

USTA Junior Team Tennis

Raleigh Rules and Regulations

Raleigh's Junior Team Tennis consists of 7 weeks of regular season match play with an End of Season Tournament on the 8th week. Teams are a combination of boys and girls, ages 8-18 years old. Teams are formed across Raleigh tennis clubs, Raleigh tennis organizations and neighborhoods. Raleigh JTT includes teams from Clayton. Coordinators, Coaches, and team managers are required to complete [USTA Safe Play background screening](#).

Divisions	Court Length	Max Size Racquet	Ball	Min. Player	Division Details
8u Beginner	36'	23"	Red	3	Serve can be hit in the air or after a bounce from behind the baseline. Coaches can agree to allow players to move in front of baseline during the regular season but during the tournament, serves must be hit from behind the baseline.
10u Beginner	60'	25"	Orange	4	Can sustain rallies of 6 or more, hit 40% of serves in, keep score, and play matches.
10u Intermediate	60'	25"	Orange	4	Can sustain rallies of 10 or more, hit 60% of serves in and is very experienced in match play.
10u Advanced	78'	27"	Green	4	See Level of Play Guideline
12u Bronze	78'	27"	Green	5	See Level of Play Guidelines
12u Silver	78'	27"	Green	4	See Level of Play Guidelines
12u Yellow Ball	78'	27"	Yellow	4	See Level of Play Guidelines
14u Bronze	78'	27"	Yellow	4	See Level of Play Guidelines
14u Silver	78'	27"	Yellow	5	See Level of Play Guidelines
18u Bronze	78'	27"	Yellow	4	See Level of Play Guidelines
18u Silver	78'	27"	Yellow	4	See Level of Play Guidelines

League Fee

The local USTA participation fee is \$24.15 per season. [USTA Membership](#) is required and free for Junior Team Tennis.

Age Eligibility

Spring: Players participating on teams and advancing to State Championships must remain age eligible through July 31, 2025.

Fall: Players participating on teams must remain age eligible through November 30, 2025.

Ability Level

Coaches should consider these [Play Level Guidelines](#) when organizing teams and placing players.

Scoring and Match Formats

Matches are designed to be 1 and ½ hours. Each match consists of 2 rounds.

Scoring: 1 set to 6 games, no-ad, tie break @ 5-all (first to 7 win by 1)

10u Beginner, 10 Intermediate, 10u Advanced: play 2 singles and 2 doubles

12u Bronze and 14u Silver: play 4 singles and 3 doubles

12 Silver, 12u Yellow Ball, 14u Bronze, 18u Bronze and Silver: 4 singles, 2 doubles

Match Times

Saturday, 9am

8U Beginner and Intermediate

10U Beginner, Intermediate and Advanced

Saturday, 10:30am

12U Bronze

14U Bronze

Saturday, 12pm

12U Silver and 12u Yellow Ball

14U Silver

Saturday, 1:30pm

18U Bronze and Silver

Ineligible Player

Players must be officially registered on TennisLink prior to participating in a match. Any player not listed on a roster shall be considered an ineligible player, and match results of ineligible players will be considered a default.

Team Line-Ups

- Coaches must provide their line-up in writing and exchange simultaneously prior to starting play.
- Players should be lined up based on their ability.
- Last minute substitutions may be made only in the event of illness, injury, or absence of a player.
- The 15-minute default rule is in effect for all scheduled matches.
- Substitutions may not be made after the first point has been played in that position.
- Warm up is limited to 5 minutes after the scheduled match time.
- New balls for each match are provided by the home team.
- Scores of each match must be recorded and confirmed by both teams.

Coaching

In our local league, coaches can coach after the first game. This should be done quickly. A coach can also coach on the 90 second changeover through the fence. Only players are allowed in the court fenced area. If line calls become an issue, a coach can stay on the court to assist with line calls.

Tiebreakers: A coach can assist a tiebreaker if one or both players request for help. There is no coaching during a tiebreaker.

Monitors:

8uB/10uB - Each court should have a monitor at the net post to help keep score, call lines. Parent monitors cannot monitor their own child. Monitors cannot coach. Only players, court monitors are allowed inside the fence.

10uInt or 10uAdv - Monitors are not used.

Team Forfeits

Forfeits, especially those that have not been communicated in advance, are the greatest source of frustration among league players, parents, and coaches. Teams are encouraged to work together to avoid position defaults and entire match forfeits. Makeups are encouraged.

If a team cannot play their match on a regularly scheduled match day due to player shortage and confirms on that day they cannot schedule a makeup, the opposing team can enter scores as a match default (6-0 for every line).

Short Players

Do not forfeit the entire match if you are short players. Forfeit from the bottom spots first. Minimum players needed for a match:

8u: 2 players (2 singles x 3)

10u: 2 players (2 singles, 1 doubles)

12uB, 14uS: 4 players (4 singles, 2 doubles)

12uS, 12uYB, 14uB, 18uB/S/G - 3 players (3 singles, 1 doubles)

Rain Issues

A decision to cancel matches due to inclement weather must be made one hour before match time. It is up to each individual site to communicate with the opposing coach and to have a process to inform their players.

If an entire match is canceled due to rain, every effort should be made to make it up. Individual matches that had been forfeited in advance may be reinstated.

In the event of rain during a match, incomplete individual matches will stand as played. The existing line-up and forfeits stand. The same players at the exact game and point must resume incomplete matches as they stood when play was halted. Incomplete matches (not retired matches) not made up by the end of the season will be counted as a forfeit for both teams and players will not receive credit for a match played.

If a match is rained out, no scores should be entered unless it is played on a different day.

End of Season Tournament

All teams are invited to play in the tournament.

Seeding:

Coaches should have all matches entered by the deadline for matches to be counted towards seeding.

- Seeding criteria: 1 - Team wins, 2 - Team Loses, 3 - Head-to-head, 4 - Sets Won

Player Eligibility:

Players must play in at least 2 team matches (separate match numbers) and recorded online by the deadline.

Team Eligibility:

A team must play at least 3 matches on 3 separate days (separate match numbers) and recorded online by the deadline to be eligible for our local tournament.

Player Suspensions

Any player who has been suspended from USTA competition will be suspended from any local or Championship USTA Junior Team Tennis play falling during the suspension period.



2024 North Carolina Junior Team Tennis Level of Play Guidelines

USTA North Carolina strives for fairness in competition. Use these guidelines to help facilitate level-based play when forming teams.

Beginner	Low	Player has limited experience and is working primarily on getting the ball in play. Player is concentrating on getting the ball over the net from a stationary position, often blocking or pushing the ball. Player is learning to serve, keep score, and learn basic rules.
	Mid	Player is learning to coordinate moving when hitting the ball. Can sustain short rallies and can overhand serve. Knows how to keep score and can play unassisted matches.
	High	Player can sustain longer rallies. Is becoming successful with groundstrokes, volleys, overheads and with serving. This player knows where to stand before each point starts in both singles and doubles.
Intermediate	Low	This player is fairly consistent on medium paced shots. Typically uses full strokes during point play instead of poking at the ball even when running for a ball. They can hit either topspin or slice on one of the groundstrokes or serve. Speed is becoming important.
	Mid	This player uses full strokes during point play when running for balls and can hit topspin and slice on one of the groundstrokes and slice serves. Player is developing the ability to control the direction of the ball and moving to balls begins before their opponent's ball has come back and crossed the net. May play in a low position on a varsity high school team. This player might play in a North Carolina Level 6 or 7 tournament.
	High	Consistent on groundstrokes with depth and directional control. Most groundstrokes include topspin or underspin, volleys are hit with a slice. Serves are hit flat or with slice. Players are developing placement on second serves. Strategy for singles and doubles is obvious when playing as well as an offensive weapon. Weapons may include a strong forehand, backhand, serve, consistency or movement which forces opponents to make errors.
Advanced	Low	All groundstrokes include topspin or underspin, volleys are hit with slice and serves can be hit flat, with slice and possibly kick. Weapons may include powerful groundstrokes, consistency, accuracy, and athleticism. Can hit all specialty shots including half volleys, lobs, approach shots and drop shots when appropriate. Able to maintain proper technique on groundstrokes when running hard for a ball and then recover for the next shot. This player might play in a Southern Level 5 tournament.
	Mid	May play in a high position on a varsity high school team.
	High	The top state ranking players will be at this level.
	<p>Players with a National standing in the ranges below as of January 3, 2024: 18U: 1-1500 – cannot play INT in 18U age group; Standings Search, click here 14U: 1-1500 – cannot play INT in 14U age group; Standings Search, click here 12U: 1-650 – cannot play INT in 12U age group; Standing Search, Girls click here, Boys click here</p> <p>*Please note: TennisLink will NOT stop an ineligible player from registering to a team if it is due to their standing. It is the responsibility of the coach/manager to check eligibility before registering each player. Failure to do so will result in disqualification.</p>	

10 and Under Divisions

Level	# of Players	Ball	Court Size	Max Racquet Length	Saturday Match Time	Division Details	Match Format – 2 Rounds of Play	Scoring Format
8U Beginner	3-9	Red	36'	23"	9am	Serve can be hit in the air or after a bounce behind the baseline.	9 singles: 3 rounds of 3 singles	2 out of 3 games to 7 points win by 1; Players may play in all 3 rounds
10U Beginner	3-6	Orange	60'	25"	9am	Can sustain rallies of 6 or more, hit 40% of serves in, keep score, and play matches.	2 singles, 2 doubles: Rnd 1 - 1 st singles and 2 nd doubles; Rnd 2 - 2 nd singles, 1 st Doubles	1 set to 6 games, no-ad, tie break @ 5-all (first to 7 win by 1)
10u Intermediate	3-6	Orange	60'	25"	9am	Can sustain rallies of 6 or more, hit 60% of serves in, keep score, and play matches.	2 singles, 2 doubles: Rnd 1 - 1 st singles and 2 nd doubles; Rnd 2 - 2 nd singles, 1 st Doubles	1 set to 6 games, no-ad, tie break @ 5-all (first to 7 win by 1)
10U Advanced	3-6	Green	78'	27"	9am	See Level of Play Guidelines	2 singles, 2 doubles: Rnd 1 - 1 st singles and 2 nd doubles; Rnd 2 - 2 nd singles, 1 st Doubles	1 set to 6 games, no-ad, tie break @ 5-all (first to 7 win by 1)

12U, 14U, 18U Divisions

Level	# of Players	Ball	Court Size	Racquet Length	Saturday Match Time	Division Details	Match Format – 2 Rounds of Play	Scoring Format
12U Bronze	5-10	Green	78'	27"	10:30am	See Level of Play Guidelines	4 singles, 3 doubles: Rnd 1 - 1 st , 2 nd , 3 rd singles, 3 rd doubles; Rnd 2 - 4 th singles, 1 st , 2 nd doubles	1 set to 6 games, no-ad, tie break @ 5-all (first to 7 win by 1).
12u Silver	4-8	Green	78'	27"	12pm	See Level of Play Guidelines	4 singles, 2 doubles: Rnd 1 - 1 st , 2 nd Singles, 2 nd Doubles; Rnd 2 - 3 rd , 4 th singles, 1 st doubles	1 set to 6 games, no-ad, tie break @ 5-all (first to 7 win by 1).
12U Yellow Ball	4-8	Yellow	78'	27"	12pm	See Level of Play Guidelines	4 singles, 2 doubles: Rnd 1 - 1 st , 2 nd Singles, 2 nd Doubles; Rnd 2 - 3 rd , 4 th singles, 1 st doubles	1 set to 6 games, no-ad, tie break @ 5-all (first to 7 win by 1).
14U Bronze	4-8	Yellow	78'	27"	10:30am	See Level of Play Guidelines	4 singles, 2 doubles: Rnd 1 - 1 st , 2 nd Singles, 2 nd Doubles; Rnd 2 - 3 rd , 4 th singles, 1 st doubles	1 set to 6 games, no-ad, tie break @ 5-all (first to 7 win by 1).
14U Silver	5-10	Yellow	78'	27"	12pm	See Level of Play Guidelines	4 singles, 3 doubles: Rnd 1 - 1 st , 2 nd , 3 rd singles, 3 rd doubles; Rnd 2 - 4 th singles, 1 st , 2 nd doubles	1 set to 6 games, no-ad, tie break @ 5-all (first to 7 win by 1).
18U Bronze	4-8	Yellow	78'	27"	1:30pm	See Level of Play Guidelines	4 singles, 2 doubles: Rnd 1 - 1 st , 2 nd Singles, 2 nd Doubles; Rnd 2 - 3 rd , 4 th singles, 1 st doubles	1 set to 6 games, no-ad, tie break @ 5-all (first to 7 win by 1).
18U Silver	4-8	Yellow	78'	27"	1:30pm	See Level of Play Guidelines	4 singles, 2 doubles: Rnd 1 - 1 st , 2 nd Singles, 2 nd Doubles; Rnd 2 - 3 rd , 4 th singles, 1 st doubles	1 set to 6 games, no-ad, tie break @ 5-all (first to 7 win by 1).