**GSM TENNIS EXPERIENCE**

**Entry Level Tennis Event**

**RULES AND REGULATIONS**

**GUIDE**

**10 and UNDER Red Ball**

**10 and Under Orange Ball**

**11-14 Green Ball**



**GSM Tennis Experience Tournament Structure**

**PARENT/PLAYER ACKNOWLEDGES AND AGREES TO THE FOLLOWING RULES:**

1. To respect the GSM Tennis officials and abide by his/her decisions during the event.
2. To not coach the game from the sidelines nor subvert his/her authority in any way, and direct all issues or complaints to the Tournament Director after the events are complete.
3. To strictly refrain from offensive comments to players, coaches, or officials.

Spectators exhibiting disruptive behavior, or violating the rules will be required to leave the grounds immediately!

1. To return all rented or borrowed equipment when notified to do so, the failure of which will result in forfeiture of participation in future GSM TENNIS EXPERIENCE LLC programs and tournaments.

**Rules:**

**The Concurrent Tournament Rule:**

No junior player may play in two age divisions in the same tournament unless one of the age divisions is singles and one is doubles. The player must be age eligible for both divisions.

**The Lateness Rule:**

The Point Penalty System is in place for lateness and is to be enforced at all GSM Tennis sanctioned tournaments. The lateness clock begins when the match is called to go out on court, as oppose to the scheduled match time. The PPS is as follows:

•   5 minutes or less late = 1 Game + loss of toss

•   5:01 - 10 minutes = 2 Games + loss of toss

•   10:01 - 15 minutes = 3 Games + loss of toss

•   More than 15 minutes = Default

While the loss of game formula must stay in place for lateness by the tournament director, at his/her discretion may hold the default up to 45 minutes for extenuating circumstances. According to GSM Tennis Experience’s regulations, an extension is never allowed beyond 45 minutes.

**The Overrule Rule:**

Once a player has been overruled twice in the same match they are “in the code.” The 3rd overrule, a point penalty is assessed (a point is awarded to the opponent) in addition to the assessment of a suspension penalty for unsportsmanlike conduct. On the 4th overrule, the player loses a game; after the 5th overrule, the player is defaulted, assuming the player hasn’t already been coded in the match.

**Coaching:**

During individual competition, either verbally or by signals of any kind, is prohibited except during an authorized intermission (the 90-second odd game changeover is not an authorized intermission). Authorized intermissions include the 10 minute mandatory set break between the 2nd and 3rd set when a best two of three setmatch format is being used (Yellow Ball Only). The 3 minute set break between a 2nd set and a 7/10 point match tiebreak is not an authorized intermission during which coaching is allowed. Violation of this regulation renders the player and coach or advisor liable to disciplinary action, which may include disqualification of the player and/or removal of the coach or advisor from the premises.

**Rules:**

**Set Breaks:**

Between the 2nd and 3rd sets players are entitled to a set break.  If a full 2 of 3 tiebreak sets are being played, a player is entitled to a 10 minute set break that begins as soon as the final point of the 2nd set is completed (Yellow Ball Only).  If a 10 point tiebreak is being played in lieu of a 3rd set, players are only entitled to a 3 minute set break that begins as soon as the final point of the 2nd set is completed.

**Latest matches may be scheduled/played:**

*No match shall be scheduled after:*

|  |  |  |
| --- | --- | --- |
|   | Nights ***NOT*** preceding school | Nights preceding school |
| **12U** | 9:00pm | 6:00pm |
| **18U, 16U, & 14U** | 10:00pm | 7:00pm |

* In the 10 and UNDER division, no 10U match may be scheduled OR begun after 9:00pm.
* Player’s Friday matches may not be scheduled prior to 4 PM on a school day without advanced notification.
* Matches are not to start before 8:00am on a weekend or vacation day.

**Tennis Balls:**

Provided by the tournament will be used for each match. Balls will remain the property of the tournament director upon the completion of the match.

Surface Preparation is the responsibility of the player. Players should contact the host facility in advance to determine the court surface of the tournament and be prepared for possible surface change depending upon weather conditions or extenuating circumstances.

**Match Time Notification:**

Will typically occur via internet posting on the tournament homepages. Players are required to check their own match times, (typically posted at least 48 hours prior to the start of the tournament, and again before leaving for their scheduled matches; as match times may change due to extenuating circumstances. When match times are not available online, players **should call** the tournament site to obtain their starting times.



**Withdrawals, Defaults, Retirements, and Walkovers:**

|  |  |
| --- | --- |
| **Withdrawals** | A withdrawal occurs when a player decides not to play all matches in the event because of injury, illness, or personal circumstance. A withdrawal also may occur because of tournament administrative error. |
| **Defaults** | A default occurs when a player is eliminated from an event under the Point Penalty System (which includes penalties for lateness) or refuses to play for reason other than injury, illness, or personal circumstance. It is also considered a default when a junior does not start a match because of an adult deciding to discipline the junior. A person who is defaulted for lateness from a match remains eligible for other matches including consolations, place play-offs, and doubles. |
| **Retirements** | A retirement occurs when a player is unable to continue playing a match or resume playing a suspended match because of injury, illness, or personal circumstance. It is also treated as a retirement when a junior player does not finish a match because of adult discipline. A person who retires from a match remains eligible for other matches including consolations, place play-offs, and doubles. |
| **Walkovers** | A walkover occurs when there has been an administrative error or when a player decides not to play a match in an event because of injury, illness or personal circumstance. |

When a default is due to illness, injury or family emergency, it is the responsibility of the player to hold documentation verifying such reason.

A player, who is defaulted from a tournament due to causes involving the point penalty system, may be barred from further competition in the same tournament.

**REFUND POLICY**: Participants are not eligible for refunds unless tournament is canceled, player moves out of state, or serious injury prevents participation prior to start-up date. Special Event charges are not eligible for refunds. These charges include but are not limited to single day events and tournaments.

**Guidelines for participating in the GSM Tennis Experience Entry Level Tennis Events:**

The guidelines for participating in the GSM Tennis Experience Advanced Tennis Tournaments are as follows:

* The 10 and UNDER Red Ball Entry Level Tennis Tournaments are for boys and girls combined from the ages of 5-7 (No separate draws for boys/girls). **Note:** In order to be eligible to play in these events in 2016, event participants must be born in the year 2010 or later.
* The 10 and UNDER Orange Ball Entry Level Tennis Tournaments are for boys and girls combined from the ages of 7-10 (No separate draws for boys/girls). **Note:** In order to be eligible to play in these events in 2016, event participants must be born in the year 2006 or later.
* The 11 – 14 Green Ball Entry Level Tennis Tournaments are for boys and girls combined from the ages of 11-14 (No separate draws for boys/girls). **Note:** In order to be eligible to play in these events in 2016, event participants must be born in the year 2002 or later.

**Round Robin Format**

GSM Tennis Experience is using the Round Robin tournament format which offers a minimum of 3 matches played per event per junior with a minimum of 15 - 45 minutes allotted for each match. In a Round Robin play format, each player plays against every other player in their own grouping.

Two of 7-point tiebreaker short sets. If sets are tied 1-1, a tie-breaker to 7 should be played which would count as the 3rd set. First to 7 points wins the set/match, but must win by 2 points. **(Red Ball Only).**

Due to time constraints, it is important that games are played using “No-ad” scoring. When a game is tied 40-40, the next point determines the winner of the game. In this format, the returner of serve chooses the side of the court (deuce or ad) they would like to return from. If the 45-minute match time limit expires and the match is tied, the tournament director will decide whether the match should end in a tie, or if a one point playoff should determine the winner. The returner of serve will choose the side of the court they would like to return from. **(10 and UNDER Orange Ball only)**

Matches should be played using a best two-out-of-three short-set format. In a short-set format, the winner of the set is the first to win four games. If games are tied 3-3, a short tie-breaker should be played to determine the winner of the set. In a short tie-breaker format, the winner is the first to win five points, and must win by two points. If sets are tied 1-1, a short tie-breaker to 7 should be played which would count as the 3rd set. . **(10 and UNDER Orange Ball only)**

Two of 4 games short sets. First to 4 games wins the set. If games are tied 3-3 a tie-breaker should be played to determine the winner of the set. In a tie-breaker format the winner is the first to win 7 points, and must win by two points. If sets are tied 1-1, a tie-breaker to 10 should be played which would count as the 3rd set. First to 10 points wins the set/match, but must win by 2 points. **(11-14 Green Ball only)**

**Match Structure**

If the tournament is a round robin with only one group, the player with the best match record wins. If there are multiple round-robin groups, the players with the best records in their groups advance, often into an elimination format. The simplest way is for the top player in each group to advance to a final match to determine the tournament champion.

Another way is for the winner and runner-up from each group to advance into the elimination format. In that case, the player with the best record in Group A would face the player with the second-best record in Group B in one semifinal, and Group B's top player would play Group A's runner-up in the other semifinal. The semifinal winners would meet in the championship match.

**Ties**

The player who wins the most matches wins the round-robin group. But what if two players are tied with the most match victories? If there is a tie, prioritize results in the following order:

a. Two-way tie: Result of the match between the two tied players;

b. Three-way tie: Highest percentage of sets won (divide sets won by total sets played x 100);

c. Three-way tie: Highest percentage of games won (divide games won by total games played x 100)