

USTA MISSISSIPPI

2025 JUNIOR TEAM TENNIS STATE CHAMPIONSHIPS CAPTAINS RULES & RESPONSIBILITIES

1. **Player Eligibility:** Each player participating must have played on a local team and is advancing with the team he/she played on. If only one team is registered in a division and did not have local play, those teams may advance to the Spring State Championship. **However, those teams MUST be registered for their local leagues and all players registered for the local team by April 7.**
2. **Substitutions:** Teams may add two players to their state championship roster, **IF** those players were registered and played on another local spring team. *(Teams DO NOT have to drop below the minimum amount of players required in order to add players to their State roster, they may add regardless, but must be approved by the State Coordinator.*

Captains must contact the tournament director BEFORE the tournament if they need to use a substitute player from another team to get it approved.

3. **Scoring:** Scoring format for 12U, 14U, 18U age divisions will be best out of 3 sets. A set will be played to 6, with a set tiebreak at 5 games all (regular tiebreak to 7, win by 2) A match tiebreak to 10 (win by 2) will be played in place of a third set. Scoring will be regular scoring (ad scoring).

10Us will play the best of 3 short sets to 4 with a one game tiebreaker for the set tiebreaker, keeping the serving order. If a match tiebreaker is needed, it will be one more game and staying in the serving order.

4. **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.
5. **Match Check In:** Captains should submit the lineup on the Match App 30 minutes before the scheduled match time but only when all players are at the facility and ready to play. 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.
6. **If a captain needs to make a change to the lineup, they should contact the tournament desk. Changes cannot be made to a lineup in Match App once it's submitted and approved by the tournament director.**
7. 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.

8. Captains from both teams should report the scores on Match App immediately after each individual match is finished, do not wait until the entire match is finished to enter scores. This notifies the site director the courts are available to play. If a score is entered incorrectly, contact the tournament desk.
9. **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.
10. **The winner of each team match will be determined by games won** (i.e. If the Tigers won 4-2, 4-3 on all 5 courts, they would win the match 40-25)

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

- 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.
 - c) The final tiebreaker will be the team with the most individual matches won, followed by the Most amount of sets won.
11. **Rain:** Rain may adjust our schedule, so be prepared for your match times and formats to change and stay at the tournament site until you receive a message on the app that it is ok to leave.

The tournament staff may change the scoring format in case of rain delay and a conversion of scores may be necessary.

Captains will receive a text if there are any weather delays and match updates which will be in Match App.

12. Cell Phone use is not allowed on court during play.
13. **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.
14. **Paly Format:**

10U, 12UY, 14U, 18U –Each team will play a round robin of 4 games each. At the end of the round robin the winner and runner up will be given their awards.

12UG – Each team will play a round robin of 5 matches each. At the end of the round robin the winner and runner up will be given their awards.