



MISSISSIPPI

2026 Mississippi Jr Team Tennis Summer Championship Regulations

Team Captains/Coaches

Each USTA Junior Team Tennis Team shall have a Team Captain/Manager responsible for the team, its administrative affairs as well as the behavior of anyone associated with the team (see Spectator Policy below). Each Team Captain/Manager shall be compliant with the USTA Safe Play Policies and Procedures for USTA Junior Team Tennis and be greenlit through the NCSI background check process.

***A team deposit of \$150 will be required from each team before being placed on the schedule. This will be done on the Match Team Tennis app. The deposit will be held until the championship is over ensuring teams play all their scheduled matches.**

- **Teams that withdraw following the roster deadline [July 20, 2026] will not be reimbursed their individual entry fees until another team commits (and fully registers) to play in their place. If a team does not commit to play in their place, the individual entry fees will not be reimbursed. Teams that withdraw once the draw is posted [July 24, 2026] will forfeit their entry fee and their \$150 team deposit plus the processing fee. Teams must play the championship to completion. If a team does not play to completion the \$150 deposit will not be refunded. If a team leaves before the competition is completed and/or defaults an entire match, the team will be charged the \$150 team deposit plus processing fees. In addition, the tournament director and/or referee may file a grievance against the team.**

Player Participation More Than One Team:

Players may play on more than one team in the same local league in our state, as long as they are in different age divisions. For example, a player can play on a 14 and under team and an 18 and under team. That player can only play on one of those teams though if advancing to ANY championship. A player may play in the same age division in SEPARATE local leagues, but must choose only one team to play with at the state tournament.

More Than One Match: (State Only)

Players are not allowed to play more than once in a match.

Team Composition:

12U, 14U, and 18U teams must have at least 3 boys and 3 girls on the original roster to be eligible for advancement. Teams cannot sign up for State if they do not have at least 6 players on the original roster. IF teams have 6 players on the original roster but all of the players can't come to State, that team may THEN use the substitution rule, but must have 6 players committed to sign up for State.

10U teams no longer have to be composed of specific gender and must have a minimum of 4 players on the original roster to be eligible for advancement. Teams cannot sign up for State if they do not have at least 4 players on the original roster. IF teams have 4 players on the original roster but all of the players can't come to State, that team may THEN use the substitution rule, but teams must have 4 players committed to sign up for State.

Substitutions 12U, 14U, and 18U Age Divisions:

After local play is complete and you are advancing to state or the invitational;

Substitutes cannot exceed more than 50% of a team's original roster.

- In no event can more than 4 substitutes (2 boys & 2 girls) be added to a roster.

Examples of what teams can do:

- Teams with 1 boy and 1 girl are ineligible to participate since adding players exceeds 50% of the Original team.
- Teams with 2 boys and 2 girls can add only 2 boys and 2 girls to their team.
- Teams with 3 boys and 3 girls can add only 1 boy and 1 girl to their team.
- Teams with 4 boys and 4 girls (or more) cannot add any players.
- Teams with 3 players for one gender, and 1 player for the other, can add two players to the gender with 1 player.

Example of what teams cannot do:

- Teams with any variation 0 & 3 (boys or girls) can NOT add 3 players to the gender with 0 players, and 0 players to the gender with 3 players.

Substitutions 10U Age Division:

After local play is complete and you are advancing to state or the invitational, teams may add players using the following rules;

- Teams with 5 or more players cannot add a substitute.
- Teams with 4 players can add a maximum of ONE substitute player.
- Teams with TWO or THREE players are allowed to add a maximum of TWO substitute players.

ALL substitutes or players added have to have qualified by playing matches with their team in the local league, OR, be registered on a local team that came straight to state.

Substitutes cannot exceed 50% of a team's original roster.

- ✓ **All substitutions must be approved by the state coordinator.**

State Championship Match Format:

12U, 14U, and 18U - One girl and boys singles, one girl and boys doubles match. (No Mixed at State)

10U – 2 singles matches and one doubles matches. (Gender Neutral)

Coaching:

Coaching is allowed **ONLY** during the **90 second changeovers**. Coaching is allowed by one person during a match (whomever is designated the coach or captain for that match, although that may be a different person each match, it doesn't have to be the captain). Coaching is not allowed during the first changeover of the set. Coaching must take place from outside the fence.

Coaches are not allowed on the court. In no event is coaching allowed during a tiebreak. Coaching is not allowed on a toilet/change of attire break, medical timeout, or when a player leaves the court seeking the assistance of the official.

Eligibility for Progression:

In order to advance to the summer Mary Hatfield Invitational Championship in 2026, all players must be registered on a local team and had local play. Players who played in a local league are required to have played in 2 matches. One default may count as one match played.

To qualify for advancement directly to the state championship without local play, a team must be the only one registered in its division. Additionally, all players advancing to the championship must be registered on their local team by July 12, 2026.

JTT ADVANCED DIVISION ELIGIBILITY FOR PROGRESSION:

If a team that has declared that they want to play in the “Advanced” division, those teams may come straight to State but players MUST be registered on the local team they are playing with at the state championship.

ADVANCED vs INTERMEDIATE:

In the summer league teams are eligible to advance to State and the Invitational.

- **The World Tennis Number “WTN” at time of registration will be used to determine the divisions’ players are eligible to participate in during the Championship YEAR**

Age Division	Range	WTN Rating at the time of Registration Players with no confidence factor will be able to sign up for any division.
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

In 12U divisions, a player may play Green or Yellow based on PlayTracker regulations/allowances.

In 10U divisions, a player may play Green or Orange based on PlayTracker regulations/allowances.

Age Eligibility:

All JTT local seasons that will have teams advance to the summer championship will check players’ ages at the time of registration. **Players must remain age eligible through August 31.** (i.e. If Jim turns 13 on August 20, he will have to play 14 and under locally, EVEN if he is still 12 during the local league and the state championships).

Playing “UP” in Age Division:

10 and under players may “play up” in the 12U Intermediate Division, but NOT any division higher than that (12’s Advanced, 14’s, or 18’s) UNLESS they’ve reached “mission complete” status in the Youth Play Tracker system. Players age 11 and older may play up in ANY JTT age division that they choose.

Team Roster Makeup/ Out of Area Participation:

At least 50% of a local JTT roster must be made up of players that list their home address on their USTA membership as being from within that local league’s area. It is up to the captain of the team to check the roster and ensure that their team complies with the rule. As long as 50% of the team is from the local area, the other 50% may come from another area inside Mississippi or from another state.

Waiver Claims:

Members, players, spectators, and other participants in USTA tournaments, programs, and events acknowledge the associated risks, assume those risks voluntarily, and in consideration of their attendance at USTA tournaments, programs and events, agree to assume any loss or damage, and to waive any claim or demand on account of any injury to person or property arising out of or related to their attendance,

including, but not limited to, exposure to infectious syndromes or diseases, whether caused by negligence or other fault. By participating in or attending USTA tournaments, programs and events, members, players, spectators, and other participants assume all risks whether known or unknown. Furthermore, members, players, spectators, and other participants agree to release, indemnify and hold harmless the USTA, its affiliated Sectional Associations and Districts/Subdivisions, and the host facility (Released Parties) and the Released Parties' employees, contractors, representatives and agents with respect to any such injury or loss caused by negligence or other fault, to the fullest extent permitted by law.

OFFICIAL REGISTRATION SYSTEM:

The USTA's Digital Platform must be used for registering teams and players. A player's name must be listed on the team roster, as shown in the USTA's Digital Platform, prior to participation in any match. The State Association shall establish deadlines and procedures for registering players and teams in the USTA's Digital Platform.

OFFICIAL SCORE REPORTING AND STANDINGS SYSTEM:

The USTA's Digital Platform must be used for reporting scores and providing standings. Match App, or similar, may be used providing all results are also recorded in USTA's Digital Platform.

COMPETITION FORMAT:

The competition format may be round robin, partial round robin, or a combination of the two, at the discretion of the Championship Committee.

ROUND ROBIN:

If round robin competition is used, each team shall play every other team in its flight and the team with the highest number of total games shall be the champion in its flight. The use of flights requires a playoff to establish a champion.

PARTIAL ROUND ROBIN:

The Partial Round Robin Format may be used in scenarios when the number of teams does not work well with round robin.

- All teams shall be scheduled the same number of matches against randomly selected opponents.
- The 2 teams at the top of the standings at the end of the unflighted matches are the 2 teams to make a final.

FYI for State Tournament (Rules You Need to Know)

1. Scoring:

Local format and scoring will be determined by the local league coordinator.

*The scoring format for 12U, 14U, and 18U at the state tournament will be **the best of 3 sets** (a set to 4 w/ a 7 point set tiebreak at 4 games all) with a match tiebreak (tiebreak to 10) played in lieu of a 3rd set.

* The scoring format for 10U will be **the best of 2 short sets to 4** (a set to 4 with a tiebreaker at 4 games all). The set and match tiebreaker will be one more game played keeping the serving order.

2. Advancement:

The following table will determine how many teams from each local league will advance to the state tournament on **August 3-4 in JACKSON, MS.**

10's, 12's, and 14's table below

- 1-3 teams in a division (1 team advances)
- 4-6 teams in a division (2 teams advance)
- 7-9 teams in a division (3 teams advance)
- 10-12 teams in a division (4 teams advance)
- *There is always a possibility that wildcards will be invited in addition to the qualifying teams.*

18&Under Table

- 1-4 teams in a division (1 team advances)
- 5-8 teams in a division (2 teams advance)
- 9-12 teams in a division (3 teams advance)
- 13-16 teams in a division (4 teams advance)

3. Determination of Winners:

Winners at state AND in local play will be determined by the following:

- 1) The winner of the most games will be the winner of a match and a flight
- 2) If the total games won are tied, the following will be the tiebreak procedures.
 - a) If two teams are tied, head to head results will determine the winner.
 - b) If more than 2 teams are tied, the team with the most team matches won advances
 - b) The final tiebreaker will be the team with the most individual matches won, followed by the most amount of sets won.

4. BALLS USED/ COURT SIZE:

- The 10's **INTERMEDIATE** will play on a 60' court with an orange low-compression ball. 10 and under players must use a racquet that is 25" or less.
- The 10U **Advanced Level** will be played on a full size 78' court with a green dot ball.

The 12 and Under INTERMEDIATE Division

- The 12 and Under Intermediate Division will play with a **green-dot ball** on a full sized court.
- **12U advanced division** will play with a yellow ball on a full sized court.

Player Code of Conduct

1. The highest level of sportsmanship is expected from every player! An understanding of and a commitment to the points below are part of your responsibility as a player in a USTA tournament. Violators of this code or its spirit are subject to disciplinary action.
2. Once you have entered a USTA Mississippi Junior Team Tennis match, honor your commitment to play. Exceptions should only occur in cases of serious illness, injury or personal emergency.
3. From the beginning of the match, play must be continuous. Attempts to stall or extend rest periods for the purpose of recovering from a loss of physical conditions (such as cramps or shortness of breath) are illegal.
4. Intentional distractions that interfere with your opponent's concentration or efforts to play the ball are against the rules.
5. Spectators – including parents, friends and team captains/managers – are welcome to watch and enjoy matches. Their role, however, is clearly restricted to that of passive observer with no involvement of any kind during the match unless otherwise expressed.
6. Players are expected to put forth a full and honest effort regardless of the score or expected outcome.
7. Players are expected to maintain full control over their emotions and behavior throughout the match.

Individual Defaults

An individual default occurs when a player fails to appear on time or is defaulted by a tournament official for misconduct.

- Procedures in the event of a score default: When a team presents a scorecard reflecting a default, the opposing team will be notified and extended the opportunity of adjusting their line-up.

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.

- In case of retirement, for the purpose of determining standings, the non-retiring player/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/doubles team won every subsequent game. The winning team will get 6 games. The retired team would get the amount of games that they won.

Spectator Policy

The most important thing to remember is that you are here to observe! The match is between your player and the opponent.

- **The Tennis Court:** Parents, coaches and anyone associated with the player are NOT allowed on the tennis court at any time. Make sure your player has everything he/she needs before walking on the court. (Water, extra racquet, towel, snack)
- **Communication with your Player:** If your player speaks to you while on court, do not respond. Coaching of any kind is not allowed during play. Coaching is considered to be communication, advice, or instruction of any kind, audible or visible, to a player. Coaching is not allowed on a toilet/change of attire break, medical timeout, bleeding timeout, when players remain on court for a short stoppage of play such as during light rain or repair of the net or net strap, when a player leaves the court seeking the assistance of the official, or when equipment or clothing is being adjusted. Statements such as, "Move your feet" or "Hit to the backhand" are considered coaching; so are hand signals!
- **Line calls:** Spectators never make calls. A player shall not enlist the aid of a spectator in making a call.
- **Scoring:** Spectators may not volunteer advice on scoring. If there is a dispute between the players regarding the correct score, the players must settle the dispute themselves or with the assistance of a certified official.
- **Cheering:** Excessive cheering or clapping is not permitted. Do not clap after an opponent's error such as a double fault or easy miss. No cheering is allowed other than polite clapping after a good point.
- **Attitude:** No abusive behavior towards player, Tournament Director, Staff or Official in language or body language will be tolerated. Poor behavior by the parents will result in the player being penalized.
- **Standards of Conduct:** All players and parents should conduct themselves in a sportsmanlike manner both on and off the court. Players, persons who appear to be associated with a player (parents, coaches) are under a duty to encourage and maintain high standards of proper conduct, fair play and good sportsmanship. They are under obligation to avoid acts which may be considered detrimental to the game of tennis. Any spectator behavior deemed unacceptable towards a player, other spectator or staff member shall be cause for immediate removal from the playing area or the entire premises. If said behavior is directed towards a player, either before, during or after a tournament, it shall result in an automatic and immediate suspension of that spectator's right to attend USTA Mississippi Junior Team Tennis events, for a period of time to be determined by the USTA Mississippi Junior Team Tennis Grievance Committee.

Summer JTT Championship August 1-2, 2026, Jackson/Ridgeland/Madison area.

Tournament Website [HERE](#)

This site houses accommodations information, lodging form for out of town participants, master schedule, Match App link, sportsmanship nominees, captains meeting link, and the results of the tournament.

