



10 & Under Format, Scoring, and Rules

Format: A player may play one singles and one doubles line or 2 doubles lines per match.
Order of play: #1 singles and #2 doubles, followed by #2 singles and #1 doubles.
(Does not apply to 10U Recreational level)

Scoring: Recreational - 1st to 4 games. 3 - 3 next game wins. Intermediates & Advanced – 6 game pro set with tiebreak at 5 all. Traditional tiebreak is used, not Coman. Tiebreaks are win by 2 pts. No-ad, with receiver choosing side to receive.

Balls: Orange felt low compression balls. 10s advanced play with green dot low compression balls.

Court: 60' long x 21' wide (singles). Standard court net used. Bring QST base lines in 9' from court baseline. Bring QST singles alley in 3 feet from first court alley line. Adv plays on full court

Serve: Serve is hit diagonally overhand into service box from the baseline. You will have two tries to get the serve into the box. The service box is the QST service box. Change serves after every game. Spin racquet to determine who serves first. **Recreational may use bounce hit to serve on second serve.

Changeovers: Players will change sides on odd games.

Racquets: Racquets must not be larger than 25".

Court Monitors: One for every court for recreational level.

Monitors will:

- a. Guide players on how to spin the racquet. They will most likely know how to do it already, but help them if there is any confusion.
- b. Help players keep up with the score. Please remind them if they forget.
- c. Players will call their own lines. Most kids do not intentionally cheat. If there are many bad calls by a player, please notify the team captain so they may speak to that player. You may ask a player to show you where the ball landed.

*******Parents must sit outside of the fences at the courts*******

Coaching: Each team may designate one coach for the match. Children may be coached on the changeovers. Coaching should be a positive reinforcement to your player and not against the opponent. Coaching should not interfere with the flow of the game.

Medical time outs: A medical time out consists of evaluation time plus a maximum of three minutes treatment time. Medical conditions include but are not limited to an injury, illness, and heat related condition or cramping.

Toilet Visits: A player may request one or more suspensions of play for a toilet visit. No coaching shall be permitted during the suspension of play for either a medical time out or a toilet visit.