



USA TEAM TENNIS PROGRAM GUIDE

14 & Under Division

NTRP	Target Ages
2.5 4.5	10 to 14

In the 14 & Under Division of USA Team Tennis, competitive play is more formal but the emphasis is still on teamwork and fun. Each team is made up of both boys and girls in the appropriate NTRP skill level and age group. It is recommended that the 14 & Under Division be divided into two levels of play: the Intermediate and Advanced. The Intermediate League would be made up of players at a NTRP skill level of 3.0 or below, while players at a NTRP skill level of 3.5 and above would make up the Advanced League.

The recommended team match is listed below. Remember, this format is only a suggestion. If it does not fit your situation, another variation of the format might.

Team Profile

The ideal number of players on a team in the 14 & Under Division is at least six, with additional members recommended.

All players are divided into groups by skill level and age to compete within that division.

Competition may be among teams from the same or different clubs, schools or parks.

Team Match Format

The Rules of Tennis shall govern play. Furthermore, The Code shall be used as a guide to ethics and fair play. Each team coach is responsible for ensuring that each player is aware of The Rules of Tennis and The Code.

Each team match shall consist of one boys' singles, one girls' singles, one boys' doubles, one girls' doubles, and one mixed doubles. No player may play singles and doubles in a single team match. Team coaches are encouraged to have alternates play practice matches depending on court availability and time.

Coaches must simultaneously exchange the full team line-up prior to the start of play. If a team appears with an insufficient number of players, it shall default matches at the bottom of the line-up.

The home team must provide a minimum of two courts and sufficient tennis balls at no cost to the visiting team. The home team coach must contact the visiting team coach at least 72 hours before the match to inform the visiting team coach of the match site and, if necessary, provide directions to the site.

Individual match play may be developed according to NTRP levels. For NTRP levels of 3.0 and below, an individual match would consist of an eight-game pro set of no-ad scoring. The 12-point tiebreaker is to be used at 7 Games all. For NTRP levels of 3.5 and above, an individual match would consist of two six-game sets of no-ad scoring with a 12-point tiebreaker in place of a third set. The 12-point tiebreaker is to be used at 6 games all. Warm-up is limited to five minutes including practice serves.

The 15-minute default rule is in effect for all matches. Defaults should not occur since each team has alternates. Defaults are scored as an 8-0 win for the opposing team. An exception to this rule would be in the case of injury. A player injured during the match who cannot continue that match receives full credit for all games won prior to the injury. For example, player B is injured with player A leading 5-2. The match is scored as an 8-2 win for player A. A team with an excessive number of defaults may be removed from league play and be considered as a bye for the remainder of the season.

Excessive defaults are defined as an average of one or more defaults per team match. Injury defaults will not be considered in the average.

The number of games won in the match determines the winning team.

The overall league winner is the team that has won the most games during the season. If there is a tie at the end of the season, teams meet in a play-off match using the regular season format. In the event of a tie at the end of the play-off match, the last match on the court plays a 12-point tiebreaker to determine the winner.

Local leagues determine rules regarding coaching during a team match. Teammates or spectators may not volunteer assistance with line calls or scoring. The home team coach is responsible for control of spectators during the match. Coaches may be consulted to clarify the rules of tennis.

Ethical and sportsmanlike conduct is expected of all players and coaches. The use of profanity, obscene gestures, or other unsportsmanlike behavior normally results in a warning to the player and coach for the first offense and disqualification for the second offense. In the case of flagrant misconduct, immediate disqualification is recommended. It is the responsibility of both coaches to model exemplary behavior and enforce it during match play. Ordinarily, coaches should penalize their own team during a match; however, if an opposing coach refuses to take action, the incident should be reported to the league coordinator on the reverse side of the scorecard. League officials should address a pattern of incidents from a team or an individual promptly.

Both coaches must record scores of each match on the scorecards provided. Each coach must sign the opposing coach's scorecard indicating agreement with the result shown thereon. Signed scorecards must be submitted to the league coordinator within 48 hours after the completion of the team match. Scores may be reported by phone, but the signed scorecards will be considered the official record of the match.

In the event that a team match is suspended due to rain, all completed matches will stand as played. The same players at the exact point must resume incomplete matches where the match was suspended. If a match is delayed due to rain or wet courts, the visiting team must wait one-half hour for the courts to become playable. After one-half hour, if the courts are still not in playable condition, the match will be rescheduled. Rained out matches must be completed

within seven days or within a time period specified by the league coordinator. If the home team courts are not available on the rescheduled date, the visiting team may provide the courts.