

Interruptions, etc.

Ball On Court

Safety is extremely important. Any player on the court can stop play if a ball comes from a neighboring court and is a visual distraction or a hazard for an injury. Players on the neighboring court who hit the ball should not immediately call “ball on”, especially if it interrupts the point in play (i.e. the ball rolls to the back of the court). When the affected court stops the point due to a ball on court, play a let.

Self-Calls

Double bounce, tipped ball, crossing over the net plane to make contact, touching the net with racquet or body are self-calls by the player only. Do not stop play unless the player makes a self-call even if you disagree.

Hindrance

Player must stop a point immediately if truly “hindered” in making a shot. A player may not hit the ball and then call a hindrance. Loud noises that affect the outcome of a point may be a hindrance, such as shouting right before the other team is about to make contact. Only an official can rule if grunting while hitting is a hindrance.

Partner Warning

You have the right to warn your partner to get out of the way as soon as the ball leaves your racquet and the ball is still on your side of the court. It cannot be disruptive to your opponent’s play on the ball.

Foot Fault

Foot faults must be obvious and at least one warning must be given. Foot fault penalties may only be called when a USTA referee is present, such as at Sectionals.

Serve Let Calls

If a serve is a let, any of the players on the court may call it and redo the serve.

Friend At Court

Sportsmanship Policy

Sportsmanship is the foundation of tennis. It is essential to tennis as a welcoming, open, and inclusive sport. Sports integrity follows a boundless set of core values and attributes that enrich the lives of all who participate. These attributes include, but are not limited to:

- Understanding and following the rules
- Being fair
- Acting with character
- Respecting others
- Winning with humility and losing with grace
- Maintaining composure
- Being accountable for one’s own actions
- Giving others the benefit of the doubt

Tennis is more fun when players are good sports, and when persons associated with the players and the sport reinforce the ideals of good sport conduct. It entices people to stay involved with the sport their entire lives.

Being a good sport is its own reward —both on and off the tennis court. Sportsmanship builds trust, generates mutual respect, and promotes friendship among all people. As we grow and develop the game, we do so with the highest commitment to sports integrity.

Court Monitors

Court monitor(s) may be called in to assist with the management of a match by any player and at any time. It can be requested if there is tension between players or in anticipation of potential problems. They should be positioned at each net post and each one is responsible for the court divided in half lengthwise. The players are still responsible for their own calls, but they may ask the court monitor on the near side (where the ball lands) for a ruling.

The court monitor from the opposite side will not have the best perspective on seeing the ball. They should not make calls across lines. The court monitor can overrule clear mistakes only when asked. Decisions of the court monitors are final.

Monitors are to remain impartial and not have conversations during the match or at changeovers. If no one is available, a match with conflict may wait for someone to assist or reschedule as a last resort.

Junior Team Tennis Rules & Etiquette

What to do
when you don’t know
what to do.



SOUTHERN CALIFORNIA

Contact Us:

personnel@scta.usta.com

Find tournaments:

USTASOCAL.COM/JUNIOR

Calls On Court

Calling Out Balls

A ball that cannot be seen clearly landing with space outside the line is called in. Players who are looking down the line instead of across the lines should make the call for best visibility. Opponents should always get the benefit of the doubt if players are unsure.

Partners Disagree

If the partners of a team disagree on a call, the point is awarded to the opposing team. Do not replay the point. If partners disagree about a first serve.

Lost Track Of Score

Try to reconstruct points played in the game and use that as your starting score. If you can't agree on points, go back to the last score everyone agrees on, even if it means starting the game over. Make sure to stop the serve immediately if a disputed score is called out and play a let once the score is resolved.

Missed Change Of Ends

If the teams realize that a change of ends has not been completed, correct ends and continue play at the same score. The service rotation continues as started.

Wrong Receivers

If players have received on the wrong half of the court (deuce/ad side), complete the game as started. Switch back to the correct positions on the next game.

Wrong Servers

If a player serves out of order, switch to the correct server and play from the current score. Points played stand. If the game is completed, it counts and the order of service remains as altered for the remainder of the set.

Friend At Court

Friend at Court, The Handbook of Rules and Regulations for US Tennis, was written to help conduct tennis matches under the fairest possible conditions. Please refer to the latest edition of Friend at Court. Scan the QR code to view the 2023 Friend At Court handbook.



Start & Stop

Warm Up

Players should try to hit shots directly to their opponents cooperatively to ensure a good warm up.

Ball Transfer

Return the balls gently to the serving team or by leaving them in a convenient location on the court at a changeover. Do not practice hard returns on out serves during the match. If a delay in service is the fault of the receiving team (i.e. returned out serve), the server is entitled to two serves. If it is caused by the serve (i.e. out serve rolled into playing area of the receiving team), the server continues with a 2nd serve.

Starting A New Set

Switch ends if the game total is odd, stay if even. If a set tiebreak was played, switch ends from where you finished. The team that received serve on the first point of the tiebreak will serve the first game of the new set or match tiebreak. Teams may change serving order between new sets.

Changeover Breaks

Changeovers during a set are 90 seconds. After a set finishes, players may take a 2 minute break. Play must be continuous after the first game of any set or during a tiebreaker (i.e. no sitting during the changeover, but drinking water or towel off quickly is fine).

Bathroom Breaks

Try to time bathroom breaks during a changeover or at the end of a set. Bathroom breaks may be taken as needed.

Water Refill

Water bottles must be refilled during the changeover, not during a game or during a tiebreak currently in play.

Medical Timeout

3 minute medical timeout per treatable condition (injury, illness, or heat related condition). One during warm up and one during match. Maximum time allowed where blood is present is 15 minutes for evaluation and treatment. All visible bleeding must be completely stopped. An eligible player may be substituted in the lineup if the MTO takes place during warm up and the player cannot continue. Be reasonable on time, especially when restrooms are needed and not located near-by, or if supplies are needed to treat a condition.

General Match Rules

Coaching

Coaching is allowed on changeovers from one dedicated Safeplay approved coach. But assisting players who are struggling with scoring and rules is encouraged in the spirit of learning the game and creating a sportsmanlike match environment.

Format

Scoring will vary upon division and age as determined by the Area League Coordinators. The general standard is for 10U to play pro sets to 6 while 12U and above play pro sets to 8 with no ad scoring.

Spectators

Captains and players may be held responsible for the behavior of their spectators.

Spectators may not:

- Talk to or distract players on the court Coach, either verbally or visually
- Comment or make signals on line calls Sit on the court
- Get involved with any disputes
- A captain may clarify a rule only if asked by a player. Spectators may not sit on the court. Pets should not be on the court during a league match even if the facility allows.

Equipment & Electronics

Cell phones and smart watches must be placed in airplane mode or turned off during a match. It is assumed that if you are checking your phone during your match, you are receiving coaching.

Recording

Taking photos or filming during league play must have permission from all players on the court.

Scorekeeping

Score should be called out after each point of play by the server or serving team. If your courts have score tenders, change them consistently either at change of ends or after each game.