

USTA Junior Team Tennis 10 and Under Orange Ball League

Overview:

By shortening the match and allowing non-gender specific leagues in 10 and under league play, we believe that it will increase the growth of Jr. Team Tennis and improve the overall experience for 10 and under players.

Outcomes: The overall goals are to:

- Increase the number of play opportunities at one time
- Decrease the amount of time to play a match
- Improve the overall experience for 10 & under players

Objectives:

- Formats that enhance team experience and engagement during local 10 & Under Jr. Team Tennis league play.
- Formats that can be implemented with limited courts.

Criteria:

- Minimum of 4 players - any combination of boys, girls acceptable
- 2 courts with adherence to 10 & Under Tennis specifications - orange ball, 60' court
- Parent helpers on court encouraged – High school Tennis players can get community service hours and are preferred
- For timed matches--need to designate someone to keep time each round
- Each player on roster plays doubles and singles each team match

Rosters - # and make-up of players	Match Format	Scoring Format	Court Set-up and Match Schedule
2 courts, 20 minute timed matches, 1 hour 30 minutes total with warm-up			
<p>4-6 players per team</p> <p>Gender neutral, attempt to balance # of boys and girls when possible</p> <p>Forfeits only occur if a team has less than 3 players</p>	<p>Gender neutral</p> <p>4 singles and 4 doubles</p> <p>The priority is equal playing levels. Same gender matches for singles and doubles if the levels allow.</p> <p>The timed match format consists of an ongoing set during which the players continue playing games until the twenty minutes are finished. The player who has won the most completed games wins the match. If the game score is tied, the player ahead in the game in progress is the winner. If a game is not in progress or the score in the game in progress is tied, one final point is played to determine the winner. The player due to serve the next point shall serve the final point. When recording the score for a tie, list the score as a tie, but circle the player who won the last point.</p>	<p>1 short set, win by 1 (play a game at 3 games all)</p> <p>No-ad scoring. Returner (s) has choice of side at deuce in the game</p>	<p>2 courts used</p> <p>10-minute team warm-up before match begins. Each team gets 1 court</p> <p>No warm-ups allowed once team match begins</p> <p>Schedule is as follows: 1 doubles and 1 singles each round, total of 4 rounds.</p> <p>Coaches will establish level of players before start of team match. Example: divide players into minimum of 2 levels – “A” and “B”. Matches should be “A” Doubles and “B” Singles, “B” Doubles and “A” Singles, etc. according to strength.</p> <p>During the warm-up, captains should exchange line-ups.</p> <p>Match will end after 1 hour, 30 min.</p> <p><i>Note: If teams have more than 6 players, 3 courts is suggested. Each round, the third court will be used for “exhibition” singles matches.</i></p>