

USTA NorCal Junior Team Tennis Regulations *As of January 21, 2026*

MAJOR REGULATION CHANGES FOR 2026

1. Wildcard Selection for Section Championships - Regulation III.4.d.

Changes the wildcard selection process from a random selection among all second place teams to selecting the team with the highest game winning percentage to encourage more competitive play at the event.

2. A Player May Be Rostered on More Than One Team For Postseason - Regulation VI.C

Allows players to compete on more than one team during postseason play when the teams are different divisions (i.e. 12U Green and 14U Yellow).

3. Team Match Regulations - Regulation IX.C, G, J, M

Clarifies team captain lateness, coaching rules, line calling protocols, and determines more timed match procedures.

4. Appendix A Edits

Removes the 12U Advanced division as the division was offered twice with only 1-2 team sign ups.

Note: 2026 regulation changes are in red.

I. OVERVIEW

Junior Team Tennis is a fun, safe, recreational program designed for youth players and offers team-based competition for all levels.

II. GENERAL

A. Governance. USTA NorCal Junior Team Tennis ("NorCal JTT") is governed by the USTA NorCal Junior Team Tennis Regulations ("UJTTR"). In any match played without officials, the USTA official publication, THE CODE, must be observed. A copy of the UJTTR will be published on the USTA NorCal website at www.norcalteamentennis.com. Interpretations of the UJTTR may be made by the USTA NorCal Junior Team Tennis Department in consultation with the USTA Junior Team Tennis/Local Play Committee.

Rules and guidelines for each of the USTA NorCal Junior Team Tennis Competitions will also be published and incorporated by reference to the UJTTR. These rules and guidelines are determined by USTA NorCal staff.

B. Waiver of Claims. Players participating in the NorCal JTT acknowledge the risks associated with playing competitive tennis, accept those risks voluntarily, and in consideration of their acceptance in the NorCal JTT, assume all risks for bodily injury, waive all claims for injury and property damage and release and hold harmless the USTA and the host facility, their officials, employees and agents with respect to any injury or loss caused by negligence or otherwise to the fullest extent permitted by law.

C. Compliance with Regulations. As a condition of participation in NorCal JTT, all participants agree to be bound by the UJTTR and the USTA's standards of good conduct, fair play and good sportsmanship. Team captains are responsible for knowing the UJTTR. Team captains shall inform all team members of their obligation to be bound by the UJTTR. Team members shall indicate to their captains their consent to be bound by the UJTTR. Failure to comply with the UJTTR may be reported to the USTA NorCal JTT/Local Play Committee and shall not be excused on the grounds that one was misinformed by a USTA NorCal staff member or volunteer. USTA NorCal reserves the right to refuse any team and/or team captain from participating in the league or to discipline a team and/or team captain in any manner it deems appropriate. Team captains at matches shall be responsible for their actions and the actions of their players and spectators.

D. Management System. The USTA has designated TennisLink as the management system for Junior

Team Tennis.

E. Videotaping Policy.

- 1. Events Held at Public Facilities.** Videotaping and photography for personal, non-commercial purposes, of any portion of a sanctioned USTA NorCal event that takes place at a public facility, such as a public park or public school, is generally permitted under the law, much like any event in a public place. Other than optional compliance with a request not to videotape or take photos, there are no grounds on which to deny anyone the right to videotape or photograph at a public facility. An organizer leasing a public facility may have terms in the lease that legally designate the facility as private for the duration of the lease.
- 2. Events Held at Private Facilities.** Private facilities used for sanctioned events, such as a private club or private school, may have videotaping and/or photography policies of their own pertaining to events within the boundaries of their property.

III. USTA NORCAL JUNIOR TEAM TENNIS COMPETITIONS

A. Travel League - Coed Divisions.

- 1. Overview.** The Travel League in the Coed Divisions has an 8-week league season during which teams composed of boys and/or girls compete on a team. Travel Leagues will take place in one or more areas designated by USTA NorCal Staff. Coed indicates that the matches are gender-neutral: boys can compete against girls in singles and combinations of boys and girls will play coed doubles.
- 2. Divisions.** The Travel League will be organized for the following Coed Divisions:
 - 10 & Under - Orange Ball
 - 10 & Under - Green Ball
 - 12 & Under - Green Ball
 - 12 & Under - Yellow Ball
 - 14 & Under - Yellow Ball
- 3. League Seasons.** The USTA NorCal Staff, in consultation with the JTT/Local Play Committee, will determine the dates for the Travel League - Coed Divisions seasons.
- 4. Season Playoffs and Championships.**
 - a. Authority to Determine Whether Playoffs and/or Championships Held.** The USTA NorCal JTT/Local Play Committee, in consultation with the USTA NorCal staff, has the authority to determine whether a Travel League - Coed Division season will have a Playoff and/or a season-ending Championship.
 - b. Qualification for Playoffs.** When a Playoff is held, teams will qualify based on the regular season standings and the top four teams in a Division or flight will advance; however, there must be at least three teams in a Division or flight in order to qualify a team for Playoffs from a league.
 - c. Qualification for Championships.** When a Championship is held, teams will qualify based on the regular season standings. One out of every four teams in a Division or flight will advance; however, there must be at least three teams in a Division or flight in order to qualify a team for Sectionals from a league.
 - d. Wildcard Selection for Section Championships.** Wildcards will be selected based on the highest game-winning percentage of all second place teams. If tied, the overall win-loss record will be used to determine the selection. If the chosen team cannot accept the spot, the team with the 2nd best game-winning percentage will be chosen. If all 2nd place teams decline, the highest game-winning percentage of all 3rd place teams will be determined until a team accepts the wildcard spot and so forth.

B. Travel League - Boys' and Girls' 18 Divisions. The Travel League in the Boys' and Girls' 18 Divisions is an 8-week league season. Travel Leagues will take place in one or more areas designated by USTA NorCal Staff.

- 1. League Seasons.** The USTA NorCal Staff, in consultation with the JTT/Local Play Committee, will determine the dates for the Travel League - Boys' and Girls' 18 Division seasons, *except that the Boys season will be held in the fall; the Girls' season will be held in the spring.*
- 2. Season Playoffs and Championships.**
 - a. Authority to Determine Whether Playoffs and/or Championships Held.** The USTA NorCal JTT/Local Play Committee, in consultation with the USTA NorCal staff, has the authority to determine whether a Travel League Boys' and Girls' 18 Division season will have a Playoff

and/or a season-ending Championship.

- b. **Qualification for Playoffs.** When a Playoff is held, teams will qualify based on the regular season standings. One out of every four Teams in a Division or flight will advance; however, there must be at least three teams in a Division or flight in order to qualify.
- c. **Qualification for Championships.** When a Championship is held, teams will qualify based on the regular season standings. One out of every four teams in a Division or flight will advance; however, there must be at least three teams in a Division or flight in order to qualify a team for Sectionals from a league.

C. Team Tournament - Boys' and Girls' Advanced and Intermediate Divisions.

- 1. **Overview.** Team Tournaments are held one time each year during the summer for boys teams and girls teams. No pre-qualification is needed for a team to enter; however the draw size of the Tournament may be limited.
- 2. **Divisions.** Team Tournaments will be organized in the following Boys' and Girls' Divisions:
 - 14 & Under Intermediate - Yellow Ball
 - 14 & Under Advanced - Yellow Ball
 - 18 & Under Intermediate - Yellow Ball
 - 18 & Under Advanced - Yellow Ball
- 3. **Tournament Dates.** The USTA NorCal Staff, in consultation with the JTT/Local Play Committee, will determine the dates for a Team Tournament.

IV. USTA NORCAL JUNIOR TEAM TENNIS COACH ELIGIBILITY & REQUIREMENTS

Players who meet the eligibility requirement for NorCal JTT are not guaranteed placement onto a team.

- A. **Safe Play.** Team Captains, Team Co-Captains, Court Monitors, volunteers, and any person 18 years of age and older associated with NorCal JTT must comply with the requirements of Safe Play, including clearing USTA Background Screening and successfully completing Safe Play education (See usta.com for Safe Play requirements). Compliance includes being up to date with these requirements through the end of the Travel League Season, including any Playoff or Championship.
- B. **Badge Rules.** A Team Captain will be issued a credential badge with their headshot, team name and/or program, and Safe Play expiration date to use during the season.
 - 1. **Team Captain/Co-Captain Verification.** A physical or digital badge must be presented to turn in a lineup and/or coach a match. If a physical or digital badge is not available, a Team Captain or Co-Captain can display their name on the area's Captain Contact List and/or [Safe Play Provider Search](#) with a matching government-issued form of identification.
 - 2. **Team Default.** If a Team Captain or Co-Captain doesn't provide proof in #1 above, the team without their verification will be defaulted, except as set forth in #3 below.
 - 3. **Opposing Captain May Opt to Facilitate Match for Both Teams.** If for any reason a verified Team Captain or Co-Captain is not able to attend a Team Match, the opposing Captain may agree to facilitate the match for both teams. This agreement must be confirmed prior to the start of the match; otherwise, the team with a verified Team Captain or Co-Captain present will automatically receive a default win. Prior to the match, the Safe Play approved Captain who cannot attend the Team Match will send their lineup to the opposing Captain. Captains will also decide beforehand the grounds upon which teams will be coached (i.e. the provider is neutral, or the opposing team goes without coaching).
- C. **Captain Required.** Each Team must have a Team Captain responsible for the Team during the Team Match and its administrative affairs.
- D. **Travel Only Teams.** Teams not in the designated area of the league they are signing up for may be allowed to participate on a case-by-case basis and if all teams in the league are in agreement of them joining. Balls may be provided by visiting teams that are traveling for all of their matches.
- E. **Certificate of Insurance - Travel Leagues.** The Team Coach can procure and maintain through the Travel League Season, at the Team Captains expense, Commercial General Liability Insurance including spectator and participant liability from a company or companies licensed to do business in the state of California. The policy shall be in the minimum amount of at least \$1,000,000 each occurrence for Bodily Injury and Property Damage. NorCal shall be named an Additional Insured on the Commercial General Liability policy at no cost to NorCal.

✓ **HELPFUL HINT - Assistance with Certificate of Insurance:** Certificates of insurance for home courts are available through the USTA NorCal office at no extra charge. Email the Junior Team Tennis

F. Co-Captains. All Co-Captains must either be added in TennisLink (a maximum of one is permitted in TennisLink) or must be reported to USTA NorCal Staff before a match is played. Co-Captains must meet the same Safe Play requirements as Team Captains.

- 1. Required When a Person is Team Captain of More Than One Teams.** A person may serve as Team Captain of more than one team in a division; however, due to the possibility of overlapping Team Match schedules, the Team Captain is required to add one or more Safe Play approved Co-Captains when they serve as Team Captain of more than one team in a division.
- 2. Required When Team Captain of One Team Absent.** Only a Safe Play approved Co-Captain listed on TennisLink or reported to USTA NorCal Staff may substitute in when the Team Captain is absent.

V. USTA NORCAL JUNIOR TEAM TENNIS PLAYER ELIGIBILITY

Players who meet the eligibility requirement for NorCal JTT are not guaranteed placement onto a team. Players who are on a team are not guaranteed a minimum number of matches.

A. Player USTA Membership Required. A player must be a current USTA member throughout the duration of the competition. If a player's membership expires before the end of a competition, the membership must be renewed in order to participate. [Junior memberships](#) are free.

B. Age Eligibility.

- 1. Minimum Age.** A player can be a minimum of 5 years of age to participate in NorCal JTT but 7 is the recommended age.
- 2. Maximum Age.** A player may register for a division if the player meets the age requirement as of the official start date of the Travel League, and provided that any player who is or who will turn 18 or older during the season must be Safe Play approved. Players who age out before the Travel League season begins may be reviewed on a case-by-case basis to allow that particular player to join a team.

C. Orange, Green and Yellow Ball Eligibility. The Net Generation PlayTracker determines the requirements to be met by a player under the age of 11 to progress from participating in Red Ball Tennis to Orange Ball Tennis to Green Ball Tennis to Yellow Ball Tennis.

✓ **HELPFUL HINT - Net Generation PlayTracker:** Eligibility and requirements for players aged 10 and under can be found in the [Net Generation PlayTracker Overview](#) and the [Net Generation Pathway Regulations](#). The regulations govern participation in Red Ball, Orange Ball, Green Ball, and advancement to Yellow Ball divisions. If you have any questions about player eligibility, please reach out to jrteamtennis@norcal.usta.com.

D. Division Eligibility Based on ITF World Tennis Number ("WTN"). NorCal JTT will be using [ITF World Tennis Number](#) to promote level-based play and differentiate divisions.

- WTN Benchmarks.** Singles WTNs will be used to determine the division a player may enter. Prior to each Travel League Season or Team Tournament, the USTA Staff, in consultation with the NorCal JTT/Local Play Committee, will determine the highest and lowest singles WTNs permitted for each division and publish these benchmarks in Table 1.

Table 1: WTN Benchmarks			
League	Division	Highest Permitted Singles WTN*	Lowest Permitted Singles WTN*
Travel League	10U Orange Ball	No maximum	No minimum
	10U Green Ball	No maximum	No minimum
	12U Green Ball	No maximum	No minimum
	12 & Under Yellow Ball - Intermediate	32.00	No minimum
	14 & Under Yellow Ball - Intermediate	31.00	No minimum
	18 & Under Yellow Ball - Intermediate	30.00	No minimum
Team Tournaments	14 & Under Intermediate	31.00	No minimum

Table 1: WTN Benchmarks			
League	Division	Highest Permitted Singles WTN*	Lowest Permitted Singles WTN*
	18 & Under Intermediate	30.00	No minimum
*For Advanced divisions there is no minimum or maximum WTN cutoff for players (1-40 are eligible).			
*WTN Confidence Factor is a consideration determining eligibility.			
WTN Benchmarks as of January 25, 2025			

ii.

Singles WTN at Registration Determines Eligibility. A player's singles WTN at the time of registration will be used to determine eligibility for the division for the duration of:

- A Travel League Season (including a Playoff and/or Championship); and
- For participation in a Team Tournament.

- iii. **Confidence Factor.** A player's WTN rating will include a Low, Medium, or High Confidence Factor, based on the amount of matches played and recorded. If a player's singles WTN is displaying a **Low Confidence** factor then the WTN rating will be treated the same way as having **no rating** and the player will be eligible to join their team. USTA NorCal staff may determine, on a case-by-case basis, if a player with a **Medium Confidence** factor WTN that is lower than the maximum WTN set for the division may participate on a team.

✓ **HELPFUL HINT - ITF World Tennis Number:** WTN is a free global standard for players to determine their level of play, regardless of age, gender, or ability. Players get one WTN for singles and one for doubles. WTNs are updated weekly on Wednesday. Beginners start at 40 and pro players will be closer to 1. NorCal JTT Green and Yellow Ball results will count towards a player's WTN (however an unplayed match does not count). A player's WTN can be viewed on their USTA player profile. [Junior Player Search](#)

For more information on WTN, click the link that follows:

<https://www.usta.com/en/home/play/itf-world-tennis-number.html>

Questions regarding WTN should be directed to jrteamentennis@norcal.usta.com.

- E. **Safe Play for 18-Year-Old Players.** In order for an 18-year-old to participate in NorCal JTT, the player must comply with the requirements of Safe Play, including clearing USTA Background Screening and successfully completing Safe Play education (See usta.com for Safe Play requirements).

VI. PLAYER REGISTRATION AND TEAM ROSTER REQUIREMENTS

- A. **Player Registration.** A player must register for NorCal JTT using TennisLink. Registration may be done by the player or the Team Captain.
- B. **Players Must be on a Roster.** Following registration, a player must be placed on a Team Roster by the Team Captain prior to the start of a Team Match. If both Team Captains agree, a non-rostered player may play a match; however, the match will be recorded as a default win for the player that is rostered.

✓ **HELPFUL HINT - Registration Assistance:** TennisLink has the ability to add a player instantaneously to a roster if they have a current USTA membership. In a case where you need to add a player on-site, this can be done easily by entering your [Team ID and USTA Member #](#) for the player who is registering. If you have any issues with player registration, please email jrteamentennis@norcal.usta.com. If you need technical assistance during the weekend, please contact ACTIVE Support at support@activenetwork.com.

For assistance with moving a player from one team to another, please send an email to jrteamentennis@norcal.usta.com and provide the player's USTA number and both team numbers.

✓ **HELPFUL HINT - TennisLink Scorecard Shows Rostered Players.** A computer-generated scorecard is available in the TennisLink program and will contain a list of eligible players at the time it is printed.

- C. **A Player May Be Rostered on More Than One Team.** A player may be on the Team Roster of more

than one team during a Travel League Season so long as the player is in separate flights for the same division (i.e. 12U Green) **or in a different division**. If a player is rostered on more than one team that qualifies for Playoffs/Championships **within the same division (i.e. on two 12U Green teams)**, the player must declare one team to represent in the Playoff/Championship. Participating in a Playoff/Championship match for one team **within the same division** will automatically count as their declaration to represent that team. If a player competes for an additional team or teams during the Playoffs/Championship **within the same division**, all affected Playoff/Championship matches they participated in will be defaulted.

- D. Minimum Number of Rostered Players.** A minimum of four players must be on a Team Roster.
- E. Minimum Play Requirements - Travel League Playoff and/or Championship.** When an end of season Playoff and/or Championship is offered, a player is eligible to participate as the member of a team in the event if the following criteria has been met:
- The player has played at least one Team Match to completion for the advancing team
 - No default matches will count as a Team Match played
 - Only those matches recorded in TennisLink as part of the Team Match score count toward meeting eligibility
 - It is the responsibility of the Team Captain to ensure a player meets the minimum requirement
- F. Refunds.**
- 1. Travel Leagues.** A player may request and receive a NorCal JTT registration fee refund if the player has not participated in a match during the season and the request is made no later than seven days after the end of a Travel League Season. If a player participates in one or more matches during the season, no refunds will be given. If a Team withdraws after the Travel League schedule has been posted for 24 hours, the registration fee for all players will be forfeited.
 - 2. Team Tournaments.** Any Team or Player that withdraws from a Team Tournament must notify the NorCal office of their withdrawal no later than 24 hours after receiving their start time for that event. If a Team or Player withdraws after the 24-hour period has expired, the registration fee will be forfeited.

VII. SPORTSMANSHIP

NorCal JTT is about developing character and good sportsmanship. The Team Captain (and any Co-Captain) is responsible for maintaining high standards of good sportsmanship, communication with players and parents, addressing inappropriate behavior onsite, and any other decisions within the season that arise. Captains should understand [The Code](#) and have shared the [Parent Support Guide](#) with the parents of all the players.

When applicable, Team Captains and Co-Captains must complete a Positive Coaching Alliance training in order to register a NorCal JTT team.

✓ **HELPFUL HINT - Positive Coaching Alliance Training.** Positive Coaching Alliance provides research-based training and resources for coaches, parents, athletes, and leaders to ensure a positive youth development experience for all players.

Visiting and home teams must be respectful and courteous when entering the Host Team's facility, adhere to all rules set forth by that facility including attire, health & safety measures and other unique policies of the facility. It is expected that all visiting teams respect the property of the host site, i.e. monitor the behavior of their players while on-site, do not disrupt play with loud voices, etc.

VIII. TRAVEL LEAGUE SEASON: RESPONSIBILITIES OF HOME AND VISITING TEAMS

A. Home Team Responsibilities.

- 1. Balls - Travel League.** The Home Team must supply new balls when Yellow Ball Tennis is played. When Orange and Green Ball Tennis is played, lightly used balls are permitted for match play.
- 2. Attire.** A dress code may be dictated by the rules of the facility at which the match is played. It is the responsibility of the Home Team to give appropriate notice to the Visiting Team of what is appropriate tennis attire at the Home Team's facility. Home Teams are encouraged to post specific site attire regulations on their NorCal JTT team page.
- 3. Bathrooms.** Bathrooms (portable or permanent) must be on-site, accessible, and in working order for use by Team Captains, players, and spectators during a Team Match. Home Team Captains are responsible for communicating if any issues arise with bathroom availability for their match

and should propose an alternate local site, change to the visitor's facility, or reschedule to a later date (refer to Regulation VIII.D.3 for rescheduling rules).

4. **Pre-Match Communication.** At least a week prior to matches, the Home Team Captain will initiate communication with the Visiting Team Captain to confirm the match date and time, and the players that will be participating, and the Safe Play Captain or/or volunteers that will be present at the match.

Team Captains are expected to communicate prior to the match to discuss what ages and levels of players they will be bringing so that both teams are striving to create a positive playing experience for their players throughout the match. As part of this communication, Team Captains will develop line-ups and an order of play with match start times, based on the number of courts that will be used for the Team Match. See Regulation IX.D.1 and 2. for information on creating line-ups based on strength.

B. Responsibilities of Home and Visiting Teams.

1. **Designated Captain.** If the Team Captain is not serving as the captain for the Team Match, a Co-Captain must be designated to serve as the Team Captain. See Regulation IV.E
2. **Food.** Players are responsible for bringing their own water, hydration and/or snacks.
3. **Captain Communication.** Captains are expected to respond to each other's communications within 24 hours. Timely communication is the best experience for everyone involved.

C. Special Requirements for Orange and Green Ball Team Matches.

1. **Court Size Requirements.** Matches played using Orange or Green Ball Tennis must be played on the court sizes below.
 - 10U Orange Ball: 60' Court, either permanent lines, thrown down lines, or court tape are permitted.
 - 10U/12U Green Ball: 78' Court
2. **Racquet Requirements.** Players competing in Orange Ball or Green Ball Tennis are required to use the following racquet sizes during local league season play:
 - 10U Orange Ball – Up to 25"
 - 10U/12U Green Ball – Up to 27"If a player is observed playing with a non-eligible racquet, the player will be asked to change racquets to a racquet that meets the size requirement.

D. Scheduling and Rescheduling.

1. **Regular Season Schedule.** USTA NorCal Staff will set the dates and times of all regular season matches. Best efforts will be used to schedule at least an additional one week at the end of the season during which no regular season matches are scheduled to give Teams the opportunity to reschedule Team Matches that were canceled or suspended; *however, this may not be possible based on the number of teams that are participating in a division.*
2. **Final Match Deadline - Travel League Season.** Each Travel League Season has a deadline by which all Team Matches must be completed. Any matches not completed by the deadline will be recorded as a non-played match for both teams.
3. **Rescheduling.** A philosophy of promoting play is at the core of the NorCal JTT experience. When a Team Match is canceled or suspended, Team Captains must use their best efforts to re-schedule the match. All rescheduled Team Match dates and times must be reported to NorCal Staff, *unless* the result of the Team Match is not necessary to determine Playoff standings.

✓ **HELPFUL HINT - Results that Determine Playoff Standings.** Team Matches scheduled early in the season almost always affect Playoff standings, while those later in the season may not. Consult with USTA NorCal staff should there be any question as to whether a Team Match is required to be rescheduled due to its impact on Playoff standings.

- a. **Rescheduling Protocol.** Unless the two Captains agree otherwise, the Home Team Captain must offer the Visiting Team Captain at least two different reschedule options (the options must be offered at once to give the visiting team a choice between the two) no later than seven days of the original match date. The options offered may be any date before the Final Match Deadline, but cannot conflict with another originally scheduled Team Match for the Visiting Team in the same league. Within three days of receiving the options, the Visiting Team

Captain may choose one of the options. If the Visiting Team Captain does not choose an option, the Home Team Captain may choose one of the options and will notify the Visiting Team Captain of the rescheduled date and time. If the Visiting Team Captain cannot field a team for the option selected, the match will be recorded as a default win for the Home Team, unless the reason for the reschedule of the Team Match is solely the fault of the Home Team, in which case the match will be recorded as a default for the Visiting Team.

- b. Request for Rescheduling by One Team.** A Home or Visiting Team may change an initially scheduled or posted match only with the agreement of the other Team. The opposing Captain is under no obligation to comply with a request for a new date.
- c. Rescheduling an Interrupted Match.** If a match was started but not completed, the Team Captains shall set a new date and time based on Regulation VIII.D.3.c. by which to complete the match (by the Final Match Deadline). Any match not completed on the newly-scheduled match date is considered a retirement win for the player or doubles team that is ready to play.
- d. Line-up for a Rescheduled Match.** The line up of a rescheduled Team Match may change for any individual match that has not started, *except that* if any match has started and there was already a default on the line up, the default stands.

✓ **HELPFUL HINT - Notifying NorCal of a Reschedule.** When notifying NorCal of a reschedule, please email jrteamentennis@norcal.usta.com and include Match ID# and reschedule date and time in the subject line of the email.

- e. Reason for Rescheduling.** Rescheduling may be necessary for a number of reasons, including impending inclement weather, to protect the health and safety of the players, or because a team is not able to play on the date and time scheduled by USTA NorCal Staff. A match may also be suspended due to inclement weather, to protect the health and safety of the players, or because of darkness. Team Captains should be in communication no later than 24 hours prior to the scheduled start time to discuss inclement weather and their plans regarding potential cancellation and/or rescheduling of a Team Match. The Home Team Captain will notify the opposing Team Captain on the cancellation of the match no later than three hours prior to the start time.

✓ **HELPFUL HINT - Extreme Heat Index.** Captains may use the Heat Index in the USTA's Emergency Care Guidelines located in [Friend at Court](#) to assist in making a determination as to whether the match should be played.

- f. Responsibility for Rescheduling.** Within 48 hours of the cancellation of a Team Match, or suspension of an in-progress Team Match, the two Team Captains are charged with agreeing on a make-up date and time that is before the Final Match Deadline.
- g. Inability to Agree on New Date and Time for Canceled Team Match.** If the Two Captains cannot mutually agree on a make-up date and time, no later than seven days after the original match date, the Home Team Captain must offer the Visiting Team Captain at least two different reschedule options (the two options must be offered at once to give the visiting team a choice between the two). The options offered cannot conflict with another originally scheduled Team Match in the same league. Within three days of receiving the options, the Visiting Team Captain may choose one of the options. If the Visiting Team Captain does not choose an option, the Home Team Captain may choose one of the options and will notify the Visiting Team Captain of the rescheduled date and time. If the Visiting Team Captain cannot field a team for the option selected, the match will be recorded as a default win for the Home Team, unless the reason for the reschedule of the Team Match is solely the fault of the Home Team, in which case the match will be recorded as a default for the Visiting Team.
- h. Inability to Agree on New Date and Time to Complete Suspended Team Match.** If the Two Captains cannot mutually agree on a make-up date and time, the procedures in Regulation VIII.D.3.c. will be followed, *except that* completed matches will be recorded as wins and only the in-progress and un-played matches will be recorded as defaults as described in Regulation VIII.D.3.c.

IX. TEAM MATCH REGULATIONS

- A. Team Match Formats.** Team Matches will be played using the following formats. Refer to the Area Format Sheet for the number of rounds played in each Team Match.

Division	Competition	Ages/Levels	Individual Matches
Orange Ball	Travel League	10 and Under (Coed)	4 singles matches 4 doubles matches
Green Ball	Travel League	10 and Under (Coed) 12 and Under (Coed)	4 singles matches 4 doubles matches
Yellow Ball	Travel League	12 and Under (Coed) 14 and Under (Coed) 18 and Under Boys & Girls	4 singles matches 4 doubles matches
Yellow Ball*	Team Tournament (Same Gender and Co-ed)	12 and Under Boys & Girls 14 and Under Boys & Girls 18 and Under Boys & Girls	Same Gender: 4 singles matches 2 doubles matches Co-ed: 2 same gender singles 2 same gender doubles 1 mixed doubles
*Other team formats and divisions may be determined by the Tournament Director.			

B. Order of Play.

- Travel League - Coed Divisions.** The order of play of matches in a Team Match is determined by the Team Coaches during their pre-Match communications. See Regulation VIII.3.
- Team Tournament.** The order of play of matches and formats in a Team Match are determined by the Tournament Director.

C. Start Times and Lateness.

Matches will begin at the agreed upon start times during the pre-Match communication between Team Captains. If a player and/or team does not arrive within 15 minutes of the scheduled start time on-site and ready to play (and no substitute player is put into the line-up - see Regulation IX.D.3 below), the match will be recorded as a default as follows:

- Travel League Defaults.** If a team has 3 players for a match, all round #4 singles and #4 doubles matches will be recorded as a default. If a Team or Team Captain arrives 15 minutes after the scheduled start time with no prior communication to the opposing Team Captain and no Safe Play approved representative is present, the Team Match will be recorded as a total team default. **If a Team or Team Captain arrives 15 minutes after the scheduled start time with no prior communication to the opposing Team Captain and no Safe Play approved representative is present, the Team Match will be recorded as a total team default.**
- Team Tournament Defaults.** The default procedures in a Team Match are determined by the Tournament Director. The same default rule applies if an entire team does not arrive within 15 minutes of the scheduled start time - each match of the Team Match is recorded as a default.

D. Team Match Line-Ups.

- Line-Up Must Be Based on Strength.** Team Captains are expected to make a good faith effort to organize their lineup based on strength. Singles will be played in order of strength, #1-4, while doubles will be played in reverse order of strength. In a two court format, the weakest doubles team will compete in the first round; the stronger doubles team will compete in the final round. In a three-court format, the weakest doubles team plays in Round 1, the strongest team plays in Round 2, and the second and third strongest teams play in Round 3. This is a cooperative process undertaken by both Team Captains to promote players and teams of similar levels playing each other.
- Line-Up Exchange.** Line-ups must be exchanged no later than the scheduled match time. Line-ups must be completely filled out when exchanged.
- Match Limits.** A player can only play in three total matches in a Team Match. These matches can be either: one singles and two doubles matches or three doubles matches. If a player plays in more than the allotted number of matches, their additional match played will be recorded as a

default. Two players cannot play together as a doubles team twice during a Team Match. If the same doubles team plays two or more matches together, the additional matches will be recorded as defaults.

- 4. Substitutions.** For the purpose of this regulation, the start of a match is when the first point is played, not when the warm-up begins.
- a. Before the Start of an Individual Match.** A substitution may be made before the start of the match when a player in the line-up is injured, ill, or has been disqualified prior to the start of the match. In all other circumstances, a substitution may only be made if agreed to by both Team Captains.
- b. After the Start of an Individual Match.** No substitutions can be made after the start of an individual match.
- E. Match Formats.** Required match formats are published in the separate NorCal JTT rules and guidelines for each of the USTA NorCal Junior Team Tennis Competitions and incorporated by reference to the UJTTR. A match format may be modified to protect the health and safety of the players provided that if this takes place in a Travel League regular season Team Match, the modified match format is agreed to by both Team Captains.
- F. Recording Scores; Scorecards.** The TennisLink scorecard includes a current list of all rostered and eligible players. The Team Captain (or the Captain's designee) of the hosting team is required to record the scores in TennisLink within 48 hours after a match. When a default occurs before the start of the match, it is to be recorded as a default in the system; no score is to be recorded. The opposing Team Captain should verify online scores for accuracy after they have been recorded. If an error in a score has been discovered, please notify NorCal Staff at jrteamtennis@norcal.usta.com to request a scorecard adjustment. When notifying staff, the opposing Team Captain must be copied on the email, and the request must include the Match ID# with the adjusted score request.
- If after 48 hours the scores are not recorded, the opposing Team Captain may enter the scores. At the end of the season, all scorecards are closed to future modification. Any scores not recorded by the end of the season are recorded as not played.

✓ **HELPFUL HINT - Defaults, the Scorecard, and WTN.** Because results from Green and Yellow Ball NorCal JTT count for a player's WTN, it is critical that unplayed games are not recorded as won by the player who wins a match. Although un-played games are not recorded on the Scorecard, players are credited with winning games for the purpose of determining the winner of a Team Match. See Regulation IX.L.3.

- G. Coaching.** Only the designated Safe Play-verified Team Captain (or Co-Captain) may coach during a Team Match. Coaching on court can only happen during the changeovers (i.e. 1-2, 2-3 of the game score) from the designated Team Captain and must cease at the end of the changeover; however, no coaching is permitted during the tiebreaker of any set. A Captain is not allowed to stay on court after the changeover. The designated Team Captain must be confirmed to the opposing Team Captain.
- H. Warm-Up.** Warm-up is up to five minutes and includes serves. A player arriving late, but within the 15-minute default time may not be denied a five-minute warm-up. When a timed match is played, a warm-up is included in a timed match's time-limit. A player can forgo the warm-up and start.
- I. Cell Phones.** Cell phones should be turned off before the start of the warm-up. The Code states that if a player's cell phone rings while the ball is in play, it is a deliberate hindrance, and the opponent may stop play and claim the point. Using a cell phone or other electronic device in any way during a changeover gives the appearance of coaching and is not allowed.
- J. Line Calls and Double Bounces:** Team Captains are expected to overrule their own players on double bounces or clearly incorrect line calls. If line calling issues persist, a player can request a Team Captain from each team to monitor the match. The Team Captains will position themselves at each net post. Players will continue to make their own calls and Team Captains will confirm or overrule the calls only when asked by a player. Players are subject to the opposing Team Captain's overrule only in this situation.
- K. Medical Timeouts and Bleeding Timeouts.** Any person assisting an injured or bleeding player must have met the requirements of Safe Play, and either be the Team Coach, or the parent, legal guardian, or other person associated with the player.
- A medical timeout consists up to 3 minutes of treatment time once any needed supplies are brought to the court.

- One medical timeout is permitted for cramping or heat-related conditions.
- One medical timeout is permitted per medical condition, but two consecutive medical timeouts for different medical conditions is not permitted. (For example, if a player twists an ankle, they may take a medical timeout. They may not take an additional medical timeout for the same twisted ankle, but may take an additional medical timeout for a strained shoulder, but the second medical timeout may not be immediately after the first..
- A bleeding timeout consists of up to 15 minutes to stop visible bleeding, clean up the court, and dispose of contaminated items.
- One bleeding timeout is permitted per match
- Fatigue, any other medical condition that cannot be treated appropriately during a match, is not a valid reason for a medical timeout.
- Injections (other than insulin injections), intravenous infusions, and supplemental oxygen is not permitted.
- Diabetics may use devices to check blood sugar and administer subcutaneous injections of insulin, or use battery-powered insulin pumps.
- Asthmatics may use a manual inhaler, but may not use a battery or electrical inhaler.

L. Determining All Team Match Winners and Travel League Standings; Qualifications for Championship and Playoff Matches

1. Travel League Season.

- a. Determining Winner of Team Match.** The team that wins the most games wins the Team Match. When a tiebreak is played, the tiebreak counts as one game. If there is a tie in the team match, the result will be recorded as a tie.
- b. Determining Winner of Travel League Season.** League standings will be based on a team's win/loss/tie record. In the event of a tie, the tie will be broken in successive steps as follows:
 - i. Head-to-head match result between the tied teams;
 - ii. Among the teams that remain tied, the winner of the most individual matches for the whole season;
 - iii. Head to head match results between the tied teams;
 - iv. Among the teams that remain tied, the winner of the most games won for the whole season;
 - v. Head to head match results between the tied teams.

2. Determining Winner of a Travel League Season Playoff and Championship Matches. The team that wins the most games wins the Team Match. When a tiebreak is played, the tiebreak counts as one game. If there is a tie **on games won**, the winner will be determined by the most individual matches won for that team match. Tennislink will display the winner based on this procedure. If there is a tie on individual matches won, the Captains of each tied team shall designate two players from their team to play a doubles **7-Point Match Tiebreak** to determine the winner. **The hosting team will report their final tiebreak score to USTA NorCal and copy the opposing team.**

3. Treatment of Defaults . Although un-played games are not recorded on the scorecard in TennisLink, they contribute to the tally of games won by a player who receives a default. When a default or retirement occurs before the start of a match, the winning player will be credited with winning all of the games necessary for winning the match. For example:

- If a 4-game Short set is played, the player will be credited with winning 4 games, and the opponent with 0 games.
- If a 4-game Short set is played, and the opponent is defaulted or retires at 3-2, the winning player will be credited with winning 4 games, and the opponent with 3 games.

4. Procedures When Timed Matches Are Played. Both Team Captains may start the timer simultaneously.

- Coaches are to refrain from warning players how much time is remaining in a timed match to avoid gamesmanship. If time is called while a match is in progress, players are expected to finish the point being played. Thereafter, the following procedures are used to determine who has won the match:
- Whoever is leading in the game when time is called is awarded the game.
 - If the game is tied (example: 15-15 or 30-30) when time is called, one additional point will be played to determine the winner of the game or match. Deuce points will function as a regular no-ad point.

- If the set is tied (example: 1-1, 2-2), the player due to serve the next point shall serve and whoever wins the point will be awarded one additional game. The person receiving the point can choose which side to receive the serve from as they would in a regular no-ad point.

Appendix A - Formats of Play

NOTE: In all divisions, individual matches cannot end in a tie. Please refer to Regulation IX.L.4 for the special tiebreak procedures.

10U Orange Ball

- 2 courts required per match
- 4 Players minimum required per team/match
- Any combination of boys and girls allowed (gender neutral format)
 - If a team has 3 players, the #4 singles and #4 doubles matches are defaulted
 - If a team has 2 players, it is an entire team default
- 4 total singles and 4 total doubles matches per team match (Four 20 minute timed rounds)
 - 1 singles match and 1 doubles match per round (#1 singles, weakest doubles in round 1)
 - 5 minute warm ups, 15 minutes of match play, total of 20 minutes per round
 - Play to completion of the set or until 15 minutes is called, whichever comes first
 - Both players may agree to skip the 5-minute warm-up. If so, team captains may immediately start the 20-minute match timer for that round.
 - 4 game short set, no ad scoring. A 7-Point Set tiebreak is played at 3-3.
- Players should compete in singles matches (1-4) in the order of strength as determined by the coach
 - Players cannot play singles more than once per team match
 - Doubles will be played in reverse order of strength (weakest doubles in round 1), followed by stronger doubles towards the later rounds
 - Players can play a maximum of 3 individual matches
- Must be played with a 25" racquet or less
- Total **games** won determines the overall team match score. A team match may end in a tie.

10U Green Ball

- 2 courts required per match
- 4 Players minimum required per team/match
 - Any combination of boys and girls allowed (gender neutral format)
 - If a team has 3 players, the #4 singles and #4 doubles matches are defaulted
 - If a team has 2 players, it is an entire team default
- 4 total singles and 4 total doubles matches per team match (Four 20 minute timed rounds)
 - 1 singles match and 1 doubles match per round (#1 singles, weakest doubles in round 1)
 - 5 minute warm ups, 15 minutes of match play, total of 20 minutes per round
 - Play to completion of the set or until 15 minutes is called, whichever comes first
 - Both players may agree to skip the 5-minute warm-up. If so, team captains may immediately start the 20-minute match timer for that round.
- 4 game short set, no ad scoring. A 7-Point Set tiebreak is played at 3-3.
- Players should compete in singles matches (1-4) in the order of strength as determined by the coach
 - Players cannot play singles more than once per team match
 - Doubles will be played in reverse order of strength (weakest doubles in round 1), followed by stronger doubles towards the later rounds
 - Players can play a maximum of 3 individual matches
- Total **games** won determines the overall team match score. A team match may end in a tie.

12U Green Ball

- 2 courts required per match
- 4 Players minimum required per team/match
 - Any combination of boys and girls allowed (gender neutral format)
 - If a team has 3 players, the #4 singles and #4 doubles matches are defaulted
 - If a team has 2 players, it is an entire team default
- 4 total singles and 4 total doubles matches per team match (Four 30 minute timed rounds)

- 1 singles match and 1 doubles match per round (#1 singles, weakest doubles in round 1)
- 5 minute warm ups, 25 minutes of match play, total of 30 minutes per round
- Play to completion of the set or until 25 minutes is called, whichever comes first
- Both players may agree to skip the 5-minute warm-up. If so, team captains may immediately start the 30-minute match timer for that round.
- 6 game short set, no ad scoring. A 7-Point Set tiebreak is played at 5-5.
- Players should compete in singles matches (1-4) in the order of strength as determined by the coach
 - Players cannot play singles more than once per team match
 - Doubles will be played in reverse order of strength (weakest doubles in round 1), followed by stronger doubles towards the later rounds
 - Players can play a maximum of 3 individual matches
- Total **games** won determines the overall team match score. A team match may end in a tie.

12U Yellow Ball - Intermediate

- The [ITF World Tennis Number \(WTN\)](#) at the time of the registration will be used to determine player level for the 12U Yellow Ball Intermediate division. Highest Permitted Singles WTN: **32.00 (32.00 and above would be eligible to play 12U Intermediate)**
- 2 courts required per match
- 4 Players minimum required per team/match
 - Any combination of boys and girls allowed (gender neutral format)
 - If a team has 3 players, the #4 singles and #4 doubles matches are defaulted
 - If a team has 2 players, it is an entire team default
- 4 total singles and 4 total doubles matches per team match (Four 30 minute timed rounds)
 - 1 singles match and 1 doubles match per round (#1 singles, weakest doubles in round 1)
 - 5 minute warm ups, 25 minutes of match play, total of 30 minutes per round
 - Play to completion of the set or until 25 minutes is called, whichever comes first
 - Both players may agree to skip the 5-minute warm-up. If so, team captains may immediately start the 30-minute match timer for that round.
- 6 game short set, no ad scoring. A 7-Point Set tiebreak is played at 5-5.
- Players should compete in singles matches (1-4) in the order of strength as determined by the coach
 - Players cannot play singles more than once per team match
 - Doubles will be played in reverse order of strength (weakest doubles in round 1), followed by stronger doubles towards the later rounds
- Players can play a maximum of 3 individual matches
- Total **games** won determines the overall team match score. A team match may end in a tie.

14U Yellow Ball – Advanced and Intermediate:

2 COURT FORMAT

- The [ITF World Tennis Number \(WTN\)](#) at the time of the registration will be used to determine player level for the 14U Yellow Ball Intermediate division. Highest Permitted Singles WTN: **31.00 (31.00 and above would be eligible to play 14U Intermediate)**
- There are no WTN restrictions for 14U Advanced, anyone with Singles WTN's of 1-40 are eligible to play
- 2 courts required per match
- 4 Players minimum required per team/match
 - Any combination of boys and girls allowed (gender neutral format)
 - If a team has 3 players, the #4 singles and #4 doubles matches are defaulted
 - If a team has 2 players, it is an entire team default
- 4 total singles and 4 total doubles matches per team match (Four 30 minute timed rounds)
 - 1 singles match and 1 doubles match per round (#1 singles, weakest doubles in round 1)
 - 5 minute warm ups, 25 minutes of match play, total of 30 minutes per round
 - Play to completion of the set or until 25 minutes is called, whichever comes first
 - Both players may agree to skip the 5-minute warm-up. If so, team captains may immediately start the 30-minute match timer for that round.
- 6 game short set, no ad scoring. A 7-Point Set tiebreak is played at 5-5.
- Players should compete in singles matches (1-4) in the order of strength as determined by the coach
 - Players cannot play singles more than once per team match
 - Doubles will be played in reverse order of strength (weakest doubles in round 1), followed by stronger

doubles towards the later rounds

- Players can play a maximum of 3 individual matches
- Total **games** won determines the overall team match score. A team match may end in a tie.

14U Yellow Ball – Advanced and Intermediate:

3 COURT FORMAT

- The [ITF World Tennis Number \(WTN\)](#) at the time of the registration will be used to determine player level for the 14U Yellow Ball Intermediate division. Highest Permitted Singles WTN: **31.00 (31.00 and above would be eligible to play 14U Intermediate)**
- There are no WTN restrictions for 14U Advanced, anyone with Singles WTN's of 1-40 are eligible to play
- 3 courts required per match
- 4 players minimum of any gender. It is recommended not to bring more than 6 players to a match to ensure each player can play twice during the team match.
 - If a team has 3 players, the #4 singles and a doubles match are defaulted
 - You would play 1 singles and 1 doubles match per round in this case
 - If a team has 2 players, it is an entire team default
- 6 game short set, no ad scoring. A 7-Point Set tiebreak is played at 5-5.
- 5 minute warm ups, 25 minutes of match play, total of 30 minutes per round
- Play to completion of the set or until 25 minutes is called, whichever comes first
- Both players may agree to skip the 5-minute warm-up. If so, team captains may immediately start the 30-minute match timer for that round.
- 4 doubles matches and 4 singles matches per team match
 - Round 1: 1&2 singles and #4 doubles (weakest doubles)
 - Round 2: 3&4 singles and #1 doubles (strongest doubles)
 - Round 3: #2&3 doubles (2nd/3rd strongest teams)
 - One extra exhibition match (singles or doubles) can be played on the remaining open court in round 3 if both coaches agree and there are extra players available. This match will not count towards the match score and will not be reported online in TennisLink.
- Players should compete in singles matches (1-4) in the order of strength as determined by the coach
- Total **games** won format determines the team match winner. A team match may end in a tie.

18U Boys and Girls (Same Gender) - Advanced and Intermediate:

3 COURT FORMAT

- The [ITF World Tennis Number \(WTN\)](#) at the time of the registration will be used to determine player level for the 18U Yellow Ball Intermediate division. Highest Permitted Singles WTN: **30.00 (30.00 and above would be eligible to play 18U Intermediate)**
- There are no WTN restrictions for 18U Advanced, anyone with Singles WTN's of 1-40 are eligible to play
- 3 courts are required per match
- 4 players minimum. It is recommended not to bring more than 6 players to a match to ensure each player can play twice during the team match
 - If a team has 3 players, the #4 singles and a doubles match are defaulted. You would play 1 singles and 1 doubles match per round in this case
 - If a team has 2 players, it is an entire team default
- 6 game short set, no ad scoring. A 7-Point Set tiebreak is played at 5-5.
- 4 doubles matches and 4 singles matches per team match **(no timed matches)**
 - Round 1: 1&2 singles and #4 doubles (weakest doubles)
 - Round 2: 3&4 singles and #1 doubles (strongest doubles)
 - Round 3: 2&3 doubles (2nd/3rd strongest teams)
 - One extra exhibition match (singles or doubles) can be played on the remaining open court in round 3 if both coaches agree and there are extra players available. This match will not count towards the match score and will not be reported online in TennisLink.
- Players should compete in singles matches (1-4) in the order of strength as determined by the coach
- Total **games** won format determines the team match winner. A team match may end in a tie.

Advanced Divisions:

- Advanced divisions can be considered for skilled players who are regularly playing L6-L3 tournaments