



2024 JUNIOR TEAM TENNIS SPRING STATE CHAMPIONSHIPS
CAPTAINS RULES & RESPONSIBILITIES

1. **Player Eligibility:** Each player participating must have played in 1 local match with the team he/she is advancing with if there were local matches to play. It is the responsibility of the player and captain to make sure each player is eligible.
 - Teams that were the only team registered in their division locally (and had no one to play) may come straight to state with no local match play but teams and players MUST be registered locally By **April 14**.
 - 2 advanced players are welcome on ANY team. There will NOT be a separate division for Advanced teams at Spring State.

| Age Division | Range | WTN Rating at the time of Registration |
|--------------|---------|---|
| 18U Adv | 40 - 1 | Anyone allowed to play ADV in 18U |
| 18U Int | 40 - 23 | Must be within range to play INT in 18U |
| 14U Adv | 40 - 1 | Anyone allowed to play ADV in 14U |
| 14U Int | 40 - 27 | Must be within range to play INT in 14U |

2. **Substitutions:** Teams may add two players to their state championship roster, **IF** those players played on another spring local team. *(Teams DO NOT have to drop below the minimum amount of players required (3 girls and 3 boys) in order to add players to their State roster, they may add regardless.*
3. **Scoring:** Matches for 12U, 14U and 18U age divisions will be the best of 3 short sets; a set tiebreaker is played at 5 games all, with a 10 point tiebreaker in lieu of a third set.
 - 10U scoring format will be the best of 3 sets; a set tiebreaker is played at 3 games all, which will be ONE more game and staying in the serving order of the match.
If a match tiebreaker is needed, it will be one more game and staying in the serving order.
10U will play gender neutral.
Players in all age divisions cannot play twice in a single match.
4. **10U and 12U Divisions:** The 10 and Under Intermediate Division will be played on 60 foot courts with orange low compression balls. The racquets used for this division must be 25 inches or less.
12 and Under Intermediate will use a **green-dot ball** on a regulation sized 78 foot court.
5. **Coaching:** The coach or captain of each team may coach the players, but only on changeovers. Coaches cannot coach during tiebreakers or when players are not swapping sides, and coaches can only coach outside the fence. Coaches must be wearing the coaching lanyard for the team, so only one person can coach per match. Different people may coach the team throughout the tournament, but only one coach per match, and that person must be wearing the lanyard.
6. **Check In:** Captains should submit the lineup on the Match App 30 minutes in advance. Courts will be assigned on the Match app and the court assignment will be texted to the player and captain. Once lineups are turned in, substitutions can only be made for injury, illness, or personal emergency (if the match hasn't started yet). The lineup cannot be changed around when a substitute is needed, but a player that wasn't on the original card can be inserted into the lineup for the affected player. **If a captain needs to make a change to the lineup, they should contact the tournament desk, you cannot change a lineup in Match App once it's submitted.**

For every 5 minutes that pass after the match was scheduled to start (and your scorecard hasn't been turned in), your team will be docked one game on each court in the each match. If you haven't turned in a scorecard 15 minutes after your scheduled match time, your team will be defaulted.

Captains from EITHER team can report the score on the Match APP immediately after each individual match is finished; do not wait until the entire team match is complete to enter scores. If you see that a score was put in incorrectly, contact the tournament desk to edit.

BOTH team captains are to SIGN OFF on the scorecard as soon as all the scores have been entered.

7. **Defaults:** All teams are expected to play all scheduled matches. Any team forfeiting an entire team match will result in all matches of that team previously played or to be played to be declared null and void. If all teams in contention for the championship have already played the forfeiting team in good faith, the matches will stand as played.
 - If a team defaults an individual court, the other team will be notified and will have a chance to turn in a new scorecard.

8. The winner of each team match will be determined by games won.

The winner of each flight will be determined by the following, in this order:

 - 1) Total Team Games Won
 - 2) Head to Head Results (in a two way tie only)
 - 3) Most number of team matches won
 - 4) Individual team matches won
 - If the tournament is rained out, the winners *may* be decided by commonality, percentage of games won, or total games won, depending on "equal opportunity" and what the tournament committee decides.

9. **Rain:** Rain may adjust our schedule, so be prepared for your match times and formats to change and stay at the tournament site until the desk tells you it's ok to leave. The tournament staff may change the scoring format in case of rain delay and a conversion of scores may be necessary.

For weather delay updates and updated match/report times, captains will receive a text from the Match App AND the SCHEDULES in the Match App will have updated times on them.

10. Cell Phone use is not allowed on court during play.

11. **Medical Timeouts:** Medical conditions include but are not limited to an injury, illness, and heat-related conditions or cramping.
 - Medical timeouts consist of an evaluation time as determined by the referee plus a maximum of 3 minutes treatment time. 15 minutes is the maximum amount of time that can be taken for a medical timeout.
 - Players may request one or more suspensions of play for a toilet visit, and no coaching is allowed during the suspension of play for any type of medical or toilet timeout.