



## MISSISSIPPI

### High School Tennis Classic Rules

- 1. Players who were registered on the initial roster must register on Match App before playing in the Classic. Coaches should check their rosters to make sure all their players are registered.**
- 2. Scoring:** The scoring format is the best of 3 sets (a set to 6 w/ a regular tiebreak at 5 games all) with A match tiebreak (tiebreak to 10) played in lieu of a 3<sup>rd</sup> set using regular ad scoring.
- 3. Coaching:** The coach or captain of each team may “coach” the players, but only on changeovers. 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.
- 4. Check In:** *Captains are to pick up their captains packet at the location of your matches and give the players their gift for playing in the tournament.*  
Captains should submit the lineup on the Match App 30 minutes in advance. 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 in each match. If you haven’t turned in a scorecard 15 minutes after your scheduled match time, your team will be defaulted.
- 5. MATCH PROCEDURES:** Courts will be assigned on the Match app and the court assignment will be texted to the players and captains. The players have 5 minutes to report to their assigned courts and start their 5 minute warmup. The HOME team will pick up the balls at the tournament desk and the winning team will return the balls to the desk.  
As soon as the match is over the scores need to be entered either by the players or the captains into Match APP. This alerts the tournament desk the court is available for the next match to go on. When all the scores have been entered both captains should sign off on the scorecard.
  - **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 a team defaults an individual court, the other team will be notified and will have a chance to turn in a new scorecard.
- 6. The winner of each team match will be determined by games WON.**  
(i.e. If the Tigers won 6-3 on all 5 courts, they would win the match 30-15)  
**The winner of the 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)

- 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.
- There will only be flight winners and not an overall winner.

**7. 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.**

**8. Cell Phones** are not allowed on court during play.

**9. 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 bathroom visit, and no coaching is allowed during the suspension of play for any type of medical or bathroom timeout.

**10. Sportsmanship:**

After each match, we would like for the coaches to nominate a player from the opposing team that exhibited good sportsmanship on Match App.

At the end of the tournament the two players (one girl and one boy) who accumulated the most votes will be awarded the Sportsmanship Player of the tournament. Winners will be notified and posted on the MTA Facebook page. Their award will be mailed to them.

