend at Court*.

N. Specific Certification Requirements

1. *Provisional Officials.*
   a. *Provisional Umpire.* A Provisional Umpire is exempt from the school requirement but must pass a written test. A person becomes a Provisional Umpire immediately upon passing the written test for Provisional Umpires.
      i. *Advancement to Sectional Official.* If later during the same calendar year the official meets the work requirements for becoming certified as a Sectional Official, the official may become certified as a Sectional Official by passing the applicable test or tests. The official is excused from meeting the school requirement only during the first year as a Provisional Umpire.
      ii. *Certification in year following advancement to Sectional Official.* If an official advances from Provisional Umpire to a Sectional Official during the year, the official will not be re-certified during the next year as a Sectional Official until the official has passed the applicable test or tests and has successfully attended an approved school.
   b. *Provisional Referee.* A Provisional Referee shall have attended the required school or schools conducted by an approved USTA Trainer/Evaluator and shall have passed all applicable tests required of a Referee. A Provisional Referee may serve as a Referee for tournaments below the Sectional Championship level. If during the same calendar year the Provisional Referee meets the work requirements for a Sectional Referee, the Provisional Referee may then become certified as a Sectional Referee.
2. *Associate Umpire:*
   a. Shall be certified by a foreign national tennis association recognized by the International Tennis Federation;
   b. Does not have to fulfill the general certification requirements except the USTA membership requirement; and
   c. Shall pay a yearly fee to offset expenses of mailings.

3. *Sectional and USTA Officials.* Each year Sectional and USTA Officials shall pass the written tests for the categories in which they are certified. Tests shall apply for certification in the calendar year following the year in which they are taken. Each year these officials shall successfully complete a school for the categories in which they are certified. Schools apply toward certification in the calendar year following the year in which they are completed.
   a. *Sectional Umpire:* Shall have officiated for a total of five of the following:
      Line Umpire days;
      Chair Umpire matches; or
      Roving Umpire days.
      Chair Umpire matches used to qualify for this category may not be used to also qualify for Sectional Chair Umpire.
   b. *Sectional Chair Umpire:* Shall have served as a Chair Umpire in five matches.
   c. *Sectional Referee:* Shall have served as a Referee or as a Deputy Referee for an entire tournament.
   d. *USTA Roving Umpire:* Shall have satisfied the requirements for a Sectional Umpire, shall have served as a Roving Umpire for at least 15 days, and shall have successfully completed the Referee school.
   e. *USTA Line Umpire:*
      i. Shall have officiated as a Line Umpire for 10 days; and
      ii. Shall have received satisfactory evaluation(s) as a Line Umpire.
   f. *USTA Chair Umpire:*
      i. Shall have officiated as a Chair Umpire in ten matches;
      ii. Shall have been previously certified as a Sectional Chair Umpire; and
      iii. Shall have received satisfactory evaluation(s) as a Chair Umpire.
   g. *USTA Referee:* Shall have served as a Referee for three entire tournaments, one of which may have been as a Deputy Referee.
   h. *USTA Chief Umpire:* Shall have served as a Chief Umpire for one tournament.
4. *National and Professional Officials.* Tests and schools for the National Officials and Professional Officials shall be required only at the direction of the USTA Officials Committee.
   a. *National Line Umpire:*
      i. Shall have officiated as a Line Umpire for 20 days in matches at USTA National Championships, Intercollegiate National Championships, ITF International Championships, or professional tournaments with prize money of at least $10,000. At least ten of these days shall have been in USTA, ITF, ATP, or WTA tournaments with prize money of at least $50,000;
      ii. Shall have been certified as a USTA Line Umpire or higher line category within the previous two years; and
      iii. Shall have received satisfactory national evaluations as a Line Umpire.

b. *National Chair Umpire:*
   i. Shall have officiated in 20 matches as a Chair Umpire at USTA National Championships, Intercollegiate National Championships, ITF International Championships, or professional tournaments with prize money of at least $10,000.
      - No more than eight of these matches may be Intercollegiate National Championships;
      - The remaining matches must be in at least two tournaments;
   ii. Shall have been certified as a USTA Chair Umpire or higher chair category within the previous two years; and
   iii. Shall have received satisfactory national evaluations as a Chair Umpire.

c. *National Referee:* Shall have served as a Referee in four entire tournaments, two of which shall have been in USTA National Championships, ITF International Championships, Intercollegiate National Championships, or professional tournaments with prize money of at least $10,000.

d. *National Chief Umpire:* Shall have served as a Chief Umpire of two USTA National Championships, ITF International Championships, Intercollegiate National Championships, or professional tournaments with prize money of at least $10,000. One of these tournaments shall have been a USTA, ITF, ATP, or WTA tournament with prize money of at least $50,000.

e. *Professional Line Umpire:*
   i. Shall have officiated as a Line Umpire for 50 days in professional tournaments with prize money of at least $50,000. Thirty of these days shall have been in USTA, ITF, ATP, or WTA tournaments with prize money of at least $150,000;
   ii. Shall have been certified as a National Line Umpire or higher line category within the previous two years; and
   iii. The National Chairperson of Officials shall consider reports and evaluations from tournament supervisors and Referees in certifying these officials.

f. *Professional Chair Umpire:*
   i. Shall have officiated as a Chair Umpire in 40 matches in professional tournaments with prize money of at least $50,000. Twenty-five of these matches shall have been in USTA, ITF, ATP, or WTA tournaments with prize money of at least $150,000;
   ii. Shall have been certified as a National Chair Umpire or higher Chair Umpire category within the previous two years; and
   iii. The National Chairperson of Officials shall consider reports and evaluations from tournament supervisors and Referees in certifying these officials.

g. *Professional Referee:* Shall have served as a Referee in five tournaments, all of which shall have been USTA National

Championships, ITF International Championships, Intercollegiate National Championships, or professional tournaments with prize money of at least $10,000. At least three of these tournaments shall have been USTA, ITF, ATP, or WTA tournaments with prize money of at least $10,000.

5. *Professional Chief Umpire:* Shall have served as a Chief Umpire of three USTA National Championships, ITF International Championships, Intercollegiate National Championships or professional tournaments with prize money of at least $10,000. One of these tournaments shall have been a USTA, ITF, ATP, or WTA tournament with prize money of at least $150,000.
6. *Intercollegiate Official:* Shall have officiated for a total of five days, which may be any combination as a Chair Umpire, Roving Umpire, or Referee for intercollegiate dual matches or tournaments. (An official who has successfully completed an ITA Training School and passed all appropriate tests may be certified as a Provisional Intercollegiate Official.)
7. *Waivers:* The National Chairperson of Officials may waive any certification requirement, except the vision and USTA membership requirements.

O. Denial of Certification and Decertification

1. The District, Sectional, or National Chairperson of Officials, for good cause, may refuse to approve an official's application or certification category, even though that official has met the technical certification requirements.
2. The National Chairperson of Officials may decertify an official for cause.
3. Recertification of a decertified official shall have the approval of the National Chairperson of Officials.

P. Appeal Procedure

1. An official whose District Chairperson of Officials refuses to approve the official's application or certification category may appeal that decision to the Sectional Chairperson of Officials. If the Sectional Chairperson of Officials denies the appeal, the official may appeal to the National Chairperson of Officials. The decision of the National Chairperson shall be final.
2. An official whose Sectional Chairperson of Officials has refused to approve the official's application or certification category may appeal that decision to the National Chairperson of Officials. The decision of the National Chairperson shall be final.
3. If the National Chairperson of Officials refuses to approve an official's application or certification category that has been previously approved by the official's Sectional Chairperson, that official may appeal to the USTA Officials Committee. The decision of the Committee shall be final.
4. If an official has been decertified by the National Chairperson of Officials, the official may appeal to the USTA Officials Committee. The decision of the Committee shall be final.
5. Any appeal shall be in writing and shall be sent by certified mail.
6. Any person submitting a written appeal shall be entitled to prompt written notification of all decisions. All decisions shall be sent by certified mail.

Q. Honorary Officials

The USTA Officials Committee, with the approval of an individual's District and Sectional Chairmen of Officials, may honor an individual as follows:

1. *Life Umpire:* An official who has been certified for 20 years, plus all those who have been designated as "Life Umpire" before March 19, 1982.
2. *Umpire Emeritus:* An official who through long or special service as a certified official deserves a special place of recognition.
3. *Honorary Umpire:* A person who has made a major contribution to areas related to officiating, even though the person may not have been active as an on-court official.

R. Records on Officials

1. The USTA Officials Committee shall maintain records for each official, including the official's address, certification, and evaluations.
2. Evaluations shall be provided annually to the appropriate Sectional Chairperson of Officials.
3. Upon request, a district chairperson, sectional chairperson, or Sectional President shall receive copies of records for the chairperson's respective District Association or Sectional Association.
4. An official shall receive a copy of the official's record yearly.

S. Notification to Members of Officials Council

The USTA Officials Committee shall periodically notify members of the Officials Council of rules, regulations, changes by the USTA, ITF, and ITA in rule interpretations, and other pertinent information.

VIII. GENERAL RANKING REGULATIONS

A. Definition of Ranking Period

Ranking data for all divisions shall be obtained from all designated tournaments (see **USTA Regulation VIII.D.1.**), and the ranking period for all players shall be January 1 through December 31 *unless* the applicable national, sectional, or district regulations provide for a different ranking period.

B. USTA Membership Required

Only persons enrolled with the USTA as an Adult, Junior, Family, Life, or Honorary member and in good standing on the last day of the ranking period shall be considered for a ranking.

C. Ranking Systems

1. *Head-to-Head Ranking System.* The Head-to-Head Ranking System is a method of ranking players or teams that is based on wins, losses, and exposure. In this ranking system a strong win record is essential for a high ranking, and significant wins are required for any ranking. A strong record is generally preferred over a long record. Exposure is important and should be measured by the number of good quality opponents that a player plays, rather than solely by the number of tournaments played. Comparative scores may be considered only when records are otherwise equal. Under this system, defaults, withdrawals, walkovers, and retirements are treated as follows:
   a. *Defaults before first service, walkovers, and withdrawals.* The following are not considered for ranking purposes:
      - A default that occurs before the first service of a match;
      - Withdrawals; and
      - Walkovers.
   b. *Defaults during a match.* All completed matches and all matches in which a player is defaulted during the course of the match are considered for ranking purposes. Any default is a loss for the player defaulted and a win for the player who advances.
   c. *Retirements.* A retirement is a loss for the player retiring and a win for the player advancing.
2. *Points Per Round Ranking System.* The Points Per Round Ranking System is a method of ranking players or teams that is based on earning ranking points for the round that a player or team reached and, in some cases, wins over highly ranked players or teams.
3. *Sectional Association ranking systems***.** A Sectional Association shall determine which of the two ranking systems, the Head-to-Head Ranking System or the Points Per Round Ranking System, is used to rank players or teams at the sectional level and shall publish its ranking system. A Sectional Association may also allow its District Associations or subdivisions to make this decision. In this case, the District Association or subdivision shall publish its ranking system.

D. Results Considered for Rankings

1. *Sectional and district tournaments.* All matches from any tournament that has been sanctioned by the applicable Sectional Association or District Association shall be considered for ranking in that Sectional Association or District Association *unless* prohibited by the applicable sectional or district

ranking regulations or **USTA Regulation VI.B.3.** (QuickStart Tennis formats in the Boys' and Girls' 8 Divisions). Regulations for a Sectional Association or District Association may authorize additional tournaments for consideration for ranking.

The applicable Sectional Association or District Association or the applicable committee shall determine in which ranking period the ranking data from tournaments that begin in one ranking period but are not completed until after the beginning of the next ranking period shall be considered.

2. *Matches generally may count in only one division.* No match may count for ranking in more than one division, *unless* the applicable national, sectional, or district ranking regulations provide for a match to count in more than one division.
3. *Results from tournaments based on race, creed, color, or national origin not counted.* Results of any tournament from which entrants have been excluded by reason of race, creed, color, national origin, or sexual orientation shall not be considered for ranking purposes.
4. *Exhibitions not counted.* Exhibitions shall not be considered for ranking purposes.

E. Ranking Considerations

1. *Rankings based on records.* Rankings shall be based solely upon players' results for the ranking period under consideration.
2. *Insufficient data.* An insufficient data category may be used for those players or teams with an outstanding record but who do not meet the minimum ranking requirements of the applicable national, sectional, or district ranking regulations.
3. *Class A category and numerical groupings.* A Class A category or numerical groupings may be used when considered appropriate by a ranking committee for giving recognition to players or teams that qualified for a ranking but did not receive specific numerical rankings, or in the case of a tie.
4. *Ranking lists in Junior Divisions shall show birth dates of players.* All ranking lists for the junior age divisions, whether national, sectional, or district, shall show the date of birth of each ranked player as officially recorded in the USTA membership records.

IX. JUNIOR NATIONAL TOURNAMENTS AND NATIONAL RANKINGS

A. Junior National Tournament Regulations

1. *Overview of Junior National Tournament System.* Annually the USTA shall publish the National Junior Tournament Schedule, which shall include the following junior tournaments:
   a. *USTA Junior National Championships.* The USTA shall sanction the following USTA Junior National Championships pursuant to **USTA Regulation XVII.D.**:
      i. *USTA National Championships.* Each year the USTA shall hold four groups of USTA National Championships for boys and girls in each age division (18, 16, 14, 12).

FAC Comment IX.A-1: Ordinarily, USTA National Championships in each group in all age divisions are held during the same time period. Occasionally USTA National Championships that are grouped together are not held during the same time period. For example, the USTA Spring National Championships in the Boys' and Girls' 18 Divisions are held about three weeks before the other age divisions.

      ii. *USTA National Opens.* Four times each year the USTA shall hold four concurrent USTA National Opens for boys and girls in each age division at different sites. This makes a total of 16 USTA National Opens in each age division.
      iii. *USTA Team Championships.* The USTA shall sanction and hold the following USTA Team Championships:
         - USTA Boys' 18 National Team Championships
         - USTA Girls' 18 National Team Championships
         - USTA Boys' and Girls' 16 Intersectional Team Championships
         - USTA Boys' and Girls' 16, 14, and 12 Zone Team Championships
   b. *USTA Regional Tournaments.* The Junior Competition Committee in consultation with the USTA Player Development Division shall determine criteria for sanctioning USTA Regional Tournaments pursuant to **USTA Regulation XVII.D.** to be placed on the National Junior Tournament Schedule.
   c. *USTA International Tournaments.* USTA International Tournaments are USTA sanctioned tournaments played under ITF tournament regulations, but not sanctioned by the ITF. The Junior Competition Committee in consultation with the USTA Player Development Division shall determine criteria for sanctioning USTA International Tournaments pursuant to **USTA Regulation XVII.D.** to be placed on the National Junior Tournament Schedule. These tournaments are played under ITF tournament regulations.
   d. *ITF tournaments on National Junior Tournament Schedule.* The Junior Competition Committee in consultation with the USTA Player Development Division shall determine criteria for selecting ITF tournaments to be placed on the National Junior Tournament

Schedule. These tournaments are played under ITF tournament regulations.

2. *Eligibility for USTA Junior National Championships and USTA Regional Tournaments.*
   a. *Players eligible.* USTA Junior National Championships and USTA Regional Tournaments shall be open to:
      i. *U.S. citizens.* Citizens of the United States.
      ii. *Certain aliens.*
         - *Permanent resident aliens.* Permanent resident aliens of the United States.
         - *Diplomats.* Aliens who have resided in the United States continuously for more than one year and who are members of families of persons in the diplomatic or consular corps.
         - *Aliens with Refugee Status.* Aliens who have been granted Refugee Status.
         - *Aliens with Asylee Status.* Aliens who have been granted Asylee Status.
         - *Aliens with Temporary Protected Status.* Aliens who have been granted Temporary Protected Status.
         - *Aliens with Adjustment Status.* Aliens whose I-485 (Application to Register Permanent Resident or Adjust Status) has been accepted for filing.
         - *British Columbians.* Canadian citizens and landed Canadian immigrants who reside in British Columbia, *provided that* they were USTA members for at least one month during 2010 and so long as they do not allow their USTA memberships to lapse for a period of more than six months. (These players may be excluded from wild card selection.)

FAC Comment IX.A-2: Documents commonly used to support a particular alien status include a permanent resident alien card (green card), Form I-94, or a receipt confirming filing of the I-485.

   b. *Loss of eligibility.* Players (including U.S. citizens) who have made a declaration of citizenship to a foreign country or who have accepted endorsement from another federation to an ITF junior or open tournament shall not be eligible to participate in USTA Junior National Championships and USTA Regional Tournaments, *except that:*
      - Those players from British Columbia listed in **USTA Regulation IX.A.2.a.ii.**; and
      - Players from Puerto Rico, U.S. Virgin Islands, American Samoa, and Guam

      may play in USTA Junior National Championships and USTA Regional Tournaments if they meet the eligibility criteria of **USTA Regulation IX.A.2.a.**
   c. *Reinstatement of eligibility.* A player who has previously qualified to play in these tournaments and who lost this right by:
      - Accepting endorsement from another federation to an ITF junior or open tournament;

- Playing on a foreign team; or
- No longer being classified by the Department of Homeland Security as an alien with a status listed in **USTA Regulation IX.A.2.a.ii.**

may apply for reinstatement. The Director of Player Development or the Director's Designee, the Senior Director for Junior and Collegiate Competition, the Director of Junior Competition, the Chairperson of the Junior Competition Committee, and the Coordinator of Junior Rankings, in consultation with the USTA General Counsel, shall rule on the request. The player may appeal the ruling to the USTA Board.

3. *National Standings List.* At least monthly, the USTA shall publish National Standings Lists for individual players in each Junior Division. The Junior Competition Committee shall determine the dates on which the lists are published and the criteria for inclusion on the lists. Annually it shall publish the criteria.

FAC Comment IX.A-3: Amateur players with an ATP, WTA, or ITF ranking are eligible to appear on National Standing Lists.

4. *Seeding criteria and procedure.* The Junior Competition Committee shall determine the seeding criteria and procedure for USTA National Championships, USTA National Opens, and USTA Regional Tournaments. The seeding criteria and procedure, which shall be based on the standing, ranking, and selection systems, is published in **Table 16.** The Director of Junior Competition or the Director's designee shall seed each tournament after consulting with the Tournament Committee.
5. *Match formats for USTA National Opens, USTA Team Championships, and USTA Regional Tournaments.* The Junior Competition Committee shall determine the match formats to be used in USTA National Opens, USTA Team Championships, and USTA Regional Tournaments. These formats shall be published on the USTA website and in **Table 17**. (See **USTA Regulation IX.A.9.o.** for match formats used in the USTA National Championships.) The match formats for USTA International Tournaments and ITF tournaments on the National Junior Tournament Schedule are controlled by ITF tournament regulations.
6. *No-Ad scoring prohibited in USTA Junior National Championships and USTA Regional Tournaments.* No-Ad scoring may *not* be used in USTA Junior National Championships and USTA Regional Tournaments even when there is inclement weather, health concerns, or safety concerns. The use of No-Ad scoring in USTA International Tournaments and ITF tournaments on the National Junior Tournament Schedule is controlled by ITF tournament regulations.
7. *Shortening USTA Junior National Championships and USTA Regional Tournaments.* The Director of Junior Competition or the Director's designee may authorize the Referee of a USTA Junior National Championship or a USTA Regional Tournament to use any match format not previously authorized (other than No-Ad scoring) because of:
   - Inclement weather;

TABLE 16

Seeding Criteria for USTA National Championships (Juniors Only), USTA National Opens, and USTA Regional Tournaments

Tournament Committees shall use the criteria in this table to submit their proposed seeding to the Director of Junior Competition.

A. Number of Seeds in Singles and Doubles Draws

Draw Size	Required Number of Seeds
128 or 192	32 seeds: top 16 seeded numerically; next 16 seeded alphabetically
96 or 64	16 seeds: top 8 seeded numerically; next 8 seeded alphabetically
32	8 seeds: all seeded numerically
16	4 seeds: all seeded numerically
8	2 seeds: all seeded numerically

B. Singles Seeding Criteria for USTA Boys' and Girls' 18 and 16 National Championships

1. Seeding shall be done using the most recently published National Standings List of the division.
   - Players may be moved within major groups (1-4, 5-8, 9-16, 17-32) due to direct wins if players are separated by less than 100 ranking points.
   - Players may be moved between major groups due to direct wins if players are separated by less than 50 ranking points.
2. Players not previously seeded who are ranked in the:
   - Top 500 on the most recently published WTA ranking list or Top 1000 of the most recently published ATP ranking list,
   - Top 100 on the most recently published ITF ranking list, and
   - Top 100 on the most recently published ITA ranking list

   shall also be considered for seeding.

C. Singles Seeding Criteria for USTA Boys' and Girls' 14 and 12 National Championships

Seeding shall be done using the most recently published National Standings List of the division in the order in which players appear.

- Players may be moved within major groups (1-4, 5-8, 9-16, 17-32) due to direct wins if players are separated by fewer than 100 ranking points.
- Players may be moved between major groups due to direct wins if players are separated by fewer than 50 ranking points.

D. Singles Seeding Criteria for USTA National Opens and USTA Regional Tournaments

Seeding shall be done using the most recently published National Standings List of the division in the order in which players appear.

TABLE 16 (Cont'd)
D. Singles Seeding Criteria…cont'd.
• Players who are accepted based on their standing in the next younger age division may be seeded in the last group of seeds (5-8, 9-16, or 17-32, depending on the draw size) if they are in the top 50 of the most recently published National Standings List of the next-younger age division. • Players from the National Standings List of the division may be moved within major groups (1-4, 5-8, 9-16, 17-32) due to direct wins if players are separated by fewer than 100 ranking points. • Players from the National Standings List of the division may be moved between major groups due to direct wins if players are separated by fewer than 50 ranking points.
E. Doubles Seeding Criteria
• Seeding shall be done using the most recently published National Standings List of the division. • Teams shall be seeded in the order of their combined standings (e.g., Player A holds the #1 standing and Player B holds the #10 standing. The Team of A&B would have the combined standing of 11.) Teams that have the same combined standing shall be seeded in the order of the total number of doubles ranking points held by each team. • Tournament Committees of 18-and-under tournaments may consider for seeding teams with players who have ATP/WTA rankings, ITF rankings, or ITA rankings. • Teams may be moved within major groups (1-4, 5-8, 9-16, 17-32) due to direct wins if the teams are separated by fewer than 100 ranking points. • Teams may be moved between major groups due to direct wins if players are separated by fewer than 50 ranking points. • Teams not previously seeded who have combined doubles ranking points higher than the last seeded team may be seeded in the last group (5-8, 9-16, or 17-32).

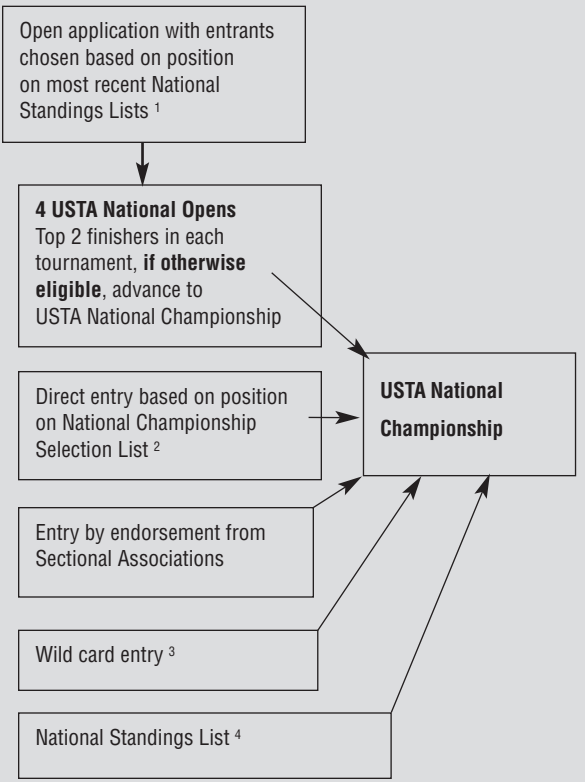
- Health concerns; or
- Safety concerns.

All matches in each round shall be played with the same format. Note, however, the shortening of USTA International Tournaments and ITF tournaments on the National Junior Tournament Schedule is controlled by ITF tournament regulations.

8. *Refund of entry fees.* The Tournament Committee shall refund a player's entire entry fee if:
   - The player withdraws before the entry deadline;
   - The entry is not accepted; or
   - The withdrawal is for previously authorized entry into another tournament.

   In all other cases, a refund is not required. The Tournament Committee shall not charge any fee (such as processing, service, or handling fee) for refunding the entry fee.

Entry into USTA National Championship



1 Both the list of the division and the list of the next younger division are used.

2 For Boys' and Girls' 18 Divisions, players in positions 1 through 40 shall be accepted into a draw of 192, and players in positions 1 through 32 shall be accepted into a draw of 128.

For Boys' and Girls' 16,14, & 12 Divisions, players in positions 1 through 24 shall be accepted into a draw of 192, and players in positions 1 through 16 shall be accepted into a draw of 128.

3 Limits on wild cards: 12 for draws of 192 and 8 for draws of 128.

4 Remaining spots filled with endorsed players on National Standings List.

Fig. 13

9. *USTA National Championships.*
   a. *Entry.*
      i. *Means of entry.* Entries and entry fees must be received by the Tournament Committee by the date stated in the published entry information.
      ii. *Multiple entries allowed in USTA National Championships.* When entries close, a player may be entered in up to two age divisions of USTA National Championships. The USTA selects players for these age divisions in the following order: 18; 16; 14; and 12. If a player is entered in two age divisions and *is* selected into the older division, that player shall not be eligible for selection into the younger division. If a player *is not* selected for the older division, that player is eligible for selection in the younger division and is eligible to be an alternate in the younger division but not in the older division.
      iii. *Player may play in only one age division.* A player may play in only one age division in each group of USTA National Championships. If a player plays in singles and doubles, the player shall play in the same age division.
   b. *Eligibility of professionals.* Professional players who are age eligible may enter and play in all USTA National Championships.
   c. *Draw size.*
      i. *18 and 16 Divisions.* In each of the 18 and 16 Divisions, two tournaments shall have a draw of 128 for singles and 64 for doubles and two tournaments shall have a draw of 192 for singles and 96 for doubles.
      ii. *14 and 12 Divisions.* Each tournament shall have a draw size of 128 for singles and 64 for doubles.
   d. *National Championship Selection List.* The USTA shall publish National Championship Selection Lists for singles in each division with effective dates as of January 15, May 1, and October 1 of each year. Each list shall consist of players who are eligible for the next USTA National Championships as follows:
      i. *18 Divisions.* Players in the Boys' and Girls' 18 Divisions shall be listed in the following order:
         (A) Sixteen players who have played in the singles draw of at least:
            - One National Ranking Tournament (as defined in **USTA Regulation IX.C.3.**) in the List's division during the four months before the effective date of the List; and
            - Two other National Ranking Tournaments in the List's division during the 12 months before the effective date of the List.

            These players shall be listed in the order of strength of record calculated as of the effective date using the USTA computer ranking program.
         (B) Players not previously listed who have an ATP singles

ranking of 1000 or better or who have a WTA singles ranking of 600 or better as of the effective date, which players shall be listed in the order of their ranking; and

(C) Players not previously listed who have an ITF ranking of 100 or better as of the effective date, which players shall be listed in the order of their ranking.

ii. *16, 14, and 12 Divisions.* Players who have played in the singles draw of at least:

- One National Ranking Tournament (as defined in **USTA Regulation IX.C.3.**) in the List's division during the four months before the effective date of the List; and
- Two other National Ranking Tournaments in the List's division during the 12 months before the effective date of the List.

These players shall be listed in the order of strength of record calculated as of the effective date using the USTA computer ranking program.

FAC Comment IX.A-4: The May 1 National Championship Selection List is used for both the USTA National Clay Court Championships and The USTA National Championships, *except that* shortly after selection for the USTA National Clay Court Championships is done, the list is republished and any player who is not age eligible for The USTA National Championships is removed and replaced with the next-highest eligible player.

e. *Selection process for singles.* Each Tournament Committee shall accept players who have submitted timely entries and successful wild card applicants into the singles draw in the following order:

i. *Players on National Championship Selection List.*

- *Boys' and Girls' 18 Divisions.* For a draw of 192, players on the List in positions 1 through 40 shall be accepted; and for a draw of 128, players on the List in positions 1 through 32 shall be accepted; or
- *Boys' and Girls' 16, 14, and 12 Divisions.* For a draw of 192, players on the List in positions 1 through 24 shall be accepted; and for a draw of 128, players on the List in positions 1 through 16 shall be accepted.

ii. *Players who qualified from USTA National Open.* Players not previously selected who are among the top two singles finishers in each of the four immediately preceding USTA National Opens shall be accepted, if otherwise eligible. A player who has been defaulted for *any* reason from the player's final scheduled singles match shall not be eligible. A player whose doubles team has been defaulted for *any* reason in the player's final scheduled doubles match shall not be eligible if, in the judgment of the Referee, the conduct of that player contributed to the default.

iii. *Players within Sectional Associations' quotas.* Players not previously selected who are on the Sectional Endorsement

Lists and within the quota established by **USTA Regulation IX.A.9.f.** shall be accepted in order as determined by their Sectional Endorsers. A Sectional Association's quota is never reduced because of players selected into the draw by any other method under **USTA Regulation IX.A.9.e.**

FAC Comment IX.A-5: The number of players that a Sectional Association receives into a draw may be reduced. For example, if a player within the quota withdraws after the draw has been made, the player is replaced by the highest listed player on the Alternate List. (See **USTA Regulation IX.A.9.e.ix.**)

iv. *Endorsed players on National Standings List.* The Tournament Committee shall fill the remaining spots in the draw, except for those spots reserved for wild card recipients, with endorsed players remaining on the most recently published National Standings List in the order in which their names appear.

v. *Wild cards.* As soon as practicable after the deadline for accepting wild card applications, the Wild Card Committee shall award no more than 12 wild cards in a draw of 192 and no more than eight wild cards in a draw of 128.

vi. *Additional players on National Standings List.* If the Wild Card Committee awards less than the maximum number of wild cards, the Tournament Committee shall fill the remaining spots in the draw with endorsed players remaining on the National Standings List used to accept players into the draw pursuant to **USTA Regulation IX.A.9.e.iv.**

vii. *Alternates.* The Tournament Committee shall prepare an alternate list of those players not accepted into the draw who come from two sources:
- The Sectional Endorsement Lists
- The doubles finalists in each of the four immediately preceding USTA National Opens.

The Tournament Committee shall publish on the website the list of alternates in the order in which their names appear on the National Standings List used to accept players into the draw pursuant to **USTA Regulation IX.A.9.e.iv**.

FAC Comment IX.A-6: Only players who appear on the National Championship Selection List or a Sectional Endorsement List or who qualified from a USTA National Open may submit late entries. Late entrants shall be placed on the alternate list in the order received after the timely entries. Late entries received at the same time shall be ordered by lot. (See **USTA Regulation I.H.4.**)

viii. *Replacement of player before draw made.* The Tournament Committee shall replace a player who withdraws or is otherwise removed from the draw before it has been made as follows:

- *Player within Sectional Association quota.* The Tournament Committee shall replace a player who was accepted as part of a Sectional Association's quota with the next player on the Sectional Endorsement List from that player's Sectional Association.
- *Player not within Sectional Association quota.* The Tournament Committee shall replace a player who was accepted into the draw *but not* as part of a Sectional Association's quota with the highest remaining alternate.

ix. *Replacement of player after draw made but before start of player's first match*. The Tournament Committee shall replace a player who withdraws, is defaulted, or is otherwise removed from the draw after the draw has been made but before the start of the player's first match with the highest listed remaining alternate.

f. *Sectional Associations' quotas.* Each Sectional Association shall be entitled to a quota of accepted players based on the ratio that the Sectional Association's junior membership enrollment bears to the total USTA junior membership enrollment. The USTA shall calculate the quota by multiplying this ratio by:

- 100 for a draw of 192; or
- 60 for a draw of 128.

After filling the minimum quotas (see below), fractional values obtained from the above computation shall be rounded up in decreasing order until the tournament quota is filled. Enrollment shall be based on the aggregate totals in each Sectional Association and the USTA as of December 31 of the preceding year.

i. *Maximum quotas*. No Sectional Association shall have more than 16 quota entries in a draw of 128. There are no maximum quotas in draws of 192.

ii. *Minimum quotas.* Each Sectional Association shall have a quota of no less than two entries.

g. *Sectional Associations' endorsement procedures.*

i. *Sectional Endorsers.* Each Sectional Association shall designate Sectional Endorsers who shall be familiar with the playing records of the junior players within their Sectional Associations.

ii. *Sectional Endorsement List*. Sectional Endorsers shall provide each Tournament Committee with a Sectional Endorsement List of the best-qualified, eligible players who are available, reside within the Sectional Association, and are recommended by the Sectional Association. USTA members who reside in British Columbia and who meet the eligibility criteria of **USTA Reglation IX.A.2.** shall be deemed to be residents of the USTA Pacific Northwest Section. The Sectional Endorsement List shall rank the players in the order in which the Sectional Association believes their records place them. Sectional Endorsers may change the order of the endorsed players at any time before the entry deadline.

iii. *Doubles-only endorsements*. Each Sectional Endorser may provide each Tournament Committee with a list of doubles players or teams that are endorsed solely to play in the doubles draw. The list shall rank the players or teams in the order in which the Sectional Association believes their records place them. Sectional Endorsers may change the order of the endorsed players or teams before the entry deadline.

iv. *Playing up*. Sectional Associations shall allow a player to compete and be endorsed in any age division for which the player satisfies the age eligibility requirement.

FAC Comment IX.A-7: The residence of all players is based on domicile.

h. *Wild cards.*

i. *Eligibility for wild cards.* Each wild card applicant must be in good standing with the applicant's Sectional Association and submit a timely wild card application. A player may be in good standing without being endorsed.

ii. *Application.* Players shall submit wild card applications and supporting documents to the Director of Junior Competition for receipt no later than five days after the entry deadline for the USTA National Championship.

iii. *Wild Card Committee.* The Wild Card Committee shall be comprised of the Coordinator of Junior Rankings, the Chairperson of the Junior Competition Committee, the Director of Junior Competition, the Director of Player Development or the Director's designee, and the Tournament Director of the applicable USTA National Championship. The Wild Card Committee shall consult with USTA Player Development staff and the player's Sectional Association before granting a wild card.

FAC Comment IX.A-8: WIld card applicants are encouraged to submit timely entries, but they are not required to do so. They are required to submit timely wild card applications.

iv. *Criteria.* Applications for wild cards may be considered in extreme cases where extenuating circumstances have made the normal procedure of qualification and endorsement impossible. Wild cards also may be granted based on the recommendation of the USTA National Coaching Staff that a player has demonstrated significant potential at the national and international levels.

i. *Players eligible for doubles.* All players selected for singles shall be eligible to enter doubles.

Players who reach the doubles finals and are finishers in a USTA National Open shall qualify for play in doubles in the next USTA National Championship, *provided* they remain otherwise eligible

and have submitted timely entries. Players are not required to play with the same partner. A player who has been defaulted for *any* reason from the player's final scheduled match in singles shall not be eligible. A player whose doubles team has been defaulted for *any* reason in the player's final scheduled doubles match shall not be eligible if, in the judgment of the Referee, the conduct of that player contributed to the default.

Vacancies in the doubles draw may be filled by the Tournament Committee with alternates and players or teams receiving doubles-only endorsements pursuant to **USTA Regulation IX.A.9.g.iii.**

j. *Singles draw formats.* In singles each tournament shall run either:
   i. A compass draw with a playoff for third place; or
   ii. A draw with a Feed-In Championship and a playoff for third place.

The Junior Competition Committee shall specify which of the two formats is used. If a draw with a Feed-In Championship is used, the USTA Player Development Division and Junior Competition Committee shall specify the round through which the losing players are fed into the Feed-In Championship and any additional playoff matches required. Each player shall play all matches unless the failure to do so is attributable to illness, injury, or personal circumstance.

FAC Comment IX.A-9: The format for 18 and 16 Divisions is a Feed-In Championship that uses the standard bye placement method described in **USTA Regulation II.B.4.d.i.** and that feeds in players through the quarterfinals. The format for 14 and 12 Divisions is a compass draw that guarantees each player at least four matches and with round-of-16 losers fed into a separate single elimination draw (silver) and the quarterfinal losers fed into another separate single elimination draw (gold).

k. *Doubles draw format.* In doubles each tournament shall run a single elimination draw with a playoff for third place, *except* that the Junior Competition Committee may authorize a consolation draw at the request of the Tournament Committee. Each player shall play all matches, unless the failure to do so is attributable to illness, injury, or personal circumstance.

l. *Separating players from same Sectional Association.* The singles draw shall avoid the presence in the same quarter of more than one of the four players with the highest standing from the same Sectional Association who are in the tournament, which standing shall be determined using the most recently published National Standings List. This regulation does not apply to wild card entries.

m. *Time when draws made.* The draws shall not be made more than seven days before the start of the tournament.

n. *Remaking draws.* If play has not begun, a draw may be remade:
   - If any one of the top four seeds withdraws; or
   - If two or more seeds withdraw.

o. *Match formats.* All main draw singles matches, third place singles

TABLE 17
Match Formats for 2011 Tournaments on the National Junior Tournament Schedule

The chart shows the match formats that will be used at tournaments on the National Junior Tournament Schedule. A Referee must get the authorization of the Director of Junior Competition to use other formats to complete a tournament.		USTA National Chmps.	BG 16, Intersectional Team Championships	BG 18, 16 & 14 USTA National Opens and USTA Regional Tournaments (*except* National Doubles Tournament)	BG 12 USTA National Opens and USTA Regional Tournaments	USTA National Team Chmps.	USTA Zone Team Chmps.	National Doubles Tournament
Main Draw Singles Formats[1]	Best of 3 tiebreak sets	x	x	x		x	x	
	Best of 5 tiebreak sets -The USTA Boys' 18 National Championships Only (Kalamazoo)	x						
	Best of 3 tiebreak sets with 10-Point Match Tiebreak in lieu of 3rd set				x			
Consolation Singles Formats	Best of 3 tiebreak sets with 10-Point Match Tiebreak in lieu of 3rd Set *Consolation Singles includes: All Feed-In Championship, and non-East Draw matches in Compass Draw*	x		x	x			
Doubles Formats	Best of 3 tiebreak sets	x[2]	x					x
	Best of 3 tiebreak sets with 10-Point Match Tiebreak in lieu of 3rd set	x[2]						
	8-game pro set with 10-Point Tiebreak at 8 games all			x	x			
	8-game pro set with 7-Point Tiebreak at 8 games all					x	x	

[1] Playoff for third place is considered a main draw singles match.

[2] The best of 3 tiebreak sets shall be used in the semifinal, final, and playoff for third place doubles matches at USTA National Championships. The match format for all other doubles matches shall be the best of 3 tiebreak sets with a 10-Point Match Tiebreak in lieu of a 3rd Set.

USTA International Tournaments and ITF Tournaments on the National Junior Tournament Schedule
ITF tournament regulations are used to determine the match formats for USTA International Tournaments and ITF tournaments on the National Junior Tournament Schedule.

TABLE 18 2011 USTA International Tournaments
• USTA International Spring Championships—16 Divisions • Eddie Herr International Junior Tennis Championship—16, 14, & 12 Divisions • Nike Junior Tour USTA National Masters—14 & 12 Divisions • American Cup—18, 16, 14, & 12 Divisions • Dunlop Orange Bowl International Championships—16 Divisions • Junior Orange Bowl International Championships—14 & 12 Divisions

playoffs, and main draw matches in compass draws shall be the best of three tiebreak sets, *except* that the final round of singles in The USTA Boys' 18 National Championships may be the best of five tiebreak sets. The 7-Point Tiebreak shall be used in all tiebreak sets of these matches. The Junior Competition Committee shall determine the match formats for all other matches and shall publish them on the USTA website and in **Table 17**.

10. *USTA National Opens.*
    a. *Entry.*
        i. *Means of entry.* A player submits an entry and entry fee to the USTA and designates the player's order of preference among the four USTA National Open sites.
        ii. *Multiple entries allowed.* A player may be entered in up to two age divisions of USTA National Opens when entries close. The USTA selects players for these divisions in the following order: 18; 16; 14; and 12. If a player is entered in two age divisions and *is* selected into the older division, that player shall not be eligible for selection into the younger division. If a player *is not* selected for the older division, that player is eligible for selection in the younger division and is eligible to be an alternate in the younger division but not in the older division.
        iii. *Player may play in only one age division.* If a player plays in singles and doubles, the player shall play in the same age division.
    b. *Draw size.* Each tournament shall have a draw of 32 for singles and 16 for doubles.
    c. *Selection process.* Players shall be accepted into the draws and given preference in their choice of site in the following order:
        i. Up to 16 players (up to four per draw) from the top 100 players on the most recently published National Standings List of the next-younger age division in the order in which their names appear on this list;
        ii. Up to 112 players (up to 28 per draw) from the most recently published National Standings List for the age division in the order in which their names appear on this list;
        iii. Players not yet in the draw whose names appear on the most recently published National Standings List of the age division in the order in which their names appear on this list;

iv. Players not yet in the draw whose names appear on the most recently published National Standings List of the next-younger age division in the order in which their names appear on this list; and

v. The remaining entrants in the order of the strength of their records.

Players not selected for their first choice shall remain in the pool of applicants for entry into the other concurrent tournaments.

d. *Alternates.* Those players who have not been selected after all four draws have been filled shall be placed in alternate pools at all concurrent tournaments for which the players indicated a preference. The Tournament Committees shall order the alternates as follows:

i. Players in positions up to 300 from the National Standings List of the division used to select players into the tournament in the order in which their names appear on this List;

ii. Players not already placed on the alternate list in positions up to 200 from the National Standings List of the next-younger division used to select players into the tournament in the order in which their names appear on this List;

iii. Players not already placed on the alternate list whose names appear on the National Standings List of the division used to select players into the tournament in the order in which their names appear on this List;

iv. Players not already placed on the alternate list whose names appear on the National Standings List of the next-younger division used to select players into the tournament in the order in which their names appear on this List; and

v. The remaining entrants in an order determined by lot.

FAC Comment IX.A-10: Late entrants into a USTA National Open shall be placed on the alternate list in the order received after timely entries. Late entries received at the same time shall be ordered by lot. (See **USTA Regulation I.H.4.**)

e. *Acceptance into USTA National Open makes player ineligible for play in concurrent USTA National Open.* Once a player has been accepted into a USTA National Open, the player shall not be eligible for play in any other USTA National Open held concurrently, *except* that a player may submit a written request to move to another site within the same age division if the draw at the requested site is not full, the request is received by each Tournament Director no later than 10 days before the start date of the tournament, and each Tournament Director involved understands the circumstances and concurs in writing.

f. *Publication of selection.* The USTA shall publish the names of the entrants and alternates.

g. *Singles draw format.* In singles each tournament shall run a Feed-In Championship and playoff for third place. The USTA Player Development Division and Junior Competition Committee

shall specify any additional playoff matches required, the round through which the losing players are fed into the Feed-In Championship, and the round through which the Feed-In Championship is played. Each player shall play all matches unless the failure to do so is attributable to illness, injury, or personal circumstance.

FAC Comment IX.A-11: The format for the Feed-In Championship uses the standard bye placement method described in **USTA Regulation II.B.4.d.i.**, feeds in players through the quarterfinals, and is played through the semifinals. The final is not played.

h. *Doubles draw format.* In doubles each tournament shall run a single elimination draw and playoff for third place. Each player shall play all matches unless the failure to do so is attributable to illness, injury, or personal circumstance.

i. *Time when draws made.* The draws shall not be made more than seven days before the start of the tournament.

j. *Remaking draws.* If play has not begun, a draw may be remade:
   - If any one of the top four seeds withdraws; or
   - If two or more seeds withdraw.

11. *USTA Team Championships, USTA Regional Tournaments, and USTA International Tournaments.*

    a. *Tournament regulations for USTA Team Championships and USTA Regional Tournaments.* Regulations for USTA Team Championships and USTA Regional Tournaments shall be prepared by the Junior Competition Committee and the USTA Player Development Division and shall be published.

    b. *Use of ITF tournament regulations at USTA International Tournaments.* USTA International Tournaments shall use ITF tournament regulations. The list of USTA International Tournaments shall be published. (See **Table 18**.)

    c. *Coaching in USTA Team Championships.* Coaching shall be allowed only in USTA Team Championships. Only the designated team coach shall be allowed to coach. Each team may have only one designated coach. Coaching may take place during changeovers and shall be conducted in an unobtrusive manner at the fence line with the coach outside the playing area while the player remains inside the playing area.

12. *Scheduling requirements.* The scheduling guidelines in **USTA Regulation II.D.12.** and **Table 6** and the order for canceling matches in **USTA Regulation III.G.5.a.** are mandatory for USTA Junior National Championships and USTA Regional Tournaments. Scheduling requirements for USTA International Tournaments and ITF tournaments on the National Junior Tournament Schedule are controlled by the ITF tournament regulations.

13. *Eligibility for international competition.* In compliance with ITF regulations, in order to be endorsed by the USTA into ITF junior tournaments, a player

shall be a United States citizen as evidenced by possession of a valid U.S. passport, birth certificate (not conclusive in all cases), or Certificate of Naturalization.

A player residing in Puerto Rico who meets the eligibility criteria of **USTA Regulation IX.A.2.a.** may play on the Puerto Rico or United States international teams. A player residing in the U.S. Virgin Islands who meets the eligibility criteria of **USTA Regulation IX.A.2.a** may play on the U.S. Virgin Islands or United States international teams. Once a player has competed for one team, the player may not compete on the other team unless reinstated.

B. Junior National Suspension System

1. *Application*. The USTA Suspension Point System shall apply to tournaments listed on the National Junior Tournament Schedule. It applies to conduct:
   - During all matches (main draw, compass draw, consolation, qualifying, and doubles);
   - During tournament activities;
   - At tournament facilities; and
   - At facilities, such as hotels, dormitories, and homes where players stay.

   Additionally each suspension point assessed at ITF tournaments becomes one suspension point under the USTA Suspension Point System.
2. *Suspension points.* The USTA Junior and Collegiate Competition Department shall record suspension points upon being notified of the violations listed in **Table 19**.

FAC Comment IX.B-1: When a violation occurs that involves a doubles team, suspension points shall be assessed only to the doubles player who was responsible for the violation.

3. *Persons authorized to file suspension point reports with Referee.* The following persons are authorized to file suspension point reports with the Referee for offenses they personally witness:
   - Tournament Committee members
   - Chief Umpire
   - Deputy Referees
   - On-court officials (including Roving Officials)
   - Court Monitors, if specifically authorized by the Referee
   - Club or facility managers
   - Hotel or dormitory managers
   - Families housing players
   - Sectional or national junior staff

FAC Comment IX.B-2: *The USTA Junior and Collegiate Competition Department, 10399 Flores Drive, Boca Raton, FL 33428 has forms that are used to report code violations and suspension points that are assessed. Suspension points are assessed by the Referee, sectional junior staff, or national junior staff. They are not assessed by the Tournament Director, Roving Umpires, Chair Umpires, or Line Umpires.*

TABLE 19 Suspension Points		
	Violation	**Suspension Points**
Code Violations	Each **code violation** (point, game, or default) *except that* players who receive code violations because of delay immediately after a medical timeout or because of obvious cramping are not assessed suspension points.	2
Defaults*	**Default** for flagrant unsportsmanlike conduct on or off court	8
	Default for refusal to play or continue to play (for reasons other than illness, injury, or personal circumstance)	5
	Default because of an adult discipline	5
	Default for no-show	5
	Default for late arrival	1
	Disqualification for ineligibility	3
	*Suspension points for defaults are in addition to points previously assessed for code violations.	
Improper Entry or Withdrawal	Being entered when entries close in two or more sanctioned tournaments scheduled to overlap unless each Tournament Committee approves the **multiple entries** in writing	5
	Withdrawal from tournament after entries closed for reason other than injury, illness, personal circumstance, or previously authorized entry into another tournament	4
Unsportsmanlike Conduct	**Unsportsmanlike conduct** or inappropriate conduct on court after a match or off court at locations such as the tournament site, hotel, housing, or tournament sponsored event	5
	Not using **best efforts** to win	2
Gross Misconduct	**Physical violence** against another person on or off court by a player, relative, coach, or other person associated with a player	10
	Illegal use or possession of **drugs**	8
	Possessing or drinking **alcoholic beverages**	8
	Gambling activity (see **USTA Regulation IV.C.19.**)	8
	Destruction of property	9
Playing Under Suspension	Playing in any sanctioned tournament while **suspended** by USTA or one of its Sectional Associations	10
ITF Suspension Points	Each **suspension point assessed at ITF tournaments and USTA International Tournaments** becomes one suspension point under the USTA Suspension Point System	1

4. *Notification to Director of Junior Competition and Sectional Associations of points levied.* The Tournament Committee shall promptly inform the Director of Junior Competition (hereinafter "Director") of any points levied against any player (foreign or American). The Director shall then inform the player's Sectional Association of the suspension points and any resulting suspension, and the Sectional Association shall have the opportunity to submit, on behalf of the player, any additional information for consideration. Failure of the Director to notify a Sectional Association of suspension points and any resulting suspension shall not invalidate the points or the suspension.
5. *Player suspension.* The Director shall suspend players according to the following schedule:
   a. *First suspension.* If a player receives 10 suspension points within a 12-month period, the player shall be suspended from competing in USTA-sanctioned tournaments for three months. (If no USTA National Championship falls during the 3-month period, the player shall not be accepted into the USTA National Championship immediately following the 3-month suspension period.) Upon suspension these 10 points shall be cleared from the player's record. All other suspension points shall remain on the player's record and count towards a second suspension.
   b. *Second suspension.* If a player receives 8 suspension points within the 12 months immediately following the first suspension, the player shall be suspended from competing in USTA-sanctioned tournaments for six months. Upon suspension these 8 points shall be cleared from the player's record. All other suspension points shall remain on the player's record and count towards a third suspension.
   c. *Subsequent suspensions.* If a player receives 6 suspension points within the 12-month period immediately following the second suspension (and any suspensions subsequent to the second suspension), the player shall be suspended from competing in USTA-sanctioned tournaments for a period to be determined by the Director, the Chairperson of the Junior Competition Committee, and one additional member of the Junior Competition Committee to be appointed by the Chairperson. The suspension period shall not be less than one year and may be up to the remainder of the player's junior career. These 6 points shall be cleared from the player's record.
6. *Written notice to player.* After the Director has determined that a player should be suspended, the Director shall send a notice by first class mail and by certified mail (return receipt requested) to the player at the address shown on the records of the USTA Membership Department. The notice shall set forth:
   - That the player is being suspended;
   - The length of the suspension;
   - The player's right to appeal the suspension under **USTA Regulation IX.B.8.**;
   - The procedure for appealing the suspension; and

- A statement that if the player chooses not to appeal the suspension, then the suspension shall begin 21 days after the date the notice was mailed.

7. *Player may request that suspension start immediately.* When a player accumulates sufficient points to be suspended, the player may request that the suspension period begin immediately. The player shall mail the request by certified mail, return receipt requested to the Director. If the Director confirms that the player has accumulated sufficient points to be suspended, the suspension shall begin on the date that the certified notice was mailed.
8. *Right to appeal suspension to USTA Grievance Committee.* A player shall have the right to appeal a suspension to the USTA Grievance Committee in accordance with **USTA Bylaw 43**. Absent good cause shown, any appeal shall be barred unless it is made in writing within 21 days of the Director's mailing the notice of suspension and shall be mailed first class, certified, or registered mail to the Grievance Chairperson, c/o USTA Executive Director, 70 West Red Oak Lane, White Plains, New York 10604.
9. *Effective date of suspension.*
   a. If an appeal of a suspension is not made to the USTA Grievance Committee, the suspension begins 21 days after the Director mails the certified notice of suspension to the player or such earlier date as may be requested in writing by the player under **USTA Regulation IX.B.7.**
   b. If an appeal of the suspension is made to the USTA Grievance Committee and if the initial decision affirms the suspension, the suspension begins on the date the decision is mailed unless the decision states otherwise or unless a stay is granted.

C. Junior National Rankings

1. *Divisions ranked.* The USTA shall publish rankings in the Boys' and Girls' 18, 16, 14, and 12 Divisions.
2. *Eligibility for national rankings.* Players eligible to play in USTA Junior National Championships are eligible for a national ranking. (See **USTA Regulation IX.A.2.a.** for these requirements.)
3. *National Ranking Tournaments.* The following tournaments shall be known as National Ranking Tournaments and only results from these tournaments shall be considered for junior national rankings:
   - USTA National Championships;
   - USTA National Opens;
   - USTA Team Championships;
   - USTA Regional Tournaments;
   - USTA International Tournaments;
   - ITF tournaments listed on the National Junior Tournament Schedule;
   - Sectional Ranking Tournaments (as defined in **USTA Regulation IX.C.4.**); and
   - Additional tournaments authorized by the Junior Competition Committee in consultation with the USTA Player Development Division. (See **Table 20**.)

TABLE 20 Additional National Ranking Tournaments
• USTA Jr. Team Tennis Advanced Division National Championships • Australian Open Junior Championships* • French Open Junior Championships* • Wimbledon Junior Championships* • Canadian Junior International Championships* **Players earn only bonus points in the 18s Divisions.*

4. *Sectional Ranking Tournaments.* Each Sectional Association shall designate 12 Sectional Ranking Tournaments during the year. The relative weights of these tournaments shall be determined as set forth in **USTA Regulation IX.C.6.**, *provided, however*, that each Sectional Association shall be assigned the same number of tournaments with the same relative weights and ranking points accumulated for winning rounds.
5. *Ranking points.* Players shall earn ranking points in singles and doubles as follows:
   i. *Points Per Round.* Points Per Round are those points that are awarded based on the round that the player or team reached.
   ii. *Bonus points.* Bonus points are those points that are awarded based on wins over highly ranked players.
6. *Assignment of ranking points.* Annually the Junior Competition Committee and the USTA Player Development Division shall determine:
   - The Points Per Round that shall be assigned to each round in each National Ranking Tournament; and
   - The bonus points awarded, if any, for wins over highly ranked players.

   The assigned ranking points shall be published on the USTA website.
7. *Combined rankings.* Junior national rankings are based on singles and doubles ranking points. A player's junior national ranking shall be calculated by adding:
   - 100% of the ranking points earned in singles from the six National Ranking Tournaments in which the player received the most singles ranking points; and
   - A percentage of the ranking points earned in doubles from the six National Ranking Tournaments in which the player received the most doubles ranking points, which percentage shall be determined by the Junior Competition Committee. The percentage shall be published on the USTA website.

FAC Comment IX.C-1: The percentage assigned to doubles for 2011 is 15%.

8. *Treatment of byes, withdrawals, walkovers, disqualifications, defaults, and retirements.*
   a. *Byes.* A player who advances because of a bye does not receive Points Per Round for advancing.

b. *Withdrawals, walkovers, and disqualifications.* A player who advances because of a withdrawal, walkover, or disqualification shall receive Points Per Round for advancing but shall not receive any bonus points.

c. *Defaults before first point of match.* A player who advances because of a default before the first point of a match shall receive Points Per Round for advancing but shall not receive any bonus points. Examples of these defaults include, but are not necessarily limited to, defaults for:
- Lateness for the start of a match;
- Failure to show up for a match;
- Refusal to start a match;
- Code violations under the Point Penalty System occurring during the warm-up; and
- Misconduct before or between matches.

d. *Defaults after first point of match.* A player who advances because of a default after the first point of the match receives Points Per Round and any bonus points that apply to the match. Examples of these defaults include, but are not necessarily limited to, defaults for:
- Code violations under the Point Penalty System;
- Lateness after a rest period;
- Lateness for resumption of a suspended match; and
- Refusal to continue to play a match.

e. *Player defaulted for code violations receives no ranking points.* A player who has been defaulted for code violations under the Point Penalty System shall not receive any ranking points that the player had accumulated in the event.

f. *Retirements.* A player who advances because of the opponent's retirement shall receive Points Per Round for advancing and any bonus points.

9. *Matches generally may count in only one division.* No match may count for ranking in more than one division, *except that* results in the Boys' and Girls' 18 Divisions from the USTA National Championships shall be considered in the Boys' and Girls' 18 Divisions, the Adult Open Men's and Women's ranking categories, and the Professional/Adult Open Men's and Women's ranking categories.

10. *Players ranked.* All players who received at least 200 ranking points shall be ranked.

11. *Ranking lists in Junior Divisions shall show birth dates of players.* All ranking lists for the junior age divisions shall show the date of birth of each player ranked as officially recorded on the USTA membership records.

12. *Responsibilities of junior players seeking national ranking.* Players shall be responsible for regularly reviewing their player records and shall promptly submit corrections to their player records to the USTA Junior and Collegiate Competition Department. All corrections must be submitted no later than January 30.

D. Junior National Ranking Committees

1. *USTA President shall establish national ranking committees.* The USTA President shall establish national ranking committees under the Junior

Competition Committee to rank the divisions that are required to be ranked under **USTA Regulation IX.C.1**. The USTA President may appoint a Junior Ranking Coordinator to coordinate all national rankings in these divisions. Subject to the approval of the USTA President, vacancies in the Junior Ranking Coordinator position or on the ranking committees may be filled by the chairperson of the Junior Competition Committee. If the chairperson is unable to fill the vacancy, the Junior Ranking Coordinator, subject to the approval of the USTA President, shall fill the vacancy.

2. *Committee size.* Each ranking committee shall have at least two and no more than five members inclusive of its chairperson. If a ranking committee has an even number of members, the Junior Ranking Coordinator may act as an additional member of the committee.
3. *Tentative rankings.* This is the first ranking determined by junior ranking committees for both singles and doubles play. The tentative rankings and the individual player records shall be published by January 15 of each year. These tentative rankings have no official standing until certified by the Junior Ranking Review Board.
4. *Corrections must be received no later than January 30.* Any corrections to a player's record must be received by the chairperson of the appropriate junior ranking committee no later than January 30 of each year.

E. Junior National Ranking Review Board

1. *Composition.* The Junior National Ranking Review Board shall consist of a chairperson and two to four individual ranking committee members all of whom shall be appointed by the USTA President. If an appeal comes before the Junior National Review Board in a division in which its chairperson is a member, the chairperson may not consider that appeal.
2. *Meetings.* The Junior National Review Board shall meet to finalize the tentative rankings. Meetings may be held by telephone conference call or other communication equipment that allows all persons participating to hear each other.
3. *USTA staff shall provide relevant data.* The USTA staff shall provide all relevant data to the Junior National Ranking Review Board.
4. *Final rankings issued by March 1.* These are the singles and doubles rankings in all divisions that have been certified as official USTA rankings by the Junior Ranking Review Board and shall be subsequently published. These final junior rankings are determined after corrected data have been received and acted upon by junior ranking committees. Final junior rankings are not subject to appeal. The Junior National Ranking Review Board shall issue the final rankings by March 1.

F. Confidentiality of Ranking Information

Members of national ranking committees and the Junior National Ranking Review Board shall not disclose any results of their deliberations or any other information concerning the rankings before their release by the USTA.

X. ADULT, SENIOR AND FAMILY NATIONAL TOURNAMENTS AND RANKINGS

A. Adult, Senior, and Family National Tournament Regulations

1. *Overview of Adult, Senior, and Family National Tournament System.* Annually the USTA shall publish the National Adult, Senior, and Family Tournament Schedule, which shall include the following tournaments:
   a. *Category I USTA National Championships—Annual.* The USTA shall sanction at least one Category I USTA National Championship in each of the divisions set forth below. Category I USTA National Championships may be sanctioned on hard, grass, clay, or indoor surfaces.
      i. *Adult Divisions.* Men's and Women's Open and 30.
      ii. *Senior Divisions.* Men's and Women's 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, and 90.
      iii. *Family Divisions.*
         - Father-Son, Father (60 & Over)-Son, Father (70 & Over)-Son;
         - Father-Daughter, Father (60 & Over)-Daughter, Father (70 & Over)-Daughter, Father (80 & Over)-Daughter;
         - Mother-Son;
         - Mother-Daughter, Mother (60 & Over)-Daughter, Mother (70 & Over)-Daughter;
         - Husband-Wife Mixed, Husband-Wife Mixed (Combined Ages 100 Years), Husband-Wife Mixed (Combined Ages 120 Years), Husband-Wife Mixed (Combined Ages 140 Years); and
         - Grandfather-Grandson.
   b. *Category I USTA National Championships—Optional.* The USTA may sanction one or more Category I USTA National Championship in each division below. These Category I USTA National Championships may be sanctioned on hard, grass, clay, or indoor surfaces.
      i. *Adult Divisions.* Mixed and 30 Mixed.
      ii. *Senior Divisions.* 40 Mixed, 50 Mixed, and 60 Mixed.

FAC Comment X.A-1: Although Category I USTA National Championships are sanctioned in the Mixed, 30 Mixed, 40 Mixed, 50 Mixed, and 60 Mixed Divisions, there are no rankings in these divisions.

   c. *USTA National Intersectional Team Events.* Annually the Adult/Senior Competition Committee shall sanction USTA National Intersectional Team Events in divisions as determined by the Committee.
   d. *Super Category II USTA Tournaments and Category II USTA Tournaments.* Super Category II USTA Tournaments and Category II USTA Tournaments are sectionally sanctioned tournaments that are selected by the Adult/Senior Competition Committee and the USTA Competitive Play Department for inclusion on the National Adult, Senior, and Family Tournament Schedule. The Adult/Senior Competition Committee, in consultation with the USTA Competitive Play Department, shall determine the selection criteria.

FAC Comment X.A-2: Some Super Category II USTA Tournaments and some Category II USTA Tournaments are also sanctioned by the ITF. These tournaments are played under ITF Seniors Regulations.

2. *Tournament regulations for Category I USTA National Championships.* All Category I USTA National Championships that are sanctioned by the ITF shall be played under ITF Seniors Regulations and shall follow the requirements listed below when they are not inconsistent with ITF Seniors Regulations. Any Category I USTA National Championship that is not sanctioned by the ITF shall follow the requirements listed below.
   a. *Citizenship not required.* Category I USTA National Championship shall be open to citizens of the United States and non-citizens.
   b. *Draw regulations.* Each Category I USTA National Championship shall be required to offer singles and doubles in the divisions for which the tournament has been sanctioned, *except* for Category I USTA National Championships in the Adult Mixed, Senior Mixed, and Family Divisions, which are only required to hold doubles.
      i. *Draw sizes.* Draw sizes shall be determined by the Tournament Committee. Selection for draws with limited draw sizes shall be done as set forth in **USTA Regulation I.H.4.**, *except that* the Tournament Committee has the discretion to hold a qualifying draw. Wild cards may not be awarded.

FAC Comment X.A-3: Matches played in qualifiers for Category I USTA National Championships do not count for national ranking, but they do count for meeting the minimum participation requirements if the qualifier is sanctioned as part of the Category I USTA National Championship.

      ii. *Consolation draws required.* Category I USTA National Championships shall include consolation draws in singles, doubles, and mixed doubles. The Tournament Committee shall determine the consolation format that shall be used.
      iii. *Playoff for third place.* Category I USTA National Championships shall have the losing semifinalists in all events (singles, doubles, and mixed doubles) playoff for third place.
   c. *Seeding.* The seeding method shall be the All Factors Method of seeding described in **USTA Regulation II.A.4.a.**
   d. *Match formats.* All matches played in Category I USTA National Championships shall use one of the following formats:
      - The best of three tiebreak sets; or
      - The best of five tiebreak sets.

FAC Comment X.A-4: USTA Regulation X.F.5. states that only the matches played with the formats set forth in **USTA Regulation X.A.2.d.** shall count for national ranking, *except* when an alternate match format has been authorized in advance by the Chairperson of the Adult/Senior Competition Committee or the Chairperson's designee. (See also **USTA Regulation X.A.2.h.**)

e. *No-Ad scoring may be used.* Category I USTA National Championships may use No-Ad scoring.

f. *Playing semifinals and finals on sanctioned surface.* The semifinal and final round matches shall be played on the surface on which the tournament has been sanctioned unless more than 24 hours of inclement weather or other cause prevents these matches from being played on the sanctioned surface. For purposes of this regulation, the designation "hard courts" includes all types of hard courts, and the designation "clay courts" includes all types of clay courts.

g. *Scheduling.*

i. *Limit on number of matches per day.* The scheduling guidelines in **USTA Regulation II.D.12.** and **Table 7** are mandatory for all Category I USTA National Championships.

ii. *Order of play.* On any day of play, players' matches should be scheduled as follows:

- All singles main draw matches should take precedence over all consolation matches;
- The first singles consolation match of the day may be scheduled before a main draw doubles or main draw mixed doubles match; and
- The first main draw doubles match of the day should be scheduled before a second singles consolation match.

For the purpose of this regulation, playoff matches for third place are considered part of the main draw.

h. *Shortening tournaments.* The Chairperson of the Adult/Senior Competition Committee or the Chairperson's designee may authorize the Referee of a Category I USTA National Championship to use a match format not previously authorized because of:

- Inclement weather;
- Health concerns; or
- Safety concerns.

All matches in each round shall be played with the same format. Note, however, the shortening of any Category I USTA National Championship sanctioned by the ITF is controlled by ITF Seniors Regulations.

i. *Practice courts.* Practice courts should be available on the day before the start of the tournament and on each day during the tournament.

3. *Tournament regulations for USTA National Intersectional Team Events.*

a. *Scheduling guidelines and match limitations.* The scheduling guidelines and match limitations set forth in **USTA Regulations II.D.12.** and **X.A.2.g.i.** and **Table 7** shall not apply to players who enter both singles and doubles.

b. *Tournament Directors' discretion.* Tournament Directors may impose entry and scheduling limitations provided they are announced before the start of the tournament.

c. *Coaching.* Coaching shall be allowed in USTA National Intersectional Team Events.

d. *Other regulations.* Other regulations for the USTA National

Intersectional Team Events shall be prepared by the Adult/Senior Competition Committee and the USTA Competitive Play Department and shall be published.

B. Divisions and Categories Ranked

The USTA shall issue rankings in the:

1. *Adult Open category.* Men's and Women's Adult Open categories.
2. *Professional/Adult Open category.* Men's and Women's Professional/Adult Open categories.
3. *Adult Divisions.* Men's and Women's 30 Divisions.
4. *Senior Divisions.* Men's and Women's 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, and 90 Division.
5. *Family Divisions.*
   - Father-Son, Father (60 & Over)-Son, Father (70 & Over)-Son;
   - Father-Daughter, Father (60 & Over)-Daughter, Father (70 & Over)-Daughter; Father (80 & Over)-Daughter;
   - Mother-Son;
   - Mother-Daughter, Mother (60 & Over)-Daughter; Mother (70 & Over) Daughter;
   - Husband-Wife Mixed; Husband-Wife (Combined Ages 100 Years); Husband-Wife Mixed (Combined Ages 120 Years); Husband-Wife (Combined Ages 140 Years); and
   - Grandfather-Grandson.

C. Eligibility for National Ranking

In the Adult Open and Professional/Adult Open ranking categories and the Adult, Senior, and Family Divisions, only the following categories of persons are eligible to receive a national ranking:

1. *U.S. Citizens.* Citizens of the United States.
2. *Certain aliens.*
   - *Permanent resident aliens.* Permanent resident aliens of the United States.
   - *Diplomats.* Aliens who have resided in the United States continuously for more than one year and who are members of families of persons in the diplomatic or consular corps.
   - *Aliens with Refugee Status.* Aliens who have been granted Refugee Status.
   - *Aliens with Asylee Status.* Aliens who have been granted Asylee Status.
   - *Aliens with Temporary Protected Status.* Aliens who have been granted Temporary Protected Status.
   - *Aliens with Adjustment Status.* Aliens whose I-485 (Application to Register Permanent Resident or Adjust Status) has been accepted for filing.
   - *British Columbians.* Canadian citizens and landed Canadian immigrants who reside in British Columbia, *provided that* they were USTA members for at least one month during 2010 and so long as they do not allow their USTA memberships to lapse for a period of more than six months.

FAC Comment X.C-1: Documents commonly used to support a particular alien status include a permanent resident alien card (green card), Form I-94, or a receipt confirming filing of the I-485.

D. Adult Open National Rankings

1. *Points Per Round Ranking System.* Rankings in the Adult Open Men's and Women's singles and individual doubles ranking categories shall be based on a points per round ranking system. The Adult Open ranking period for all players shall be January 1 through December 31. Annually the USTA Pro Circuit Department shall determine:
   - The tournaments that shall be considered for ranking;
   - The ranking points that shall be assigned to each round in each tournament;
   - How byes, withdrawals, walkovers, disqualifications, defaults, and retirements are handled; and
   - How ranking ties are broken.

   This information shall be published on the USTA website. Eligible players must meet the minimum tournament participation requirements listed in **Table 21** to be ranked.
2. *Corrections.* Player records shall be published on the USTA website. Players should check their records and submit verifiable additions and corrections to the USTA Pro Circuit Department. Periodic updates to the year-end rankings may be published after additions and corrections are verified.

E. Professional/Adult Open National Rankings

1. *Professional/Adult Open rankings.* Rankings in the Professional/Adult Open Men's and Women's singles and individual doubles ranking categories are a composite of the most recently published year-end ATP or WTA rankings and the Adult Open rankings described in **USTA Regulation X.D.** The Professional/Adult Open Ranking Period for all players shall be January 1 through December 31. Eligible players must meet the minimum tournament participation requirements listed in **Table 21** to be ranked.

FAC Comment X.E-1: The Professional/Adult Open ranking list is also called the "Top 500 List" as it is used by the ITF to determine the Top 500 ranked players for the purposes of selection into qualifying for ITF professional tournaments.

   a. *Men's Division.* Eligible players shall be ranked in the following order:
      i. The order in which their names appear on the most recent year-end ATP ranking list. Ties shall be broken based on the order tied players appear on the most recent Adult Open ranking list.
      ii. Players not previously ranked in the order in which their names appear on the year-end Adult Open ranking list.
   b. *Women's Division.* Eligible players shall be ranked in the following order:

TABLE 21 Adult Open and Professional/Adult Open Minimum Tournament Participation Requirements for National Ranking	
Ranking Category	**Minimum Tournament Participation Requirements**
Adult Open Men's Singles and Doubles Adult Open Women's Singles and Doubles	One Category I USTA National Championship in the Open Division* **and** Two additional tournaments from the following list: • Sectional Championship in the Open Division • Super Category II USTA Tournament in the Open Division • Category II USTA Tournament in the Open Division • USTA Pro Circuit Event** • NCAA Division I National Tournaments (ITA All-American Championships, ITA National Indoor Championships, and NCAA Division I National Championships) • USTA Boys' and Girls' 18 National Championships **Note:** • Three USTA Pro Circuit Events** may be substituted for one Category I USTA National Championship in the Open Division. • A second Category I USTA National Championship in the Open Division* may be substituted for the two additional tournaments.
Professional/Adult Open Men's Singles and Doubles Professional/Adult Open Women's Singles and Doubles	One Category I USTA National Championship in the Open Division* **or** Three USTA Pro Circuit Events** **and** Two additional tournaments from the following list: • USTA Pro Circuit Event** • NCAA Division I National Tournaments (ITA All-American Championships, ITA National Indoor Championships, and NCAA Division I National Championships) • USTA Boys' and Girls' 18 National Championships • Super Category II USTA Tournament in the Open Division (If a player plays a Super Category II USTA Tournament, the third tournament may be a Sectional Championship in the Open Division.) • Category II USTA Tournament in the Open Division (If a Category II USTA Tournament is played, the third tournament may be a Sectional Championship in the Open Division.)
* Playing in the qualifier round of 16 for a Category I USTA National Championship in the Open Division also meets the participation requirement. ** Playing in the qualifier round of 32 for a USTA Pro Circuit Event also meets the participation requirement.	

i. The order in which their names appear on the most recent year-end WTA ranking list. Ties shall be broken based on the order tied players appear on the most recent Adult Open ranking list.

ii. Players not previously ranked in the order in which their names appear on the year-end Adult Open ranking list.

2. *Corrections.* Player records shall be published on the USTA website. Players

should check their records and submit verifiable additions and corrections to the USTA Pro Circuit Department. Periodic updates to the year-end rankings may be published after additions and corrections are verified.

F. Adult, Senior, and Family National Rankings

1. *Adult, Senior, and Family ranking period.* The Adult, Senior, and Family ranking period for all players and teams shall be January 1 through December 31.
2. *National Ranking Tournaments.* The following tournaments shall be known as National Ranking Tournaments in the Adult, Senior, and Family ranking divisions and only results from these tournaments shall be considered for ranking:
   - Category I USTA National Championships
   - Super Category II USTA Tournaments
   - Category II USTA Tournaments
   - USTA National Intersectional Team Events
   - Sectional Championships (as defined in **USTA Regulation X.F.3.**)
   - Local Tournaments (as defined in **USTA Regulation X.F.4.**)
3. *Sectional Championships.* These are tournaments sanctioned by the Sectional Associations as Sectional Championships in the Adult, Senior, and Family Divisions that are not Super Category II USTA Tournaments or Category II USTA Tournaments.
4. *Local Tournaments.* Local Tournaments are tournaments sanctioned by Sectional Associations or District Associations in the Adult, Senior, and Family Divisions that are neither Super Category II USTA Tournaments, Category II USTA Tournaments, nor Sectional Championships.
5. *Matches considered for national ranking.* Only matches in National Ranking Tournaments that use the scoring system specifically described in **Rules 5, 6,** and **7** and No-Ad scoring described in **Appendix IV** of the **ITF Rules of Tennis** and that are the best of three sets or the best of five sets shall be considered for ranking *except that:*
   - Matches that use other formats in Category I USTA National Championships shall be considered for ranking if their use is authorized *in advance* by the Chairperson of the Adult/Senior Competition Committee or the Chairperson's designee; and
   - Matches that use other formats in all National Ranking Tournaments shall be considered for ranking unless their use for ranking is prohibited by the Adult/Senior Competition Committee.
6. *Points Per Round ranking system.*
   a. *Ranking points.* Players shall earn ranking points in National Ranking Tournaments based on a Points Per Round ranking system. Annually the Adult/Senior Competition Committee shall determine the ranking points that shall be assigned to each round in each tournament and for participating in each tournament. This information shall be published on the USTA website.
   b. *Relative weights of National Ranking Tournaments.*
      i. *USTA National Intersectional Team Events.* Annually the Adult/Senior Competition Committee shall determine the points for winning matches in the USTA National Intersectional Team Events.

ii. *Relative weights of other National Ranking Tournaments.* The relative ranking weights of other tournaments are listed in **Table 22.**

Table 22 **Relative Ranking Weights of Other National Ranking Tournaments**	
Tournament Type	**Relative Ranking Weight**
Category I USTA National Championship	10
Super Category II USTA Tournaments	5
Category II USTA Tournaments	4
Sectional Championships	2
Local Tournaments	1

c. *Treatment of byes, withdrawals, walkovers, disqualifications, defaults, and retirements.*
   i. *Byes.* A player who advances because of a bye does not receive ranking points for advancing.
   ii. *Withdrawals.* A player who advances because of a withdrawal shall receive ranking points for advancing.
   iii. *Walkovers.* A player who advances because of a walkover shall receive ranking points for advancing.
   iv. *Disqualification.* A player who advances because of a disqualification shall receive ranking points for advancing.
   v. *Defaults.* A player who advances because of a default shall receive ranking points for advancing.
   vi. *Retirements.* A player who advances because of the opponent's retirement shall receive ranking points for advancing.

d. *Breaking ranking ties.* If players or teams receive the same number of ranking points, ties shall be broken using the following steps in the order listed. As many ties as possible shall be broken before using the next step:
   - Most points earned in Category I USTA National Championships;
   - Most points earned in Super Category II Tournaments and Category II USTA Tournaments; and
   - Most points earned in any other National Ranking Tournament.

7. *Calculating rankings in Adult and Senior Divisions.*

a. *Singles rankings.* Subject to the limitations set forth in **USTA Regulation X.F.7.d.** below, Adult and Senior singles rankings shall be based on the total ranking points received during a calendar year as follows:
   - *Men's Divisions:* total ranking points from up to five tournaments in which the player received the most ranking points.

- *Women's Divisions:* total ranking points from up to four tournaments in which the player received the most ranking points.

b. *Team doubles rankings.* Subject to the limitations set forth in **USTA Regulation X.F.7.d.** below, Adult and Senior team ranking doubles in men's and women's divisions shall be based on the total ranking points received during a calendar year from up to four tournaments in which the team received the most ranking points.

c. *Individual doubles rankings.* Subject to the limitations set forth in **USTA Regulation X.F.7.d.** below, Adult and Senior individual doubles rankings shall be based on the total ranking points received during a calendar year as follows:
   - *Men's Divisions:* total ranking points from up to five National Ranking Tournaments in which the player received the most ranking points.
   - *Women's Divisions:* total ranking points from up to four National Ranking Tournaments in which the player received the most ranking points.

FAC Comment X.F-1: There are no rankings in the Adult or Senior Mixed Doubles Divisions.

d. *Limitations.*
   - Players and teams must meet the minimum tournament participation requirements listed in **Table 23** to be ranked.
   - Ranking points earned at no more than two Sectional Championships shall be counted for a national ranking.
   - Ranking points earned in at least one Category I USTA Championship shall be included among the National Ranking Tournaments that count for national ranking.
   - Only those players or teams who receive at least 50 ranking points shall be ranked.

8. *Calculating rankings in Family Divisions.* Each player or team must play in one Category I USTA National Championship in order to receive a national ranking (see **Table 23**). Family rankings shall be based on the total ranking points received during a calendar year from the four National Ranking Tournaments in which the player or team received the most ranking points, *except that*:
   - Ranking points earned at no more than two Sectional Championships shall be counted for a national ranking.
   - Ranking points earned in at least one Category I USTA National Championship shall be included among the four National Ranking Tournaments that count for national ranking.

G. Matches that Count in More than One Ranking Division or Category

1. *Results from tournaments that count for Adult Open and Professional/Adult Open rankings.* Results from all of the tournaments that count for Adult Open ranking may also count for Professional/Adult Open rankings.

TABLE 23 Adult, Senior, and Family Minimum Tournament Participation Requirements for National Ranking		
	Division	**Minimum Tournament Participation Requirements**
Adult & Senior	Men's 30-90 Singles, Team Doubles, and Individual Doubles Women's 30-90 Singles, Team Doubles, and Individual Doubles	One Category I USTA National Championship, including the qualifier
Family	All Family Divisions: Father-Son, Father-Daughter, Mother-Son, Mother-Daughter, Husband-Wife, Grandfather-Grandson	One Category I USTA National Championship, including the qualifier

2. *Results from the NCAA Division I National Tournaments.* Results from the following NCAA Division I National Tournaments shall be considered in both the Adult Open and Professional/Adult Open ranking categories and the Men's and Women's Collegiate - NCAA Division I ranking categories described in **USTA Regulation XII.D.**:
   - ITA All-American Championships;
   - ITA National Indoor Championships; and
   - NCAA Division I National Championships.
3. *Results from USTA Boys' and Girls' 18 National Championships.* Results from the USTA Boys' and Girls' 18 National Championships shall be considered in both the Adult Open and Professional/Adult Open ranking categories and the Boys' and Girls' 18 Divisions.

H. National Adult/Senior and Family Ranking Committees

1. *USTA President shall establish national ranking committees.* The USTA President shall establish national ranking committees under the Adult/Senior Competition Committee to rank the categories and divisions that are required to be ranked under **USTA Regulation X.B.3.-5.** The USTA President may appoint an Adult/Senior and Family Ranking Coordinator to coordinate all national rankings in these divisions and categories. Subject to the approval of the USTA President, vacancies in the Adult/Senior and Family Ranking Coordinator position or on the ranking committees may be filled by the chairperson of the Adult/Senior Competition Committee. If the chairperson is unable to fill the vacancy, the Adult/Senior and Family Ranking Coordinator, subject to the approval of the USTA President, shall fill the vacancy.
2. *Committee size.* Each ranking committee shall have at least two and no more than five members inclusive of its chairperson. If a ranking committee has an even number of members, the Adult, Senior, and Family Ranking Coordinator may act as an additional member of the committee.
3. *Tentative rankings.* This is the first ranking determined by a ranking committee. The tentative rankings shall be made available to the tentative

ranked players by January 15 of each year. These tentative rankings have no official standing until certified by the Adult/Senior and Family Ranking Review Board.

4. *Corrections and appeals must be received no later than January 30.* Any corrections to a player's record or any appeal to the tentative rankings must be received by the chairperson of the Adult/Senior and Family Ranking Review Board no later than January 30 of each year.

I. Adult/Senior and Family National Ranking Review Board

1. *Composition.* The Adult/Senior and Family National Ranking Review Board shall consist of a chairperson and two to four individual ranking committee members all of whom shall be appointed by the USTA President. If an appeal comes before the Adult/Senior and Family National Review Board in a division or category in which its chairperson is a member, the chairperson may not consider that appeal.
2. *Meetings.* The Adult/Senior and Family National Ranking Review Board shall meet to finalize the tentative rankings in the Adult/Senior and Family Divisions. Meetings may be held by telephone conference call or other communication equipment that allows all persons participating to hear each other.
3. *USTA staff shall provide relevant data.* The USTA staff shall provide all relevant data to the Adult/Senior and Family National Ranking Review Board.
4. *Final rankings issued by March 1.* These are the singles, doubles, and mixed doubles rankings in all Adult, Senior, and Family Divisions that have been certified as official USTA rankings by the Adult/Senior and Family Ranking Review Board and shall be subsequently published. The Adult/Senior and Family National Ranking Review Board shall issue the final rankings by March 1.

J. Confidentiality of Ranking Information

Members of the ranking committees and the Adult/Senior and Family National Ranking Review Board shall not disclose any results of their deliberations or any other information concerning the rankings before their release by the USTA.

XI. PROFESSIONAL RANKINGS

A. Men's Division

Eligible players (see **USTA Regulation XI.C.**) shall be ranked in the Professional Men's singles and doubles divisions in the order in which their names appear on the year-end ATP ranking list.

B. Women's Division

Eligible players (see **USTA Regulation XI.C.**) shall be ranked in the Professional Women's singles and doubles divisions in the order in which their names appear on the year-end WTA ranking list.

C. Eligibility for National Ranking

Only the the following categories of persons are eligible to receive a national ranking:

1. *U.S. Citizens. Citizens of the United States.*
2. *Certain aliens.*
   - *Permanent resident aliens.* Permanent resident aliens of the United States.
   - *Diplomats.* Aliens who have resided in the United States continuously for more than one year and who are members of families of persons in the diplomatic or consular corps.
   - *Aliens with Refugee Status.* Aliens who have been granted Refugee Status.
   - *Aliens with Asylee Status.* Aliens who have been granted Asylee Status.
   - *Aliens with Temporary Protected Status.* Aliens who have been granted Temporary Protected Status.
   - *Aliens with Adjustment Status.* Aliens whose I-485 (Application to Register Permanent Resident or Adjust Status) has been accepted for filing.
   - *British Columbians.* Canadian citizens and landed Canadian immigrants who reside in British Columbia, *provided that* they were USTA members for at least one month during 2010 and so long as they do not allow their USTA memberships to lapse for a period of more than six months.

D. Review

Professional rankings are not subject to review or appeal.

XII. COLLEGIATE AND SCHOLASTIC TOURNAMENTS AND COLLEGIATE RANKINGS

A. A Method for Making the Draw

1. *Separating players from same schools.* When a scholastic or collegiate draw involves players from the same school or university, such entries shall be placed in separate halves or quarters, as evenly as possible, depending upon the number of entries from that school or university.
2. *Distribution of byes.* Byes shall be distributed among the seeded players in the order of their seeding. If the number of byes exceeds the number of seeded players and if less than one player for each four lines on the draw sheet has been seeded, then the byes shall be placed as though one player for each four lines on the draw sheet had been seeded. Any remaining byes shall be placed as provided in the **USTA Regulations**.

B. Scoring

1. *Championship rounds.*
   a. *Main draw.* Two points for each match won.
   b. *Third-place play-off.* One-half point for play-off for third and fourth place if feed-in is used through the quarterfinal round; but, no points for play-off for third and fourth place if feed-in through quarterfinals is not used.
   c. *Byes.* If a player receives a bye in the first round, 4 points are given only if the second-round match is won.
   d. *Defaults.* A default shall always be considered as a match won and points awarded accordingly.
2. *Consolation rounds with feed-in through the quarters.*
   a. *Matches played.* One point for each match won.
   b. *Byes.* If player receives a first-round bye, one point is given if the second-round match is won.
   c. *Defaults.* In all instances a default shall be considered as a match won and points awarded accordingly.
3. *Consolation rounds with no feed-in through quarters.* One-quarter point for loser of finals and one-half point for winner of finals.
4. *Ties.* In the event of a tie, co-titles shall be awarded.

C. Eligibility for National Ranking

Only the the following categories of persons are eligible to receive a national ranking:

1. *U.S. Citizens. Citizens of the United States.*
2. *Certain aliens.*
   - *Permanent resident aliens.* Permanent resident aliens of the United States.
   - *Diplomats.* Aliens who have resided in the United States continuously for more than one year and who are members of families of persons in the diplomatic or consular corps.
   - *Aliens with Refugee Status.* Aliens who have been granted Refugee Status.
   - *Aliens with Asylee Status.* Aliens who have been granted Asylee Status.

- *Aliens with Temporary Protected Status.* Aliens who have been granted Temporary Protected Status.
- *Aliens with Adjustment Status.* Aliens whose I-485 (Application to Register Permanent Resident or Adjust Status) has been accepted for filing.
- *British Columbians.* Canadian citizens and landed Canadian immigrants who reside in British Columbia, *provided that* they were USTA members for at least one month during 2010 and so long as they do not allow their USTA memberships to lapse for a period of more than six months.

D. Collegiate Rankings

Eligible players shall be ranked in the following Collegiate Men's and Women's singles and team doubles divisions in the order in which their names appear on the academic year-end ITA ranking lists.

- Men's and Women's Collegiate – NCAA Division I
- Men's and Women's Collegiate – NCAA Division II
- Men's and Women's Collegiate – NCAA Division III
- Men's and Women's Collegiate – NAIA (National Association of Intercollegiate Athletics)
- Men's and Women's Collegiate – NJCAA (National Junior College Athletic Association)

The Collegiate ranking period shall be June 1 to May 31.

Results from the following NCAA Division I National Tournaments shall be considered in both the Men's and Women's Collegiate—NCAA Division I ranking categories and the Adult Open and the Professional/Adult Open ranking categories described in **USTA Regulations X.B.1. and X.B.2.**:

- ITA All-American Championships
- ITA National Indoor Championships
- NCAA Division I National Championships

Collegiate rankings are not subject to review or appeal.

XIII. WHEELCHAIR NATIONAL TOURNAMENTS AND RANKINGS

A. Wheelchair National Tournament Regulations

1. *Overview of Wheelchair National Tournament System.* Annually the USTA shall publish the National Wheelchair Tournament Schedule, which shall include the following tournaments:

   a. *Category I USTA Wheelchair National Championships.* The USTA shall sanction at least one Category I USTA Wheelchair National Championship in each of the following divisions:
      - Men's, Women's, and Quad Open
      - Men's, Women's, and Quad A
      - Men's and Women's B
      - Men's C
      - Junior Open/A (18 & Under)
      - Senior Open/A (40 & Over) Doubles
      - Senior B/C (40 & Over) Doubles

      These tournaments may be held on hard, clay, or indoor surfaces.

   b. *Super Category II USTA Wheelchair Tournaments and Category II USTA Wheelchair Tournaments.* Super Category II USTA Wheelchair Tournaments and Category II USTA Wheelchair Tournaments are tournaments sanctioned by Sectional Associations that are selected by the Wheelchair Tennis Committee and the USTA Competitive Play Department for inclusion on the National Wheelchair Tournament Schedule. The Wheelchair Tennis Committee, in consultation with the USTA Competitive Play Department, shall determine the selection criteria. These tournaments shall comply with **USTA Regulations XIII.A.3.a-e., g.,** and **h.**, *unless* the tournament has been sanctioned by the ITF, in which case it shall be played under the ITF Regulations for Wheelchair Tennis.

      At least one Super Category II USTA Wheelchair Tournament and one Category II USTA Wheelchair Tournament shall be selected for the National Wheelchair Tournament Schedule in each of the divisions listed in **USTA Regulation XIII.A.1.a.**

   c. *ITF wheelchair tournaments.* The USTA Competitive Play Department shall determine criteria for selecting ITF wheelchair tournaments to be placed on the National Wheelchair Tournament Schedule.

FAC Comment XIII.A-1: All of the Category I USTA Wheelchair National Championships, Super Category II USTA Wheelchair Tournaments, and Category II USTA Wheelchair Tournaments in the Men's Open, Women's Open, and Quad Open Divisions are also sanctioned by the ITF and are played under the ITF Regulations for Wheelchair Tennis.

2. *National Standings Lists.* At least monthly, the USTA shall publish National Standings Lists in each Wheelchair Division. The Wheelchair Tennis Committee shall determine the criteria for the National Standings Lists.

FAC Comment XIII.A-2: The Wheelchair Tennis Committee has established the following criteria for the National Standings Lists:

- Players must have a current USTA membership; and
- Wheelchair standings shall be based on the total ranking points received during the previous 12-month period from the three National Ranking Tournaments in which a player received the most ranking points.

3. *Tournament regulations for Category I USTA Wheelchair National Championships.* All Category I USTA Wheelchair National Championships that are sanctioned by the ITF shall be played under ITF wheelchair tournament regulations and shall follow the requirements listed below when they are not inconsistent with ITF Regulations for Wheelchair Tennis. Any Category I USTA National Championship that is not sanctioned by the ITF shall have the following requirements.
   a. *Citizenship not required.* Category I USTA Wheelchair National Championships shall be open to citizens and non-citizens.
   b. *Singles and doubles draws.* Each Category I USTA National Wheelchair Championship shall be required to offer singles and doubles in the divisions for which the tournament has been sanctioned, *except* for Category I USTA Wheelchair National Championships in the Senior Open/A (40 & Over) Doubles and Senior B/C (40 & Over) Doubles Divisions, which are only required to hold doubles.
      i. *Draw sizes.* Draw sizes shall be determined by the Tournament Committee. Selection for draws with limited draw sizes shall be done as set forth in **USTA Regulation I.H.4.**, *except that* the Tournament Committee has discretion to conduct a qualifying draw. Wild cards may not be awarded.
      ii. *Singles consolation draw, compass draw, or round robin required.* Category I USTA Wheelchair National Championships shall include consolation draws in singles. The Wheelchair Tennis Committee shall specify the consolation format that shall be used.

FAC Comment XIII.A-3: The Wheelchair Tennis Committee has authorized the use of Feed-In Championship, Modified Feed-In Championship, First Match Losers Consolation, and First Round Losers Consolation at Category I USTA National Wheelchair Championships.

      iii. *Playoff for third place.* The Tournament Committee shall determine whether a playoff for third place shall be offered and shall publish the information on the website by the time it is prepared to receive entries. If the match is offered, players must play the match unless failure to do so is attributable to injury, illness, or personal emergency.

For the purpose of determining scheduling in compliance

with **USTA Regulation XIII.A.3.g.ii.** below, the playoff matches are considered part of the main draw.

c. *Seeding.* The seeding method shall be determined by the Tournament Committee and shall be either the All Factors Method of seeding described in **USTA Regulation II.A.4.a.** or the Computerized List Method described in **USTA Regulation II.A.4.b.** If the Computerized List Method of seeding is used, the Tournament Committee shall use the most recently published National Standings List to order the seeds. However, when a tournament in an Open Division receives entries from players or teams who have a ranking in the top 75 on the most recently published ITF ranking list, the players or teams shall be considered for seeding.

d. *Match formats.* The Wheelchair Tennis Committee shall determine the match formats to be used in Category I USTA Wheelchair National Championships. These match formats shall be published.

FAC Comment XIII.A-4: The Wheelchair Tennis Committee has authorized the use of the following match formats in Category I USTA Wheelchair National Championships, Super Category II USTA Wheelchair Tournaments, and Category II USTA WheelchairTournaments:

- The best of three tiebreak sets; or
- The best of three tiebreak sets with a 10-Point Match Tiebreak in lieu of a 3rd set.

Note: Match formats of tournaments sanctioned by the ITF are controlled by the ITF Regulations for Wheelchair Tennis.

e. *No-Ad scoring may be used.* Category I USTA Wheelchair National Championships may use No-Ad scoring.

f. *Playing semifinals, finals, and playoffs for third place on sanctioned surface.* The semifinal, final, and third place playoff matches shall be played on the surface on which the tournament has been sanctioned unless more than 24 hours of inclement weather or other cause prevents these matches from being played on the sanctioned surface. For purposes of this regulation, the designation “hard courts” includes all types of hard courts and the designation “clay courts” includes all types of clay courts.

g. *Scheduling.*

i. *Limit on number of matches per day.* The scheduling guidelines in **USTA Regulation II.D.12.** and **Table 7** are mandatory for all Category I USTA Wheelchair National Championships, *except that* they shall not apply to tournaments that are required to use the ITF Regulations for Wheelchair Tennis.

ii. *Order of play.* Rounds in the main draw should take precedence over consolation rounds, *except that* a player may be required to play one consolation singles match before the main draw doubles match. For example, the second consolation singles of the day for any player should be scheduled after the main draw doubles each day.

h. *Shortening tournaments.* In the event of inclement weather, health concerns, or safety concerns, the Referee may use a match format not previously authorized for use at a Category I USTA Wheelchair National Championship by the Wheelchair Tennis Committee. All matches in each round shall be played with the same match format. Note, however, the shortening of tournaments sanctioned by the ITF are controlled by the ITF Regulations for Wheelchair Tennis.

i. *Practice courts.* One practice court for each 60 players in the tournament shall be available on the day before the start of the tournament and on each day during the tournament; however, in no event shall more than two practice courts be required.

B. Wheelchair National Rankings

1. *Divisions ranked.* The USTA shall issue rankings in the following divisions:
   - Men's, Women's, and Quad Open
   - Men's Women's, and Quad A
   - Men's and Women's B
   - Men's C
   - Junior Open/A (18 & Under)
   - Senior Open/A (40 & Over)
   - Senior Open/A (40 & Over) Doubles
   - Senior B/C (40 & Over) Doubles
2. *Eligibility for national ranking.* Only the following categories of persons are eligible to receive a national ranking:
   a. *U.S. Citizens. Citizens of the United States.*
   b. *Certain aliens.*
      - *Permanent resident aliens.* Permanent resident aliens of the United States.
      - *Diplomats.* Aliens who have resided in the United States continuously for more than one year and who are members of families of persons in the diplomatic or consular corps.
      - *Aliens with Refugee Status.* Aliens who have been granted Refugee Status.
      - *Aliens with Asylee Status.* Aliens who have been granted Asylee Status.
      - *Aliens with Temporary Protected Status.* Aliens who have been granted Temporary Protected Status.
      - *Aliens with Adjustment Status.* Aliens whose I-485 (Application to Register Permanent Resident or Adjust Status) has been accepted for filing.
   - *British Columbians.* Canadian citizens and landed Canadian immigrants who reside in British Columbia, *provided that* they were USTA members for at least one month during 2010 and so long as they do not allow their USTA memberships to lapse for a period of more than six months.

FAC Comment XIII.B-1: Documents commonly used to support a particular alien status include a permanent resident alien card (green card), Form I-94, or a receipt confirming filing of the I-485.

3. *Wheelchair ranking period.* The Wheelchair ranking period for all players and teams shall be January 1 through December 31.
4. *National Ranking Tournaments and Matches.*
   a. *National Ranking Tournaments.* The following tournaments shall be known as National Ranking Tournaments and only results from these tournaments played during the Wheelchair ranking period shall be considered for Wheelchair national rankings:
      - Category I USTA National Wheelchair Championships
      - Super Category II USTA Wheelchair Tournaments
      - Category II USTA Wheelchair Tournaments
      - Sectional/Local Ranking Tournaments (as defined in **USTA Regulation XIII.B.5.**)
   b. *National Ranking Matches.* National Ranking Matches are matches in ITF tournaments not listed on the National Wheelchair Tournament Schedule between players who meet the eligibility requirements of **USTA Regulation XIII.B.2.** that are reported to the USTA Competitive Play Department. These matches shall be considered for ranking.

FAC Comment XIII.B-2: An example of a National Ranking Match is a match played in the US Open Wheelchair Championships (NY). Players should report results of matches in ITF tournaments not listed on the National Wheelchair Tournament Schedule to the USTA Competitive Play Department, 70 West Red Oak Lane, White Plains, NY 10604.

5. *Sectional/Local Ranking Tournaments.* Sectional/Local Ranking Tournaments are Wheelchair tournaments sanctioned by the Sectional Association or District Associations that have not been selected to be Super Category II USTA Wheelchair Tournaments or Category II USTA Wheelchair Tournaments in the following divisions:
   - Men's, Women's, and Quad Open
   - Men's, Women's, and Quad A
   - Men's and Women's B
   - Men's C
   - Junior Open/A (18 & Under)
   - Senior Open/A (40 & Over) Doubles
   - Senior B/C (40 & Over) Doubles
6. *Points Per Round Ranking System.*
   a. *Ranking points.* Players shall earn ranking points in singles and doubles at National Ranking Tournaments based on a Points Per Round Ranking System. Annually the Wheelchair Tennis Committee shall determine the ranking points that shall be assigned to each round in each tournament and for participating in each tournament. This information shall be published on the USTA website.
   b. *Relative ranking weights of National Ranking Tournaments.* The relative ranking weights of National Ranking Tournaments are listed in **Table 24.**
   c. *Treatment of byes.* A player who advances because of a bye does *not* receive ranking points.

TABLE 24 Relative Ranking Weights for Wheelchair National Ranking Tournaments	
Tournament Type	**Relative Ranking Weight**
Category I USTA National Wheelchair Championships	10
Super Category II USTA Wheelchair Tournaments	4
Category II USTA Wheelchair Tournaments	3
Sectional/Local Ranking Tournaments	1

d. *Treatment of withdrawals, walkovers, disqualifications, defaults, and retirements.* A player who advances because of a withdrawal, walkover, disqualification, default, or retirement shall receive ranking points.

e. *Ranking ties.* If players receive the same number of ranking points, ties shall be broken using the following steps in the order listed.
- Most points earned in Category I USTA Wheelchair National Championships;
- Most points earned in Super Category II USTA Wheelchair Tournaments and Category II USTA Wheelchair Tournaments; and
- Most points earned in any other National Ranking Tournament.

f. *Ranking calculation.* Wheelchair rankings shall be based on the total ranking points received during the ranking period from the three National Ranking Tournaments in which a player received the most ranking points.

7. *Matches may count in only one division.* No match may count for ranking in more than one division. If divisions are combined and a player is placed in a higher division, the player shall receive participation credit for the division in which the player played.

FAC Comment XIII.B-3: If the Men's Wheelchair B and C Divisions are combined in a tournament, the tournament shall be considered a B Division event. Wins and losses shall count toward a B Division ranking only and the player shall receive participation credit for the B Division only.

8. *Corrections.* Wheelchair singles and doubles player records shall be published on the Internet on an ongoing basis. Wheelchair players should check their records and submit verifiable additions and corrections to the Wheelchair Ranking Coordinator. Each player who has competed against another USTA player in an ITF-sanctioned tournament shall report the verifiable results to the Wheelchair Ranking Coordinator. Wheelchair rankings are done by computer and are not subject to positional protest or appeal.

C. Wheelchair National Ranking Committees

1. *USTA President shall establish national ranking committees.* The USTA President shall establish national ranking committees under the

Wheelchair Tennis Committee to rank the divisions that are required to be ranked under **USTA Regulation XIII.B.1.** The USTA President may appoint a Wheelchair Ranking Coordinator to coordinate all national rankings in these divisions. Subject to the approval of the USTA President, vacancies in the Wheelchair Ranking Coordinator position or on the ranking committees may be filled by the chairperson of the Wheelchair Tennis Committee. If the chairperson is unable to fill the vacancy, the Wheelchair Ranking Coordinator, subject to the approval of the USTA President, shall fill the vacancy.

2. *Committee size.* Each ranking committee shall have at least two and no more than five members inclusive of its chairperson. If a ranking committee has an even number of members, the Wheelchair Ranking Coordinator may act as an additional member of the committee.
3. *Confidentiality of ranking information.* Members of the ranking committees shall not disclose any results of their deliberations or any other information concerning the rankings before their release by the USTA.

XIV. MEDALS AND PRIZES

A. Gold, Silver, and Bronze Balls

Gold balls shall be awarded to the winners, silver balls to the runners-up, and bronze balls to the third-place playoff winners in:

1. USTA National Championships in Junior Divisions.
2. All Category I Adult, Senior, and Family National Championships listed in **USTA Regulations X.A.1.a.** and **b.**
3. Category I USTA Wheelchair National Championships, *except that* bronze balls shall be awarded at a tournament only if the tournament website states that a third-place playoff will be held.

B. Gold Davis Cup Insignia

Gold Davis Cup insignia shall be awarded to the captain and each member of a United States Davis Cup team nominated to represent the United States in the final round and to the captain and each nominated member of the opposing team.

C. Gold Fed Cup Charm

A gold Fed Cup charm shall be awarded to the captain and each member of a United States Fed Cup team.

D. Restrictions on Trophy and Award Presentations

It is the policy of the USTA not to accept trophies or awards bearing the name of a commercial or business concern and not to permit the presentation of any such trophy or award at USTA National Championships.

XV. USTA LEAGUE

A. Description

The USTA League shall consist of team competition for men and women with advancement from local competition to sectional and national competition to determine annually a championship team in each approved level of competition.

B. Rating System

The official system used to determine the levels of competition shall be a rating system approved by the USTA Board.

C. Eligibility

Any individual who competes in a USTA League must be a current member of the USTA in good standing and be domiciled within the boundaries of a USTA Sectional Association or participate through a USTA Direct Member Club or Organization.

1. *Adult leagues.* Any individual competing in the adult league shall have reached the age of 18 years before or during the calendar year in which the player plays the first local league match.
2. *Senior leagues.* Any individual competing in the senior league shall have reached the age of 50 years before or during the calendar year in which the player plays the first local league match.
3. *Super Senior leagues*. Any individual competing in a super senior league shall have reached the age of 60 years before or during the calender year in which the player plays the first local league match.

D. Authority for Committee to Adopt USTA League Regulations

The USTA League shall be conducted in accordance with the USTA League Regulations, which shall include grievance procedures for league matters, as adopted and amended by a committee appointed by the USTA President and in accordance with procedures determined and approved by the USTA Board.

XVI. USTA JR. TEAM TENNIS

A. Description

The USTA Jr. Team Tennis program shall consist of coed team competition for boys and girls with advancement from local competition to district, sectional, and national competition to determine annually a championship team at each level.

B. Eligibility

Any individual who competes in the USTA Jr. Team Tennis program shall be a current member of the USTA. Any individual competing in USTA Jr. Team Tennis shall be 18 years of age or under.

C. Authority for Committee to Adopt USTA Jr. Team Tennis Regulations

The USTA Jr. Team Tennis program shall be conducted in accordance with the USTA Jr. Team Tennis Regulations that include grievance procedures as adopted and amended by a committee appointed by the USTA President and in accordance with procedures determined and approved by the USTA Board.

FAC Comment XVI.C-1: USTA Jr. Team Tennis Regulations authorize play on smaller courts that are either 36 feet long or 60 feet long. They also authorize play with different rackets and balls. **Figure 8** shows the dimensions of a 36-foot court and **Figure 9** shows the dimensions of a 60-foot court. See the USTA Jr. Team Tennis Regulations for specifics.

XVII. SANCTIONING

A. General Information

1. *Meaning of sanctioning.* The USTA sanctioning process is intended to aid the public, the player, and the tennis promoter. It helps to assure uniformity of the rules of play; it permits the ranking of players on a basis of an accepted standard; it encourages an orderly schedule of tournaments that accommodates the reasonable needs of players, promoters, and sponsors; and it fosters the aim of providing the public with tennis of high caliber and ethical standards.

   Sanctioning indicates that the tournament:
   - Is an official USTA-approved tournament;
   - Agrees to follow the **ITF Rules of Tennis**;
   - Agrees to follow **USTA Regulations**; and
   - Results will be considered by the applicable national, sectional, district, or local ranking committees if the applicable ranking regulations authorize the results to be considered.
2. *Definition of tournament.* Tournament refers to all forms of competition, including, but not limited to, tournaments, championships, team championships, matches, exhibitions, events, intersectionals, international competitions, and zonals. Tournaments are classified as amateur, professional, or open.
3. *Eligible applicants.* Only the following may apply for a sanction to hold a tournament:
   - Sectional Association;
   - District Member Club or Organization;
   - District Association or a subdivision of a Sectional Association; or
   - Organization Member.

   The person submitting the application must be authorized to do so by the applicant.
4. *Discrimination not allowed.* Tournament sanctions shall be awarded and sanctioned tournaments shall be conducted without regard to race, creed, color, national origin, or sexual orientation. By submitting an application to sanction a tournament, the applicant agrees that it will not discriminate against any participant because of the participant's race, creed, color, national origin, or sexual orientation, *except that* entries into USTA Junior National Championships and USTA Regional Tournaments are limited to U.S. citizens and certain aliens (see **USTA Regulation IX.A.2.**) and *except that* Sectional Associations, District Associations, and subdivisions of Sectional Associations may limit entry in some tournaments to U.S. citizens and certain aliens residing in their territory. A violation of this provision may result in a refusal to issue any further sanctions to the applicant.
5. *Submission of application.* Most applications must be submitted online. The entity that is responsible for approving the sanction (USTA Board, appropriate USTA competition committee, Sectional Association, District Association, or subdivision of a Sectional Association) may require the applicant to submit information in addition to information submitted in the online application. When online application is not available, the applicant shall submit the sanction application to the entity that is

responsible for approving the application. All applicants agree to run tournaments pursuant to **USTA Regulations**.

FAC Comment XVII.A-1: Applications for sanctions for tournaments that are approved by Sectional Associations, District Associations, or subdivisions of Sectional Associations are submitted online. Applications for USTA Junior National Championships, USTA Regional Tournaments, and USTA International Tournaments are submitted to the Junior Competition Committee through an online bid process. Applications for Category I USTA Adult, Senior, and Family National Championships are submitted to the Adult/Senior Competition Committee through an online process or on an offer and contract form. Applications for Category I USTA Wheelchair National Championships are submitted to the Wheelchair Tennis Committee through an online process or on an offer and contract form.

6. *Payment of sanction fee.* The sanction fee for a tournament for which online application is available is generally paid electronically to the USTA. Once the sanction is approved, the USTA directs the fee to the proper recipient. In all other cases the sanction fee is paid to the appropriate competition committee or the Sectional Association, District Association, or subdivision of a Sectional Association that approves the sanction.
7. *Issuance of sanction.* When a Sectional Association, District Association, or subdivision of a Sectional Association issues a sanction, the entity issuing the sanction shall send notice of approval of the sanction to the USTA Legal Department.
8. *Use of USTA name in reference to tournament.* The holder of a sanction for a USTA sanctioned tournament may use the name, initials, and logo of the USTA only to the extent determined by the USTA.
9. *Use of certified officials recommended in sanctioned tournaments.* The USTA recommends that every on-court official, Referee, Roving Umpire, and Chief Umpire be certified in accordance with **USTA Regulation VII.** in the appropriate classification.
10. *USTA does not assume financial responsibility for tournaments.* The USTA does not assume financial responsibility for any tournament. Any loss incurred shall be the sole responsibility of the sanction holder.
11. *Sanction will not be issued if prior sanction fee is delinquent.* A sanction shall not be approved if the applicant is delinquent in the payment of any sanction fee charged for a sanction previously applied for and issued, *unless* the delinquent sanction fee is paid or the USTA committee, Sectional Association, District Association, or subdivision of a Sectional Association that approved the sanction waives the delinquency.
12. *Specification in title of whether tournament is open to professionals, is invitational, or is closed tournament.* The titles of junior tournaments do not need to include the word amateur because, with the exceptions of the USTA National Championships, which are open to professionals (see **USTA Regulation IX.A.9.b.**), only amateurs may play in junior tournaments. USTA tournaments other than junior tournaments should specify in the title whether the tournament is open to amateurs only, professionals only, or both. Absence of any designation in the title means

that the tournament is open to both amateurs and professionals, although for clarity, the word "Open" should be included when applicable. The word "Invitational" in the title means that tournament entry is by invitation only. The word "Closed" in the title means that tournament entry is restricted to a specific geographic area. Absence of any designation in the title usually means that the tournament is not an invitational and is open to players from all areas.

13. *Definition of gross revenues.* For purposes of **USTA Regulation XVII.**, gross revenues means all monies received for:
    - Entry fees;
    - Admissions to the grounds, courts, and stands after deduction of governmental and municipal taxes;
    - Sales of advertising less direct expenses; and
    - Contributions from whatever sources, including sponsors.

    For junior tournaments, the entry fees, donations, and contributions shall not be counted in the gross revenues test.
14. *Tournament may lose sanction if it does not comply with **USTA Regulation XVII.** and terms of sanction.* The failure of a tournament to comply with any requirement of **USTA Regulation XVII.** or any other condition imposed by the body issuing the sanction may result in forfeiture of the sanction.

B. USTA League and USTA Jr. Team Tennis Approved Without Necessity of Sanction

USTA League and USTA Jr. Team Tennis are hereby approved by the USTA without any sanction application.

C. Sectional and District Tournaments and Leagues Other Than USTA League and USTA Jr. Team Tennis

1. *Sanction approval.* Sectional Associations approve the sanctions for:
    - Tournaments (see definition in **USTA Regulation XVII.A.2.**) that are not approved by **USTA Regulation XVII.B.** or subject to the bid process of **USTA Regulations XVII.D.-F.**;
    - Leagues (other than USTA Leagues and USTA Jr. Team Tennis) if the league wants the matches played during the season to count for ranking;
    - Intra-Organization Member tournaments in which the Organization Member wants the matches to count for ranking; and
    - Intercollegiate and interscholastic tournaments. (These tournaments do not have to be sanctioned but may be sanctioned with or without a sanction fee being charged.)

    A Sectional Association may delegate the sanction approval process to its District Associations or subdivisions.
2. *Sanction fees.* A Sectional Association shall set the sanction fees, if any, and may delegate the setting of sanction fees to its District Associations or subdivisions.
3. *Rights for sanctioned prize money tournaments over $5000.* The television, cable, satellite, internet, radio, film, and video rights for all sanctioned prize money tournaments over $5000 shall, unless the Sectional Association is notified otherwise by the Tournament Committee at least 120 days before the start of the tournament or at the

time of filing of the sanction application, whichever is later, be reserved by the USTA to facilitate the sale of these rights on a national or multi-event basis. The net proceeds of the sale of these rights shall be divided 80% to the tournament and 20% to the Sectional Association.

D. USTA National Championships, USTA Junior National Championships, USTA Regional Tournaments, and USTA International Tournaments (Other Than US Open and Those USTA National Championships That Are Awarded by USTA Board)

1. *Primary host site shall be Organization Member.* The primary host site of each USTA National Championship, USTA Junior National Championship, USTA Regional Tournament, and USTA International Tournament shall be an Organization Member.
2. *Sanctioning process.*
   a. *Application requirements.* The applicant shall submit the application on the USTA-approved form.
      - Applicants for Category I USTA Adult, Senior, and Family National Championships and Category I USTA Wheelchair National Championships shall also submit a complete description of the applicant's facilities, proposed tournament organization, and other information as may be pertinent in considering competing bids.
      - Applicants for USTA Junior National Championships, USTA Regional Tournaments, and USTA International Tournaments may submit or be asked to submit other information in support of their applications.

FAC Comment XVII.D-1: The online sanction application does not gather certain information on the form. For example, it does not ask for detailed information on the proposed site, tournament organization, amenities provided to players, and hotels. If an online sanction application form is used, this additional information is submitted in writing to the competition committee.

   b. *Application deadline.*
      i. *Junior Divisions.* The Junior Competition Committee shall set the application deadlines for tournaments in the Junior Divisions and shall notify the Sectional Associations and current sanction holders of these deadlines by January 1 of the year before the start of the tournaments.
      ii. *Adult, Senior, and Family Divisions.* Applications for tournaments in the Adult, Senior, and Family Divisions shall be submitted to the Adult/Senior Competition Committee by July 1 of the year before the start of the tournaments.
      iii. *Wheelchair Divisions.* Applications for tournaments in the Wheelchair Divisions shall be submitted by August 1 of the year before the start of the tournaments.

FAC Comment XVII.D-2: The USTA staff is responsible for publicizing the process for submitting applications for national tournaments and the deadline by which applications are due. Generally, this information is

published on the USTA website, is sent to existing sanction holders, and is sent to Sectional Associations, which are asked to forward the information to potential applicants.

c. *Submission to appropriate competition committee.* Applicants shall submit applications to the appropriate competition committee for consideration and approval or disapproval.
   - *Junior.* Applicants shall submit applications for USTA Junior National Championships, USTA Regional Tournaments, and USTA International Tournaments to the Junior Competition Committee.
   - *Adult, Senior, and Family.* Applicants shall submit applications for Category I USTA Adult, Senior, and Family National Championships to the Adult/Senior Competition Committee.
   - *Wheelchair.* Applicants shall submit applications for Category I USTA Wheelchair National Championships to the Wheelchair Tennis Committee.

d. *Approval by Sectional Associations.* Each Sectional Association shall approve or disapprove the applicants from its section, *except* as set forth in **USTA Regulation XVII.D.2.e.** below. If a Sectional Association disapproves an applicant, the appropriate competition committee shall not consider that particular application.

e. *Sectional Association approval not required when it submits competing application.* When a Sectional Association has submitted a competing application for a tournament, the appropriate competition committeee shall approve or disapprove all applicants from that section for that tournament.

f. *Notice to competing applicants of their right to appear before appropriate competition committee.* The chairperson or the chairperson's designee shall inform all applicants of competing applications and may require them to submit additional information in order to consider the competing applications. Representatives of all applicants shall be permitted to appear in person, by proxy, or by electronic means to make presentations to the committee in support of their applications at all meetings in which applications are considered.

g. *Approval of sanctions by appropriate competition committee.* The appropriate competition committee shall review only the applications from:
   - Applicants approved by Sectional Associations;
   - Sectional Associations; and
   - Applicants that are not subject to approval or disapproval by a Sectional Association because the Sectional Association submitted a competing application.

   The committtee shall approve or disapprove applications as soon as possible after the application deadline. Upon approval of a sanction, the chairperson or the chairperson's designee shall notify the successful applicant.

h. *Tournament contract.* No sanction approval shall be considered final until the applicant completes and returns a tournament contract in the form approved by the appropriate competition committee and payment of the sanction fee (see **USTA Regulation XVII.D.3.**) has been received.

i. *Right of USTA Board to assume responsibility for sanctioning process.* Notwithstanding the foregoing, the USTA Board may, at its discretion, assume the responsibilities of a competition committee to sanction a USTA National Championship or USTA Junior National Championship.

3. *Sanction fees.*

a. *Championship in which prize money is not offered.* The sanction fee for a USTA Junior National Championship or a USTA National Championship in which prize money is not offered shall be $100 per national championship division, which amount is to accompany the application.

b. *Sanction fee for championship in which prize money is offered.* If prize money is offered, the sanction fee is $100 per division or 1% of the prize money, whichever is greater. However, *unless* **USTA Regulation XVII.F.2.** applies, the fee shall not exceed $2000.

c. *USTA Regional Tournaments and USTA International Tournaments.* The sanction fees for USTA Regional Tournaments and USTA International Tournaments shall be $100 per tournament. The USTA shall rebate the sanction fees to the Sectional Associations in which the tournaments are held.

4. *Tournament titles for USTA National Championships and USTA Junior National Championships.* The applicable competition committee establishes the title for USTA National Championships and USTA Junior National Championships under its jurisdiction. The title shall include, where applicable, the age, sex, surface, and any other divisions of the tournament. The initials USTA shall be used in identifying USTA National Championships and USTA Junior National Championships, *except that* the initials US only may be used in identifying the US Open.

FAC Comment XVII.D-3: The following are examples of titles for these tournaments: USTA Girls' 18 National Championships; USTA National Women's 35 Hard Court Championships; and USTA National Indoor ROHO Gateway Classic.

5. *Tournament titles for USTA Regional Tournaments and USTA International Tournaments.* The titles of USTA International Tournaments may include the initials USTA. The titles of USTA Regional Tournaments and USTA International Tournaments are subject to the approval of the Junior Competition Committee.

6. *Television, cable, satellite, internet, radio, film, and video rights.* The USTA reserves all television, cable, satellite, internet, radio, film, and video rights for all USTA National Championships and USTA Junior National Championships. If the USTA relinquishes these rights and they are subsequently sold and if no other arrangements have been mutually

agreed to before the award of the sanction, the gross proceeds shall be divided between the USTA and the sanction holder as follows:

- The first $1000 shall belong to the sanction holder;
- The next $9000 shall be divided 50% to the sanction holder and 50% to the USTA;
- The next $10,000, 35% to the sanction holder and 65% to the USTA; and
- All amounts over $20,000, 25% to the sanction holder and 75% to the USTA.

E. ITF Junior Tournaments. The ITF regulations require that ITF junior tournaments played in the United States be either organized by the USTA or sanctioned by the USTA. The Junior Competition Committee shall be notified of all applicants for tournaments requiring sanction approval. Sanction approval shall be as set forth in **USTA Regulations XVII.D.2.f.** and **g.**

F. US Open and Other Tournament Sanctions Awarded by USTA Board

1. *Right of USTA Board to award sanctions.* The USTA Board awards the sanction for the US Open and has the right to assume the responsibility for sanctioning USTA National Championships and USTA Junior National Championships as set forth in **USTA Regulation XVII.D.2.i.** The USTA Board may also award the sanction for any tournament not described in **USTA Regulation XVII.**
2. *Sanction fees.* The sanction fee for the US Open and any tournament not described in **USTA Regulation XVII.** that is approved by the USTA Board shall be negotiated by the Sectional Association in whose territory the tournament is held, the sanction holder, and the USTA or its specifically designated representative. The agreement shall not become binding on the USTA until approved by the USTA Board. The Sectional Association shall receive that part of the sanction fee as shall be agreed upon by the USTA and the Sectional Association. The division, if any, of the sanction fee shall be negotiated by the President and Secretary-Treasurer of the USTA with the President and Treasurer of the respective Sectional Association. The payment to the Sectional Association shall not exceed $2000. The sanction fee for any USTA National Championship or USTA Junior National Championship approved by the USTA Board shall be as set forth in **USTA Regulation XVII.D.3.**
3. *Commercial identification for tournaments when sanction requires USTA Board approval.* If the sanction for a tournament requires the approval of the USTA Board, no other name, such as that of a tournament sponsor, may, without prior approval of the USTA Board, be included in the official title.
4. *Television, cable, satellite, internet, radio, film, and video rights.* The USTA reserves all television, cable, satellite, internet, radio, film, and video rights for all tournaments when sanctions are awarded by the USTA Board.

XVIII. AMATEUR AND PROFESSIONAL STATUS

A. Definitions

Amateur and professional tennis players are within the jurisdiction of the USTA.

1. *Amateur shall not receive pecuniary advantage because of skills as tennis player.* A tennis player is an amateur if the player does not receive and has not received, directly or indirectly, pecuniary advantage by the playing, teaching, demonstrating, or pursuit of the game except as expressly permitted by the USTA.
2. *Definition of professional.* All other tennis players who accept the authority of, and who are in good standing with, the USTA shall be designated as professionals.
3. *Amateur remains amateur throughout tournament.* A player starting play in a tournament as an amateur shall remain an amateur for the purposes of that tournament.

B. Warning

Acceptance of expenses or prizes or undertaking employment allowed by these regulations may jeopardize the amateur's eligibility under rules and regulations of the amateur's school or another amateur organization in which the amateur is interested. Before accepting any expenses or prizes or undertaking any tennis related employment, an amateur should consider the eligibility rules of the amateur's school and any other amateur organization in which the amateur is interested.

C. Acts That Will Cause Loss of Amateur Status

1. *Prize money.* An amateur may not play for a money prize or any other prohibited prize or sell a prize or transfer the right to a prize to another person.
2. *Teaching and coaching.* An amateur may not teach, coach, instruct, or demonstrate the game except as authorized in **USTA Regulation XVIII.D.**
3. *Films and books.* An amateur may not accept money or gain pecuniary advantage by permitting the taking of tennis action films or television films of the amateur or by permitting the use of the amateur's name as the author of any book or article on tennis of which the amateur is not the actual author.
4. *Services.* An amateur may not accept money for services not actually rendered.
5. *Endorsements.* An amateur may not permit the amateur's name, initials, or likeness to be placed on tennis equipment or apparel of which the amateur is not the actual manufacturer, wholesaler, retailer, or seller. An amateur may not permit the use of the amateur's name, initials, or likeness in the advertising or other sales promotion of any goods of any manufacturer, wholesaler, retailer, or seller.

D. Acts That Amateur May Engage in Without Losing Amateur Status

1. *Reasonable expenses actually incurred.* An amateur may be reimbursed for reasonable expenses actually incurred in connection with participation in a tournament, match, or exhibition. (See **USTA Regulation XVIII.E.**)
2. *Scholarships to school.* An amateur may receive a scholarship or other benefits authorized by the amateur's school that do not affect eligibility as a tennis player for the school.

3. *Tennis camp and school scholarships.* An amateur may receive a scholarship or other special award:
   - That recognizes a particular achievement by the amateur other than a prize won through participation in a tournament event or which recognizes a particular ability and financial need of the amateur; and
   - That permits the amateur, at no cost or at a reduced cost, to attend a tennis camp or school, to participate in a tennis clinic, or to receive tennis lessons, *provided that* the recipient has been selected from a group of eligible recipients in accordance with rules established by the donor of the scholarship or special award.
4. *Employment in sporting goods industry.* An amateur may enter into a bona fide arrangement for services as an individual proprietor, partner, employee, agent, or consultant with a manufacturer or seller of sporting goods or other products, *provided* the services to be performed will not violate any of these regulations.
5. *Student employment as salaried tennis instructor.* An undergraduate or a graduate student in regular full-time attendance at a recognized high school, college, or university, or a faculty member as described in **USTA Regulation XVIII.D.6.** shall not lose amateur status because of accepting employment as:
   - A counselor at a summer camp;
   - An assistant to a teaching professional;
   - An employee or tennis instructor at a club or establishment where tennis is played;
   - An employee or tennis instructor of a Sectional Association, District Association, subdivision of a Sectional Association, city recreation department or its equivalent, or recognized tennis patrons organization; or
   - An employee in a public junior development program.

   Remuneration for any such employment may only be on a salary basis and may not be on a fee-for-lesson basis.
6. *Faculty members serving as tennis coaches.* Regular full-time faculty members of a recognized high school, college, or university may teach tennis to the pupils or coach the tennis team as part of their faculty assignments without affecting their amateur standings.
7. *Physical education teachers.* An amateur may be a physical education or sports teacher who receives pecuniary advantage by giving elementary tennis instruction. Remuneration for any such employment may only be on a salary basis and may not be on a fee-for-lesson basis.

E. Expenses That May Be Reimbursed Without Causing Player to Lose Amateur Status

1. *Reasonable expenses actually incurred.* An amateur may be reimbursed for reasonable expenses actually incurred in connection with participation in a tournament, match, or exhibition.
2. *Documentation of expenses.* Where practicable, expenses must be supported by receipts or other evidence of payment.
3. *Lodging.* An amateur may accept reimbursement for reasonable lodging expenses.

4. *Food.* An amateur may accept reimbursement for reasonable food expenses.
5. *Travel.* Travel expenses are allowable for travel to a tournament from home or a previous tournament if in fact travel was from a previous tournament. Travel expenses are also allowable for actual return to the amateur's home from the tournament. Reimbursement shall be limited to the following:
   - Air, rail, or bus fare at coach rate;
   - Local transportation; and
   - Automobile expenses per vehicle plus tolls at a rate established by the USTA Board.
6. *Entry fees.* USTA entry fees are allowable expenses.
7. *Expenses before and during tournament.* Expenses incurred at a tournament site for the period starting a maximum of two days before the start of a tournament and ending on the day after a player is eliminated from the tournament are allowable in accordance with these regulations.
8. *Expenses of spouse, parent, coach, or chaperone.* Expenses for a non-playing spouse, a parent, a chaperone traveling with an amateur, or a coach are allowable in accordance with these regulations. Expenses for a coach shall be related to practice for and participation in the tournament at a tournament site.
9. *Miscellaneous expenses.* Expenses for laundry and soft drinks are allowable if not provided by the tournament or host.
10. *Documentation of expenses to USTA.* Upon the written request of the USTA Grievance Committee, the Executive Committee, or the USTA Board, an amateur shall fully inform the committee or USTA Board as to:
    a. All expenses paid in connection with participation in any tournament, match, or exhibition, including furnishing to the committee or USTA Board additional information as may be requested and including a sworn statement as to the expenses; and
    b. The details of any employment in the sporting goods industry or other arrangement described in **USTA Regulation XVIII.D.4.**, including furnishing to the committee or USTA Board any written agreement, correspondence, or memoranda relating thereto, including a sworn statement as to the details.

    Failure to comply promptly and fully with the request shall be grounds for immediate suspension, which suspension shall continue until the amateur has complied with the request.

F. Reimbursement of These Expenses Will Cause Player to Lose Amateur Status

1. *Reimbursements conditioned on round reached.* Any arrangement for payment of expenses shall not be conditioned on the round reached. A tournament may enter into an arrangement for payment of part or all of an amateur's allowable expenses, as defined in this **USTA Regulation XVIII.**, conditioned upon the tournament obtaining sufficient funds for the payment.
2. *Reimbursement of expenses paid by someone else.* An amateur may not accept reimbursement for an expense if someone else (for example, a sponsor) has paid the expense, unless the amateur actually returns the payment to the sponsor.

3. *Lost income.* Lost opportunities for income, attributable to playing a tournament, are not allowable expenses.
4. *Equipment and clothing.* Equipment and clothing are not allowable expenses.
5. *Expenses not reimbursable by virtue of action of Sectional Association or USTA Grievance Committee.* No amateur may receive, directly or indirectly, expenses of any kind in connection with playing tennis if permission to receive expenses has been refused either:
   - By the amateur's Sectional Association; or
   - By the USTA Grievance Committee.

   An amateur whose Sectional Association has refused to allow the amateur to receive the expenses may appeal to the USTA Grievance Committee pursuant to **USTA Bylaw 43**.

G. Sanction Holder's Role in Reimbursement of Amateur's Expenses

1. *Direct arrangements between sanction holder and amateur.* All arrangements, including the payment of expenses, for participation by an amateur in a sanctioned tournament, match, or exhibition shall be made by the sanction holder directly with the amateur, the amateur's Sectional Association, the Sectional Association in which the tournament is being held, the team captain of any recognized USTA team (whether on a national, sectional, or district level), or the chairperson for any sanctioned national or international tournament, match, or exhibition.

   Payments made to hotels for indebtedness incurred for lodging, meals, etc., or to common carriers for transportation will be considered as having been paid directly to the amateur.

   Failure to comply with the above policy will be grounds for immediate suspension, which suspension shall continue until the sanction holder has so complied with the policy.
2. *Expenses not reimbursable by virtue of action of Sectional Association or USTA Grievance Committee.* No sanction holder may pay, directly or indirectly, expenses of an amateur if permission to pay the expenses has been refused either:
   - By the sanction holder's Sectional Association; or
   - By the USTA Grievance Committee.

   If the Sectional Association of the sanction holder has refused to allow it to pay the expenses of an amateur, the sanction holder may appeal to the USTA Grievance Committee pursuant to **USTA Bylaw 43.**
3. *Sanction holder may lose future sanction of its tournaments if it violates **USTA Regulation XVIII.*** A sanction holder that disregards any provision of **USTA Regulation XVIII.** shall be deemed to have acted in a way detrimental to the welfare of the game and may be denied by the USTA Board further sanctions to hold tournaments, matches, or exhibitions. Any sanction holder charged by the USTA Board with having so acted may, at its request, have a hearing before the USTA Grievance Committee pursuant to **USTA Bylaw 43.**

H. Amateur Prizes

1. *Value of prizes for amateurs may not exceed $250 per event.* The maximum value of a prize that may be won by an amateur in any one event is $250. Thus, if an amateur participates in both the singles and

doubles events in a particular tournament, the amateur may accept a prize having a maximum value of $250 for participation in the singles event and another prize having a maximum value of $250 for participation in the doubles event.

2. *Allowable prizes.* A prize may include, but is not necessarily limited to, the following:
   - Trophy or medal;
   - Merchandise (for example, apparel, suitcases, rackets, silverware);
   - Gift certificate;
   - Membership or playing privileges at a tennis club with the amateur having the right to designate the club;
   - Tennis lessons with the amateur having the right to designate the professional or organization providing the lessons;
   - Scholarship with the amateur having the right to designate the school; and
   - Tax deductible contribution by the Tournament Committee with the amateur having the right to designate the recipient of the contribution.
3. *Cash prizes may not be given to amateurs.* A prize may not be cash or any award which may be surrendered for cash.
4. *Donation of prize money to school or tennis organization by Tournament Committee.* If a player may not accept prize money or a prize because the player is an amateur, then the Tournament Committee or sponsor has the discretion to give the prize money or prize to:
   - A high school or college;
   - The athletic department of a high school or college, which may be for a specific use such as the tennis team;
   - A Sectional Association; or
   - A tennis patrons organization that is approved by its Sectional Association for receipt of the prize money or prize, *provided that* the player does not determine the recipient.

I. Enforcement Procedure Over Amateur Status

1. *Role of USTA President and USTA Grievance Committee in payment of amateur expenses.* The USTA President and the USTA Grievance Committee, acting jointly, may exercise supervision and control over the payment and acceptance of expenses as may in their judgments be necessary to insure an observance of these regulations. The USTA President and the chairperson of the USTA Grievance Committee, acting jointly, are authorized to engage and pay for investigative services as they deem necessary and proper to insure the proper enforcement of these regulations.
2. *Sectional Association jurisdiction over amateur status.* A Sectional Association may elect to exercise jurisdiction over its amateurs and require that they obtain special permission from it before accepting expenses in connection with their participation in a tournament, match, or exhibition. Election by a Sectional Association to exercise this jurisdiction will become effective only upon receipt of formal notice by the Secretary of the USTA.
3. *Consequences of violating* ***USTA Regulation XVIII.*** An amateur who

violates any provision of **USTA Regulation XVIII.** will jeopardize the player's amateur status and will be subject to disciplinary action pursuant to **USTA Bylaw 43** or pursuant to the procedures of any appropriate Sectional Association or District Association. A sanction holder that violates any provision of **USTA Regulation XVIII.** is subject to disciplinary action pursuant to **USTA Bylaw 43** or pursuant to the procedures of any appropriate Sectional Association or District Association.

J. Reinstatement to Amateur Status

1. *Reinstatement of professional.* If an amateur has become a professional and then wishes to be reinstated as an amateur, the following principles and requirements shall be applicable:
   a. *Written request to USTA Grievance Committee.* The player shall make a written request to the USTA Grievance Chairperson, c/o USTA Executive Director, 70 West Red Oak Lane, White Plains, New York 10604.
   b. *Player was professional for less than one year and grossed less than $3,000.* If the period of time from the date the player first became a professional through the date on which the player ceased professional activities is less than one year, and if during this period the aggregate of prize money won and of other gross income received from professional activities is less than $3,000, reinstatement as an amateur may be granted effective as of the date between three months and six months following the date on which the player ceased professional activities.
   c. *Player was professional for between one and two years and grossed less than $10,000.* If the period of time from the date the player first became a professional through the date on which the player ceased professional activities is a year or more, but is less than two years, and if during this period the aggregate of prize money won and of other gross income received from professional activities is less than $10,000, reinstatement as an amateur may be granted effective as of the date between six months and one year following the date on which the player ceased professional activities.
   d. *Player was professional for between two and three years and grossed less than $25,000.* If the period of time from the date the player first became a professional through the date on which the player ceased professional activities is two years or more, but is less than three years, and if during this period the aggregate of prize money won and of other gross income received from professional activities is less than $25,000, reinstatement as an amateur may be granted effective as of the date between one year and 18 months following the date on which the player ceased professional activities.
   e. *Player was professional for less than three years, grossed less than $25,000, and subparagraphs b. through d. do not apply.* If the period of time from the date the player first became a professional through the date on which the player ceased professional activities is less than three years, and if during this

period the aggregate of prize money won and of other gross income received from professional activities is less than $25,000, and if none of subparagraphs b. through d. are applicable, reinstatement as an amateur may be granted effective as of a date reasonably consistent with the principles set forth in subparagraphs a. through c. above.

f. *Player was professional for more than three years or grossed more than $25,000.* If the period of time from the date the player first became a professional through the date on which the player ceased professional activities is three years or more, or if the aggregate of prize money won and of other gross income received from professional activities is $25,000 or more, reinstatement as an amateur may be granted effective as of a date reasonably consistent with the principles set forth in subparagraphs b. through d.

2. *Player who has turned professional more than once.* If an amateur has become a professional after having been previously reinstated as an amateur, and then wishes to be reinstated again as an amateur, the effective date for any reinstatement may be considerably longer than the periods indicated in **USTA Regulation XVIII.J.1.**
3. *USTA Grievance Committee may reinstate player.* Any reinstatement shall be made by the USTA Grievance Committee on evidence satisfactory to it that reinstatement is merited.

XIX. AMENDMENTS AND REQUESTS FOR WAIVERS

USTA Regulations may be amended if the amendment is consistent with the USTA Constitution and the USTA Bylaws.

A. Amendment by Members

Amendments may be adopted by the affirmative vote of a majority of the members of the USTA present and voting at any meeting of the members, *provided that* notice of the proposed amendment be included by the Secretary-Treasurer of the USTA in the notice of the meeting at which the amendment is to be considered.

B. Amendment by Executive Committee

Amendments may be adopted by the affirmative vote of a majority of the members of the Executive Committee present and voting at any meeting of the Executive Committee, *provided that* notice of the proposed amendment be included by the Secretary-Treasurer of the USTA in the notice of the meeting at which the amendment is to be considered.

C. Process for Submitting Amendment

1. *Persons authorized to submit amendments.* An amendment proposed to be made by the voting members of the USTA or the Executive Committee may be submitted only by a Sectional Association (through its President or Secretary), a member of the Executive Committee, or a USTA committee (through its chairperson). A USTA committee shall submit a proposed new **USTA Regulation** or amendment only if the committee, by majority vote, has voted to submit the proposal. The committee chairperson shall forward the proposal to the Secretary-Treasurer of the USTA and shall circulate it to other bodies as the committee may direct.
2. *Written proposals shall be received by Secretary-Treasurer of USTA at least 90 days before meeting.* All proposals shall be submitted in writing to the Secretary-Treasurer of the USTA at least 90 days before the meeting at which the proposals are to be considered.
3. *Proposals of extreme urgency.* If notice is provided to all members of the Executive Committee at least 15 days before the scheduled meeting date of the Committee, any proposal concerning a matter of extreme urgency that could not have been foreseen 90 days before the meeting may be considered, *provided* the proposal be determined by the affirmative vote of a majority of the members of the Executive Committee present and voting to be of extreme urgency.

D. Amendment by USTA Board

Amendments may be adopted by the affirmative vote of a majority of the members of the USTA Board present and voting at any meeting of the USTA Board held during intervals between meetings of the Executive Committee, *provided that:*

1. *Amendment included in notice.* Notice of the proposed amendment or new regulation shall be included by the Secretary-Treasurer of the USTA in the notice of the meeting at which the amendment is to be considered; and
2. *Twenty-day advance notice required within USTA.* The Secretary-Treasurer of the USTA shall provide a copy of each amendment or new regulation proposed to be made by the USTA Board to each member of the Executive Committee, to each sectional president who is not a

member of the Executive Committee, to the chairperson of the Constitution and Rules Committee, to each Sectional Association office, and to the chairperson of any USTA committee that is affected by the proposed amendment, not less than 20 days before the date of the meeting at which the action is to be considered.

E. Amendments Passed by Executive Committee and USTA Board Are Subject to Amendment at Next Meeting of Members

Pursuant to **USTA Bylaw 65**, amendments passed by the Executive Committee or by the USTA Board are subject to approval, disapproval, or amendment at the next Annual, Semiannual, or Special Meeting of the membership upon the request of the voting delegates at the meeting with sufficient strength to constitute a majority vote of the membership.

F. Secretary-Treasurer of USTA Shall Provide Certain USTA Officials with Copy of Amendment Within Sixty Days of Its Adoption

The Secretary-Treasurer of the USTA shall provide a copy of each amendment that is adopted to each member of the Executive Committee, to each Sectional President who is not a member of the Executive Committee, to each Sectional Association office, to the chairperson of the Constitution and Rules Committee, and to the chairperson of any USTA committee that is affected by the amendment within 60 days after the action.

G. Effective Date of Amendments

Amendments to **USTA Regulations I.–VII.** shall be effective on January 1 following their adoption, *unless* the Executive Committee or USTA Board votes that an amendment shall have a different effective date, in which case it shall be effective on the date specified. Amendments to all other **USTA Regulations** shall be effective immediately unless a later date is specified.

H. Amendments to *The Code*, USTA Comments to ITF Rules of Tennis, and FAC Comments to USTA Regulations

Amendments to *The Code,* USTA Comments to **ITF Rules of Tennis**, and FAC Comments to **USTA Regulations** may be made by two methods.

1. *Amendment pursuant to procedures for amendment to **USTA Regulations***. Amendments may be made pursuant to the procedures applicable to amending **USTA Regulations**.
2. *Changes requested by chairpersons of Tennis Rules and Regulations Committee and Officials Committee.* If the chairpersons of the Tennis Rules and Regulations Committee and the Officials Committee jointly request that a change be made to *The Code*, USTA Comments to **ITF Rules of Tennis**, or FAC Comments to **USTA Regulations**, the chairperson of the Constitution and Rules Committee and the Office of General Counsel may authorize the change if they concur with the changes, agree that the change is consistent with **ITF Rules of Tennis** and **USTA Regulations**, and the change:
   - 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.

I. Request for Waiver

An Individual Member who believes the Individual Member is adversely affected by a **USTA Regulation** may, for a compelling reason, petition for a waiver of that regulation. The individual member shall submit the petition to the USTA Executive Director, 70 West Red Oak Lane, White Plains, NY 10604-3602, at least 45 days before the requested effective date of the waiver. The petition shall:

- Identify the regulation that the individual member would like to have waived;
- State the period over which the waiver is requested;
- State the compelling reason; and
- Submit documentation that fully describes the basis for the request.

Upon receipt of the petition, the Executive Director shall assign the petition to an appropriate person for review and decision and shall notify the individual member of the identity of the person to whom the petition has been assigned.

Within 30 days of the assignment (unless further time is reasonable), the person shall:

- Render a decision on the petition based on the investigation, hearing, or consultation that the person deems appropriate; and
- Notify the Executive Director and the individual member of the decision.

The individual member may appeal the decision to the USTA Grievance Committee pursuant to **USTA Bylaw 43**. The appeal shall be treated as an initial grievance.

FAC Comment XIX.I-1: The International Tennis Federation determines the **ITF Rules of Tennis**. Any request for waiver of the **ITF Rules of Tennis** should be addressed to the ITF.

PART 4—USTA EMERGENCY CARE GUIDELINES

INTRODUCTION

Emergency Care Guidelines help prepare Tournament Directors for medical emergencies and evacuations in case of disasters. The ordinary standard of care does not require a Tournament Director to be trained in emergency medical care. However, familiarity with these guidelines allows Tournament Directors to be prepared for medical emergencies and evacuations in case of disasters.

TOURNAMENT PREPARATION

It is important to think about the possibility of a medical emergency taking place at your tournament ahead of time. Once you have anticipated this possibility, you have already begun preparation. Consider having the following in place at the start of the tournament:

EMERGENCY PHONE NUMBERS

- Identify at least one working phone on site. If you are using a cellular phone, keep it fully charged and verify that it works on site. Many cellular phones do not connect in certain areas or locations.
- Know the phone number and location of the nearest hospital.
- Know the phone number of a local ambulance company. Let the company know beforehand that you are hosting a tennis tournament, and speak to appropriate personnel about the best protocol to follow in case of an emergency.
- 911: Remember, when in doubt or in case of a medical emergency, call 911, which will activate the emergency response system and prompt an emergency medical vehicle to be sent to your site.
- Walk the tournament site in order to know the best way for an emergency vehicle to enter.
- Review with pertinent tournament personnel the emergency phone numbers and the protocol for activating 911.
- When activating 911, or when calling the local ambulance company, keep your instructions clear and indicate the following:
  - The number of people who are in need of emergency medical care
  - Their ages (or approximate ages)
  - The location
  - The person to whom emergency medical services should report

In addition to activating the emergency response system, try to locate the parent or guardian of a minor as soon as possible. For adults, try to locate the spouse, parent or next of kin as soon as possible. Remember, for emergency medical care, activating 911/emergency response system takes precedence over calling family members.

SUPPLIES (ON-HAND)

- Towels: Verify that ample towels are available for clean up and for use by players, if necessary.
- Water: Verify that ample drinking water is available on site.
- Ice: Verify that ice is available for both heat illness and acute strains/sprains.

- Gloves: Verify that exam gloves are on site, as they are to be worn by anyone who may come into direct contact with blood—which includes caring for an injured player or spectator/staff—or cleaning a blood spill.
- First Aid Kit: A basic first aid kit may be used within your comfort zone. Do not dispense medication except upon the documented recommendation of a physician on site. Basic first aid kits include:
  - Band-Aids, both small and large
  - Medical gauze
  - Athletic tape and Elastic (ACE) bandages
  - Plastic bags, including red plastic bags

The text contained herein is for informational purposes only. The United States Tennis Association does not assume liability for any information contained herein. Any and all emergency care decisions should be made in consultation with a licensed professional.

ON-SITE EMERGENCY CARE

The following sections describe medical situations and conditions the Tournament Director may encounter. Remember, best practices mean identifying that someone needs emergency medical care, and then accessing emergency treatment via 911 or a local ambulance company.

UNIVERSAL PRECAUTIONS

Universal precautions is a term that means any human blood—including body fluids tainted with blood—is considered contaminated and potentially infectious. Thus, latex exam gloves are worn by anyone handling blood or blood products, and the individual handling the blood should have no open sores (non-latex exam gloves are available for latex-allergic/sensitive individuals). As a practical example, exam gloves are worn by an individual who is applying pressure with a towel or bandage to a player who is bleeding. Blood spills on court are best cleaned in accordance with current **USTA Regulations** (Friend at Court: The USTA Handbook of Tennis Rules and Regulations: medical timeout). If a mop and water are not utilized, a towel with water is acceptable. In this instance, the individual cleaning the court is wearing exam gloves. Blood products are disposed in readily identifiable red plastic bags.

HEAT ILLNESS

Heat illness refers to an acute medical condition that arises from a combination of dehydration and overheating within the body. Heat illness occurs most commonly in hot, humid conditions, especially if there is little wind. It is important to be aware of the temperature and humidity throughout the day, and to anticipate heat illness occurrences when the apparent temperature, or heat index, is equal to or greater than 90 degrees, as per the chart below.

The symptoms and signs of heat illness include unusual or excessive tiredness, headache, nausea (with or without vomiting), cramps, dizziness, passing out and high body temperature. Heat stroke is a medical emergency, and typically individuals appear acutely ill, have a high body temperature, and are unable to drink any fluids.

Post signs advising players to drink plenty of fluids before, during and after play. Try to provide and identify areas with shade for cooling, plenty of fluids, and cold, wet towels or icepacks. If the player cannot drink or has no desire to drink, has lost consciousness or has a change in level of consciousness, or if there is any doubt about the player's condition, arrange for emergency transport to the nearest hospital via 911 or a local ambulance company. While awaiting emergency transport to arrive, remove the player from the heat and cool the player with cold, wet towels applied to the body—specifically the armpits, groin, and head.

ACUTE ALLERGIC REACTIONS/ANAPHYLAXIS

Acute allergic reactions are most likely to occur at a tennis tournament as a result of an insect bite or a bee/wasp sting. The reaction can range from localized swelling and discomfort, to more generalized swelling, to difficulty breathing with wheezing, to a life-threatening cardiovascular collapse. Localized reactions can be treated with ice. If the rash continues to worsen, if there is any difficulty breathing, if there is wheezing or facial swelling, or any changes in the level of consciousness, arrange for emergency transport to the nearest hospital via 911 or a local ambulance company.

Some players may have an established history of severe allergic reactions and may have experience using Epipen (epinephrine auto-injector). Such players may self-administer Epipen in accordance with their comfort zone. Even in this scenario, activate the emergency response system to ensure immediate medical evaluation and management of the individual.

STRAINS/SPRAINS

Acute strains and sprains usually occur in the setting of a fall. Symptoms include localized swelling and pain. Acute management includes limb elevation with application of ice and a compression bandage (ACE bandage). Remember: RICE: **R**est; **I**ce; **C**ompression; **E**levation). Best practices include players consulting with their physician for further management. For severe strains and sprains, best practices include evaluation that day, either in a physician's office or in the emergency room, in order to rule out an underlying fracture.

OTHER EMERGENCIES

Life-threatening emergencies can occur at any time, and can include a seizure, heart attack, sudden fall with head trauma, or sudden collapse. Your job is not to make a diagnosis, but to activate the emergency response system via 911 or a call to the local ambulance company. It is important to maintain an environment of calm, and to remove all unnecessary people from the scene.

MEDICATION

Do not administer medication on site, including aspirin, products containing acetaminophen, or over-the-counter cold remedies. Some over-the-counter products contain medications that may be banned by the Tennis Anti-Doping Program. It is the player's responsibility to properly take such medications under the direction of his physician, his guardian, or both. In addition, never supply any food supplements, protein drinks, or energy supplements other than standard

sport drinks (e.g., Gatorade). These supplements may be tainted with banned substances for doping control.

THUNDERSTORMS AND LIGHTNING

Lightning is a potential severe hazard and life-threatening consequence of an approaching storm near outdoor tennis matches. It is important to be prepared for immediate cessation of all matches or warm-up in the event of lightning. In essence, if lightning is sighted, stop all activity and direct everyone to seek appropriate shelter. A 30-30 rule may be used, which is as follows:

- If lightning is sighted and thunder then occurs in 30 seconds or less, instruct everyone on site to seek appropriate shelter. Dividing the number of seconds between lightning and thunder by 5 gives the distance of lightning in miles. (For example, a flash-to-bang count of 30 seconds means a distance of 6 miles.)
- Resume tennis activity after a minimum of 30 minutes has elapsed since the last lightening strike was seen.

The primary shelter choice is any substantial, frequently inhabited building with working electricity, telephones and plumbing. While inside, avoid using electrical devices or telephones attached to cords, and refrain from taking showers. If such a building is not available, the next safest location is a fully enclosed vehicle with a metal roof and closed windows. Do not touch the metal framework while inside the vehicle.

Avoid the following locations:

- Open fields
- Proximity to open water
- Trees, flag poles, or light poles

If anyone has been struck by lightning, activate emergency medical services immediately. If possible, move the injured person to a safer location.

This Heat Index Chart provides general guidelines for assessing the potential severity of heat stress. Individual reactions to heat will vary. It is noteworthy that heat illness can occur at lower temperatures than indicated on the chart. In addition, studies indicate that susceptibility to heat illness tends to increase with the very young and the elderly.

1. Across the top of the chart, locate the **ENVIRONMENTAL TEMPERATURE** (i.e., the air temperature).
2. Down the left side of the chart, locate the **RELATIVE HUMIDITY**.
3. Follow across and down to find the **APPARENT TEMPERATURE**. Apparent Temperature is the combined index of heat and humidity. It is an index of the body's sensation of heat caused by the temperature and humidity (the reverse of the "wind chill factor").

Note: Exposure to full sunshine can increase Heat Index values.

HEAT INDEX											
	ENVIRONMENT TEMPERATURE [F°]										
	70°	75°	80°	85°	90°	95°	100°	105°	110°	115°	120°
Relative Humidity	Apparent Temperature*										
0%	64°	69°	73°	78°	83°	87°	91°	95°	99°	103°	107°
10%	65°	70°	75°	80°	85°	90°	95°	100°	105°	111°	116°
20%	66°	72°	77°	82°	87°	93°	99°	105°	112°	120°	130°
30%	67°	73°	78°	84°	90°	96°	104°	113°	123°	135°	148°
40%	68°	74°	79°	86°	93°	101°	110°	123°	137°	151°	
50%	69°	75°	81°	88°	96°	107°	120°	135°	150°		
60%	70°	76°	82°	90°	100°	114°	132°	149°			
70%	70°	77°	85°	93°	106°	124°	144°				
80%	71°	78°	86°	97°	113°	136°					
90%	71°	79°	88°	102°	122°						
100%	72°	80°	91°	108°							

*Combined index of heat and humidity…what it "feels like" to the body.

APPARENT TEMPERATURE	HEAT STRESS RISK WITH PHYSICAL ACTIVITY AND/OR PROLONGED EXPOSURE
90° - 105°	Heat cramps or heat exhaustion possible
105° - 130°	Heat cramps or heat exhaustion likely, Heatstroke possible
130° and up	Heatstroke highly likely

Source: National Oceanic and Atmospheric Administration.

PART 5—UMPIRE ASSIGNMENT, SELECTION, CERTIFICATION, AND TRAINING

I. USTA POLICY

A. Diversity and Inclusion: A Key Element of the USTA's Core Values

Just as any good investor knows that you have to diversify your portfolio if you want to maximize its value, so the USTA knows that by making tennis open and accessible to all people of varied backgrounds, the value of the sport, the overall crowd appeal and the potential for high returns will increase. The USTA has made Diversity and Inclusion a Primary Strategic Priority and is committed to growing the game through outreach and inclusion, as defined by our USTA Board of Directors Approved Diversity Statement:

We, the United States Tennis Association, recognize diversity as essential to achieving our mission: to promote and develop the growth of tennis. For us, diversity refers to differences of culture, ethnicity, race, age, gender, beliefs, religion, social and economic status, sexual orientation, family status, physical ability, appearance, and ideas.

We are committed to achieving greater diversity throughout the sport and fostering a tennis environment that is more inclusive.

Pursuant to its overall diversity policy, the USTA hereby promulgates this statement on diversity in Umpire assignment, selection, certification, and training.

B. Assignment & Selection of Chair Umpires for Tournaments

1. The USTA does not permit discrimination on the basis of gender, race, or any other prohibited basis in the selection and assignment of Chair Umpires to tournaments and matches.
2. All qualified Chair Umpires will be afforded equal opportunities to Chair men's and women's matches regardless of their gender. The USTA, where it has the authority to do so, will seek to assign qualified female Chair Umpires to men's tournaments and matches in numbers approximating their representation in the qualified pool of applicants available for these tournaments and matches. The USTA will urge USTA Pro Circuit tournament officials and the Chief Umpires assigned to these tournaments to do the same, and will take best efforts to include these assignment goals in future contracts with entities holding USTA Pro Circuit tournaments. When asked to recommend Chair Umpires for ATP tournaments, the USTA will seek to recommend qualified female Chair Umpires in numbers approximating their representation in the pool of Umpires qualified and available to chair these tournaments.
3. All qualified Chair Umpires will be afforded equal opportunities to chair tournaments and specific matches regardless of their race. The USTA, where it has the authority to do so, will seek to assign qualified Chair Umpires, regardless of their demographic background (i.e., race, gender, sexual orientation, etc.), to matches, including later-round matches, in numbers approximating their demographic representation in the qualified pool of applicants available for these matches. The USTA will urge USTA Pro Circuit tournament officials and the Chief

Umpires assigned to these tournaments to do the same, and will take affirmative steps to include these assignment goals in future contracts with entities holding USTA Pro Circuit tournaments. When asked to recommend Chair Umpires for ATP and WTA tournaments, the USTA will seek to recommend qualified minority Chair Umpires in numbers approximating their demographic representation in the pool of Umpires qualified and available to chair these tournaments.

4.a. The process for applying for Chair Umpire positions at USTA Pro Circuit events, non-US Open is:

- *Step One*. Work to achieve a Chair Certification by the USTA.
- *Step Two*. Indicate interest through the Sectional Chair to attend a USTA Chair Academy to improve current skill level.
- *Step Three*. Register work availability with the USTA Officials Department in the National Office (ITF certification encouraged but not required).

4.b. The process for applying for Chair Umpire positions at the US Open is:

- *Step One*. Work to achieve a Chair Certification by the USTA.
- *Step Two*. Indicate interest through the Sectional Chair to attend a USTA Chair Academy to improve current skill level.
- *Step Three*. Register work availability with the USTA Officials Department in the National Office (ITF certification not required).
- *Step Four*. Indicate interest through the Sectional Chair to attend an ITF White Badge School.
- *Step Five.* Achieve White Badge or better certification.
- *Step Six*. File an application to work the US Open by the annual US Open deadline with the USTA Officials Department.

5.a. In selecting Chair Umpires and assigning them to USTA Pro Circuit matches, the USTA will rely primarily on job related criteria such as: (Not in any particular order)

- Availability
- Performance rating or evaluation from rating from USTA Trainer/Evaluators and experienced USTA/ITF Certified Chair Umpires/Referees
- Experience
- ITF Badge Level (encouraged but not required for Pro Circuit events)
- Adherence to the USTA Officials' Code of Conduct

5.b. In selecting Chair Umpires and assigning them to US Open matches, the USTA will rely primarily on job related criteria such as: (Not in any particular order)

- US Open Application accepted
- Performance rating or evaluation from rating from USTA Trainer/Evaluators and experienced USTA/ITF Certified Chair Umpires/Referees
- Experience
- ITF Badge Level
- Adherence to the USTA Officials' Code of Conduct
- Nationality of the Umpire
- Whether a player exists on the Umpire's "NO List"

6. The USTA maintains records of the names of the Chair Umpires assigned to all matches of each USTA Sanctioned Tournament.

C. Certification and Training of Chair Umpires

1. The USTA does not permit discrimination on the basis of gender, race, or any other prohibited basis in the certification of Umpires and in the selection of USTA-certified Umpires to be recommended for admission to the ITF for Badge School.
2. All qualified Chair Umpires will be afforded equal opportunities to obtain each USTA certification level and to be recommended for admission into an ITF Badge School, regardless of their demographic background (i.e., race, gender, sexual orientation, etc.). The USTA will seek to recommend for ITF Badge School admission qualified Umpires, regardless of their demographic background, who express written interest in attending ITF Badge Schools in numbers approximating their representation in the pool of qualified Umpires who express written interest in attending these Schools.
3. The process for USTA-Certified Umpires to obtain recommendations for admission to ITF Badge Schools or to attend USTA-operated chair academies is:

   Step One. Seek supplemental chair assignments at lower level USTA Circuit events, Junior events, Collegiate events, or any events to gain experience.

   Step Two. Seek additional chair assignments at the Pro Circuit level for Pro Level experience.

   Step Three. Obtain applications from the ITF website or seek assistance to obtain an application from the USTA Officials Department.

   Step Four. Submit the completed application to the USTA Officials Department.
4. Decisions by the USTA on whether to recommend USTA-Certified Umpires to attend ITF Badge Schools are based on:
   - Recommendation from the Sectional Chair;
   - Performance rating or evaluation from National Trainer/Evaluators and experienced USTA/ITF Certified Chairs/ Referees;
   - Pro Circuit Experience;
   - USTA certification for Chair Academies/Chair Certification by the USTA for ITF schools;
   - Adherence to the USTA Officials' Code of Conduct.
5. Decisions for selecting Umpires certified by the USTA to attend USTA-operated Chair Academies will be based primarily on job related criteria such as:
   - Recommendation from the Sectional Chair;
   - Performance rating or evaluation from National Trainer/ Evaluators and experienced USTA/ITF Certified Chairs/ Referees;
   - Pro Circuit;
   - USTA certification for Chair Academies/Chair Certification by the USTA for ITF schools;
   - Adherence to the USTA Officials' Code of Conduct.
6. The USTA maintains records of the names of USTA-Certified Umpires recommended for admission into ITF Badge Schools, as well as the

names of USTA-Certified Umpires who attend USTA-operated Chair Academies. Upon request, the USTA will provide any USTA-certified Umpire with the records relating to his or her request for a Badge School recommendation or for admission to a USTA-operated Chair Academy.

II. DISCRIMINATION COMPLAINT AND RESOLUTION PROCESS

A. Umpire Equal Opportunity Policy

The USTA does not permit discrimination on the basis of gender, race, color, religion, national origin, marital status, citizenship status, veteran status, sexual orientation, age, disability, or any prohibited basis in the selection and assignment of Chair Umpires to tournaments and matches, or in the certification of Umpires and the selection of USTA-Certified Umpires to be recommended to the ITF for Badge School admission.

B. Umpire Complaint and Investigation Procedure

1. Any Umpire who believes that he or she has been subjected to discrimination in violation of the Umpire Equal Opportunity Policy may file a complaint in writing with the Chief Diversity Officer of the USTA, either by mail 70 West Red Oak Lane, White Plains, NY 10604, or via email at diversity@usta.com. The complaint shall include:
   a. the date, time, and location of the acts or actions complained of;
   b. the identities of the person or persons taking the disputed acts or actions and any witnesses to them; and
   c. the basis on which the acts or actions are believed to be discrimination in violation of the Umpire Equal Opportunity Policy.
2. The USTA will promptly and thoroughly investigate each complaint in an impartial manner and, to the fullest extent possible, shall maintain the confidentiality of all complaints and Umpire complainants. The Umpire complainant shall be informed of the results of the investigation.
3. If the USTA determines that discrimination in violation of the Umpire Equal Opportunity Policy has occurred, it will immediately take appropriate remedial and/or disciplinary action, up to and including termination of the employment or contract of the responsible party if the USTA has this authority.
4. The USTA will maintain the records of the Umpire Complaint and Investigation Procedure, including those reflecting the nature of the complaint, the investigation conducted, the results of the investigation, and any actions taken as a result of the investigation, in accordance with applicable legal standards.
5. No Umpire shall be subjected to retaliation or other detriment in his or her relations with the USTA for filing, assisting with, or supporting in any manner a complaint of discrimination in violation of the Umpire Equal Opportunity Policy. If any retaliation or detriment occurs, the affected Umpire may file an amended or a separate complaint with the Umpire Diversity Officer to be processed and resolved in the manner specified above.

PART 6—UMPIRE AWARDS

John T. McGovern Award Recipients

The award is presented annually to a Chair Umpire or Line Umpire who has given a lifetime of dedication, service, and expertise to tennis officiating.

1949—Donald M. Dickson, Bronxville, NY*
1950—Craufurd Kent, Hollywood, CA*
1951—Harold A. Lebair, New York City, NY*
1952—David S. Niles, West Newton, MA*
1953—Louis W. Shaw, Bayonne, NJ*
1954—Frank J. Tybeskey, Philadelphia, PA*
1955—Hubert J. Quinn, San Francisco, CA*
1956—H. LeVan Richards, Falls Church, VA*
1957—Winslow M. Blanchard, Scottsdale, AZ*
1958—Edward Mellor, Philadelphia, PA*
1959—Harold E. Ammerman, Orange, NJ*
1960—J. Clarence Davies Jr., New York City, NY*
1961—Herbert J. Lewis, Miami Shores, FL*
1962—Frank S. Dowling, Indianapolis, IN*
1963—John Kroel, Clifton, NJ*
1964— William L. Macassin, Ft. Lauderdale, FL*
1965—Ernest J. Oberlaender Jr., New York City, NY*
1966—John Stahr, Larchmont, NY*
1967—S. R. Bumann, Dallas, TX*
1968—John B. Coman, Beverly Hills, CA*
1969—Frank Hammond, New York, NY*
1970—E. Brooks Keffer, Wayne, PA
1971—Titus W. Sparrow, Boston, MA*
1972—Col. Richmond H. Skinner, Wilmington, DE*
1973—Sydow Nieman, Pasadena, CA*
1974—Douglas Stewart, Milford, NJ*
1975—Florence Blanchard, Phoenix, AZ
1976—Samuel R. Cox, Bryn Mawr, PA*
1977—William Ackerman, Trenton, NJ*
1978—Harry Maiden, South Pasadena, CA*
1979—J. Roy Dance, Memphis, TN
1980—John Sternbach, Vail, CO
1981—William S. Bigelow, Maplewood, NJ*
1982—George M. Duganne, Miami, FL*
1983—Anita Shukow, Roslyn Heights, NY*
1984—Nick Powel, Arlington, VA*
1985—Charles F. Beck, Fort Lauderdale, FL
1986—R. Norris Bond, Boston, MA
1987—Joe Beerman, Bayside, NY
1988—Judy Popkin, New York City, NY
1989—Jay Snyder, Hershey, PA
1990—Zeno Pfau, Richardson, TX
1991—Richard Kaufman, New Paltz, NY
1992—Peter Kasavage, San Ramon, CA
1993—Fran McDowell, Mt. Vernon, WA
1994—Joan Vormbaum, San Jose, CA
1995—Woodie Sublett-Walker, Newburgh, IN
1996—Al Penelton, East St. Louis, IL
1997—Steve Ullrich, Tampa, FL
1998—Bill Barber, Brewster, MA
1999—Robert Cranor, Los Angeles, CA
2000—John Bramlett, San Bernardino, CA
2001—Jim Zimmerman, Dallas, TX*
2002—John Wong, San Francisco, CA
2003—Joan Bunny Williams, Bluffton, SC
2004—Jerry Moore, Roswell, GA
2005—Norman Chryst, Scottsdale, AZ
2006—Shirley Damiano, Syracuse, NY
2007—Missy Malool, Bluffton, SC
2008—David Littlefield, Palm Springs, FL
2009—Lois R. Huggins, Newark, DE
2010—Keith Crossland, Chicago, IL

*deceased

Jr. McGovern Award Recipients

With qualifying conditions similar to the John T. McGovern Award, the Junior McGovern Award recognizes service and excellence by younger tennis officials.

1948—Ailie Tesloff, TX
1949—Frank Hammond, New York, NY*
1950—Andrew Dennon, Long Island, NY
1956—Jeffrey Cox, Bryn Mawr, PA*
1957—Betty Brown, Scarsdale, NY
1958—R. Michael Dunne, Greenwich, CT
1959—Helen S. Coman, Scarsdale, NY
1961—Tom Konchalski, Elmhurst, NY
1963—John B. Coman, Jr., Ojai, CA
1964—Jane Dally, So. Orange, NJ
1973—John J. Halonka, Jr., Hallandale, FL
1982—Scott Jason Svonkin, Monterey Park, CA
1983—Jerold Reagan Lipp, Dallas, TX
1984—Dave Radoccia, Reading, MA
1990—Rocky Hardy, Greenbrier, AR
1992—Joe Maxberry, Jacksonville, FL
1993—Cecil Hollins, Ozone Park, NY
1994—Dan Oppenheim, Columbia, MD
1998—Jake Garner, Tallahassee, FL
2000—Chris Wilson, South Deerfield, MA
2004—Tom Skeen, Bountiful, UT
2007—Sally Paulus, Midland, MI
2008—Andrew Walker, Birmingham, MI
2010—Michaela Moon, Vancouver, WA

Jack Stahr Award Recipients

The award is presented annually to an Umpire in one of the Umpire's first three years at the US Open in recognition of hard work, professionalism, technical ability and cooperative attitude. It recognizes outstanding work primarily as a Line Umpire.

1984—Jerry Moore, Roswell, GA
1985—Greg Moorhead, Mesa, AZ
1986—Ray Delcastillo, San Antonio, TX
1987—Dana Loconto, Gadsden, AL
1988—Kristine Coryell, Flossmor, IL
1989—Julie Watterson, Englewood, CO
1990—John Bramlett, San Bernardino, CA
1991—Beth Wallingford, Indianapolis, IN
1992—Cathi Duncan, Newburgh, IN
1993—Clark Mayer, Hagerstown, MD
1994—Carole Cox, Brentwood, TN
1995—Vigi Dreker, Boca Raton, FL
1996—Revathy Solomon, Gretna, LA
1997—Jay French, W. Palm Beach, FL
1998—Ken Clarke, Redondo Beach, CA
1999—Ann Gilley, Fort Worth, TX
2000—Tracy Crossland, Chicago, IL
2001—Satsuki Prokop, Bellevue, WA
2002—Kevin Calhoun, Lexington, KY
2003—Donovan Kent, Buffalo, NY
2004—Francess Mudge-Lisk, Prairie Village, KS
2005—Rob Roy, Los Angeles, CA
2006—Justin T. Willis, Greensboro, NC
2007—Jamey Davis, Mobile, AL
2008—Kevin G. Labor, Frisco, TX
2009—Kimberly Angermeier, Henderson, KY
2010—Greg Allensworth, North Canton, OH

Nicholas E. Powel Award Recipients

This award is presented annually to a Sectional Chair or Line Umpire in recognition of the importance of officiating at the local level.

1990—Lillian Donley, Scottsdale, AZ
1991—Margery S. Marshall, Sacramento, CA
1992—Margaret Colchin, Knoxville, TN
1993—Eugene Heller, Sioux Falls, SD
1994—Lucille Frank, Denver, CO
1995—Claude Pickering, Lancaster, CA
1996—Arcadio Garza, San Antonio, TX
1997—Charles Mignon, Lincoln, NE
1998—Nan Burnam, Abilene, TX
1999—Berry Campagna, Greensburg, PA
2000—Mickey Harper, Midfield, AL
2001—Jim Cummings, Baltimore, MD
2002—Allan Smith, Dunwoody, GA
2003—Sally B. Utiger, Weston, MA
2004—Clarence Corbin, Gulf Breeze, FL
2005—Dennis Bennett, Boise, ID
2006—Patricia A. Friz, Wilmington, DE
2007—David DeGrafft, Lutherville, MD
2008—Charlotte Dlugolenski, Fayetteville, NY
2009—Catherine Thomas, Palm Desert, CA
2010—Lewis Conley, Ballwin, MO

PART 7—INTERCOLLEGIATE TENNIS ASSOCIATION (ITA) REGULATIONS

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SUMMARY OF IMPORTANT ITA CHANGES FOR 2011 EDITION OF FRIEND AT COURT

[p. 245] New **ITA Regulation I.B.21.** *Hindrance - loud noise following a perceived winning shot*. A Solo Chair or Roving Umpire (only if standing at the net post) should immediately call a "hindrance-loss of point" when a player(s) makes a loud noise following a perceived winning shot that the opponent(s) has a play on.

[p. 248] **ITA Regulation I.E.9.** adds an additional paragraph restating the USTA rule on foreign language outbursts.

[p. 253] **ITA Regulation I.P.** was revised to delete the reference to "unattached" players.

[p. 255] **ITA Regulation II.B.7.** revises the responsibility of the home coach regarding alcoholic beverages at the site of a match.

[p. 256] **ITA Regulation II.B.13.a.iii** deletes "unless conditions are hazardous" from the definition of when a match must be played outdoors.

[p. 257] **ITA Regulation II.C.1.** states that the playing surface at varsity tennis facilities may have USTA-approved QuickStart Tennis format lines.

[p. 258] **ITA Regulation II.D.1.** changes the responsibilities of the home team regarding practice courts.

[p. 258] **ITA Regulation II.E.1.** addresses the status of officials who are employees of an institution.

[p. 263] **ITA Regulation II.K.9.** was revised to state that no appeals are permitted to rulings made by the National Ranking Committee.

[p. 265] New **ITA Regulation II.L.5.** *Grievances about officials*. Any grievance related to inappropriate conduct by an official involving non-conference schools at a dual match or ITA sanctioned tournament (excluding the NCAA, NAIA and NJCAA Championships) should be sent directly to the ITA. Any grievance about an official in a match between two conference teams, should be sent to the conference office.

[p. 266] **ITA Regulation IV.A.1.** sets the number of days prior to an event during which a player can withdraw.

[p. 266] **ITA Regulation IV.A.4.** changes the consequences for failure to follow the withdrawal rules.

[p. 266] **ITA Regulation IV.C.** now has seeding procedures for draws at ITA National Small College Championships.

FAC EDITORS' NOTE

USTA officials are often called upon to officiate at intercollegiate events. This section contains the Intercollegiate Tennis Association (ITA) officiating regulations. These regulations are followed at most intercollegiate events.

USTA Regulations are in effect in college tennis except where explicitly superseded by ITA, NCAA, NAIA, NJCAA, or Conference Rules.

Those ITA regulations that are substantially different from **USTA Regulations** have been set in ***Bold Italics***. ITA rules vary from **USTA Regulations** in the following major areas:

- Overrule on verbal appeal only;
- Carry over of Point Penalty System;
- Player who changes call from out to good loses point;
- Receiver's partner may not stand in service box; and
- Medical timeout procedure.

There are no corresponding **USTA Regulations** for the following ITA Regulations.

- I.E.5. ITA Carry-Over Rules;
- I.F. Restrictions on Players and Spectators;
- I.J. Coaching;
- I.K. Coaches' Code of Conduct; and
- II. Team Competition.

Before officiating at an ITA event, officials should confirm whether any new changes have been adopted by the ITA and should check the "Rules" section of the ITA website, **www.itatennis.com.**

RULES, REGULATIONS & TOURNAMENT PROCEDURES

The purpose of the official ITA Rulebook is to codify for college players, coaches and USTA certified officials all the rules and regulations, and tournament procedures which are unique to college tennis, as well as to highlight those USTA rules which most often apply to college tennis.

These rules govern all collegiate play, except in the few cases where a specific conference rule, NAIA, or NCAA tournament rule differs from the ITA rule. **In this case the conference rule, NAIA, or NCAA rule will take precedence over the ITA rule.** Otherwise, all ITA coaches are expected to follow the ITA rules as closely as possible. Failure to do so should be reported immediately to the ITA Ethics and Infractions Committee and the ITA National Tournament Committees.

USTA Rules and Regulations are in effect in college tennis except where explicitly superseded by ITA, NCAA, NAIA, NJCAA, or Conference Rules.

ITA Board of Directors
December 2010

I. INDIVIDUAL COMPETITION—SINGLES AND DOUBLES TOURNAMENTS

A. The Code

All college match play will follow the principles set out in "The Code" except where these rules provide otherwise.

B. Calls in Matches with a Solo Chair Umpire or with no Chair Umpire and no Line Umpires

Many college matches are played without the assistance of a Chair Umpire and Line Umpires. Some matches are officiated by a Solo Chair Umpire. In all these matches, the players have the primary responsibility for making the calls. The following principles apply in these matches.

1. *Player makes calls on* his *side of the court*. Each player shall make all calls on his side of the court. A Solo Chair Umpire or Roving Umpire shall not assist the player in making any call with any kind of verbal or non-verbal signal.
2. *Opponent gets benefit of the doubt*. Whenever a player is in doubt he shall make the call in favor of his opponent. Balls should be called "out" only when there is a space visible between the ball and the line. A player shall never seek aid from a Solo Chair Umpire, spectator, teammate or coach in making a line call.
3. *Disagreement between partners over a call.* A doubles partner is obligated to disagree with his partner if an erroneous "out" call is made. When doubles partners disagree on a call, the point goes to the opposing team. The point is never replayed.
4. *Balls that a player does not see.* There are no "unsighted" calls. If a player does not see his opponent's shot, he shall call the ball good. A player shall never seek aid from a Solo Chair Umpire, spectator, teammate or coach in making a line call.
5. *Solo Chair Umpire and Roving Umpires shall not give assistance on unsighted balls.* The Solo Chair Umpire and Roving Umpires shall not give assistance on balls that a player does not see.
6. *Out calls must be made immediately*. "Out" calls must be made immediately. The call shall be made before either an opponent has hit the return or the return has gone out of play. If no immediate audible or visible call is made, the ball shall be considered good.
   a. *Clay court procedure.* A player may quickly check a mark before making a call on his side of the net.
7. *Correcting an erroneous "out" call—opponent wins point.* ***A player shall reverse his "out" call if he realizes that he has made a mistake or if he is uncertain of the call. The point goes to the opponent. It is never played over.***
8. *Obligation of player to call* his *own ball "out" if* he *clearly sees it out.* A player shall call his own ball "out" if he clearly sees that it is out. This rule does not apply to a player's first serve. See rule C.2. and C.3.
9. *How to challenge an opponent's call.* An opponent's call may be challenged by the query: "Are you sure of your call?" No further discussion or delay is permitted. If the player making the call is uncertain, he loses the point. It is never played over.
10. *Players shall not cross the net to point out a mark or discuss a problem.* A player shall not cross the net to point out a mark or discuss a

problem. A player who does shall be penalized under the ITA Point Penalty System.

11. *Touches, invasion of opponent's court, reaching over the net, and double bounces.* Calls involving a ball touching a player, a player touching the net, a player touching his opponent's court, hitting an opponent's return before it has passed the net, and a double bounce must be called by the player committing the infraction. If there is a Solo Chair Umpire, he also may make these calls. A Roving Umpire who observes the incident may make the call if he directly observed the incident with or without an appeal from a player.
12. *Lets.* There are no lets in college tennis except for a service let, an interruption by an official or a spectator, and when play is interfered with by an outside object. ***In Men's Division I, there are no service lets. If the serve hits the net and goes into the service box, the ball is in play.*** Either player may call a service let if the player does so at the instant when the let occurs. A Solo Chair Umpire may call service lets. Requests for lets may not be made after a point is ended. A service let call can be appealed and is an overrule if disallowed. The Solo Chair Umpire or the Roving Official shall call a let if he concludes that a player is unaware of an invading object that is endangering him.
13. *Only a coach or player may request a Line Umpire or Referee.* Only a coach or the player involved may request the presence of a Line Umpire or Referee. The coach may physically go get the Line Umpire or Referee. Play may be temporarily halted while the coach or the player seeks a Referee or Line Umpire. Nonetheless, play must resume within five minutes, even if attempts are still being made to obtain a Line Umpire.
14. *Foot fault judges*. A player or coach may request a foot fault judge. A player may request that an opponent avoid foot faults. ***A player shall not call a foot fault on an opponent. All foot faults must be called by an Umpire, Referee, or Roving Umpire.*** A Roving Umpire or Referee need not be stationed on the baseline in order to call foot faults so long as his position gives him a clear view of the fault.
15. *Server shall call score before each point*. The server shall call the score before each point except when there is a Solo Chair Umpire or scorekeeper assigned to the match.
16. *Settling disagreements over the score*. If a disagreement over the score occurs, the methods for settling the dispute in order of preference are:
    — Count all points and games agreed upon by the players, with only the disputed points or games being replayed;
    — Resume play from a score mutually agreeable to the players;
    — Use a coin flip.
17. *Solo Chair Umpire shall not overrule call unless player immediately appeals for overrule.* ***A Solo Chair Umpire shall not overrule a call unless it is challenged verbally at that moment (not at the end of the point) by the opposing player. The Solo Chair Umpire shall not prompt the request for an appeal.***
18. *Overrules by certified Roving Umpires*. If appealed to, a certified Roving Umpire may overrule a call if he is on that court or if he directly observed the call.

19. *Player who has been overruled twice shall thereafter be penalized under the Point Penalty System.* ***If the Solo Chair Umpire and Roving Umpires have overruled a player or doubles team twice, the Umpire shall penalize each subsequent overrule under the ITA Point Penalty System. The failure to have an appeal upheld is not treated as an overrule.***
20. *Excessive appeals for the apparent sake of disrupting play.* ***A Solo Chair Umpire shall caution any player making excessive appeals for the apparent sake of disrupting play. Thereafter, if the Solo Chair Umpire determines that the player is making appeals for the apparent sake of disrupting play, he may penalize the player under the ITA Point Penalty System.***
21. *Hindrance-loud outburst following a perceived winning shot.* A Solo Chair Umpire or Roving Umpire (only if standing at the net post) should immediately call a "hindrance – loss of point" when a player(s) makes a loud noise following a perceived winning shot that the opponent(s) has a play on.

C. Service and Service Returns

1. *No more than twenty seconds between points.* ***Both the server and receiver must be ready to begin the next point within twenty seconds of when the ball went out of play. Each player has the right to the full twenty seconds to prepare for the next point.***
2. *Server's appeal of a first serve that receiver calls good.* ***The server (or server's partner in doubles) may make a first volley or half-volley of the return of an out first serve which was played before appealing to the Chair Umpire or Roving Umpire for an overrule. But if the server (and the server's partner in doubles) remains in the back court, the appeal must be made before hitting the ball.***
   - ***If the appeal is granted, the server gets a second serve.***
   - ***If the appeal is not granted, then the point goes to the receiver.***

   A server whose appeal is denied is not subject to penalty under the ITA Point Penalty System by virtue of the failure of his appeal.
3. *Feinting, changing position, and intentional distraction.* A player may feint with the body while the ball is in play. A player may change position at any time, including while the server is tossing the ball. Any movement or sound that is made solely to distract an opponent, including, but not limited to, waving the arms or racket or stamping the feet, is not allowed. The receiver's partner shall not stand in the receiver's service box before or during the serve. ***If a player does so, he shall be warned that if he does so again he is subject to being penalized under the ITA Point Penalty System.***
4. *Player should not return obviously out serves.* A player should not return a serve that is obviously out even when the return is accompanied by an "out" call. This is a form of rudeness or gamesmanship. A player may return a fast serve that just misses the line inasmuch as the return is often a matter of self-protection.
5. *Receiver who corrects* his *fault call to good loses the point.* ***If the receiver returns a ball and simultaneously calls a fault and then changes his call to good, then the receiver loses the point because of interference of play, even if the return is good.***

6. *If receiver is ready, then* his *partner is deemed ready*. If the receiver has indicated that he is ready and the server serves an ace, the receiver's partner cannot claim a let because he was not ready. The receiver's indication of being ready is tantamount to indicating that his team is ready.

D. ITA Scoring Systems

1. *NCAA Divisions I, II and III, NAIA, and Junior and Community College Matches.* Regular scoring shall be used in all the ITA national, regional, and sanctioned matches, unless both coaches agree otherwise.

E. ITA Point Penalty System, Defaults, and Unintentional Time Violations

1. *Unsportsmanlike conduct is punished under ITA Point Penalty System.* Ethical and sportsmanlike conduct of players must be observed at all times. Inappropriate conduct includes but is not limited to:
   — Visible or audible obscenity or profanity;
   — Racquet abuse;
   — Ball abuse;
   — Verbal or physical abuse of an official or player;
   — Delay after a timeout, treatment at a changeover, being directed to resume play, or a time violation;
   — Being overruled more than two times; and
   — Unsportsmanlike conduct.

   A player who engages in such conduct commits a code violation and, he is subject to being penalized under the ITA Point Penalty System.
2. *Referee should advise players and coaches about the ITA Point Penalty System.* The Referee should always issue a general explanation to players and coaches before the match about the ITA Point Penalty System. He should define appropriate court behavior and enumerate specific types of conduct violations and unsportsmanlike conduct in general.
3. *ITA Schedule of Penalties*. The "Warning" is not a part of the ITA Point Penalty System, which consists of the following:
   a. Point Penalty
   b. Game Penalty
   c. Disqualification
4. *Referee has sole power to default players during dual meet matches and ITA sanctioned tournaments.* The Referee has sole power to default players during dual meet matches and ITA sanctioned tournaments. If there is a Chair Umpire or Roving Umpire, they are empowered to assess point and game penalties but must inform the Referee in case a default must be assessed.

Time Period	When Penalty Is Assessed
During Singles Match	During Singles Match
Between Singles and Doubles Matches	If there is another singles match, assess at start of that match; otherwise assess at start of next doubles match

Time Period (Cont'd)	When Penalty Is Assessed (Cont'd)
During Doubles Match	During Doubles Match
After Doubles Match	If there is another doubles match, assess at start of next doubles match; otherwise assess at start of next singles match

5. *ITA Carry-Over Rules.* The following ITA carry over rules shall be used in national and sanctioned singles and doubles tournaments:
   a. *Penalties assessed during a match do not carry over to next match.* The ITA Point Penalty System is cumulative throughout any individual singles or doubles match, but is also self-contained. All penalties assessed during a match will be erased at the end of the match. The next match (whether singles or doubles) will start with a "clean slate."
   b. *Carry-over of code violations occurring after a match is over to player's next match.* If a player commits a code violation after his singles match is over, the penalty shall be assessed:
      - At the start of his next singles match (consolation or main draw); but
      - If he has been eliminated from all singles competitions, then the penalty will be assessed at the start of his next doubles match.

        If a player commits a code violation after his doubles match is over, the penalty shall be assessed:
      - At the start of his next doubles match; but
      - If the player has been eliminated from the doubles competition, the penalty will be assessed at the start of his next singles match. (Note that in this case the penalty will be assessed against only the player who committed the violation and not against both team members.)
   c. *Carry-over penalties are not part of progressive schedule of penalties for next match.* When a penalty is assessed under the carry-over provision, that penalty does not count as part of the progressive schedule of penalties for that match. For example, Player A, who has just lost, commits a code violation after his singles match. Player A is entitled to play in the singles consolation so the penalty will be assessed at the start of his consolation match. He then commits a code violation during the consolation match. He is assessed a point penalty for that violation.
   d. *Multiple Offenses.* The Point Penalty System is in effect for carry over purposes. If more than one violation occurs following a player's participation, that player may be subject to a game penalty or disqualification to be applied under the carry over provisions.

e. *Singles player who is defaulted may normally play doubles.* A player who is defaulted in singles may play doubles, except when the Referee (or the Referee in consultation with the Games Committee in the case of an ITA national or sanctioned event) determine that extraordinary and extreme circumstances (eg. see **paragraph 9.** below) exist which require that he be barred from playing doubles.

f. *Doubles player who is defaulted may normally play singles.* A member of a doubles team that is defaulted may play singles, except when the Referee (or the Referee in consultation with the Games Committee in the case of an ITA national or sanctioned event) determine that extraordinary and extreme circumstances (eg. see **paragraph 9.** below) exist which require that he be barred from playing singles.

g. *In doubles, code violations are assessed against the team and not individually.* In doubles, the players are penalized as a team and not as individual players.

6. *Time violations.* Time violations occur when a player takes more than 20 seconds between points or takes more than 90 seconds on changeovers. A warning shall be given for the first violation. Subsequent delays shall be penalized by a point loss for each violation, with no accumulation. These violations are not part of the ITA Point Penalty system.

7. *Player who has been overruled twice shall thereafter be penalized under the Point Penalty System.* ***If the Solo Chair Umpire and Roving Umpires have overruled a player or doubles team twice, the Umpire shall penalize each subsequent overrule under the ITA Point Penalty System. The failure to have an appeal upheld is not treated as an overrule.***

8. *Physical contact prohibited.* All physical contact between opposing players, opposing coaches, a player and a coach, a player and an official or a coach and an official is strictly prohibited. The Referee (or the Referee in consultation with the Games Committee in the case of ITA national and sanctioned events) shall immediately default any player who initiates contact.

   a. *Singles player is barred from playing doubles.* If the offense takes place in singles and the offending player is playing doubles, he shall be barred from doubles. Another player may be substituted for the player who has been barred only if the original team has not played a match and if the substitution would not change the seedings.

   b. *Doubles player is barred from playing singles.* If the offense takes place in doubles, the offending player shall be barred from playing singles.

9. *Player outbursts may be penalized.* An official following an appeal, who hears a verbal outburst or grunting that is loud enough to disrupt play on a neighboring court, shall caution the player that subsequent outbursts shall be penalized under the ITA Point Penalty System.

   If a loud outburst is in a language that the official does not

understand, the official shall caution the player that further foreign language outbursts that are not understood by the official will be penalized as unsportsmanlike conduct under the ITA Point Penalty System.

10. *Referee at ITA national and sanctioned events may disqualify a player after consultation with the Games Committee.* The Referee of ITA national and sanctioned events may disqualify a player after consultation with the Games Committee. The Referee is always a member of the Games Committee at all ITA and sanctioned events.
11. *Referee shall report defaults to ITA Ethics and Infractions Committee*. In all cases involving a player default, the tournament Referee must write a report of this incident to the ITA Ethics and Infractions Committee.The Committee may contact the Director of Athletics of the player's school.
12. *Player or coach ejected from match.* A player or coach ejected from a match must leave the tennis venue for the duration of the team match and not be in an area where they are visible, in viewing distance.
13. *Spitting*. Spitting at or in the direction of an opponent or an official will be a code violation and possible default. Spitting on the Court will be cautioned. The player will be asked to spit off the Court or through the fence. If the player continues to spit on the Court, it will be a code violation.

F. Restrictions on Players and Spectators

1. *Spectators and other players barred from the court and adjacent court in men's tennis*. In men's tennis, no players or spectators shall be allowed on the playing court or an adjacent court other than the participants, except to attend to an ill or injured player.
2. *Fellow women's players may get no closer than the center service line of the adjacent court*. In women's tennis, players are permitted no closer than the center service line on the adjacent court. The Referee may move the players further away.
3. *Harassment of players prohibited*. Team members and their spectators shall not harass opposing team players. Electronic sound devices shall not be used during play.
   a. *Harassment directed* at *individual match:*
      i. A warning may be given to the offender and the coach; and
      ii. A point penalty shall be assessed at each following occurrence.
   b. *Harassment not match specific.* If the harassment is not match specific, the following steps shall be taken for continuing infractions:
      i. A warning may be given to the offender and the coach.
      ii. A point penalty shall be assessed immediately against the highest match in progress.
      iii. A point penalty shall be assessed immediately against every match in progress.
      iv. Repeat the third step (iii.) each time the harassment occurs.

G. Warm-up

1. *Five minute warm-up under normal conditions.* Players shall have a maximum of five minutes for warm-up before a match, unless the teams were not able to take their thirty minute warm-up before the start of the team match, in which case a ten minute warm-up is permitted. The Chair

Umpire or tournament Referee shall time the warm-up. Otherwise the coaches must oversee the warm-up period.

2. *All warm-up serves must be taken before the start of play.* All warm-up serves must be taken before the start of play. If the match is umpired, the Umpire should give a warning when two minutes are left in the warm-up.
3. *Match starts with warm-up.* The official start of a match is marked when the on court warm-up begins between the two opponents (or two doubles teams). It is mandatory to warm-up with the opponent/opposing doubles team.

H. Timeouts, Bathroom Breaks, and Equipment Adjustment

1. *Medical timeout.* The USTA medical timeout regulation, **USTA Regulation III.E.** and USTA **Table 10,** applies with the following exceptions:
   - ***a. In NCAA Division I, a player may have one medical timeout per match. Should the player need an additional medical timeout, the player will be retired. Exceptions are the bleeding timeout (which follows USTA Rules) and the medical timeout taken for a bathroom visit at an unauthorized time.***
   - ***b. All other Divisions. NCAA Division II & III, NAIA and Junior/Community College will default to the USTA medical timeout rule.***
   - ***c. In all Divisions, a player may have one medical timeout during the warm-up and another medical timeout during the match for the same condition, following USTA Rules.***
   - ***d. Coach may assist. When an obvious injury occurs, a coach may assist and touch the player until a trainer arrives to diagnose and treat the injury.***
   - ***e. Length of timeout. Once the trainer reaches the player, the trainer has a maximum of five minutes for diagnosis and treatment. The maximum amount of time for treatment shall be three minutes.***
   - ***f. A trainer shall always be available to assist the player.***
   - ***g. USTA Regulation III.F. Toilet visit does not apply.***
   - ***h. Player may be treated on any changeover.***
2. *Bathroom breaks.* A player must ask an official for a designated "bathroom break." The official may refuse this request if he determines that the player is resorting to gamesmanship. Division I women are allowed reasonable time for bathroom breaks and should take them on a 90-second changeover or set break.

   If a player is able to take a bathroom break during the 90-second changeover, this is permitted *in addition to* the bathroom breaks described above.
3. *No bathroom breaks in Men's Division I Tennis.* ***No bathroom breaks shall be permitted in Men's Division I Tennis. Men will have 90 seconds during the changeover to use the bathroom. After 90 seconds, the player will be subject to time violation penalties (Warning, Point, Point, etc.) If no bathroom is available within a reasonable distance from the courts, it is the responsibility of the coaches and the Referee to determine prior to the start of the match,***

how much time may be allowed. If a bathroom break is necessary for medical problems, the break is to be treated as a medical timeout.

4. *Contact lenses.* Loss of a contact lens is considered an equipment timeout. **The Referee or Umpire may give the player up to fifteen minutes to take care of the problem.**
5. *Foreign objects in the eye.* The Referee or Umpire may give a player who gets dust, an insect, or a foreign object in his eye a three minute timeout to take care of the problem.
6. *Refusal to give timeout when underlying purpose is gamesmanship.* The Referee or Umpire may refuse to give a player a timeout he is otherwise entitled to receive if the Referee concludes that the player is clearly resorting to gamesmanship.
7. *Player who defaults from singles consolations normally may not play doubles later that day.* A player who is defaulted or retires from the consolation singles due to injury or loss of conditioning may not play in the main draw doubles later the same day. The Games committee may waive this rule if a doctor or on-site official trainer confers with the player and provides written documentation of the injury or loss of condition.

I. Rest Periods, Continuous Play, and Time Between Matches

1. *No rest periods between second and third sets.* ***There shall be no rest period between the second and third sets. Extreme Heat: If the temperature is 90° at the start of the match, the players shall be offered a 10 minute rest period between the second and third sets.*** Extreme heat situations apply to team competition (dual meets).
2. *Ninety seconds allowed for changeovers.* When changing ends a maximum of ninety 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. Umpires, if any, should call "Time" after one minute in order to get the players back on the court if they haven't already left their chairs.
3. *Rests between matches.* After a match that lasts more than one hour, a player may receive a rest period of up to 45 minutes. After a match that lasts more than one and one half hours, a player may receive a rest period of up to one hour. The Games Committee has the discretion to modify these rules.

J. Coaching

1. *When coaching is allowed.* A coach may coach a player any time during the match so long as he does not interfere with play. Coaches shall be designated before the doubles matches and may only be redesignated before the singles matches. Use of electronic communication devices (e.g. walkie-talkies and cell phones) is prohibited.
2. *Penalties when coach interferes with play.* The purpose of coaching is to offer advice to the player. Coaches shall not in any way distract or annoy the opposing player. If a coach in any way interferes with play or distracts an opposing player at any time, he shall receive a direct warning from the Referee or Umpire. For any subsequent violation, his player, on the court where the violation occurred, shall be assessed a point penalty. Penalties for coaching are not treated as part of the ITA Point Penalty System, and they do not accumulate.

3. *Who may coach.* Coaching is permitted by the head coach and two designated coaches, who may be an assistant coach and/or a registered volunteer coach and/or player. All assistant coaches and volunteer coaches must be on the institutional coaching list and registered with their respective school. Two coaches may coach on the same court at one time.
4. *Where coaches may coach.* A coach may sit or stand near the net post and must stay within the area where the players' chairs or benches are located or should be provided. The coach's movement shall be limited so as to not distract the players. A coach may change courts when his movement will not interrupt play. Coaching is permitted outside the fence perimeter. On an empty adjacent court, the coach may stand at the doubles sideline on the same side as his own player. On the opponent's side, he must remain at midcourt. Coaches may coach within the lines of the court only during a changeover or set break.
5. *Conversations of coach with opposing player banned.* A coach shall not initiate a conversation with the opposing player or in any way get involved with an on-court problem, except at the request of the Solo Chair Umpire, tournament Referee, or the player or the coach of the player involved. At no time should a player initiate a conversation with an opposing coach. Violation of these provisions by the coach are subject to the Coach's Code of Conduct, Violations by the player shall result in the application of the Point Penalty System.
6. *On court problems.* If a coach needs to be consulted due to a problem on the court, it is desirable for the opposing coach to be present.
7. *No Cheerleading.* Coaches shall not cheerlead. A simple "good shot" or a polite clap is not considered cheerleading.

K. Coaches' Code of Conduct

The conduct of coaches before, during, and after any competition must be exemplary.

Any deviation from this standard shall result in:

— a direct warning from the Referee or Umpire;

— if the coach's behavior continues following the warning, the Referee or official shall immediately assess a point penalty against his player (on the court where the behavior occurred); if the behavior occurs off court, the point shall be assessed immediately on the highest match in progress; if the behavior occurs between the doubles and singles matches, then the penalties shall be assessed on the singles match once it begins; if the Referee assesses the penalty, there shall be no appeal; if an official assesses the penalty, the coach may appeal to the Referee, whose decision shall be final;

— if there are any further behavior problems with the coach, the Referee may bar the coach from continuing to coach for the rest of the event; and

— if the coach continues to coach, the Referee may declare a default of all the coach's players and teams whose matches are still in progress.

If the Referee bars a coach from further coaching or if he declares a default, then he shall write a report to the coach's Athletic Director and send a copy to the ITA Ethics and Infractions Committee.

L. Equipment and Attire

1. *Tennis Balls*
   a. *Ball usage.* In NCAA Division I singles: one can of balls (3 balls) per set must be used, and in doubles: four (4) balls per doubles pro-set must be used. In all other Divisions, a minimum of three new yellow tennis balls, ITF-approved, shall be provided for each match. The balls shall be changed at the end of the second set. In doubles, four (4) balls per doubles pro-set must be used.
   b. *Wilson balls required for ITA national and regional championships and all ITA sanctioned events.* The official tennis ball of ITA is the Wilson ball. It must be used in all ITA national and regional championships, and all ITA sanctioned events.
   c. *Wilson balls recommended for dual matches.* Whenever possible ITA coaches should use the Wilson tennis ball in all dual meet matches.
   d. *Replacement of lost or damaged balls.* In a Solo Chair Umpired match, the Umpire shall decide when to replace a lost or damaged ball. The Referee shall make this decision in all other situations. If a Referee is not available, then both coaches must agree on this decision. Lost or damaged balls shall be replaced with used balls of comparable wear except when a ball is lost or damaged within two games of when new balls were introduced.
2. *Tennis Attire*
   a. Whenever possible, all ITA competitors should wear their official team uniform during competition, warm-up, and the awards ceremonies. If official uniforms are not available, wearing apparel with school emblems or initials are recommended.
   b. College players' use of all athletic equipment and clothing from a manufacturer or commercial enterprise shall adhere strictly to NCAA rules.

M. Seeding—Ratio of 1 to 4

Players may be seeded in a ratio of one seed per four players.

N. Penalties for Lateness at Start of Match

1. *Default after 15 minutes.* In all ITA events (singles, doubles & team), the Referee, after consultation with the Games Committee, may default a player or team for being 15 minutes late for the starting time of the match.
2. *Game penalties for lateness.* If a court is available, the Referee may penalize the late player or team one game for each 5 minutes or fraction thereof of lateness. The late player or team also loses the toss. No more than three games shall be assessed for lateness.

O. Post Match Interviews

In all ITA national championship events, the players shall make themselves available upon request for media interviews within 10 minutes of the completion of their matches. Failure to do so may result in the Men's or Women's ITA National Tournament Committee disqualifying the player from the tournament or from the next ITA Collegiate Rankings.

P. Eligibility for Collegiate Competition

Only players who are considered eligible for intercollegiate competition at the time of entry:

by their school;
their conference (if any); AND
by their National governing body (e.g. NCAA or NAIA)

shall be eligible to participate in ITA sanctioned events and regional and national collegiate championships.

Junior players not yet matriculating at a college level and professional players not in school shall not compete in these intercollegiate events.

II. TEAM COMPETITION—DUAL MEET MATCHES AND TEAM TOURNAMENTS

A. Formats for Team Play

1. *Six Singles followed by Three Doubles with Nine Team Points (6-3 Format).* The format is six best-of-three set singles matches followed by three eight game pro set doubles matches with a tie-break at eight games all.
2. *Three Doubles followed by Six Singles (3-6 Format).* The format is three eight game pro set doubles matches with a 12 point tie-break at eight games all followed by six best-of-three set singles matches.
3. *Team Point formats.* Team point are awarded in one of two ways.
   a. *Seven team points.* Each singles match is worth one point. The team that wins two or more of the three doubles matches receives one point. Four or more points are required to win the team match.
   b. *Nine team points.* Each singles and doubles match is worth one point for a total of nine points. Five or more points are required to win the team match.
4. *Matches shall be played to completion.* All matches shall be played to completion. Once the outcome of the doubles point (in a seven team point format) has been determined, the remaining match shall be played with a shortened format, with a 7-point Tiebreak if the score reaches 7-7. Once the outcome of the team match has been decided, a shortened format shall be played unless both coaches agree otherwise. Matches still in the second set shall play a Match Tiebreak for the third set. Any match already in the third set shall be played to completion. A match that has not started shall be the best of three sets with a Match Tiebreak in lieu of the third set.
5. *Men's and Women's Division I (3-6).* The Men's and Women's Division I format is 3-6 with seven team points. Players are given a 10 minute break after their doubles matches. Should there be a last minute change in the singles line-up, the opposing coach may continue to meet with his players for up to an additional 5 minutes after the line-up change is presented.
6. *Other authorized Division I formats.* In Division I, other formats may be used as long as at least six individual players per team are involved, both coaches agree on the format, and the format used is not in conflict with conference rules.
7. *Men's and Women's Division II (3-6).* The format in Division II is 3-6 with nine team points.
8. *Men's and Women's Division III (3-6). The format for men's and*

women's Division III is 3-6 with nine team points. Players are given a 5 minute break after their doubles matches.

9. *Men's and Women's NAIA (3-6).* The recommended format in Men's and Women's NAIA is 3-6 with seven team points. Each conference determines the format to be used.
10. *Men's and Women's NAIA National Championships (3-6).* The format for the National Championships is 3-6 with nine team points.
11. *Men's and Women's Junior and Community College (6-3).* The format in Men's and Women's Junior and Community College matches is 6-3 with nine team points.

B. General Rules

1. *Rules for individual competition apply unless stated otherwise.* The rules for individual competition shall apply for team competition unless specifically stated otherwise.
2. *Conference rules.* Conference rules shall supersede ITA rules when matches are played between two teams within the same conference.
3. *Matches between schools from different conferences.* If a dual meet match is played between teams from different conferences, then ITA rules shall be followed.
4. *Written contracts.* Competing schools must sign written contracts for dual matches. These contracts should be initiated by the home team and should include all specified agreements or arrangements, such as practice times and courts, starting time of match, use of indoor facilities, scoring system, match format, balls, etc. The failure of a team to honor the contract shall result in a default.
5. *Limits on number of players who may play.* There is no limit on the number of players who may play in a dual meet match, unless limitations are agreed to in the written contract signed by both schools or unless conference rules provide otherwise. There may be a limit placed on the number of players allowed to play in other sanctioned team competitions. The USTA/ITA National Indoor Championships limits each team to a maximum of eight players.
6. *Bona fide institutional representative.* Each team should be accompanied by a bona fide institutional representative at all matches.
7. *Home coach is responsible for spectator conduct.* The home coach shall make sure that the behavior of the spectators remains fair and non-abusive. Failure of the coach to insure proper behavior shall result in the application of the ITA Point Penalty System against the home team and in extreme cases, forfeiture of the match.
8. *Constitution of a team match for Small Colleges for ITA Ranking Purposes.* In small college tennis, a collegiate team match must consist of six singles and three doubles to be considered for ITA team ranking.
9. *Order of play on fewer than six courts.* If fewer than six courts are being used, start the singles with the number one match and continue starting matches in numerical order.
10. *Matches are best of three sets.* All singles matches in a team meet shall be best of three sets. All doubles matches in a team meet shall be an eight game pro set.

11. *Unfinished matches don't count.* Unfinished individual singles and doubles matches shall not count in any way toward the final team scores. Unplayed matches in ITA sanctioned tournaments do not count towards a player's win/loss record or for rankings.
12. *Determining the winner of a team meet.* Except in men's and women's Division I tennis, the winner of a team meet is the team that wins the majority of the individual matches (e.g. 5 out of 9 matches).

    In men's and women's Division I tennis, (3-6 format), the winner shall be the team that wins four points. All matches should be played to completion, unless there are extenuating circumstances. An unfinished match will be treated as a default by the withdrawing team, unless the decision not to finish is mutually made by both coaches.
13. *Inclement weather.* Collegiate tennis is an outdoor sport. All matches shall be played outdoors unless weather or court conditions threaten the health and safety of student athletes or if contracted otherwise for winter month competition. In the event of inclement weather, a team match shall be continued indoors if varsity quality tennis facilities are available. (See II.C.1. for a definition of varsity quality tennis facility).
    a. *Determining playable outdoor weather conditions*
        i. The projected weather forecast, for a minimum of two hours out of a four-hour time period from the start of the match, according to www.weather.com shall be:
            - A high of at least 50°; or
            - Sustained winds (not including wind gusts) of 20 miles per hour or less.
        ii. If the outdoor conditions have changed by the end of the doubles play, it is understood that both coaches and the Referee may agree to move the match indoors. If play is suspended at any other point during the match due to weather, play must resume outdoors within one hour of the delay. If this is not possible, matches must be moved indoors.
        iii. When no indoor back-up is available, the match must be played outdoors. If play is suspended due to weather conditions, it is suggested that play resume within two hours of the delay.
    b. *Decision to move indoors shall be made up to one hour before start of match.* The decision to move indoors shall be made up to one hour before the start of the match if the weather conditions are forecasted not to improve.
    c. *Matches played indoors.* If a match is moved indoors due to inclement weather, the indoor facility or covered courts must meet the playable outdoor weather conditions stated in Rule II.B.13.a.
    d. *Match moved indoors stays indoors.* If the match is moved indoors due to inclement weather or darkness, it shall stay indoors until the completion of the match.
    e. *Games Committee may modify inclement weather rules.* In a sanctioned team tournament, the Games Committee may modify the inclement weather rule, if absolutely necessary.
    f. *Inclement weather procedures.* The procedure to follow in the

event of darkness, inclement weather, or lack of acceptable indoor facilities shall be reached between coaches before the start of a match, preferably in the original match contract. If a postponed match can be scheduled within a 48 hour period, the match shall resume at the point of interruption. Otherwise, the match is not replayed or continued at a later date unless both coaches agree to do so or unless conference rules dictate otherwise.

14. *Teams withdrawing.* In a dual team meet, a team shall not cancel a match due to ill or injured players. In the ITA National Indoor Team Championships or a sanctioned team tournament, any team withdrawing from the event once a written commitment has been made, may only do so because of injuries or academic probation affecting a minimum of three of the starting eight players. The injuries and probation must be attested to by the team doctor and Athletic Director in writing. Otherwise the team withdrawing will be penalized with three defaults for ranking purposes.
15. *Failing to play after a dual team tournament has started.* Once a team tournament has started, failure to play a team match shall result in a default. This loss and any subsequent backdraw losses shall count as ranking losses.
16. *Consequences of failing to follow ITA rules.* Failure to follow ITA rules in any ITA sanctioned team tournament will cause the forfeiture of the ITA sanction, and the results from such an event will not be considered for ITA ranking purposes.
17. *Matches between schools from different divisions.* If a dual match is played between teams from different divisions, the format of the home team's division shall be played, unless otherwise specified by written contract.

C. Facilities and Equipment

1. *Varsity quality tennis facility.* A varsity quality tennis facility is one used exclusively for tennis. The playing surface shall be of hard court construction, designed specifically for tennis, and coated with a recognized tennis surface. The only lines on the playing surface shall be standard tennis court lines, including USTA approved 36' and 60' (QuickStart Tennis format) lines within the same color family as the interior court. A multi-purpose recreational facility is not acceptable.

   The playing surface shall extend from the backdrop to the backdrop. Each backdrop shall be located at least 18 feet behind the baseline. The backdrop curtains shall be at least 12 feet high. The walls of the facility shall be at least 16 feet high. The ceiling shall be at least 35 feet high at the net. The distance between the doubles lines of adjacent courts shall be at least 10 feet.

   The lighting shall average at least 75 foot candles with individual lights placed in locations as specified by USTA guidelines for indoor courts. Lighting levels shall be uniform over the primary playing area. Visible light sources shall not be located directly over the singles courts.

   Any matches played at an indoor facility not meeting these standards must be agreed to in writing by both coaches before the start of the match.

2. The host school shall provide for each match:
   a. Center net straps;
   b. Singles sticks and net measuring sticks (N.B. Singles sticks shall be used in all matches where singles will be played on a doubles court);
   c. Scoreboards to display the running score for each court;
   d. Team scoreboards;
   e. ITF-approved championship tennis balls;
   f. Water and first aid supplies; and
   g. Dressing facilities, if requested by the visiting team (The visiting team is usually responsible for its own towels).
3. When possible the host school shall provide:
   a. Scorekeepers who shall act in an impartial and non-partisan manner;
   b. Umpires;
   c. Trainer services; and
   d. Conference rule book (if any).

D. Practice Courts

1. *Practice the day before or the morning before the match.* Upon request, the host school, at its expense, shall make a minimum of two practice courts available to the visiting team. The practice courts shall be the same courts that will be used in the match or if not possible due to extenuating circumstances, courts of similar quality and surface shall be secured. Practice courts must be made available:
   — for a minimum of two hours the day before the scheduled match; and
   — for a minimum of one hour on the morning of the match.

   The visiting coach must request these arrangements in writing at least one week before his team's arrival. The only exception is if circumstances governing varsity court usage renders compliance impossible. This must be confirmed in writing by the Director of Athletics of the host school. If the visiting school requests to practice two days prior to the match date, the expense will be the responsibility of the visiting team.
2. *Practice immediately before start of match.* In all cases, the visiting team must be permitted to hit on three of the match courts for a minimum of 30 minutes immediately before the start of the team match.

E. Officials

1. *Home coach is responsible for providing officials.* The home coach shall have available qualified persons to serve as officials. USTA certified officials are considered qualified. In order for an official to be considered "qualified," the official must attend both an ITA and a USTA Sectional re-certification class, pass both the USTA Sectional and ITA tests every year, and do the required work. To avoid a possible conflict of interest, an employee of the college/university should not officiate school matches.
2. *Two officials required for Division I Matches.* In order to be considered for ITA Rankings in Division I, the host school shall provide a minimum of two USTA certified officials for each dual meet match. The only exceptions shall be when USTA officials are not available or when the

coaches shall agree in writing before the start of the match that two USTA officials are not required.

3. *Neutral qualified Referee and Roving Official.* It is strongly recommended that the home team provide two neutral qualified officials for every team match. These officials *must* be certified by the USTA, where USTA certified officials are available. Whenever more than one official is present, one official shall be designated as the Referee. The other official may act as a Roving Umpire assisting the Referee.

   Any Division I team wishing to be ranked by the ITA shall provide a certified official who shall act as the Referee and one other official who shall act as a Roving Official. Failure to do so should be reported immediately to the ITA National Tournament Committee.

4. *Requests for officials.* If a coach or the player requests an official, the Referee shall make the assignment. Play may be suspended for a maximum of five minutes while an official is sought.
5. *Referee may serve as Solo Chair Umpire if no one else is available.* If no one else is available the Referee may serve as Solo Chair Umpire. The Referee continues to serve as Referee to the best of his ability.
6. *When Referee has only one match under* his *jurisdiction.* Once the Referee has only one match under his specific jurisdiction, if requested, he must go into the chair or stand near the net post in order to have a better view of the match.

F. Trainer

1. *Host school shall provide trainer.* The host school shall provide the services of a qualified trainer, preferably at the match site or at a training facility within a five-minute walk of the match site. The NAIA recommends, but does not require, a home team trainer at all home matches.
2. *Referee has discretion to determine time allowed to locate trainer.* The Referee shall use his discretion in determining the time allotted to locate a trainer if one cannot be found or is not available within five minutes of the injury.

G. ITA Scoring Systems in Team Matches in all Divisions

Regular scoring shall be used in all team matches, unless both coaches agree otherwise, or conference rules dictate otherwise.

H. ITA Point Penalty System and Defaults

1. *Only Referee, Solo Chair Umpire, and Roving Umpires may assess code violations in team matches.* In team matches, only the Referee, Solo Chair Umpire, and Roving Umpires may implement the ITA Point Penalty System, unless both coaches agree otherwise. In a non-Division I match if there is no official, both coaches must confer and agree before assessing a code violation, unless a coach is coding his own players.
2. *Disqualification.* ***The designated Referee has the sole power to disqualify players during dual meet matches and ITA sanctioned tournaments. Before disqualifying a player in a dual meet, the Referee shall confer with both coaches and any other officials. Coaches shall have the opportunity to offer an explanation of the situation to the designated Referee. It two officials are supervising the match (see II.E.1.-2.), they both must agree to the disqualification.***

In team tournaments the coaches shall have the right to appeal the disqualification to the Tournament Committee. The player shall be disqualified if there is no appeal or if the appeal is denied.

A Chair Umpire or Roving Umpire may give point and game penalties. The Chair Umpire and Roving Umpire shall inform the Referee so that he can stand by in case a disqualification must be given.

3. *Carry over of code violations after a match is over in team competitions.* The following carry over rules apply in team competitions:
Code violation after the completion of a match.
   a. *Team matches where doubles is played first, followed by singles.* If a player commits a code violation after his/her doubles match is complete, the penalty shall be assessed to the highest remaining doubles team still in progress at the start of the next game or immediately in a tie breaker. (For 7-point team format: the penalty is assessed provided the doubles point has not yet been decided. If the doubles point has been decided, the carry over penalty shall be assessed at the start of that player's singles match). If that player is not playing in the singles, the carry over penalty shall be assessed to the no. 1 singles player from that team. If a player commits a code violation after his/her singles match is complete, the penalty shall be assessed to the highest remaining singles player still on the court at the start of the next game or immediately in a tie breaker.
   There are five separate time segments when a player can commit a code violation:
      - During his/her first match (doubles) of the dual meet;
      - After his/her first match (doubles) of the dual meet but before the doubles point has been decided.
      - After his/her first match (doubles) of the dual meet but after the doubles point has been decided. (Applies only to 7-point team format).
      - During his/her second match (singles) of the dual meet;
      - After his/her second match (singles) of the dual meet.
   b. *In team matches where singles is played first, followed by doubles.* If a player commits a code violation after his/her singles match is complete, the penalty shall be assessed to the highest remaining singles player still on the court at the start of the next game or immediately in a tie breaker. If the singles matches have been completed, the carry over penalty shall be assessed at the start of that player's next match. If that player is not playing in doubles, the penalty shall be assessed to the no. 1 doubles team. If a player commits a code violation after his/her doubles match is complete, the penalty shall be assessed to the highest remaining doubles team still in progress at the start of the next game or immediately in a tie breaker.
   There are four separate time segments when a player can commit a code violation:
      - During his/her first match (singles) of the dual meet;

- After his/her first match of the dual meet but where singles matches remain in progress;
- During his/her second match (doubles) of the dual meet;
- After his/her second match (doubles) of the dual meet but where doubles matches remain in progress.

c. For the purpose of imposing Carry-over penalties after a doubles match, the two doubles players remain a team until one or both of them have left the court.

4. *Penalties for physical contact between teams.*

a. *Singles player is barred from playing doubles*. If the offense takes place in singles and the offending player is playing doubles, he shall be barred from doubles and another player may be substituted in his place.

b. *Doubles player is barred from playing singles*. If doubles is played first, the offending player shall be barred from playing singles. All other players shall move up a position, and a player may be substituted at the bottom of the line-up.

I. Starting Time

1. *Starting time.* All matches should begin promptly at the specified starting time. The Referee shall make sure that the start of the team match conforms to the time established in the contract unless a different time is agreed upon by both coaches. By mutual agreement of the coaches, individual matches may be delayed by a predetermined period of time to accommodate a player late for a legitimate reason.

2. *Team penalty for being late*. If there has been no direct communication with the team arriving late, the following should be applied: A team not ready to begin the match within 15 minutes of the specified starting time will lose the doubles point(s). A team is not ready to begin within 1 hour of the specified start time will forfeit the remaining singles matches. However, under any and all circumstances, if a team is not ready to begin its team match at the specified starting time, each player on the starting lineup in singles shall begin one game down and shall be deemed to have lost the toss. Under extenuating circumstances, both coaches may agree to start the match at a later time.

J. Warm-up

For all Division I team matches and team tournaments, the warm-up shall not exceed three minutes. For all other team matches and team tournaments, the length of the warm-up shall not exceed five minutes, except when the visiting team has not had a minimum of 30 minutes warm-up directly before the start of the team match. In this case, a ten minute warm-up will be permitted.

K. Team Line-ups

1. *Exchange of line-ups and scorebooks.* One hour before the start of the match, the coaches shall simultaneously exchange their complete singles and doubles line-ups. The ITA Scorebooks shall show all team results throughout the year up to that day. If a coach does not have his scorebook, the Referee shall send a letter to the ITA Ethics and Infractions Committee.

2. *Only physically able players shall be listed in the line-up.* Coaches shall list players in the line-up only if they are able to play.
3. *Players must play in order of ability*. The line-up shall always be based on order of ability. "Matching up" is prohibited. In singles, players must compete in order of ability with the best player on the team playing at the No. 1 position, the second best at No. 2, and so on through all positions. In case of injury or sickness, all players must move up. This rule shall also apply to doubles play with the strongest doubles team at No. 1, etc.
    a. A player who has established a winning record at a team position in six team matches and whose results show that he clearly is stronger than the players below him may not be moved down. The line-up must stay in order of ability.
    b. If a top-six player (or team) clearly is stronger than the player immediately above him, then the player must be moved up a position.
    c. Players of equal ability and equal record may alternate between two adjacent positions so long as the alternating is not done for the purpose of "matching up."
    d. A player shall not be moved down in the line-up because of:
        i. An injury that has lasted and forced the player out of the lineup for less than three weeks;
        ii. Disciplinary measures; or
        iii. Challenge matches after six team matches have been played after January 1st of a school year.
4. *Line-up changes in back-to-back dual matches.* In back-to-back dual meet matches (two consecutive dual meet matches played regardless of time between matches), the team line-up (as played) may be changed. A player may move up or down one position in this situation. The line-up must still stay in order of ability.
5. *Line-up changes once a match has begun.* In a team match, the official start of the doubles play of the match is marked when the on-court warm-up begins between any of the three doubles teams and in singles, when the warm up begins between any one of the six singles matches. In NCAA Division I and II, once the warm up begins in any match (on any number of courts), substitutions are not permitted. In all other Divisions: if playing on less than 6 courts, the players not on the court may still be substituted before the start of their warm up. (e.g. if playing on 4 courts and the No. 5 player gets sick/injured while the No. 1- No. 4 are warming up, you may move your No. 6 up to No. 5 and slide the remaining players up.) Matches must be started in accordance to ITA Rule II.B.9.
6. *Removing players from the team line-up.* Before the start of the dual-meet match, the coach shall submit the three doubles teams and eight (or all) players available to play. For doubles, see **Regulation K.6.** If a singles player is not listed (or in the top eight), the player may *not* be inserted in the lineup at any time. The coach may remove a singles player or players from the initial list after the doubles has been completed. Each player listed below the removed player shall be moved up the appropriate number of spots. If individual matches have begun, and this prevents

players from moving up, then the withdrawn player forfeits that match. A player removed from the singles line-up may play doubles.

7. *Removing players from the doubles line-up*. A coach may remove any player from the doubles line-up by making a direct line substitution. The doubles line-up must still be played in order of ability. Players removed from the doubles line-up may play in singles. Once the match has officially begun, two players may be substituted for any doubles team (only if the match begins with singles). The lineup must remain in order of ability. If a team has 6 or fewer healthy players and a player in the doubles line-up is injured/sick prior to the start of the match, they may take a player from another doubles team to join the healthy player. One of the healthy doubles teams must stay intact. The teams must still play in order of ability and will default at the No. 3 position.
8. *Team that is short on players.* A team appearing with an insufficient number of players shall default matches at the bottom of the line-up (i.e., the six-man team appearing with five players must default at the No. 6 singles position and in doubles, at the No. 3 position). If the No. 1 player is not available to compete all players must move up one position. The No. 1 singles match cannot be forfeited. The minimum number of players for a dual-meet match is four physically able players. A team that does not meet this minimum must forfeit the match.
9. *Appeals concerning unfair line-ups*. If a coach feels that the opponent's line-up as presented is unfair, he should notify the designated Referee and opposing coach of the protest. Any coach who wishes to submit a match protest (after the completion of the match) must first inform the opposing coach in writing (by fax or e-mail), with a copy sent at the same time to the ITA office. This is necessary even when the opposing coach and designated Referee were informed of the protest at the time of the match. This written protest must be made within 48 hours of the start of the match. If a match is between two schools from the same conference, the protest must be handled by the conference. Once a protest has been filed with the ITA Office, it will be sent to an ITA Regional Ranking Committee if it involves teams from the same region, or to the ITA National Ranking Committee if it involves teams from different regions. A protest may also be sent separately to the ITA Ethics and Infractions Committee, if the case warrants it. An ITA ranking and/or Operating Committee has the right to make a ruling on a protest and, if appropriate, reverse or overturn a result for ITA Ranking purposes. The ITA will then recommend that the NCAA, NAIA, or NICAA committees consider this ruling for postseason selection/seeding. A coach has the right to appeal a protest ruling made by an ITA Ranking Committee to the National Ranking Committee (for rulings made by Regional Ranking Committees). There are no appeals permitted to rulings made by the National Ranking Committee.
10. *Moving matches to other courts*. Once the dual meet match has begun, a match shall remain on the same court until its conclusion, unless both coaches agree to move it to another court. In an ITA national or sanctioned event, the Referee or Games Committee may move matches, if necessary. The match is considered to have started when the players begin warming up together on the court.

11. *Starting time for second round of matches.*
    a. *Men's & Women's Division I (3-6 format).* ***In Men's Division I, the singles players must be ready to play within 10 minutes of completing their doubles matches. In Women's Division I, the singles players must be ready to play within 10 minutes of completing their doubles matches.***
    b. *All other matches.* ***Each player shall be ready to play doubles within 15 minutes after the completion of his singles match, unless both coaches agree otherwise. A coach may request from the official an additional 15 minutes (for a total of thirty minutes) if extenuating circumstances exist (i.e. length of match, trainer accessibility, etc.). Once all four players are available to begin one of the doubles matches, that match shall be played as soon as possible on whatever court is available, unless both coaches agree to wait until the end of the remaining singles matches.***
12. *Placement of injured or ill players in line-up.* If a player is injured or ill and cannot play for three weeks or longer, the coach should use his discretion in determining where to place the player in the team line-up. If the player has played the majority of his matches at one position, he must be placed within two positions up or down to be within a "range." This rule does not apply to the NCAA Championships at the end of the year.
13. *Submission of line-ups at men's ITA sanctioned or national team events.* In a men's ITA sanctioned or national team event, all team line-ups must be submitted to the Games Committee the day before the start of the tournament at a time to be decided by the Tournament Chair. Once team line-ups have been submitted and approved, no changes shall be made in the order of the singles or doubles line-up during the team event.

L. Post Match Considerations

1. *Departure from court within 5 minutes.* After a dual meet match, players have 5 minutes to gather their equipment from the court and leave the immediate playing area.
2. *Appeal of a Referee's decision.* If a coach feels that a decision by the Referee was incorrect and affected the result of the team match and involves a team match played out of conference, he should file a written protest with the ITA National Tournament Committee and send copies to the opposing coach, both Athletic Directors, the Referee and, when appropriate, to the conference commissioner and USTA office. The decision of the ITA Ranking Committee on the appeal shall be binding concerning ITA rankings. The decision shall be communicated to the athletic directors and NCAA Chairs for their consideration.
3. *Protests to ITA National Tournament Committee.* If a coach believes a match was played unfairly, or that the opposing coach did not follow ITA rules, the coach should protest in writing to the ITA National Tournament Committee. (See R.7 Appeals concerning unfair lineups.)
4. *Home coach shall report scores to local media.* The home coach shall report the scores of the team match to the local media.

5. *Grievances about officials.* Any grievance related to inappropriate conduct by an official involving out of conference schools at a dual match or ITA sanctioned tournament (excluding the NCAA, NAIA, and NJCAA Championships) should be sent directly to the ITA. Any grievance of an official in a match between two conference teams, should be sent to the conference office.

Additional Excerpts from ITA

Familiarity with the following excerpts may be helpful to the official in performing his duties.

III. ITA TOURNAMENTS—Rules, Regulations and Procedures

A. General

1. National and Regional Collegiate Championships

National and regional collegiate championships, are by definition, only those tournaments exclusively organized and administered by the Intercollegiate Tennis Association, the NCAA, the NCAA Conferences, the NAIA or the National Junior College Athletic Association (NJCAA).

2. ITA Regional Championships

The ITA Regional Championships are administered by ITA throughout the country from September through November.

3. ITA Sanctioned Events

a. A tournament must be sanctioned by the ITA in order for its results to count for ranking purposes.

b. The Tournament Director is responsible for obtaining the ITA sanction, paying sanction fees, ensuring that participants' coaches are current ITA members, and filing results with the ITA office within five days of completion of the tournament.

c. All ITA sanctioned events must use the Wilson tennis ball, the official ball of the ITA.

d. Complete typed results must be filed with the ITA office, the ITA National Ranking Coordinator, and the ITA Chair of the region in which the sanctioned event took place.

e. The ITA office will notify all regional chairs of tournaments sanctioned in their designated regions and of any infractions which make the tournament results null and void for ITA Ranking purposes.

f. It is the responsibility of the coach to file his team's and individual player's results with the appropriate regional and national ranking coordinator within the deadline for reporting dates in order for his team and players to be eligible for ITA Ranking consideration. Results from all ITA sanctioned tournaments should also be recorded in the ITA Scorebook.

4. The Draw

In all ITA national and sanctioned events—singles, doubles, and team—it is obligatory, unless impossible to separate players

(and teams) within geographical regions in all first-round matches, and also to separate players from the same team in opposite halves, quarters, etc.

Byes, if any, are determined by lot...

5. **ITA Tournament Policy—"Sunday Policy"**
   Participants (team, singles player, or doubles team) entered in an ITA national, regional, or sanctioned tournament, will be expected to compete on all days of the event, including Saturday and Sunday. There will be no exceptions made for this rule.

B. ITA Games Committee

The Games Committee is comprised of the following individuals at any specific ITA national or sanctioned event:

1. Tournament Director
2. Tournament Chair
3. Head Referee
4. Staff on-site
5. Members of the ITA National Tournament Committee who are present at the event
6. Others designated by the Tournament Chair.

The primary function of the Games Committee is to oversee the running of the tournament event.

IV. ITA NATIONAL INTERCOLLEGIATE EVENTS

A. Withdrawal from ITA National Intercollegiate Event

1. Once a player accepts an invitation, he/she cannot withdraw within seven days prior to the start of the event except in extreme circumstances attested to by the Dean's office (in this case the Tournament Chair shall be notified in writing by the Dean's office immediately).
2. Any withdrawal due to physical injury or sickness shall be made with written documentation from physician and athletic department, which shall be provided to the Tournament Chair within 24 hours of injury.
3. A player shall not accept entry if injured and not sure if he can play except with the written approval of the Tournament Chair. In this case, if approval is granted, the coach must notify the Tournament Chair by phone and fax no later than eight days before the start of the main draw event, if the player is still injured and not fully recovered at that point.
4. Failure to follow these rules will result in:
   — a letter of reprimand to the head coach with a copy sent to the school's Athletic Director; and
   — a fine to the head coach in the amount of $500.

B. ITA All-American Championships (Men and Women)

C. ITA National Small College Championships (Men and Women)

When making the draw for each Division, 4 singles players and 4 doubles teams shall be seeded. (See **ITA Regulation III.A.4.** "The Draw" for additional draw making criteria.)

D. ITA National Intercollegiate Indoor Championships (Men and Women)

E. USTA/ITA National Team Indoor Championships (Men and Women)

F. ITA Division III National Team Indoor Championships (Men)

V. TOURNAMENT MANAGEMENT

A. Meetings

The host institution is responsible for making arrangements for and scheduling the following meetings, and for notifying the participants in an advance mailing. All meetings should include the chair of the ITA National Tournament Committee, the Tournament Director and the head Referee, whenever possible.

1. *ITA Coaches Meeting*. A mandatory ITA coaches meeting must be held on the eve of all ITA National Championship events to review the tournament format, procedures and any other pertinent information, as well as general ITA business. Attendance will be taken at this meeting and a $50.00 (fifty dollar) fine payable to the ITA will be assessed to those institutions with no representative (either coach, assistant coach or other bona fide institution representative) present. Failure to comply with the fine will result in disqualification from participation at future ITA Grand Slam and national events.
2. *Officials.* A meeting with the officials should be scheduled to review procedures, scoring system, handling of appeals, etc.

B. Ball Change in ITA Division I National Tournaments

For all ITA Division I National Tournaments, in singles, a can of balls must be used for each set (3 balls per set), and four balls (4) must be used in doubles pro-sets.

PART 8—GLOSSARY

7-Point Set Tiebreak. The 7-Point Set Tiebreak is played when the players reach 6-all in a set. The first player or team to win 7 points by a margin of at least 2 wins the set 7-6.

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.

Abandoned Match. An Abandoned Match refers to a match that was started, but the Referee has decided not to complete the match.

Adult Discipline. Adult Discipline occurs when a parent, coach, or other adult responsible for a Junior disciplines the Junior by not allowing the Junior to start or finish a match. Adult Discipline is treated as a Default if the match has not started and as a Retirement if the match has started. There is no such thing as a Withdrawal or Walkover because of an Adult Discipline.

Adult Divisions. The Open, 25, 30, Open Mixed Doubles, and 30 Mixed Doubles comprise this group of divisions.

Advantage (Ad) Court: The advantage court refers to the service court that is on a player's side of the net to the left of the center service line as a player faces the net. The court is called the advantage or ad court because points in which the score is "Advantage" are always served to this court.

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

Advantage Set. This is a set in which a Set Tiebreak is *not* played when the score reaches 6-6. Advantage sets are no longer played under USTA Regulations. Occasionally an advantage set ends up being played when the players forget to play a Set Tiebreak at 6-6.

All-Factors Method of Seeding. This seeding method is based on the players' chances of winning the tournament as determined by the Tournament Committee.

Alley. The alley is the area between the singles sideline and the doubles sideline.

Alphabetical Seeding. In some cases the Tournament Committee may group seeded players together and assign each of them the same seed (for example, in the group 5-8, each player in the group would be assigned the fifth seed).

Alternate. An alternate is a player who did not make it into the draw but requests that the tournament consider the player for entry into the draw if an opening in the draw develops.

Alternate List. The alternate list is a list of players not accepted into a tournament. After entries close, the Tournament Committee will typically publish an ordered alternate list showing the order in which the alternates will be accepted if there is a withdrawal.

Amateur. A player is an amateur if the player does not receive and has not received, directly or indirectly, pecuniary advantage by the playing, teaching, demonstrating, or pursuit of the game of tennis except as specifically authorized by **USTA Regulation XVIII.**

Back Draw. This term is commonly used to describe the consolation part of a Feed-In Championship draw.

Baselines. The baselines are the lines at the ends of the court. The baselines are 78 feet apart. On a doubles court the baselines are 36 feet long.

Bleeding Timeout. A Bleeding Timeout is a time-out of up to 15 minutes that is allowed when a player is bleeding externally. The time is used to stop the bleeding and to clean up the playing area.

Block Seeding. Block seeding refers to the practice of taking the seeded players and advancing them several rounds into the tournament. The unseeded players play matches to reach the round where the seeded players have already been stationed. The purpose of this practice is to allow all the unseeded players to play several matches before facing a seeded player.

Bonus Points. Bonus points are additional ranking points that are awarded for wins over highly ranked players.

Bye. When there are not enough players to put one player on each line, byes are placed on the open lines. A player who receives a bye does not have a first round match.

Category I USTA National Championships. These tournaments are those Adult, Senior, and Family USTA National Championships that are held on the designated surfaces (grass, clay, hard, and indoor courts).

Category I USTA Wheelchair National Championship. These tournaments are those Wheelchair USTA National Championships that are held on the designated surfaces (grass, clay, hard, and indoor courts).

Category II USTA National Tournaments. These tournaments are sectionally sanctioned tournaments that are selected by the Adult/Senior Competition Committee and the USTA Competitive Play Department for inclusion on the National Adult, Senior, and Family Tournament Schedule and that are designated as Category II.

Category II USTA Wheelchair Tournaments. These tournaments are sectionally sanctioned wheelchair tournaments that are selected by the Wheelchair Tennis Committee and the USTA Competitive Play Department for inclusion on the National Wheelchair Tournament Schedule that are designated as Category II.

Center Marks. The center marks are the 2-inch wide marks that are placed just inside each Baseline and that mark the precise middle of the Baselines. The center marks line up with the center service line.

Center Service Line. The center service line is the line that divides the service lines and the service courts in half. The line is 2 inches wide and 42 feet long.

Chair Umpire. The Chair Umpire is the official responsible for conducting one match in accordance with the ITF Rules of Tennis and the USTA Regulations.

Changeover. The changeover is the 90-second period after the end of every odd game (other than the first game) of every set.

Chief Umpire. A Chief Umpire is an official responsible for hiring the officials. In many tournaments, the Referee will delegate to the Chief Umpire the responsibility for assigning, replacing, and reassigning officials.

Circuit. A series of tournaments that are organized as a group and generally adopt a common set of special tournament regulations.

Closed Tournament. A closed tournament is a tournament that is limited to residents of a particular geographic area.

The Code. *The Code* is a summary of the procedures and unwritten rules that custom dictates that players follow. **USTA Regulation IV.B.** requires players to follow *The Code* in all matches without officials.

Code Violation. Code violations are issued to players for misconduct and delay. A list of code violations and penalties is found in **Table 12**.

Coman Tiebreak Procedure. The Coman Tiebreak Procedure requires the Tiebreak to be played with the players changing ends after the first point and thereafter every fourth point.

Combined Ranking. A combined ranking is a ranking that is based on both singles and doubles Ranking Points.

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.

Computerized List Method of Seeding. This seeding method is based on a computerized system of rankings or standings.

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.

Court. The term technically refers only to the area bounded by the baselines and the singles sidelines in singles and the doubles sidelines in doubles. The singles court is a rectangle 78 feet long by 27 feet wide. The doubles court is a rectangle 78 feet long by 36 feet wide.

Current NTRP Rating (computer rating). A rating generated by the USTA NTRP computer rating system based on two or more matches.

Curtis Consolation. This format is a special Feed-In Championship that is often used when there is a shortage of time or courts. Round of 16 losers and quarterfinal losers play a separate consolation or consolations instead of being fed back into the back draw. When a modified Curtis Consolation is played, some of the back draws are played through the semifinals only.

Default. A default occurs when a player is eliminated from an event under the Point Penalty System (which includes penalties for lateness) or refuses to play for reasons other than injury, illness, or personal circumstance. It is also considered a default when a junior does not *start* a match because of an adult discipline to discipline the junior. (Note that failure to *finish* a match because of an adult discipline is considered a retirement.)

Deputy Referee. A Deputy Referee is an official appointed by the Referee or Tournament Committee to assist in the performance of the Referee's duties or to assume these duties when the Referee is absent. It is not unusual for a Deputy Referee to assist in making the draw or to serve as the Referee at a secondary site.

Deuce Court. The deuce court refers to the service court that is on a player's side of the net to the right of the center service line as a player faces the net. The court is called the deuce court because points in which the score is "Deuce" are always served to this court.

Direct Acceptances. Players accepted directly into the main draw.

Disqualification. A disqualification occurs when a player is removed from an event because the player was ineligible for the event.

District Associations. The term refers not only to traditional District Associations but also to other subdivisions of Sectional Associations.

Division. Division refers to one or two events in a tournament in which the eligibility criteria are identical. For example, the Girls' 16 Singles and Girls' 16 Doubles are two events but only one division because their eligibility criteria are identical.

Domicile. Domicile is a legal concept involving residence. It is defined as that place where a person has that person's true, fixed, and permanent home or that person's home for the indefinite future. A person can only have one domicile at any one time. Eligibility for endorsement or for some closed tournaments is often based on domicile.

Doubles Sidelines. The doubles sidelines are the two lines that define the width of the court for doubles. The lines are 36 feet apart.

Endorsement. Endorsement refers to the process used by Sectional Associations to list their players in the order in which they want the players accepted into tournaments such as the USTA National Championships, Intersectionals, and Zonals.

Entry Fee. The entry fee is the fee paid for a player to enter a tournament. Players may also be charged a non-refundable fee, that is not part of the entry fee, for electronic entries.

Event. In the narrow sense, this term refers to one draw in a tournament. For example, the Girls' 16 Singles and Girls' 16 Doubles are two separate events within the same division—the Girls' 16 division. Sometimes this term is also used to refer to an entire tournament.

Family Divisions. The Father-Son, Father (60 & Over)-Son, Father (70 & Over)-Son, Father-Daughter, Father (60 & Over)-Daughter, Father (70 & Over)-Daughter, Father (80 & Over)-Daughter, Mother-Son, Mother-Daughter, Mother (60 & Over)-Daughter, Mother (70 & Over)-Daughter, Husband-Wife Mixed, Husband-Wife Mixed (Combined Ages 100 years), Husband-Wife Mixed (Combined Ages 120 years), Husband-Wife Mixed (Combined Ages 140 years), and Grandfather-Grandson divisions comprise the Family divisions.

Feed-In Championship. This term refers to a special form of consolation draw in which the losers from the main draw are fed back into another draw against players who lost in earlier rounds of the tournament. This format is very helpful when the Tournament Committee wants to determine an order of finish through 6th place or through 12th place.

First Match Losers Consolation. This is a consolation draw in which the losers in the first round and those second round losers who advanced to that round by virtue of a bye or a default are entered into the consolation draw.

First Round Losers Consolation. This is a consolation draw in which only the losers in the first round are entered into the consolation draw.

Garman System. A staggered start time scheduling method based on statistical analysis of the length of matches. The system reduces player waiting time and maximizes court usage.

Group Seeding. In some cases the Tournament Committee may group seed players together and assign each of them the same seed (for example, in the group 5-8, each player in the group would be assigned the fifth seed).

Handshake. By shaking hands the players have acknowledged that they agree the match was over.

Head-to-Head Ranking System. This is a method of ranking players or teams that is based on wins, losses, and exposure.

Hindrance. A hindrance refers to a situation in which a player is hindered from making a shot by anything that is not within the player's control other than a permanent fixture or a spectator's outcry.

Inclement Weather. Inclement weather may cause a Referee to suspend or postpone matches, lengthen rest between matches, or shorten a tournament to keep it on schedule.

Incomplete Match. An incomplete match refers to a match that was started but not completed. It is anticipated that the match will be completed.

Intersectionals. These are team tournaments held in the 16 and 18 Divisions. Teams compete against teams from the other Sectional Associations. In the 18 divisions, these competitions are now known as the USTA Boys' 18 National Team Championships and the Girls' 18 National Team Championships.

Invitational Tournament. A tournament in which entry is by invitation only.

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.

ITF Tournaments on the National Junior Tournament Schedule. The ITF Tournaments on the National Junior Tournament Schedule are tournaments jointly sanctioned by the ITF and USTA that are placed on the National Junior Tournament Schedule. These tournaments are played under ITF tournament regulations.

Junior Divisions. This group of divisions is comprised of the Boys' and Girls' 12-and-under, 14-and-under, 16-and-under, and 18-and-under divisions.

Late Entry. A late entry is one that is received after the entry deadline. The Tournament Committee determines whether late entries will be accepted. In tournaments with limited draw sizes, late entries are placed on the alternate list after timely entries in the order received. Late entries received at the same time are ordered by lot.

Layered Consolation. This is a consolation format in which the losers in each round are placed into their own consolation draw. Sometimes losers from two rounds are placed in the same consolation.

Line Umpire. A Line Umpire is an official responsible for calling all shots directed to the lines assigned to the official.

Local Tournaments. These are Adult, Senior, and Family tournaments sanctioned by the Sectional or District Associations that are not Super Category II USTA Tournaments, Category II USTA Tournaments, or Sectional Championships and are considered for national ranking.

Lucky Loser. A player who has lost in the final round of the qualifying tournament but who is allowed into the main draw when a player in the main draw withdraws. If there are many withdrawals from the main draw, a lucky loser may come from an earlier qualifying round.

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.

Match Tiebreak. In some tournaments a Match Tiebreak may be played in lieu of the deciding final set. The USTA uses only the 10-Point Match Tiebreak (first to 10 by a margin of 2).

Medical Timeout. A Medical Timeout consists of evaluation time as determined by the Referee plus a maximum of three minutes to treat a medical condition that is treatable. A player is not entitled to a Medical Timeout if the condition is not treatable.

Mixed Doubles. Mixed doubles is a doubles match in which each team comprises a female player and a male player.

National Adult, Senior, and Family Tournament Schedule. This schedule is published yearly by the Adult/Senior Competition Committee and the Competitive Play Department and lists all National Ranking Tournaments other than Sectional Championships and Local Tournaments.

National Championship Selection List. This is a list of the standings of the top players that is used to determine which junior players are automatically selected for the USTA National Championships.

National Junior Tournament Schedule. This schedule is published yearly by the Junior Competition Committee and lists all National Rankings Tournaments other than the Sectional Ranking Tournaments.

National Ranking Matches. These are wheelchair matches in ITF tournaments not listed on the National Wheelchair Tournament Schedule that count for national ranking.

National Ranking Tournaments. These are the tournaments that are used for national rankings. A list of Junior tournaments is found in **USTA Regulation IX.C.3.** and the National Junior Tournament Schedule. A list of Adult, Senior, and Family tournaments is found in **USTA Regulation X.F.2.** and the National Adult, Senior, and Family Tournament Schedule. A list of Wheelchair tournaments is found in **USTA Regulation XIII.B.4.a.** and the National Wheelchair Tournament Schedule.

National Standings List (Juniors). This is a monthly standings list of junior players in each age division used for selection of:

- Some players into the USTA National Championships;
- All players into the USTA National Opens; and
- Some players into USTA Regional Tournaments.

It is also used as a resource in determining seeding.

National Standings List (Wheelchair). This is a monthly standings list of wheelchair players in each division used as a resource in determining seeding.

National Wheelchair Tournament Schedule. This schedule is published yearly by the Wheelchair Tennis Committee and the Competitive Play Department and lists all National Ranking Tournaments other than Sectional/Local Ranking Tournaments.

Net Posts. Two net posts are used to suspend the net that divides the court. The net posts for doubles courts are 3 feet 6 inches high with their centers located 3 feet outside the outer edge of the doubles sidelines.

Net Strap. The net strap is a strap that is placed over the net at the center of the net to make sure that the height of the net at its center is 3 feet.

No-Ad Scoring. This is a scoring system that is the same as the traditional system except that when the score reaches 40-40, only one additional point is played to determine the winner of that game. In Mixed Doubles, a male server serves this point to the male receiver, and the female player serves this point to the female receiver. In all other events, the receiver chooses the side from which the server must serve.

No Let Rule. The no let rule requires that a match be played without the service let in **Rule 22a** of the **ITF Rules of Tennis**.

Non-Elimination Tournaments. This term describes a group of different tournament formats in which players are never eliminated after they lose. The best known example is the compass draw.

NTRP. NTRP stands for National Tennis Rating Program. The system rates players by ability levels ranging from 1.5 to 7.0.

NTRP Divisions. These divisions are comprised of all the divisions in which eligibility is based on NTRP rating. Note that NTRP divisions have age and NTRP criteria.

Numeric Scoring. Numeric scoring consists of substituting "zero," "one," "two," and "three" for "Love," "15," "30," and "40." The principle of winning four points by a margin of two is preserved. Deuce may be announced by "Deuce" or by "3-all," "4-all," etc. Advantage may be announced by "Advantage" or "4-3," "5-4," etc. When language is a barrier, hand signals are often used with a clenched fist indicating "Deuce."

On-site Alternate. An on-site alternate is a player not accepted in the draw who has checked in at the tournament and has asked to be placed in the draw if a spot becomes available.

Ordered List of Alternates. The ordered list of alternates shows the order in which the alternates are accepted into a tournament when there is a withdrawal. Timely entrants are ordered by the Tournament Committee based on the players' records. Timely entrants with no record are ordered by lot. Late entries are placed on the alternate list after timely entries in the order received. Late entries received at the same time are ordered by lot.

Permanent Fixtures. Permanent fixtures include any scoring device that is attached to a net post, the areas of the net outside the singles sticks in a singles match, the doubles posts in a singles match that is using singles sticks, fences, backstops, curtains, seating areas, officials' chairs, the ceiling, and lights for the court.

Personal Circumstance. A bona fide reason other than illness or injury for not playing is a personal circumstance. Personal circumstance generally describes a situation in which a player has a serious or genuine reason for not playing. A Referee should give a player the benefit of the doubt when deciding whether the reason is bona fide. The inability of a junior to play because an adult who is not the junior's parent or coach decides to go home is a personal circumstance. On the other hand, wanting to get home to play in another sporting event or for the convenience of the junior or an adult who is the player's parent or coach is not a personal circumstance.

Place Playoff. A place playoff is a match that is played to determine a player's final place in the tournament such as a third place playoff or a seventh place playoff in a Feed-In Championships.

Playing Area. The playing area is the area inside the fences or backstops. Any designated seating or standing area is not part of the playing area.

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

Points Per Round. Points Per Round are the ranking points that are awarded in a Points Per Round Ranking System.

Points Per Round Ranking System. This is a method of ranking players or teams that is based on earning ranking points for the round reached, and in some cases, for wins over highly ranked players or teams.

Professional. All players who are not amateurs as defined by **USTA Regulation XVIII.** are considered professionals.

Pro Set. A pro set is a scoring system consisting of one set only. The most common pro set is one in which the first player to eight games wins the match. If the score reaches 8-8, a 7-Point or 10-Point Tiebreak is played.

Qualified Medical Person or Trainer. A qualified medical person or trainer is a person who the Referee authorizes to evaluate whether a medical condition is treatable and to treat players for treatable conditions during a Bleeding Timeout or a Medical Timeout. Typically this person will be a physician, certified sports medicine trainer, or a person otherwise qualified by academic accomplishment, experience in sports medicine, or sports training.

Qualifiers. Players included in the main draw as a result of their success in the qualifying tournament.

Qualifying Tournament or Qualifying Draw. A qualifying tournament or qualifying draw is a tournament or draw in which those players who advance far enough earn places in the main draw.

Question of Fact. "Questions of Fact" involve whether a specific event happened. Examples include whether a ball is in; whether a ball touched a player; whether a ball bounced twice; and whether a server's foot touched the baseline before the serve was struck.

Question of Law. "Questions of Law" involve the application of the rules or regulations to facts that have already been determined. Examples include whether an act was a hindrance, whether a player should have been assessed a code violation for misconduct, and the procedures for correcting errors in serving order, serving and receiving position, and ends.

QuickStart Tennis Formats. QuickStart Tennis formats use specialized equipment, a smaller court, and a shorter match format.

Quota. Each Sectional Association is guaranteed a minimum number of junior players who will be accepted into the USTA National Championships. This number is the Sectional Association's quota. It is based on the number of junior members residing in the Sectional Association.

Ranking. Ranking is a static concept. It is a player's "final" position at the end of a ranking period. It does not change at the end of the specified period.

Referee. The Referee is generally responsible for supervising all aspects of play. The Referee is responsible for assuring that the competition is fair and played under the ITF Rules of Tennis and the USTA Regulations.

Rest Between Matches. USTA Regulations require a Referee to offer a player a rest of at least 30 minutes between matches. For most play in Junior, Adult, and Family divisions, a Referee is required to offer 60 minutes between matches. For most play in Senior divisions, a Referee is required to offer players 90 minutes between matches. The rest requirements can be found in **USTA Regulation III.C.** and **Table 9**.

Rest Period. The USTA Regulations require a rest period of 10 minutes after the second set in a best of three tiebreak set match in all divisions except the Adult divisions. In Junior divisions, the USTA Regulations also require a rest period of 3 minutes after the second set when a Match Tiebreak is played in lieu of the third set. The rest period requirements can be found in **USTA Regulation III.C.** and **Table 10**.

Retirement. A retirement occurs when a player is unable to continue playing a match or resume playing a suspended match because of injury, illness, or personal circumstance. It is also treated as a retirement when a junior player does not *finish* a match because of an adult discipline. A person who retires from a match remains eligible for other matches including consolations, place play-offs, and doubles.

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

Roving Umpire. A Roving Umpire is an official other than the Referee or a Deputy Referee who exercises jurisdiction over more than one court.

Scheduling Guidelines. These are USTA Regulations that assist the Referee in determining how frequently matches should be scheduled and how many matches should be scheduled per day. The USTA requires Referees to follow these guidelines in USTA National Championships, USTA Junior National Championships, USTA Regional Tournaments, Super Category II USTA National Wheelchair Tournaments, and Category II USTA National Wheelchair Tournaments, *except* these tournaments in Adult, Senior, Family and Wheelchair divisions that use ITF tournament regulations.

Sectional Endorser. Each Sectional Association lists its junior players in the order in which the Sectional Association has decided that the players should receive entry into the USTA National Championships and USTA Team Championships. The person who prepares this list for the Sectional Association is the Sectional Endorser.

Sectional/Local Ranking Tournaments. These are Wheelchair tournaments sanctioned by the Sectional Associations or District Associations that are not Super Category II USTA Wheelchair Tournaments or Category II USTA Wheelchair Tournaments and that count for national wheelchair ranking.

Sectional Ranking Tournaments. These are sectional tournaments that count for junior national ranking. Each Sectional Association may designate 12 junior tournaments within its section that will count toward national ranking.

Seed. This term refers to a player who is given a preferential position in the draw by virtue of the player's record. The player is positioned in the draw so that the player usually will not play another seed until at least the third round. This player is more likely to receive a bye than players who are not seeded.

Seeding Groups. Seeding groups refer to 1,2, 3-4, 5-8, 9-16, and 17-32 seeds.

Self-rating. A self-rating is a rating by a player who is new to the NTRP system. The player uses the NTRP guidelines to select the level of play that the player believes best describes the player's ability.

Senior Divisions. The Men's and Women's 35 and older Divisions and the 40 Mixed Doubles, 50 Mixed Doubles, and 60 Mixed Doubles Divisions comprise the Senior divisions.

Service Courts. The service courts consist of the area between the net and the service lines. The service courts are bisected by the center service line thereby forming two service courts on each side of the net.

Service Lines. The service lines are the two lines that are 27 feet long and 21 feet from the net (and 18 feet from the baselines) that run from one singles sideline to the other singles sideline.

Set Break. The set break is the 2-minute break after the end of each set. If this is not possible, then the break should be taken at an odd game changeover. Breaks taken at other times should be limited to true emergencies.

Set Tiebreak. The Set Tiebreak is the 7-Point Tiebreak Game that is played to decide a set when the set score reaches 6-all.

Short Sets. This is a scoring system in which the first player to win four games wins the set. If the score reaches 4-4, a 7-Point Set Tiebreak is played.

Single Elimination Format. In this tournament format, once you lose you are out and do not get to play any additional matches.

Singles Sidelines. The singles sidelines are the two lines that define the width of the court for singles. The lines are 27 feet apart.

Singles Sticks. Singles sticks are sticks that are 3 feet six inches high that substitute for singles posts in those courts that are equipped with doubles net posts. The centers of the sticks are located 3 feet outside the outer edge of the singles sidelines.

Solo Chair Umpire. A Solo Chair Umpire is a Chair Umpire who handles a match without the assistance of line umpires.

Standard Game. The standard game refers to games in which the traditional scoring of "Love," "15," "30," "40," "Deuce," "Advantage," and "Game" is used. The standard game stands in contrast to the scoring for a tiebreak game.

Standing. Standing is a dynamic concept. It is a player's position on a list generated by the USTA ranking program at a certain point in time. It may change from time to time.

Super Category II USTA National Tournaments. These tournaments are sectionally sanctioned tournaments that are selected by the Adult/Senior Competition Committee for inclusion on the National Adult, Senior, and Family Tournament Schedule and that are designated as Super Category II.

Super Category II USTA Wheelchair National Tournaments. These tournaments are sectionally sanctioned tournaments that are selected by the Wheelchair Tennis Committee for inclusion on the National Wheelchair Tournament Schedule and that are designated as Super Category II.

Suspension Point System. This is a system under which junior players are assessed points for unsportsmanlike behavior in tournaments on the National Junior Tournament Schedule. A player who accumulates too many points is suspended.

Tiebreak Game. The tiebreak game is the term used by the ITF for the 7-Point Set Tiebreak that is played to decide a set when the game score reaches 6-all.

Tiebreak Set. This is the normal type of set that is played under USTA Regulations. A 7-Point Set Tiebreak is played when the score reaches 6-6.

Toilet/Change of Attire Break. A player is allowed to take a Toilet/Change of Attire Break when an official determines that there is a genuine need. The player is allowed a reasonable period of time. When possible the break is taken during a set break. If this is not possible, the break is taken at an odd-game changeover. Breaks taken at other times are limited to true emergencies.

Tournament. Tournament refers to most forms of competition, including but not limited to, tournaments, championships, team championships, matches, exhibitions, events, intersectionals, international competitions, and zonals. It generally does not include USTA League Tennis Programs and USTA Jr. Team Tennis (Youth). Most tournaments offer more than one event. Each event has its own eligibility criteria.

Tournament Appeals Committee. This committee is responsible for deciding appeals of the Referee's Disqualification or unilateral default of a player.

Tournament Area. The tournament area refers to the entire tennis facility or center where tennis is played. It includes the area outside the fences surrounding the courts and any clubhouse or similar building.

Tournament Chairperson. The Tournament Chairperson is the chairperson of the Tournament Committee and the official representative of the Tournament Committee to the USTA, Sectional Associations, and District Associations.

Tournament Committee. The Tournament Committee is the committee that is responsible for putting on the tournament on behalf of the organization that holds the tournament sanction.

Tournament Director. The Tournament Director is the chief executive officer for the Tournament Committee and is directly responsible for all administrative details. Often the Tournament Director and the Tournament Chairperson are the same person.

Unplayed Match. An unplayed match refers to a match that the Referee decides will not be played for any reason other than a withdrawal, walkover, default, or retirement.

USTA International Tournaments. USTA International Tournaments are USTA sanctioned tournaments played under ITF tournament regulations, but not sanctioned by the ITF.

USTA Junior National Championships. This term is used to collectively describe the USTA National Championships, USTA National Opens, and USTA Team Championships.

USTA Jr. Team Tennis. This is a team competition for youth who are 18 years of age and under. USTA membership is required. Players advance from local to district, sectional, and national competition.

USTA League. This is a program for men and women in which teams comprised of players with the same NTRP rating are established. USTA membership is required. Players must reach 18 years of age during the calendar year of the competition. Teams advance from local to district, sectional, and national competition.

USTA National Championships. These tournaments constitute the highest level of USTA national tournaments held.

USTA National Opens. These tournaments constitute the second highest level of USTA Junior National Championships held.

USTA Regional Tournaments. The Junior Competition Committee sanctions a number of national level tournaments in addition to the USTA Junior National Championships and USTA International Tournaments. These additional tournaments are called USTA Regional Tournaments.

USTA Team Championships. The USTA Team Championships are comprised of the following tournaments:

- USTA Boys' 18 National Team Championships;
- USTA Girls' 18 National Team Championships;
- USTA Boys' and Girls' 16 Intersectional Team Championships; and
- USTA Boys' and Girls' 16, 14, and 12 Zone Team Championships.

Walkover. A walkover occurs when there has been an administrative error or when a player decides not to play a match in an event because of injury, illness, or personal circumstance.

Wheelchair Divisions. This group of divisions is comprised of those divisions limited to wheelchair tennis players.

Wild Card. A wild card entry into a USTA National Championship may be granted to a junior player when extenuating circumstances prevent the player from entering through the normal qualifying or endorsement procedure. Wild cards also may be granted based on the recommendation of the national coaching staff to a player who has demonstrated significant potential at the national or international level.

Withdrawal. A withdrawal occurs when a player decides not to play all matches in the event because of injury, illness, or personal circumstance. A withdrawal also may occur because of tournament administrative error.

Zonals. These are team competitions held in the 12, 14, and 16 Divisions that are held in different regions or zones. Teams represent their Sectional Associations.

PART 9—INDEX

INDEX TO THE RULES OF TENNIS, *THE CODE*, AND USTA REGULATIONS

(Abbreviations: R Rule; C Code; Reg USTA Regulation; USTA Comments USCom. ; FAC Comments FACom; and G Glossary. Entries in bold are also in Glossary.)

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The Official's Code of Conduct

A USTA official is expected to maintain high professional standards. Violations of this code may result in decertification or suspension of USTA, directed assignments. An official shall:

1. Wear the official USTA uniform at USTA sanctioned events, or as otherwise designated by the USTA.
2. Be prompt for all assignments.
3. Not socialize with or become intimate with the players. (Officials are not prohibited from staying in the tournament hotel or from attending social functions where players may be present.)
4. Not accept assignments for any match that may cast doubt upon the official's impartiality. Not only is a bona fide conflict of interest prohibited, but the appearance of a conflict makes the assignment unacceptable.
5. Not solicit specific assignments in tournaments.
6. Not accept an assignment and then withdraw from that assignment in favor of another unless released.
7. Not be interviewed by the media without permission of the Referee or the Referee's designee.
8. Not publicly criticize other officials.
9. Not participate in, including aiding and abetting whether directly or indirectly, any form of gambling or betting on tennis.
10. Not converse with spectators while on the court.
11. Not request favors or special considerations from a tournament sponsor.
12. Not use title or position to abuse the rules or influence others to do so.
13. Not consume alcoholic beverages or take drugs or medication that will inhibit performance during an assignment or while in uniform.
14. Cooperate with the efforts of officials committees appointed by the National Chairperson.
15. While in uniform not take photographs of players nor at any time request player autographs.
16. Conduct himself or herself in a professional, ethical manner.

FRIEND AT COURT 2011

THE USTA HANDBOOK *for* TENNIS OFFICIALS, TOURNAMENT ADMINISTRATORS, *and* PLAYERS

Addressing just about every possible situation that can arise on a tennis court, FRIEND *at* COURT includes:

- THE OFFICIAL 2011 ITF RULES *of* TENNIS
- *THE CODE*: THE PLAYERS' GUIDE *for* UNOFFICIATED MATCHES
- USTA TOURNAMENT REGULATIONS
- USTA OFFICIATING REGULATIONS
- THE INTERCOLLEGIATE TENNIS ASSOCIATION RULES, REGULATIONS, *and* TOURNAMENT PROCEDURES

UNITED STATES TENNIS ASSOCIATION

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White Plains, NY 10604-3602
USTA.com

2012 USTA JR. TEAM TENNIS REGULATIONS

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Where substantive changes or changes that the editors want to call to your attention have been made since the last publication of USTA Jr. Team Tennis Regulations, there is a vertical line in the margin.

For amendments that become effective after press time, please refer to the USTA website, www.jrteamtennis.usta.com

SUMMARY OF IMPORTANT CHANGES (OR CLARIFICATIONS) FOR 2012 USTA JR. TEAM TENNIS REGULATIONS

1.07A(1) USTA Membership: One sentence was deleted to remove redundancy

1.18 Amendments: Effective date was changed to reflect the Championship Year and not the Calendar Year

1.21 Sanction: Jr. Team Tennis regulation now reflects correct USTA Regulation and affirms that Local, District/State and Section Regulations cannot violate National Regulations

2.01A Number of Teams: Allows the Section Association to determine playoff structure for each NTRP level if appropriate

2.01B Team Composition: Allows section association to determine team minimums for age divisions without national advancement

2.01C(3) Age Categories: Addition to current regulation that require teams advancing to championships must participate in leagues that age validate at registration

2.01G(5)c Section Rankings: Clarity added to emphasize the regulation applies to all age groups

2.02B Section League Championships: Gives authority to section Jr. Team Tennis League Coordinator to advance another team to the next stage of championships if the winning team is unable to compete

2.03A Eligibility: Added requirement that team must come from a league that is age validated as indicated in TennisLink

2.03B Substitutions: Added word "Team" to regulation to reflect enhanced definition and added clarity to (4) indicating that a substitution is only allowed for those players who are eligible to advance to championships

2.03G(2) More Than One Individual Match: Enhanced regulation to bring attention to USTA Regulation II.D (Friend At Court, p.97) that players must meet playing limitations as described for USTA Jr. Team Tennis events

2.03I Coaching: Regulation was changed to match local regulation and to add clarity to coaches/managers

2.03J Procedures in the Event of a Tie: Regulation was rewritten to provide clarity and explanation

3.02D(4)b Local Team Procedures: Regulation was enhanced to compliment requirement in previous regulations

10 AND UNDER TENNIS: SCALED TO SIZE

QuickStart Tennis is a new tennis play format to help kids 10 and under learn and play the game. To make things easier for them, a few things have been changed. The court sizes. The racquet sizes. The balls. The scoring system.

10 and Under Tennis divides kids into two age groups: the first is 8 & Under; the second is 10 & Under. By putting kids with similar physical and social skills together, they have more fun while learning the game and developing basic tennis skills.

AGE	COURT SIZE	RACQUET	BALL	NET HEIGHT	RECOMMENDED SCORING
8 years & under	36'x18'	Up to 23"	"Red" Foam or very low compression	2'9"	**The Game** - 1st to 7 points by 2 **The Match** - first to win 2 games
10 years & under	60'x21' singles 60'x27" doubles	Up to 25"	"Orange" Low compression	3'	**The Game** - 1st to win 7 points by 2 **The Set** - 1st to win 4 games **The Match** - Best of 3 sets (3rd set tiebreaker is a single game, 1st to win 7 points by 2)

THE COURT

To give kids the confidence and ability to cover the entire court, score points and build an all-court game, the court is shorter and narrower for both age groups.
While the 60' court net height remains at 36 inches, the net height is lower for the 36' court (33 inches).

USTA Jr. Team Tennis Regulations authorize play on 36' courts and 60' tennis courts. These regulations also authorize play with different racquets and balls as outlined above. Figure 1 shows the dimensions of a 36' court and Figure 2 shows the dimensions of a 60' court.

10 AND UNDER TENNIS: SCALED TO SIZE *(CONT.)*

The 8 & Under group (36' court)

For the five- to eight-year-olds, the court dimensions are 36' long and 18' wide. In many cases, children play across the width of a 78' tennis court, with a portable net or tape dividing the court in half. The length of the 36' court stretches between the doubles sidelines of a 78' court. The width spans from the baseline to the service line of a 78' court. Temporary lines (e.g. throw-down lines, tape or chalk) can be used to mark the boundaries. Since the dimensions are smaller, as many as four courts can be set up across one 78' tennis court.

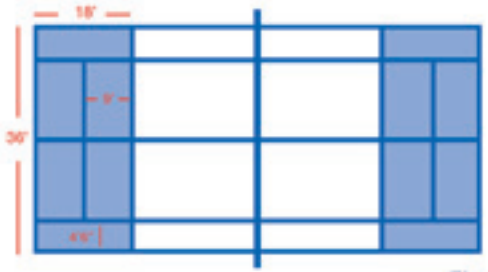


Figure 1

The 10 & Under group (60' court)

Since nine- and ten-year-olds are typically taller and stronger, their court needs to be larger. For this group, the court dimensions are 60' long by 21' wide for singles play, and 60' long by 27' wide for doubles play. By using temporary lines (throw-down lines, tape or chalk) or painted lines on a 78' court, the 60' court baseline is established midway between the 78' court baseline and the 78' court service line. The 78' court singles sidelines are used to determine the width of the 60' court doubles sidelines. Either temporary lines or painted lines can be installed 3' inside the 78' court singles sidelines creating a 21' wide singles court and a 27' doubles court.

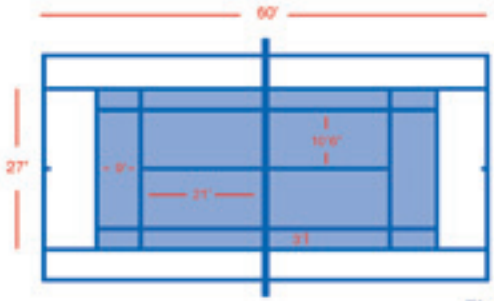


Figure 2

THE SCORING

With 8 & Under there are only seven points in a game, so match play is short and sweet. Kids play the best of three games; the first to score seven points (by 2 points) wins the game. The first to win two games wins the match. The longest a match will last is approximately 20 minutes.

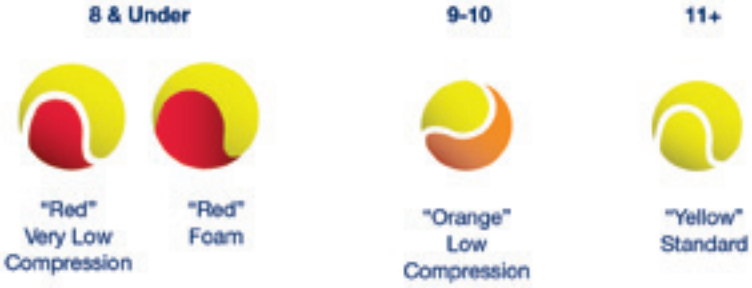
10 & Under should play the best of three sets; the first to win four games wins a set. For the third set, the first player to win seven points (by 2 points) wins the match.

THE BALL

Kids need a ball that's equal to their playing abilities. A regulation tennis ball moves too fast, bounces too high, and is too heavy for the smaller racquet. Each age group, therefore, uses a ball better suited to their unique playing ability.

For 8 & Under, a foam ball or very low-compression ball moves slower, bounces lower and travels less distance.

For 10 & Under, a low-compression ball moves a little faster and travels farther than the ball used with the younger group, but it still has a lower bounce than a regulation ball.



NATIONAL TENNIS RATING PROGRAM (NTRP)

The National Tennis Rating Program (NTRP), which defines the characteristics of a player's levels, is the official system for determining the levels of competition for the USTA Jr. Team Tennis League. Each section association will determine the appropriate use of their ranking system to distinguish between Intermediate and Advanced level for any players, across all age categories, who participate in sanctioned tournaments.

Players in the USTA Jr. Team Tennis League without a rating must self-rate or have their team coach/manager rate them in accordance with the NTRP guidelines. Factors such as a player's on-court performance, tennis background, and any additional information should be considered in the self-rating decision. When players are rating themselves and question at which level they should play, they should place themselves in the higher NTRP level of play.

Players who are good athletes or intend to spend a great deal of time taking lessons and practicing should be aware that their improvement may be significant enough to surpass their original self-rating by the time they reach the end of the local league season or championship level. If players anticipate their play level will be higher by the time of a championship event, they should enter at a higher level of play at the beginning of the local team season to ensure eligibility.

To place yourself: Begin with 1.0. Read all categories carefully and then decide which one best describes your present ability level. Be certain that you qualify on all points of all preceding levels as well as those in the level you choose. When rating yourself, assume you are playing against a player of the same gender and the same ability.

GENERAL CHARACTERISTICS OF NTRP PLAYING LEVELS

1.0 Player is just starting to play tennis.

1.5 Player has limited experience and is working primarily on getting the ball in play.
Note to team coach/manager: Player needs to coordinate moving when hitting the ball. In fact, player is still concentrating on getting the ball over the net from a stationary position. Player is learning to serve and keep score.

2.0 Player lacks court experience and their strokes need developing. Player is familiar with the basic positions for singles and doubles play.
Note to team coach/manager: Player is now beginning to coordinate footwork but is not consistent in hitting the ball over the net. Player can serve to some degree, understands scoring as well as correct positions for serving and receiving, and has limited success with volleys.

2.5 Player is learning to judge where the ball is going, although their court coverage is limited. Player can sustain a short rally of slow pace with other players of the same ability.
Note to team coach/manager: Player can keep score unassisted, can call own lines, can serve overhand from the baseline, and has an understanding of the basic rules.

3.0 Player is fairly consistent when hitting medium-paced shots, but is not comfortable with all strokes and lacks execution when trying for directional control, depth, or power. The most common doubles formation is one-up, one-back.
Note to team coach/manager: Player is improving court coverage and can sustain a rally and serve with consistency. On ground strokes, player needs to improve control of height, depth, direction, and speed.

3.5 Player has achieved improved stroke dependability with directional control on moderate shots, but needs to develop depth and variety. They exhibit more aggressive net play, have improved court coverage, and are developing teamwork in doubles.
Note to team coach/manager: Player is starting to recognize opportunities to attack short balls by coming to net. Player is developing more spin and power on the serve and seldom double faults.

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

4.5 Player has developed use of power and spin and can handle pace. Player has sound footwork, can control depth of shots, and attempts to vary their game plan according to your opponents. Player can hit first serves with power and accuracy and place the second serve. They tend to over hit on difficult shots. Aggressive net play is common in doubles.
Note to team coach/manager: Player is developing an offensive weapon.

GENERAL CHARACTERISTICS OF NTRP PLAYING LEVELS *(CONT.)*

5.0 Player has good shot anticipation and frequently has an outstanding shot or attribute around which a game may be structured. They can regularly hit winners or force errors off of short balls and can put away volleys. Player can successfully execute lobs, drop shots, half volleys, overhead smashes, and has good depth and spin on most second serves.
Note to team coach/manager: Player is match-wise and uses shots that have a high percentage of success in both singles and doubles.

5.5 Player has mastered power and/or consistency as a major weapon. They can vary strategies and styles of play in a competitive situation and hit dependable shots in a stress situation. Player has had intensive training for national tournament competition at the junior and collegiate levels and has obtained a section and/or national ranking.

6.0 to 7.0 Player has had intensive training for national tournament competition at the junior and collegiate levels and has obtained a section and/or national ranking.

7.0 Player is a world-class player.

PLAYERS IN WHEELCHAIRS

Players in wheelchairs should use these same general characteristics to determine their NTRP skill level. The only differences are as follows:

- Mobility: While players in wheelchairs may have skills that would normally provide them with a certain rating, the mobility factor suggests that when competing against able bodied players, they should participate at an NTRP skill level that provides for competitive rather than compatible play.
- Serving ability: Due to the nature of the player's injury or disability, a powerful serve may not be possible. In this case, it may be more realistic to self-rate below 3.5, as serve strength becomes key beyond this level.
- Two Bounce Rule: Players in wheelchairs will receive two bounces while standing players will receive one bounce in integrated play.

USTA JR. TEAM TENNIS REGULATIONS

1.0 GENERAL

The Regulations in 1.00 GENERAL shall apply to USTA Jr. Team Tennis League.

1.01 NAME

The USTA Jr. Team Tennis Committee has approved the adoption of the USTA Jr. Team Tennis Regulations.

1.02 USTA JR. TEAM TENNIS LEAGUE

The USTA Jr. Team Tennis League is a team competition for girls and boys of specific NTRP levels of play and age categories. The purpose of the program is to provide organized recreational play, emphasizing local competition, with advancement for winning teams from local competition to area, district, state, section, or national championships. The team concept emphasizes fun, fitness, and friends. The USTA Jr. Team Tennis League shall be conducted without regard to race, creed, color, sexual orientation, national origin, or socioeconomic status.

1.02A Age Categories

USTA Jr. Team Tennis League is divided into five age categories: 18 & under, 14 & under, 12 & under, 10 & under, 8 & under. Only the 18 & under and the 14 & under age categories have advancement opportunities to National Championships.

1.02B Levels of Play

The age categories are broken down into levels of play: Advanced (NTRP 3.5 & above), Intermediate (NTRP 3.0 & below), and Beginner (NTRP 2.0 & below; generally, new players of all ages).

1.03 OFFICIAL REGISTRATION SYSTEM

TennisLink Team Tennis is the official system for registering players and teams for the USTA Jr. Team Tennis League. All teams and players participating in the USTA Jr. Team Tennis Championships must register for the USTA Jr. Team Tennis League using the TennisLink system. The section shall establish deadlines and procedures for registering teams and players on TennisLink Team Tennis.

1.04 OFFICIAL SCORE REPORTING AND STANDINGS SYSTEM

TennisLink Team Tennis is the official system for reporting scores and providing standings for the USTA Jr. Team Tennis League and is required for USTA Jr. Team Tennis advancement. The section shall establish deadlines and procedures for reporting scores on TennisLink Team Tennis for USTA Jr. Team Tennis League.

1.05 OFFICIAL RATING PROGRAM

The National Tennis Rating Program (NTRP) is the official system for rating levels of competition for the USTA Jr. Team Tennis League (see 2.01G(5)c). In combination with Section Rankings, NTRP provides the guideline for a player's ability level.

1.06 OFFICIAL BALL
Any USTA approved ball may be used for USTA Jr. Team Tennis League matches. The 8 & under age category ball is recommended to be the USTA and ITF Stage 3 "red" (foam or very low compression) while the 10 & under age category ball is recommended to be the ITF Stage 2 "orange" (low compression). See 2.01C(4)c For championships at the section level and above, PENN is the official ball.

1.07 USTA MEMBERSHIP

1.07A Any individual who competes in USTA Jr. Team Tennis League must be domiciled within the boundaries of a USTA section association.

1.07A(1) Residents of foreign countries who meet membership and age requirements may be invited by a USTA section to participate in the league provided that all such matches are played within the section.

1.07B Any individual who competes in USTA Jr. Team Tennis League Program shall be a current USTA member for the duration of the local league season.

1.07C Any individual who progresses to championship level in the USTA Jr. Team Tennis League shall be a current USTA member for the duration of each championship progression.

1.08 PLAYER AGREEMENT

1.08A As a condition of their participation, all players participating in the USTA Jr. Team Tennis League agree to abide and be bound by the USTA Constitution; the Bylaws; the Regulations; Rules of Tennis; USTA Jr. Team Tennis Regulations; and the standards of good conduct, fair play, and good sportsmanship. All players participating in USTA Jr. Team Tennis League play agree that to abide by the grievance procedures provided within USTA Jr. Team Tennis Regulations and the USTA Regulations and that the decisions shall be final and binding.

1.08B USTA Jr. Team Tennis League participation is limited to amateurs. Individuals who participate in any professional tournaments are ineligible for USTA Jr. Team Tennis participation whether identified as a professional or amateur athlete by the respective governing body.

1.09 WAIVER OF CLAIMS
Players participating in the USTA Jr. Team Tennis League acknowledge the risks associated with playing tennis, accept those risks voluntarily, and in consideration of their acceptance in the program assume all risks for injury whether property or bodily, waive all claims for any and all injury or damages and agree to release and hold harmless the USTA, any host facility, all officials, employees, volunteers, and agents with respect to any injury or loss caused by negligence or otherwise to the fullest extent permitted, whether in law or equity.

1.10 USTA JR. TEAM TENNIS YEAR
The USTA Jr. Team Tennis League year shall be January 1 through December 31, except that the USTA Jr. Team Tennis Committee may authorize the commencement of a local league season qualifying teams in the USTA Jr. Team Tennis League Championships prior to January 1 subject to such conditions as may be prescribed by the committee.

1.11 SECTION ASSOCIATIONS
The USTA has seventeen section associations, the names and territories of which are defined in the USTA Bylaws. Each section association is responsible for the development and implementation of USTA Jr. Team Tennis League within its geographical territory in accordance with the USTA Jr. Team Tennis Regulations.

1.12 SECTION USTA JR. TEAM TENNIS COORDINATORS
Each section association should appoint a section USTA Jr. Team Tennis League coordinator to implement and administer the USTA Jr. Team Tennis League.

1.13 AREA AND LOCAL USTA JR. TEAM TENNIS COORDINATORS
Each section USTA Jr. Team Tennis League coordinator may appoint area and/or local USTA Jr. Team Tennis League coordinators to implement and administer the USTA Jr. Team Tennis League. Any such area (district, state, region, etc.) shall have such geographical boundaries as the section association may determine. The section USTA Jr. Team Tennis League Coordinator must approve all such appointments.

1.14 TEAM COACHES/MANAGERS
Each USTA Jr. Team Tennis League team shall have a team coach/manager responsible for the team and its administrative affairs during the league season.

1.15 USTA JR. TEAM TENNIS COMMITTEE
The USTA Jr. Team Tennis League shall be governed by the USTA Jr. Team Tennis Committee appointed by the President of the USTA and subject to the control and direction of the USTA Board of Directors. The USTA Jr. Team Tennis Committee Chair shall appoint a USTA Jr. Team Tennis League Subcommittee, referred to herein as the "USTA Jr. Team Tennis League Committee," to adopt regulations.

1.16 USTA JR. TEAM TENNIS NATIONAL MANAGER
The USTA Jr. Team Tennis League National Manager, under the employ of the USTA, shall be responsible for the day-to-day administration of the USTA Jr. Team Tennis League, including the interpretation of these USTA Jr. Team Tennis League Regulations.

1.17 WAIVER OF RULES AND PROCEDURES PROHIBITED
Except where a waiver is specifically permitted, no USTA Jr. Team Tennis Regulation or USTA Jr. Team Tennis Procedure may be waived by any section association or by any local, area, district, state or section Jr. Team Tennis League Coordinator or Grievance Committee. Any violation of this Regulation shall be subject to such sanctions as may be imposed by the USTA Jr. Team Tennis Committee (including, for example, the disqualification of any teams involved in any such waivers). Such sanctions may be appealed to the USTA Jr. Team Tennis Committee.

1.18 AMENDMENTS
These USTA Jr. Team Tennis League Regulations may be amended by the USTA Jr. Team Tennis Committee upon recommendation of the Chair of the USTA Jr. Team Tennis Committee and the USTA Jr. Team Tennis League National Manager. All proposed amendments shall be in writing and shall be forwarded to the USTA Jr. Team Tennis Committee at least ten days before any meeting of the USTA Jr. Team Tennis Committee. Without the approval of the Chair, the Vice Chair of USTA Jr. Team Tennis Committee, and the USTA Jr. Team Tennis League National Manager, no amendments to these USTA Jr. Team Tennis Regulations shall become effective prior to the beginning of the next USTA Jr. Team Tennis Championship year.

1.19 LOCAL LEAGUE TENNIS SEASONS
Each local section association shall determine the dates for the season(s) of the USTA Jr. Team Tennis League.

1.20 CHAMPIONSHIPS COMMITTEES
A championships committee of at least three members (one of whom is a USTA Certified Referee or Umpire) shall govern each championship event. At least one member of the championships committee shall be in attendance at all times during play. The Chair of the USTA Jr. Team Tennis Committee shall appoint the championships committee for the national championships.

1.21 SANCTION
All local League competition is sanctioned in accordance with USTA Regulations XVII.B. and the Local, District/State Regulations which cannot be in violation of the National Regulations.

2.00 USTA JR. TEAM TENNIS LEAGUE REGULATIONS
The Regulations in 2.00 shall apply to the USTA Jr. Team Tennis League.

2.01 LOCAL LEAGUE

2.01A Number of Teams
A local league is a team competition in a specified geographical area that applies specific local team regulations and consists of NTRP level(s) with a minimum of two or more teams per level. A local league may choose to divide any or all NTRP levels into flights. A playoff structure may be established to determine a champion for each NTRP level if determined by the Section Association.

2.01B Team Composition
To qualify for championship participation, team composition shall consist of a minimum of three (3) boys and three (3) girls eligible to compete. Failure to meet the team minimum team composition requirement will have an adverse effect on the ability to substitute players (2.03B). A Section Association may determine whether or not this applies to the 8 & Under, 10 & Under or 12 & Under age divisions.

2.01C Age Categories

2.01C(1) USTA Jr. Team Tennis is divided into five age categories: 18 & under, 14 & under, 12 & under, 10 & under and 8 & under.

2.01C(2) Only the 18 & under and the 14 & under age categories have advancement opportunities to National Championships.

2.01C(3) Players must remain age eligible through August 31 of the championship year to be eligible for advancement opportunities. Only programs that are age eligible, validated in TennisLink, will have the ability to advance to championships.

2.01D NTRP Player Rating
All players must be rated by their team coach/manager to enter a league. (See NTRP chart.) Local and area league coordinators may require a player to be moved to another level if the player's level of play is above the NTRP level at which the player has been rated by his or her team coach/manager.

2.01E Levels of Play
The USTA Jr. Team Tennis League play levels are defined as Beginner (NTRP 2.0 & below), Intermediate (NTRP 3.0 & below) and Advanced (NTRP 3.5 & above). Players cannot have a rating higher than the team tennis level at which they are playing.

2.01F Scoring
Leagues may use a scoring format which best meets the needs of the local league. (See the TennisLink Team Tennis online system.) For play at or below the section level, the section association may authorize the use of any USTA approved scoring methods.

2.01G Competition Format

2.01G(1) Round Robin or Other Format

2.01G(1)a All teams are required to play a minimum of three (3) team matches.

2.01G(1)b The league coordinator may use the format which best meets the needs of the local league, including a round robin or other format.

2.01G(2) Team Match and Scoring

2.01G(2)a To prepare the local teams for advancement to section championships and above, it is recommended that each team match consist of one boy's and one girl's singles, one boys' and one girls' doubles, and one or two mixed doubles.

2.02G(2)b The method of determining the winning team of a local team tennis match and the winner of the local team tennis competition is determined by the local league coordinator.

2.02G(2)c The scoring in the event of a default, forfeit or disqualification shall be according to the format selected in TennisLink Team Tennis.

2.02G(2)d Scores must be recorded in TennisLink Team Tennis to meet the local play history eligibility requirements of three (3) team matches (said matches may not come from a one day event at the local level) prior to advancement to the championship levels.

2.01G(3) Individual Match
An individual match is any singles match, doubles match, or mixed doubles match played as part of a team match.

2.01G(4) Team Lineup
The coaches/managers for each team shall exchange their team match cards simultaneously prior to the beginning of the team match. No substitutions may be made in an individual match after the lineup has been presented, except for injury to, or illness of a player prior to the start of such match and except under such further circumstances as the section association authorizes. If the substitution is made during the warm-up, the substitute player is entitled to a five-minute warm-up.

2.01G(5) Player Participation

2.01G(5)a More Than One Team
A Section Association may authorize participation on more than one team. Players may play on more than one team in a local league during the same season, based on the decision of their Section Association.

2.01G(5)b More Than One Individual Match
An individual may play in any number of individual matches in a team match as determined by the section association.

2.01G(5)c Section Rankings
Each section association shall determine the appropriate use of their ranking system to distinguish the intermediate play level (NTRP 3.0 & below) for any players, in any age catagory, who participate in Sanctioned tournaments as long as this determination is on file and has the agreement with the USTA Jr. Team Tennis League National Manager. (Please contact your section league coordinator for more information.)

2.01G(5)d National Ranking
Players with a national ranking, in any age division and determined at a specified time of the year, must enter at the advanced level (NTRP 3.5 & above) at any age division. (Please contact your Section League Coordinator for more information.)

2.01G(6) Coaching
The local league coordinator shall determine whether and at what times to allow coaching at the local level. In no event is coaching permitted during a tiebreak.

2.01H Local League Champions
At the conclusion of the local competition, the local league coordinator shall certify to the area, district, state or section league coordinator the results of the competition and contact information for the qualifying teams' coaches/managers. The local competition must be concluded prior to the deadline set by the section association.

2.02 PROGRESSION
Each section association shall announce the national championship method of progression suitable for its geographical boundaries for advancement of its local USTA Jr. Team Tennis League teams to section USTA Jr. Team Tennis Championships. Such progression must come from the local or area league and not the state, district, or equivalent. Qualifying teams must be a minimum of 3 boys and 3 girls, registered through TennisLink Team Tennis, and have at least three match results recorded in the system to advance to the next championship level.

2.02A Local, Area, District, State Competition
Each team that wins a specific level of team tennis competition shall be entitled to advance to the next level of competition in accordance with the method of national progression determined by the national association.

2.02B Section League Championships
Each section association shall hold a section USTA Jr. Team Tennis League Championship for at least the 18 & under and 14 & under age categories to determine the section champions. Winning teams at the Intermediate and Advanced levels shall be eligible to compete in the USTA Jr. Team Tennis National Championships. If the winning team at any level of competition is unable to compete further towards the national championships, then the section USTA Jr. Team Tennis League Coordinator may advance another team to compete in the next stage of championships.

2.02C National Championships
The teams winning the national championships in each age category and play level shall be that year's USTA Jr. Team Tennis National Champions.

2.03 DISTRICT, STATE, SECTION, AND NATIONAL USTA JR. TEAM TENNIS CHAMPIONSHIPS
In all championships after local league competition, the following shall apply:

2.03A Eligibility
A player is eligible to progress to championship level competition, including National Championships, if that player has met all of the following conditions:

2.02A(1) Played on the same team in at least three team matches during its local USTA Jr. Team Tennis season.

2.02A(2) Has the results of said three matches recorded in TennisLink Team Tennis. (See 2.01G(2)) Only one match result may be the product of a defaulted or forfeited match by the opposing team to count towards advancing for all players involved. A retired match shall count toward advancing for all players involved.

2.02A(3) Participated on a team that is from an age validated program as indicated in TennisLink.

2.03B Team Substitutions
If a player on a qualifying team advancing to a championship competition is, for whatever reason, unable to participate, a substitute player may be added to the qualifying team's roster from the same local league in order to meet the minimum team size requirement (See 2.01B.)

2.03B(1) In no event can more than two substitutes, one (1) boy and one (1) girl, be added to a team's roster for competition.

2.03B(2) Any substitutions must be approved prior to the championship in which the substitution is occurring.

2.03B(3) If the qualifying team cannot field the minimum number of qualifying players, a team selected by the section association may advance for further competition.

2.03B(4) Substitution players are only allowed for those teams who originally had at least the team minimum of three (3) girls and three (3) boys who are eligible to advance. (See 2.01B)

2.03B(5) Eligibility of substitute players for a team advancing from one level of championship to another may be impacted by the return of the original player. The team coach/manager must decide which player will participate since a team roster cannot be increased (See 2.01B) for subsequent advancements.

2.03C Official Championships Entry
All teams must register in TennisLink Team Tennis for all championships.

2.03D Scoring
Leagues may use a scoring format which best meets the needs of the championship. (See the TennisLink Team Tennis online system for approved options.) For play at or below the section level, the section association may authorize the use of any USTA approved scoring methods.

2.03E Competition Format
The championships committee shall determine the format for the competition, and it may be round robin competition, single elimination competition or a combination of the two.

2.03E(1) Round Robin
If round robin competition is used, each team shall play every other team in its flight and the team with the majority of total games shall be the champion in its flight. The use of flights requires a playoff structure to establish a champion.

2.03F Team Match and Scoring
A team match will consist of one girl's and one boy's singles, one girls' and one boys' doubles, and one or two mixed doubles matches. The team winning the majority of games will be determined the winner.

2.03G Participation

2.03G(1) More Than One Team
Prior to an advancing championship, a player, who is eligible from more than one team, must declare which team s/he will participate on at the championship.

2.03G(2) More Than One Individual Match
One girl and/or one boy may participate in up to two individual lines/matches per team match. In no event may one player play in three individual matches. Players should be rotated in championships' line ups to prevent violations of playing limitations as described in USTA Regulations 11.D. (Friend at Court, p.97, Table 6).

2.03H Substitutions
No substitutions may be made in an individual match after the lineup has been presented, except for injury to, or illness of, a player prior to the start of such match, and except under such further circumstances as the championships committee may authorize. If the substitution is made during the warm-up, the substitute player is entitled to a five minute warm-up. The substitution is a line substitution and the lineup shall remain the same.

2.03I Coaching
The Championship level coordinator shall determine whether and at what times to allow coaching at a specific championship level. In no event is coaching permitted during a tiebreak.

2.03J Procedures in the Event of a Tie
In the event of a tie between two or more teams in a flight, the tie shall be broken by the first of the following procedures that breaks the tie:

2.03J(1) Head-to-Head
Winner of a head-to-head match.

2.03J(2) Playoff Procedure
When two teams are tied in games during single elimination, the teams' coaches/managers will designate a girl and boy to play a mixed doubles match tiebreak to determine the match winner.

2.03K Individual Defaults
An individual default occurs when a player fails to appear on time, or is defaulted by a tournament official for misconduct.

2.03L Scoring of Individual Defaults
The defaults described in 2.03K will be scored in accordance with the format in TennisLink Team Tennis. In the event of a default by both opposing players, neither team receives credit for that match win or the games.

2.03M Team Defaults
A team must have a minimum of six eligible players (see 2.01B) available at the start of the championship event. A team may default a maximum of two positions in a team match without defaulting the entire match. In such cases, the default(s) is/(are) dependent on the number and the gender of the defaulting players. If a team is short a boy and a girl, then the boy's singles and girl's singles must be defaulted (you may not default the mixed doubles match). The intent is to impact the least number of players on the opposing team as a result of a default.

2.03N Scoring of Team Defaults
If a team defaults an entire team match for any reason during round robin play, then all matches of that team played or to be played, shall be null and void. If all teams in contention for the championships have already played the defaulting team in good faith, the matches stand as played. Sanctions or penalties may be imposed on said team.

2.03O Retirement
A retirement occurs when an individual match has started and a player or a doubles team is unable to continue due to injury, loss of condition, or emergency.

2.03P Scoring of Retirements
In case of a retirement, the non-retiring player or doubles team shall be credited with such number of additional games as would have been won if the match was completed and the non-retiring player or doubles team won every subsequent game.

3.00 GRIEVANCE PROCEDURES

The Guidelines in 3.00 GRIEVANCE PROCEDURES shall apply to all USTA Jr. Team Tennis Leagues.

3.01 COMMITTEES

3.01A Grievance Committees
All grievance committees shall consist of no less than three persons, including a chair, to adjudicate grievances. The members of the committee may be the same as or different in whole or part, from the committee first approved.

3.01A(1) Local
With the approval of the section association, each local league may appoint a local USTA Jr. Team Tennis Grievance Committee. The members of the committee are to be approved by the section USTA Jr. Team Tennis League Coordinator.

3.01A(2) Area, District, State and Section
Each section association shall appoint an area, district, state and/or section USTA Jr. Team Tennis Grievance Committee. The members of the committee are to be approved by the section USTA Jr. Team Tennis League Coordinator.

3.01A(3) Championships Grievance Committees

3.01A(3)a Area, District, State and Section Championships
Each section association shall appoint an area, district, state and/or section USTA Jr. Team Tennis Championship Grievance Committee. The members of the committee are to be approved by the section USTA Jr. Team Tennis League Coordinator.

3.01A(3)b National Championships
The Chair of the USTA Jr. Team Tennis Committee shall appoint a national USTA Jr. Team Tennis Championships Grievance Committees. The members may be the same as, or different in whole or in part, from the members of the national USTA Jr. Team Tennis Championships Committee.

3.01B Grievance Appeal Committees
All grievance appeal committees shall consist of no less than three persons, including a chair, to consider appeals from the grievance committees. No member of a grievance appeal committee may be a member of a grievance committee.

3.01B(1) Local
With the approval of the section association, each local league may appoint a local USTA Jr. Team Tennis Grievance Appeal Committee. The members of the committee are to be approved by the section USTA Jr. Team Tennis League Coordinator.

3.01B(2) Area, District, State and Section
Each section association shall appoint an area, district, state and/or section USTA Jr. Team Tennis Grievance Appeal Committee. The members of the committee are to be approved by the section USTA Jr. Team Tennis League Coordinator.

3.01B(3) National
The Chair of the USTA Jr. Team Tennis Committee shall appoint a national USTA Jr. Team Tennis Grievance Appeal Committee.

3.01B(4) Championship Grievance Appeal Committees

3.01B(4)a Area, District, State and Section Championships
Each section association shall appoint an area, district, state and/or section USTA Jr. Team Tennis Championship Grievance Appeal Committee. The members of the committee are to be approved by the section USTA Jr. Team Tennis League Coordinator.

3.01B(4)b National Championships
The Chair of the USTA Jr. Team Tennis Committee shall appoint a national USTA Jr. Team Tennis Championships Grievance Appeal Committee. No member of the grievance appeal committee may be a member of the grievance committee.

3.02 GRIEVANCES

3.02A General Procedures

3.02A(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 Jr. Team Tennis Regulations); the USTA Jr. Team Tennis Regulations or standards of good conduct, fair play and good sportsmanship, shall be filed in writing with the USTA Jr. Team Tennis Grievance Committee responsible for enforcement.

3.02A(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.

3.02A(3) Any complaint against the USTA Jr. Team Tennis League National Manager shall be filed in writing with the USTA Jr. Team Tennis Committee. The decision of the USTA Jr. Team Tennis Committee shall be final and binding.

3.02A(4) All complaints with regard to any aspect of the USTA Jr. Team Tennis League shall be processed through the USTA Jr. 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.

3.02A(5) 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.

3.02A(6) 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.

3.02A(7) 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.

3.02B Rating Grievances

Team coach/manager who rates a player and places that player on a USTA Jr. Team Tennis team by intentionally misrepresenting that player's actual skill level is considered to have violated the standards of good conduct, fair play, and good sportsmanship and may subject that team coach/manager's player or team to a grievance complaint and possible disqualification.

3.02C Self-rate Grievance Complaint

Self-rated players who enter the USTA Jr. Team Tennis League by intentionally misrepresenting their actual skill level are considered to have violated the standards of good conduct, fair play, and good sportsmanship and may be subject to a grievance complaint and disqualification.

3.02D Local Team Procedures

3.02D(1) All complaints alleging a violation during local team competition shall be filed in writing with the local, area, or district USTA Jr. Team Tennis League 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.

3.02D(2) Upon receipt of the complaint, the local, area, or district USTA Jr. Team Tennis League Coordinator will immediately send a copy to the chair of the appropriate USTA Jr. Team Tennis Grievance Committee and to the party (or parties) against whom the complaint has been filed.

3.02D(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 Jr. Team Tennis League Coordinator may declare a player ineligible and disqualify that player without filing a grievance prior to the disqualification.

3.02D(4) Scoring of Eligibility Disqualification in Local Team

3.02D(4)a 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.

3.02D(4)b In the event of an eligibility disqualification more than 24 hours after conclusion of the local USTA Jr. 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.

3.02E Championship Procedures

3.02E(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.

3.02E(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.

3.02E(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 Jr. Team Tennis League Coordinator may declare a player and/or a team ineligible and disqualify that player without filing a written grievance.

3.02E(4) Scoring of Eligibility Disqualification for Championships

3.02E(4)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.

3.02E(4)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.

3.02E(4)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.

3.02F Grievance Committee Action

3.02F(1) Following the receipt of a complaint, the appropriate USTA Jr. 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.

3.02F(2) The USTA Jr. 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. (See 1.08.)

3.02F(3) The USTA Jr. 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.

3.02F(4) The decision of the USTA Jr. Team Tennis Grievance Committee shall be by majority vote.

3.03 GRIEVANCE APPEALS

3.03A General Procedures

3.03A(1) 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.

3.03A(2) Play During Grievance Appeal Procedures

3.03A(2)a If a player or team was suspended by the grievance committee decision, the individual or team may not play during the appeal process.

3.03A(2)b 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.

3.03A(3) 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 Jr. Team Tennis League Coordinator, and to the other party (or parties) involved in the complaint.

3.03A(4) The parties appealing shall have an opportunity to submit in writing facts and arguments in support of their respective positions.

3.03B Grievance Appeal Committee's Action

3.03B(1) The grievance appeal committee shall not be required to hold any hearing except as provided in 3.03B(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.

3.03B(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.

3.03B(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 Jr. Team Tennis Grievance Appeal Committee within the deadline established by the grievance appeal committee.

3.03B(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 Jr. 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.

3.03B(5) The decision of the grievance appeal committee shall be by majority vote.

3.03C National USTA Jr. Team Tennis Grievance Appeal Committee Action

3.03C(1) The national USTA Jr. Team Tennis Grievance Appeal Committee shall hear appeals from players/teams who have been suspended for a period of 12 months or more by a local, area, district, state or section grievance appeal committee. Upon receipt of an appeal of the decision of the grievance appeal committee, the national grievance appeal committee shall act promptly to resolve the appeal.

3.03C(2) The national USTA Jr. Team Tennis Grievance Appeal Committee shall have the power to conduct such investigation as they deem necessary and to affirm, modify or reject the decision of the local, area, district, state or section grievance appeal committee but may not impose any harsher penalties.

3.03C(3) The national USTA Jr. Team Tennis Grievance Appeal Committee shall notify the affected player(s)/coach(es)/ manager(s) and local, area, district, state or section grievance appeal committee in writing of its decision.

USTA JR. TEAM TENNIS REGULATIONS *(CONT.)*

3.04 GENERAL PROCEDURES FOR GRIEVANCE AND GRIEVANCE APPEAL COMMITTEES

3.04A Telephone Conference Calls

If one or more members of a grievance committee or grievance appeal committee cannot be present at a hearing, such members may, at the discretion of the chair, participate by means of a telephone conference call. If any witness cannot be present at a hearing to present evidence, such witness may, at the discretion of the chair, be permitted to do so by means of a telephone conference call.

3.04B Written Requirement

The requirement that a notice or other document be in writing is satisfied if it is sent by a telegram, fax, e-mail, or equivalent communication.

GLOSSARY

Advanced: The level of play for participants who have a NTRP 3.5 & above.

Appeal: Request for reconsideration of a previous decision, determination or finding.

Beginner: The level of play for participants who have a NTRP 2.0 & below.

Championship: Any USTA Jr. Team Tennis program competition held beyond local league competition or playoffs.

Championship Year: A date set by USTA National that depicts the time frame in which a USTA Jr. Team Tennis League may participate.

Competitive: A match in which the outcome is unpredictable.

Default: When a player or team fails to appear on time or is removed by a tournament official for misconduct.

Eligibility: Qualifications to play.

Flight: A group of teams competing at a specified NTRP level within a local league or championship competition where every team in that group plays every other team to declare a winner.

Grievance: Written formal complaint regarding an alleged violation of a regulation or procedure.

Individual match: Any singles or doubles match played as part of a team match.

Intermediate: The level of play for participants who have a NTRP of 3.0 & below.

Level of play: NTRP skill levels offered in the program.

Local team tennis program: A team competition in a specified geographical area that applies specific local team tennis regulations and consists of NTRP level(s) with a minimum of two or more teams per NTRP level.

Match tiebreak: First to 10 by a margin of two. (See www.usta.com, Rules, #27.)

NTRP: National Tennis Rating Program.

Player: The individual who registers on a team.

Retirement: Occurs when an individual match has started and a player is unable to continue due to injury, loss of condition, or emergency.

Round robin: Each team plays every other team in its flight.

Self-rating: An entry rating determined by the player or team coach/manager entering the program in accordance with the National Tennis Rating Program (NTRP) Guidelines.

Set break: The two-minute period between the completion of the last game of a set and the beginning of a succeeding set.

Set tiebreak: First to 7 by a margin of two. (See www.usta.com, Rules, #27.)

Start of a match: First service attempt on an individual court.

Team: Individuals rostered together.

Team Tennis League Coordinator: Person appointed or hired to implement and administer the Team Tennis League.

Team Tennis progression: Local team tennis team winners have the opportunity to advance through local, area, district, state, section, and national championships competition.

Team match: (Local team match): The number of individual singles and doubles or any combination as determined by the local team tennis program. (Championship team match): Girl's Singles, Boy's Singles, Girls' Doubles, Boys' Doubles, and Mixed Doubles.

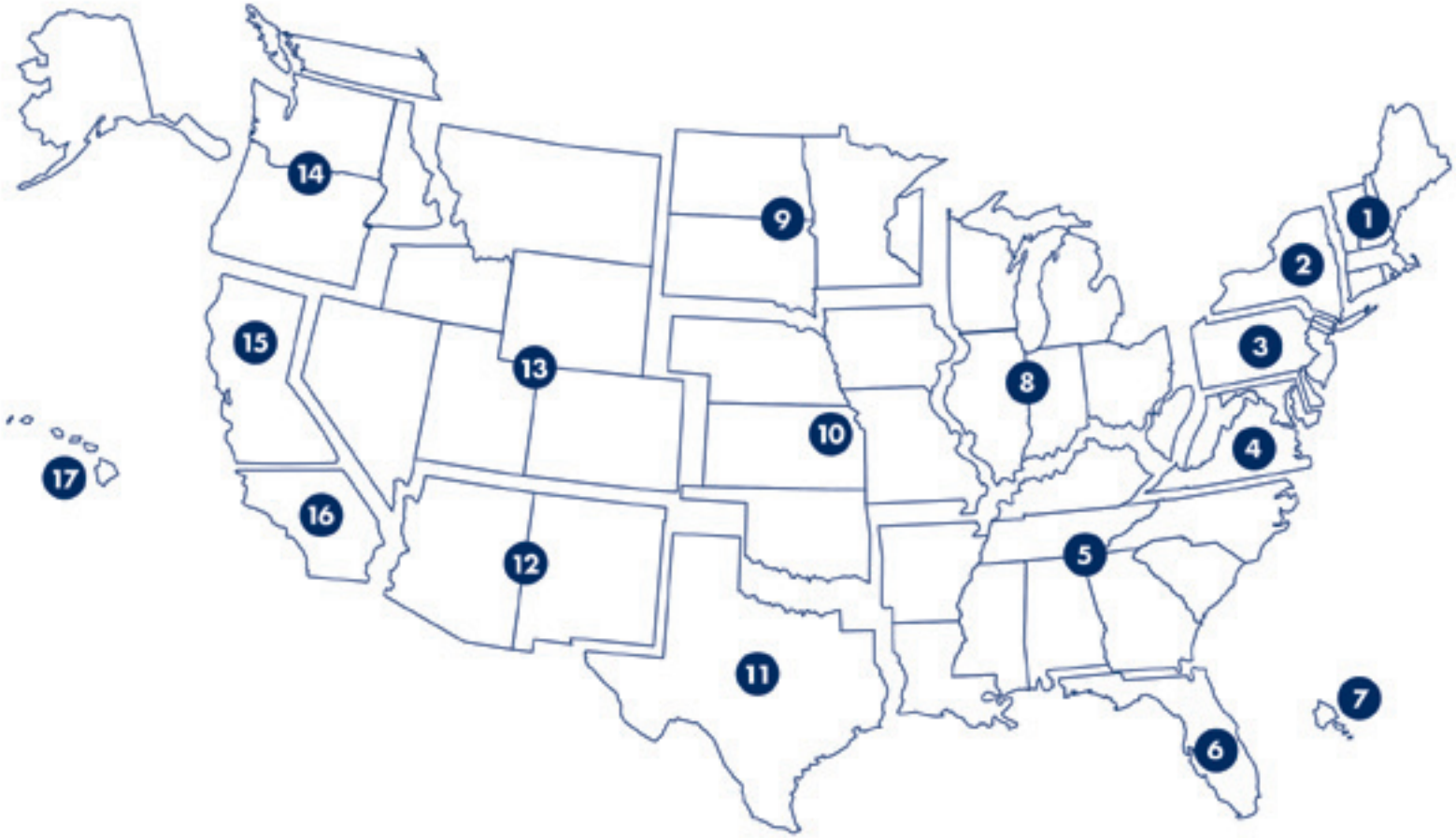
Tiebreak procedures: Process to determine the winner of a Round Robin or Single Elimination in the team competition if the teams are tied.

Three-match rule: Each player advancing to championship competition must have reported scores in a minimum of three local team matches on the advancing team.

USTA section: One of seventeen defined associations that comprise the USTA.

Waiver of claims: As a condition of participation, each player gives up the right to any demand for injuries sustained in traveling to or from or participating in the program.

Waiver of rules: Except where specifically permitted, no USTA Jr. Team Tennis Guideline or Procedure may be disregarded.



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9. USTA Northern	952-887-5001
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NOTES

For a complete list of USTA Jr. Team Tennis Championship events, including dates and locations, visit
jrteamtennis.usta.com

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TENNIS WAREHOUSE

Penn OFFICIAL BALL

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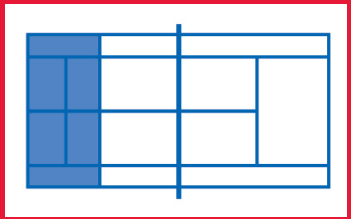
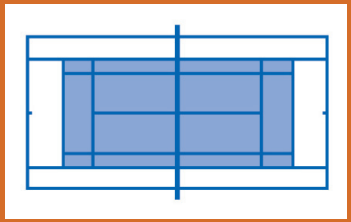
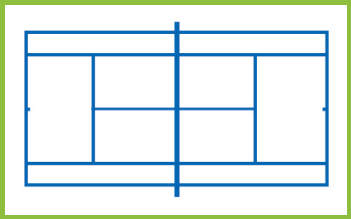
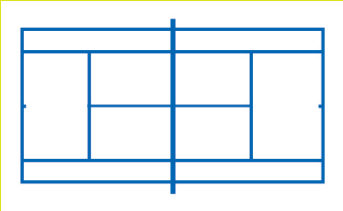
2011 USTA STANDARDS FOR 10 AND UNDER TENNIS

Draft (As of 9/29/10)

STAGE	AGE	BALL	COURT	NET HEIGHT	RACQUET *(Depending on the size of the player)	SCORING	DESCRIPTION
RED	5 - 8 years	Red felt or foam Reduced bounce for ages 5 - 8	 36′ x 18′	2′9″	Up to 23″	2 out of 3, 7-point tiebreaks (official USTA rule for 8 and Under competition)	• Slower play on smaller court • Shorter racquets enable earlier rally/play • Individual/team games and activities are played • Development of technique and simple tactics • Required specifications for all USTA-sanctioned 8 and Under tournament play*
ORANGE	9 - 10 years	Orange Reduced bounce for ages 9 - 10	 60′ x 21′ singles, 60′ x 27′ doubles	3′ center, 3′6″ at net posts	23″– 25″	2 out of 3, 4-game sets using no-ad scoring; 3rd set is a 7-point tiebreak	• Play is faster vs. Red stage • Lower bounce appropriate for child's size • Implementation of advanced techniques and tactics • Longer matches for individual/team events • Approved for USTA-sanctioned 10 and Under tournament play**
GREEN	9 - 10 years	Green Slightly reduced bounce from standard tennis ball	 78′ x 27′ singles, 78′ x 36′ doubles	3′ center, 3′6″ at net posts	25″– 27″	Modified scoring formats for shorter matches are recommended	• Play is faster vs. Orange stage • Continued development of technique, movement and advanced tactics • Individual/team events are played • Approved for USTA-sanctioned 10 and Under tournament play**
YELLOW	11 years and over	Yellow Standard tennis ball	 78′ x 27′ singles, 78′ x 36′ doubles	3′ center, 3′6″ at net posts	25″ – 29″	Any scoring system within the Rules of Tennis	• After progression of Red, Orange and Green stages

* Red - Official rule in 2011

** Orange and Green - Official rule effective 2012