



JUNIOR HIGH TENNIS RULES - Section 34

Updated April 2018

34.1 GENERAL INFORMATION

- The CAA shall adopt the current edition of the USTA Rules Book. **These rules shall govern unless noted below.**
- Any discrepancies will be ruled upon by the by the Sport Commissioner.

34.2 COACHING

- CAA Head Coaches must be certified to coach.

34.3 THE GAME/MATCH

- A GAME equals 4 points (NO-AD scoring).
- Match Scoring: A Match equals one set.
- Rights and Duties of Participants: The participants are responsible for officiating their own match.

34.4 REGULAR SEASON MATCH FORMAT

- The match shall consist of singles (boys and girls) and doubles (boys, girls)
- A written singles and doubles line-up must be exchanged prior to the start of the match.
 - No changes shall be made after the line-ups have been exchanged and the 1st ball has been played, including warm-ups.
 - If a player is injured or becomes ill during his/her singles match and is unable to compete in doubles, a substitution may be made using a player who is not scheduled to play in another doubles match.
- Players must play singles in order of ability.
- Doubles teams must play in order of ability as a team. The strongest doubles teams must play at the #1 position.
- The home coach is responsible for submitting the match scores to Tennis Director.
- Coaching may ONLY occur on the 90 second change over and between sets as per the USTA Rules of Tennis.
- The CAA will use **NO-AD** and **Pro-Set** scoring for all JH MATCHES.
 - **NO - AD Scoring (4 points wins the game)**
 - The no-ad scoring is rather simple. Basically, the first player to earn **four points** wins the game.
 - Part of the traditional point scoring of '0', '15', '30', and '40' is maintained. Some tennis players prefer to use an alternative method of scoring...the '0', '1', '2', '3' point scoring system.
 - In **no-ad scoring**, a competitor only has to win the game by one point.
 - ❖ Therefore, when the score is 40-40 (Deuce) in traditional scoring or 3-3 in alternative scoring, **the next point wins the game.**
 - Prior to playing for this point and ultimately closing out the game, the receiving player or the receiving team in doubles chooses to receive serve in the right service court (deuce court) or the left service court (advantage court).
 - 7 points is the maximum points played in a game
 - The receiver or the receiving doubles team decides which service court (right or left) to receive serve when 6 points have been played and the game is tied
 - The 7th point served in mixed-doubles is served from the server to the receiver of the same gender.
 - **Pro-Set**
 - A PRO-SET is one in which the winner is required to win 8 games by a margin of two games.
 - A JH Match shall consist of ONE PRO-SET.
 - **7 Point Tie-Breaker**
 - Used to complete a set tied at 8 all in a PRO-SET.
 - The first player to win 7 points and be ahead by 2 points wins the tie-breaker and the set.
- Host school may modify the above rules in an effort to promote a positive experience for all student-athletes competing in a regular season match.
- **CAA HOSTED INVITATIONALS.**
 - The CAA may host in-season Invitational Events.
 - Tournament Fee is \$5.00 per player,
 - Any player that cancels after 5pm on Thursday prior to the event or does not attend, the school will be charged a \$25 NO SHOW FEE per player.
 - No Awards will be given.
 - Match time and length will be determined based on the number of entries.
 - Singles and doubles will be played.
 - Players should be expected to play at least 2 matches at these events.
 - The main purpose of these events is to provide players a chance to play other schools while also allowing coaches and League Staff to evaluate players in preparation for State Tournament seeding.

34.4 POST-SEASON INFORMATION

34.4.1 TOURNAMENT DESCRIPTION

- The CAA will host a Tennis State Championship at the end of the season.
- The CAA will collect all entry fees and pay for all costs to run the state tournament.
- All eligible tennis players from participating member schools will be allowed to participate.
 - Players can only play in 2 draws (singles, doubles or mixed-doubles).
- Due to multiple matches (singles and doubles and the uncertainty regarding length of matches) the League cannot guarantee a substantial break between matches. However, the league will do its best to provide a suitable rest period along with insuring the player will always have the opportunity to play his/her next required match.
- Tardiness. The State Tournament Director has the authority to default a player/doubles team for tardiness.
- NO SUBSTITUTIONS. Once the CAA State Tournament brackets have been released (Thursday prior to the State Tournament) no players can be added and/or replaced.

34.4.2 FEE

- State Entry fee is \$10.00 per player.

34.4.3 AWARDS

- The CAA will only award individual and doubles awards only.
- No Team Awards will be given.
- Awards will be given to the top individual(s) in his/her respective draw(s).

34.4.4 SEEDING

- CAA will “seed” the players based on match results submitted to the League Office in regard to establishing the Championship brackets.

34.4.5 MATCH LENGTH AND SCORING

- Matches will consist of **ONE PRO-SET** using NO-AD scoring.
 - A PRO-SET is one in which the winner is required to win 8 games by a margin of two games.
 - A 7-Point Tiebreaker will be used to complete a set tied at 8 all in a PRO-SET.
- **CHAMPIONSHIP MATCHES** will consist of a **BEST-OF-3 Set**, using Pro-Set and NO-AD Scoring.
 - If players/teams are tied at 1 set apiece, the 3rd set will be determined using the **7-point tie-breaker**.

34.4.6 OFFICIATING

- CAA will have an official(s) to oversee play and resolve disputes.
- Players are expected to make their own line calls.
- An official can be requested at any time if there is a score dispute, conduct issue or if a player is stalling

34.4.7 CONTINUOUS PLAY

- *Warm-up Time*
 - There will a 7-Minute warm-up period. 5 minutes allotted for each of area of the game. 2 minutes allotted for serves.
- *In-Match Play*
 - As a principle, play should be continuous from the time the match starts (when the 1st service of the match is put in play) until the match finishes at the conclusion of the last point.
 - Between points, a maximum of twenty (20) seconds is allowed.
 - During the changeover, a maximum of ninety (90) seconds is allowed.
 - However, after the first (1st) game of each set and during a tie-break game, play shall be continuous, and players shall change ends WITHOUT rest.

34.4.7 COACHING

- Coaches may speak to his/her player during stoppage of play. However, coaching must take place during the time span discussed above in “In-Match Play” and they must leave the court area for the play to resume.
- Parents are NOT allowed to coach their student-athlete. Failure to comply, could result in removal from the court area.

34.4.8 SPORTSMANSHIP/CONDUCT

- Per CAA By-Law 4.8.5, Players, coaches, spectators and all school personnel are expected to maintain high standards of sportsmanship and behavior at all CAA events.
- The sequence of penalties for misconduct (either during a match or after) shall be: *1st Offense* – Point; *2nd Offense* – Game; *3rd Offense* – Default
- Penalty points are to be awarded at the start of the next game. If match is in a tie-break, point will be awarded before the next point.



TENNIS GUIDELINES/INFORMATION

SERVING

- The Play is started with the serve which is made by tossing the ball into the air and hitting it with the racquet before it touches the ground.
- The serve for the 1st point of the game always begins to the right of the center mark and is made to the opponent's right service court. The same individual continues serving until the game is completed.
- The server has two (2) attempts to put the ball into play.
- The serve is a fault if the server:
 - Does not take the proper position before serving.
 - Commits a foot fault. (Foot touches the baseline any time prior to hitting the ball).
 - Fails to hit the ball into the proper service court.
 - Misses the ball in attempting to strike it. However, the server may toss and catch the ball without penalty.
- If any of these occurs on the 1st serve, it is a fault.
- If any of these occurs on both serves, it is a double fault, and the point is lost (given to opponent).
- The ball must clear the net and land in the proper service court before being hit by the receiver. However, after the service, the ball may be hit before it bounces. A ball touching the line is considered IN (good).
- **LET**
 - A **Let** is a ball which strikes the net, strap or hand, but lands in the proper court on the serve.
 - A **Let** occurs if a serve is delivered before the receiver is ready. If however, the receiver attempts to return the serve, he/she is considered to be ready.
 - When a let occurs on a serve, only that serve is repeated.

CHANGING SIDES

- The players change sides of the court at the end of the 1st, 3rd and every subsequent alternate game of the set, and at the end of each set, the total number of games in such a set is even, in which case the change is not made until the end of the 1st game of the next set.
- The order of serves does not change between subsequent sets.
- During the tie-break sides are changed at the total of 6 points between the 2 players. Players change every six points.

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 - When a **Let** occurs on a serve, only that serve is repeated.
- A **Let** is called when a player is unable to play a shot due to circumstances beyond his/her control, such as interference by a ball or player from another court.
- The ball is in play if it hits the net during the subsequent play **after** the serve.

DOUBLES

• **SERVING VARIATION**

- The order of serving is decided at the beginning of each set. The pair serving first decides who is to serve in the 1st game, and the other partner will serve in the 3rd game. The opponents also decide who is to serve first in the 2nd game, and the other partners will serve in the 4th game.
- The server's partner may stand anywhere during service.
- If a player serves out of turn, the proper server must serve as soon as the mistake is discovered. All points earned are counted. If a completed game is played with the wrong server, the order of service remains as altered.

• **RECEIVING**

- The order of receiving is decided at the beginning of each set. The pair receiving the 1st game decides who will receive first, and the other player will continue to receive first in all odd-numbered games of the set. The opponents will also decide who will receive 1st in the second game, and that player will receive the first service in all even-numbered games of the set.
- If a player receives out of turn, he/she remains in that position until the game in which it is discovered is completed. The partners then resume their original positions.

• **CHANGING SIDES**

- The opposing pairs change sides of the court at the end of the 1st, 3rd and every subsequent alternate number of game of each set, and at the end of every set, unless the total number of games in such a set is even, in which case the change is not made until the end of the 1st game of the next set.
- The order of service does not change between subsequent sets.
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SCORING

- **NO - AD Scoring (4 points wins the game)**
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