



## Cobb League Rules & Procedures

### 1. TEAMS/ PLAYING TWICE

Teams should have at least 6 players registered in TennisLink by the team registration deadline.

Two players may play two positions per match (referred to as "playing twice"). Players should play in a singles position and a doubles position when playing twice. **The same players may not play twice in more than two matches per season.**

### 2. FORMAT/ORDER OF PLAY

#1 singles, #2 singles, #1 doubles, and #2 doubles. The season shall be a round robin or double round robin with each team playing every other team in its division. When players are playing twice, the order of play should be adjusted, in advance of match day, so that the affected positions are played first and last, whenever possible.

### 3. SETTING UP A MATCH

As a courtesy, home Team Captains should contact visiting Team Captains at least 4 days prior to dual meet in order to discuss directions, order of play, etc. The home Team Captain should inform the visiting Team Captain of the type of court surface that will be used for the matches and number of courts available. Everyone is encouraged to work out any time or line-up conflicts that may arise during the season.

Teams are expected to play on the scheduled match days as "Team" tennis, but with the agreement of both captains, scheduled matches can always be played earlier than the scheduled date. However, if a match is scheduled to be played earlier, the Overall Coordinator must be notified. **You may only ask the opposing Team Captain once to play early. If their answer is no, the match must be played on the default day.**

Playing matches early should be the exception and not the rule. Matches may not be scheduled to play after the TennisLink scheduled date and time – NO EXCEPTIONS! If a captain is not available for a particular match or cannot stay for the duration of a match, a designated replacement, who has been informed of the rules and regulations, must be named. Replacements must have rules on hand. Extra

copies are available on the USTA Atlanta website. If line-ups cannot be agreed upon, teams must play the positions in order as described in Rule #2.

#### **4. SCHEDULE CONFLICTS**

In the event of a scheduling conflict during the overlap with another league, the options are as follows:

1. The visiting team has the option of offering courts at their facility.
2. The match may be played earlier in the week.
3. If no time can be agreed upon, the match must be played on the home team's courts on the first available court at the completion of the other leagues' matches.

DEFAULT INFO: IF YOU HAVE TO PLAY A MATCH AFTER THE COMPLETION OF ANOTHER LEAGUE MATCH, THE DEFAULT RULE ONLY APPLIES 15 MINUTES AFTER THE COURT BECOMES AVAILABLE, NOT NECESSARILY FROM THE MATCH START TIME. WE URGE EVERYONE TO BE FLEXIBLE. IF CONFLICTS CANNOT BE WORKED OUT ACCORDING TO THE ABOVE RECOMMENDATIONS, CALL YOUR OVERALL COORDINATOR.

#### **5. TEAM LINE-UPS**

Team Captains must exchange scorecards with complete line-ups simultaneously prior to starting play (See Rule 19). Once the scorecards have been exchanged, changes to the lineups cannot be made except as follows: (1) if a player becomes ill or injured before his/her individual match is played, another player may be substituted; (2) if a player does not arrive in time to play their individual match, another player may be substituted; or (3) the match is postponed due to inclement weather (see Rule 36). Players removed from the lineup due to (1) or (2) above cannot be reinserted in the match. A substitution is defined as a player not scheduled in the lineup or a player in the lineup that is eligible to play two positions (See Rule 6 regarding playing twice).

#### **6. REGULAR SEASON SCORING**

**10U-** 2 out of 3 sets; the first to win four games wins a set. If one player wins the first two sets, he or she wins the match. If the players split the first two sets, the third set is a 7 point tiebreak (first to 7 and do not have to win by 2).

**12U and 14U-** 2 out of 3 sets; each set is to 4 games. Set tiebreakers (first to 7, win by 2) to be played at 3-3. If the players split the first two sets, the third set is a match tiebreak (first to 10, win by 2).

**18U-** 2 out of 3 full sets with the 3rd set being a match tiebreaker (first team to score 10 points by a 2 point margin.).

#### **7. AD AND NO AD SCORING**

*AD (REGULAR) SCORING TO BE USED BY 12U, 14U, and 18U AGE GROUPS*

If a player wins the first point, the score is called 15 for that player; on winning the second point, the

score is called 30 for that player; on winning the third point, the score is called 40 for that player, and the fourth point won by a player is scored game for that player except as below:

If both players have won three points, the score is called deuce; and the next point won by a player is called advantage for that player. If the same player wins the next point, he wins the game; if the other player wins the next point the score is again called deuce; and so on, until a player wins the two points immediately following the score at deuce, when the game is scored for that player.

*NO-AD SCORING TO BE USED BY 10 & UNDER AGE GROUP ONLY \**  
*(\*and to be used by **all** age groups at Playoffs and City Finals)*

The first team or player to win 4 points wins the game. If the score reaches 3 POINTS ALL, the 7th (or next) point becomes the GAME POINT. In singles, the receiver may choose to receive either in the ad or deuce court\*. In doubles the receiving team may choose to receive in either the ad or deuce court.\* In mixed doubles, the boy must receive serve from the boy and the girl must receive serve from the girl.\* In calling the score of a no-ad game, players may either use 1, 2, 3, and game or 15, 30, 40 and game. They may call a score of 3-all deuce. \*Both players on the receiving team must remain on the same receiving side they played during the match.

## **8. SCORECARDS**

Prior to the match, print the scorecard from TennisLink to exchange the lineup before matches begin. Captains should keep possession of their scorecard during the match. After the match, compare cards with the other team captain. Both captains should record names of players from both teams and all scores and sign both scorecards. A captain's signature on a scorecard represents the captain's agreement that the information contained therein is true and accurate. The total number of games won will be counted for both teams. Scores must be entered within 24 hours of the conclusion of the match by the team that wins the dual match. Scores must be confirmed within 5 days of the match by the team that does not win the dual match. If scores are not entered within 24 hours by the winning team then either team may enter the scores. If scores are not entered within 48 hours, match may be posted as a double default. Captains shall keep their scorecards in their possession for the duration of the match, and then retain copies of completed scorecards for the entire JTT season.

## **9. TIE-BREAK**

In 12U, if a set reaches 3-3, players must play a set tie-break. The order of serving continues in the same rotation. The first team to reach 7 points wins the set, provided there is a margin of two points over the opponent(s). If necessary, the tiebreak game shall continue until this margin is achieved.

In doubles, the first server shall serve one point from the right (deuce) side. The second server shall serve two points, starting from the left (ad) side and ending on the right side. The third server shall serve two points, starting on the left and ending on the right side. The fourth server shall serve one point from the left side and then players change ends of the courts. The fourth server shall then serve one point from the right side. Play continues in such a manner until one team wins at least seven points with a two point margin. Teams change ends of the court every six (6) points.

In singles, the first server shall serve one point from the right side. The second server shall serve two points, starting on the left side and ending on the right side. The players continue to alternate serving

two points each, until one wins a minimum of seven points with a two point margin. Players change ends of the court every six (6) points.

## **10. USTA RULES GOVERN PLAY**

"The Code", as a handbook of ethics and fair play, should be understood and followed by every Captain and Player. "The Code" should be available for consultation along with league rules at all dual meets. The code can be found at [https://s3.amazonaws.com/ustaassets/assets/1/15/2017fac\\_final-links.pdf](https://s3.amazonaws.com/ustaassets/assets/1/15/2017fac_final-links.pdf).

## **11. MATCH TIMES - DEFAULTS**

Matches are played Saturdays at 1:00 PM.

The 15-minute default rule is in effect for all scheduled matches.

*Match Time Default Time*

1<sup>st</sup> time slot 1:00pm 1:15pm

2<sup>nd</sup> time slot 2:00pm 2:15pm

Please be as lenient as possible, within reason, about defaults. DEFAULTS MAY ONLY BE CALLED IF A COURT IS AVAILABLE AND READY FOR PLAY.

## **12. BALLS**

The HOME TEAM will provide the balls for the match.

**14U and 18U – YELLOW BALL-** There should be 3 yellow balls per court and home team keeps the balls at the conclusion of the match.

**12U -GREEN DOT BALL-** There should be 3 green dot balls per court and home team keeps the balls at the conclusion of the match. These are low compression balls and may be REUSED for multiple matches. We understand there are several manufacturers that sell the green dot ball.

**10U -ORANGE BALL-** There should be 3 orange balls per court, and home team keeps the balls at the conclusion of the match. These are low compression balls and may be REUSED for multiple matches.

## **13. WARM-UP**

Warm up is limited to 10 minutes including practice serves.

## **14. COACHING**

Coaching during a match is illegal! Captains, teammates, spectators, or coaches may not volunteer advice on line calls or scoring. Excessive cheering or clapping is not permitted. It is the responsibility of both Team Captains to work together as a team to control the spectators' conduct during match play.

## 15. SPECTATOR RULES AND GUIDELINES

One of the goals of USTA Junior Team Tennis is to allow the players to experience what it means to be part of a team, where every point won counts toward the total team effort. Support for every player on the court is essential for good teamwork. Team captains will be responsible for advising their players and spectators of the following guidelines for proper behavior during a match.

Clapping for good shots will be allowed provided spectators clap for both teams' good shots. Appropriate cheering will be allowed. Cheering can get out of control, often intimidating children on the court. Cheering can also disrupt other matches in progress. Cheering can also cause conflict between opposing teams.

If there is excessive abuse of the rules no clapping or cheering will be permitted for the remainder of the event.

Examples:

1. Player hits a double fault - no clapping or cheering
2. Player hits a ball 2 feet out on a deuce point - no clapping or cheering
3. Player whiffs a serve - no clapping or cheering
4. Player hits an overhead for a winner - clapping by both teams
5. Players have a long rally - clapping by both teams
6. One match has finished play while other matches in progress – clapping, if not interfering
7. Player hits ball into the net – no clapping or cheering

Spectators should use common sense. Think how your child would feel in a situation before subjecting another child to unfairness. Remember, these teams are all champions already. Even though the score may not reflect it, every child is a winner. Let them play the matches on the courts. Let's all help the players have a wonderful experience so they continue to play tennis in the future.

## 16. SPORTSMANSHIP

All players and parents should conduct themselves in a sportsmanlike manner both on and off the court. Please see USTA Atlanta Junior Team Tennis Parent Code of Conduct - <http://assets.usta.com/assets/534/15/Consent-Waiver-Parent%20Conduct.pdf>. Any complaints with regard to inappropriate behavior at a match should be filed by the captain. A formal Grievance form can be found at [ustaatlanta.com](http://ustaatlanta.com)>Juniors>Captain's Corner>Grievance Form and emailed to the USTA Atlanta Director of Junior Leagues ([amanda@ustaatlanta.com](mailto:amanda@ustaatlanta.com)) within five (5) days of the incident. Both team captains involved will be contacted upon receipt of the form, and letter will be submitted to the local grievance committee. The incident will be reviewed and will result in formal action taken by the Grievance Committee. Repeated grievances filed against a specific team, captain or player may result in suspension from the league.

## 17. HOME COURTS

If for any unforeseen circumstance, including frozen clay courts during the winter season, the home team is unable to provide its home courts for any scheduled dual meet during the regular season, the visiting team may provide its home courts. The host team is considered the home team. If the visiting

team does not elect to provide its home courts, the responsibility reverts to the home team which must provide courts within the approved league area at the scheduled time.

## **18. ALCOHOLIC BEVERAGES**

Alcoholic beverages are not to be consumed at a junior match.

## **19. REFRESHMENTS**

The home team is responsible for furnishing water. It is optional for the home team to furnish additional refreshments. Please do not expect refreshments at away matches.

## **20. PENALTIES, FORFEITURES & DEFAULTS**

A. In all dual meets in which an ineligible player participates, the team will be penalized by forfeiting the points earned by an ineligible player. The opposing player will be awarded the win.

B. Penalties and violations in those situations where no penalty is provided by the general rules: THE RESPECTIVE GRIEVANCE COMMITTEE SHALL HAVE THE AUTHORITY AND DISCRETION TO IMPOSE APPROPRIATE PENALTIES.

C. Teams are encouraged to work together to avoid position defaults for a dual match. If a team defaults an entire match during the season, it may have all matches to date nullified and may be treated as a bye for the remainder of the season. A team that forfeits an entire match or a team that has excessive defaults (an average of more than one default per match) may be withdrawn from the current season and suspended the following season.

D. If a team withdraws after schedules have been completed a grievance will automatically be filed with the grievance committee and may be suspended the following season.

E. Players not registered online before playing a match are subject to the default of all points earned for that individual match.

## **21. INCLEMENT WEATHER/ RAIN-OUT RULES**

### **A. RAIN**

In the event of rain during a match, completed individual matches will stand as played. Incomplete matches must be resumed by the same players at the exact game and point as they stood when play was halted. Lineups for matches not started (including any position previously to be defaulted) may be changed provided it does not conflict with the eligible player rules. Forfeits stand if the rain begins after the scheduled time of the forfeited match. Matches must be completed in accordance with the Rain-Out Rules. Teams must wait at least 30 minutes before calling the match. If, at the end of 30 minutes, the courts are still not playable, the match is officially null and void. Captains may mutually decide to continue waiting; however, the rainout rules are officially in effect and defaults will not be called on matches started after the 30 minute waiting period has ended.

In the event a Saturday match is cancelled due to rain, teams have 14 days to make up the regularly scheduled match. If no day can be agreed upon, the match must be played on the 15th day. The 15th day is the 2nd Sunday at 5:00pm. If it rains on the 15th day, the match must be made up the next day there is no rain.

In the event that the last regular season match or playoff match is cancelled due to rain, teams have until the Wednesday following the regularly scheduled match. If it rains on this day, the match must be made up the next day there is no rain.

In the event of a weekday evening makeup match, the default time is 6:00 PM.

## **B. TEMPERATURE**

Teams are not obligated to play a match when the temperature is BELOW 32 degrees or ABOVE 95 degrees based on [www.weather.com](http://www.weather.com). If teams decide to play at that time, it must be the decision of both captains. Use Rain-Out Rules to reschedule the match. There are no provisions for extreme wind. Wind chill may not be a factor in rescheduling a match. Captains cannot agree to reschedule if the temperature is at or above 32 degrees. Once the match has begun, it cannot be called because of extreme cold. If any player decides that he or she cannot continue, the match will be retired.

## **22. PLAYOFFS**

Playoffs are held at the end of each season with the top teams competing against each other. The top teams will be based on most games won. The number of teams that go to the playoffs will depend on the number of divisions in that level. All playoff rounds are single elimination.

A. Levels with one division will not participate in playoffs/City Finals.

B. Divisions of two will take the first and second place teams to one round of playoffs followed by City Finals.

C. Divisions of three will take all first and the top second place team with the highest winning percentage for one round of playoffs followed by City Finals.

Playoffs and finals matches will take place at the higher seeded team's home courts.