

Minutes of the USTA NorCal JTT/Local Play Meeting July 15, 2025

NOTE: These minutes were approved by the Committee on August 12, 2025.

Ogidi Obi, chair of the JTT/Local Play Committee, called the meeting to order at 12:07pm and roll call was conducted. The meeting was held by Google Meet video conference.

Committee Members Present: Ogidi Obi (Chair), Todd Dissly, Andrea Barnes, David Panconi, Carrie Zarraonandia, Joe Grech, Lou Maunupau, and Shahand Esmaeili

USTA NorCal Staff Present: Trey Astbury, JTT Manager, Chris Samuel, Net Generation Programs Manager

- 1. Approval of Minutes.** The Committee considered approval of the minutes of the meeting held February 6, 2025. The following motion was duly made by David Panconi, seconded by Joe Grech, and **approved** by a vote of 7 in favor, 0 opposed, and 0 abstentions:

RESOLVED: That the minutes of the January Committee meeting held February 6, 2025 be approved as presented.

2. Discussions

- **Spring Season Takeaways:** Members called for consistent match timing. Some captains were unaware the 5-minute warm-up was included in the timed round's limit, causing discrepancies. The main suggestion was to clarify rules and have one captain start the clock for all rounds.
- **Playoffs vs. Standings to Determine A League Winner:** Trey asked if all levels should have playoffs or a hybrid model where some divisions are based on standings only. The group supported the playoffs for more matches and higher competition.

Lou joined the call at 12:19pm.

- **Captain Incentives & Summer Leagues/Events:** It was reported that Local Leagues are gaining momentum. New captains are joining the Travel Leagues through the 2024 incentive program. In terms of summer events, the Orange/Green Ball event was cancelled due to low registrations, the Saint Mary's Jamboree drew 42 team registrations. Members favored standalone events and Local Leagues over a traditional summer league. One member proposed a South Bay Summer Travel League, and another suggested holding a coaches' training before a Jamboree to observe coaching in action. Discussion on the summer season and team pathways will continue next meeting.
- 3. Adjustment to JTT Regulations.** Staff presented JTT rule changes to the Committee. Proposal 1 addressed the need for clearer wording regarding when a team captain cannot attend a match, prompted by incidents during the Spring 2025 season. While some members suggested allowing timing or emergency exceptions, it was decided that

as long as both groups agree to pre-conditions and submit the lineup in advance, the scores will still count.

Following discussion, the following motion was duly made by Lou M., seconded by Andrea B, and approved by a vote of 8 in favor, 0 opposed, 0 abstentions, and 0 recusals:

RESOLVED: That, effective immediately, USTA NorCal Junior Team Tennis Regulation IV.B.4. is hereby amended as set forth below (stricken-through language is proposed to be deleted; underlined language is proposed to be added):

IV. USTA NORCAL JUNIOR TEAM TENNIS COACH ELIGIBILITY & REQUIREMENTS

Players who meet the eligibility requirement for NorCal JTT are not guaranteed placement onto a team.

A. Safe Play. [unchanged]

B. Badge Rules. Team Captains and designated Co-Captains will be issued a credential badge with their headshot, team name and/or program, and Safe Play expiration date to use during the season.

1. [unchanged]

2. [unchanged]

3. **Opposing Captain May Opt to Facilitate Match for Both Teams.** If for any reason a verified Team Captain or Co-Captain is not able to attend a Team Match, the opposing Captain may agree to facilitate the match for both teams. ~~and scores will stand. This agreement must be confirmed prior to the start of the match; otherwise, the team with a verified Team Captain or Co-Captain present will automatically receive a default win.~~ Prior to the match, the Safe Play approved Captain who cannot attend the Team Match will send their lineup to the opposing Captain. ~~In such an event,~~ Captains will ~~also~~ decide beforehand the grounds upon which teams will be coached (i.e. the provider is neutral, or the opposing team goes without coaching). ~~If the opposing Captain declines to facilitate the team match, it will result in a default for the Team without a Safe Play approved Captain/Co-Captain.~~

Proposal 2: Staff proposed a roster rule requiring players to compete on only one team per flight throughout the postseason to prevent players from joining multiple teams to qualify for Sectionals. For playoffs, players must stay with their chosen team through the rest of the season, including Championships. Additionally, teams dropping from the Travel League after the schedule is published will not receive refunds.

Following discussion, the following motion was duly made by Joe Grech, seconded by Carrie Z, and approved by a vote of 8 in favor, 0 opposed, 0 abstentions, and 0 recusals:

RESOLVED: That, effective immediately, USTA NorCal Junior Team Tennis Regulations VI.C. and VI. F.1. is hereby amended as set forth below (stricken-through language is proposed to be deleted; underlined language is proposed to be added):

VI. PLAYER REGISTRATION AND TEAM ROSTER REQUIREMENTS

A. Player Registration. [unchanged]

B. Players Must be on a Roster. [unchanged]

✓ HELPFUL HINT - Registration Assistance: [unchanged]
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✓ **HELPFUL HINT - TennisLink Scorecard Shows Rostered Players.** [unchanged]

C. A Player May Be Rostered on More Than One Team. A player may be on the Team Roster of more than one team during a Travel League Season ~~so as~~ long as the player is ~~as they are~~ in separate flights for the same division (i.e. 12U Green). If a player is rostered on more than one team that qualifies for ~~a 1st/2nd Playoff and/or Championship Playoffs/Championship in the same division~~, the player must declare ~~choose~~ one team to represent in the Playoffs/Championships. Participating in a Playoff/Championship match for one team will automatically count as their declaration to represent that team. If a player competes for an additional team or teams during the Playoffs/Championship, all affected Playoff/Championship matches they participated in will be defaulted. ~~Players may only participate in Playoffs for more than one team Playoffs and/or Championships if should they qualify in different divisions (i.e. 12U Green and 14U Yellow).~~

E. Minimum Play Requirements - Travel League Playoff and/or Championship.
[unchanged]

F. Refunds.

1. Travel Leagues. A player may request and receive a NorCal JTT registration fee refund if the player has not participated in a match during the season and the request is made no later than seven days after the end of a Travel League Season. If a player participates in one or more matches during the season, no refunds will be given. ~~If a Team withdraws after the Travel League schedule has been posted for 24 hours, the registration fee for all players will be forfeited.~~

2. Team Tournaments. [unchanged]

Proposal 3: Staff proposed limiting doubles partners to one match, giving captains authority to overrule their own players, including on line calls and double bounces, removing Court Monitors due to potential bias and Safe Play verification issues, and excluding tied matches from WTN ratings and Net Generation PlayTracker points since individual matches can no longer end in ties.

Following discussion, all sections of the rule were approved, *with the exception of Match Limits (Regulation IX.D.3.) or allowing doubles partners to play more than once*, which will be discussed and voted on at the next meeting.

The following motion to approve the other sections of this rule, was duly made by Joe Grech, seconded by David P., and approved by a vote of 8 in favor, 0 opposed, 0 abstentions, and 0 recusals:

RESOLVED: That, effective immediately, USTA NorCal Junior Team Tennis Regulation IX.. is hereby amended as set forth below (stricken-through language is proposed to be deleted; underlined language is proposed to be added):

IX. TEAM MATCH REGULATIONS

A. Team Match Formats. [unchanged]

B. Order of Play [unchanged]

C. Start Times and Lateness [unchanged]

D. Team Match Line-Ups.

1. Line-Up Must Be Based on Strength. Team Captains are expected to make a good faith effort to organize their lineup based on strength. Singles will be played in order of strength, #1-4, while doubles will be played in reverse order of strength, ~~if possible~~. ~~In a two court format, the less-experienced weakest~~

doubles teams will compete in the first earlier rounds; the stronger doubles teams will compete in the final round. later rounds. This is a cooperative process undertaken by both Team Captains to promote players and teams of similar levels playing each other. In a three-court format, the weakest doubles team plays in Round 1, the strongest team plays in Round 2, and the second and third strongest teams play in Round 3. This is a cooperative process undertaken by both Team Captains to promote players and teams of similar levels playing each other.

2. Line-Up Exchange. [unchanged]

3. Match Limits. [unchanged]

4. Substitutions. [unchanged]

a. **Before the Start of an Individual Match.** [unchanged]

b. **After the Start of an Individual Match.** [unchanged]

E. Match Formats. [unchanged]

F. Recording Scores; Scorecards. [unchanged]

✓ **HELPFUL HINT - Defaults, the Scorecard, and WTN.** [unchanged]

G. Coaching. The Team Captain (or the designated Co-Captain) is the only person designated as the coach for the Team Match. No other person may coach during a Team Match. Coaching on court can only happen during the changeovers (i.e. 1-2, 2-3 of the game score) and must cease at the end of the 90-second changeover; however, no coaching is permitted during the tiebreaker of any set. A Captain is not allowed to stay on court after the changeover.

H. Warm-Up. [unchanged]

I. Cell Phones. [unchanged]

J. Line Calls and Double Bounces: Team Captains are expected to overrule their own players on double bounces or clearly incorrect line calls.

~~KJ. Court Monitors.~~

~~The Court Monitor's primary duty is to help both players in an impartial and unbiased manner in accordance with The Code and the ITF Rules of Tennis. The Court Monitor is to stand at the net post. When two Court Monitors are on a court, they stand at opposite net posts.~~

~~A player must request the Court Monitor(s) for assistance with line calls, foot faults, keeping score, and/or monitoring time between changeovers, points, and sets. If there is no request, the Court Monitor is to remain silent and not interject themselves into the match.~~

~~Use of a court monitor does not relieve players of their obligation to make calls in accordance with The Code. Players are expected, as always, to demonstrate good sportsmanship and give their opponent the benefit of the doubt on any calls where there is uncertainty.~~

~~When asked about a line call, the Court Monitor should only overrule if there is 100% certainty that the original call was an error. Otherwise, the original call should stand. If two Court Monitors are used, the one with the clearest and closest view of the play should make the call, especially if along his/her sideline. In a situation in which both monitors believe they saw the play clearly, yet disagree on the call, the point shall be replayed.~~

~~LK. Medical Timeouts and Bleeding Timeouts.~~ [unchanged]

~~ML. Determining All Team Match Winners and Travel League Standings; Qualifications for Championship and Playoff Matches~~

~~1. Travel League Season.~~

a. **~~Determining Winner of Team Match.~~** [unchanged]

- b. Determining Winner of Travel League Season.** [unchanged]
- 2. Determining Winner of a Travel League Season Playoff and Championship Matches.** [unchanged]
- 3. Treatment of Defaults.** [unchanged]
- 4. Special Tiebreak Procedures When Time Matches Played.** Coaches are to refrain from warning players how much time is remaining in a timed match to avoid gamesmanship. If time is called while a match is in progress, players are expected to finish the point being played. Thereafter, the following procedures are used to determine who has won the match:
- Whoever is leading in the game when time is called is awarded the game.
 - If the game is tied (example: 15-15 or 30-30) when time is called, ~~one more point is played to determine the game winner. The player due to serve the next point shall serve the final point.~~ one additional point will be played to determine the winner of the game or match. Deuce points will function as a regular no-ad point.
 - If the set is tied (example: 1-1, 2-2), the player due to serve the next point shall serve and whoever wins the point will be awarded one additional game. The person receiving the point can choose which side to receive the serve from as they would in a regular no-ad point.
 - ~~If time is called and the set officially is tied (example: 3-3) with no additional point played yet, the match will be recorded as 3-3.~~

Proposal 4: Appendix A was revised to let players skip warm-ups and start their 20 or 30 minute rounds immediately, creating flexibility to finish matches and to use a 7-point tiebreak for all tied sets to ensure equal serve distribution across divisions.

Following discussion, the following motion was duly made by Andrea Barnes, seconded by Lou P., and approved by a vote of 8 in favor, 0 opposed, 0 abstentions, and 0 recusals:

RESOLVED: That, effective immediately, USTA NorCal Junior Team Tennis, Appendix A is hereby amended as set forth below (stricken-through language is proposed to be deleted; underlined language is proposed to be added):

10U Orange Ball

- 2 courts required per match
- 4 Players minimum required per team/match
- Any combination of boys and girls allowed (gender neutral format)
 - If a team has 3 players, the #4 singles and #4 doubles matches are defaulted
 - If a team has 2 players, it is an entire team default
- 4 total singles and 4 total doubles matches per team match (Four 20 minute timed rounds)
 - 1 singles match and 1 doubles match per round (#1 singles, weakest doubles in round 1)
 - 5 minute warm ups, 15 minutes of match play, total of 20 minutes per round
 - Play to completion of the set or until 15 minutes is called, whichever comes first
 - ~~Both players may agree to skip the 5-minute warm-up. If so, team captains may immediately start the 20-minute match timer for that round.~~
- 4 game short set, no ad scoring. ~~No A 7-Point Set tiebreak is played at 3-3. ~~one more full game is played.~~~~
- Players should compete in singles matches (1-4) in the order of strength as determined by the coach
 - Players cannot play singles more than once per team match

- Doubles will be played in reverse order of strength if possible (weakest doubles in round 1), followed by stronger doubles towards the later rounds
- Players can play a maximum of 3 individual matches
- Must be played with a 25" racquet or less
- Total **games** won determines the overall team match score. A team match may end in a tie.

10U Green Ball

- 2 courts required per match
- 4 Players minimum required per team/match
 - Any combination of boys and girls allowed (gender neutral format)
 - If a team has 3 players, the #4 singles and #4 doubles matches are defaulted
 - If a team has 2 players, it is an entire team default
- 4 total singles and 4 total doubles matches per team match (Four 20 minute timed rounds)
 - 1 singles match and 1 doubles match per round (#1 singles, weakest doubles in round 1)
 - 5 minute warm ups, 15 minutes of match play, total of 20 minutes per round
 - Play to completion of the set or until 15 minutes is called, whichever comes first
 - Both players may agree to skip the 5-minute warm-up. If so, team captains may immediately start the 20-minute match timer for that round.
- 4 game short set, no ad scoring. ~~No~~ A 7-Point Set tiebreak is played at 3-3. ~~one more full game is played.~~
- Players should compete in singles matches (1-4) in the order of strength as determined by the coach
 - Players cannot play singles more than once per team match
 - Doubles will be played in reverse order of strength if possible (weakest doubles in round 1), followed by stronger doubles towards the later rounds
 - Players can play a maximum of 3 individual matches
- Total **games** won determines the overall team match score. A team match may end in a tie.

12U Green Ball

- 2 courts required per match
- 4 Players minimum required per team/match
 - Any combination of boys and girls allowed (gender neutral format)
 - If a team has 3 players, the #4 singles and #4 doubles matches are defaulted
 - If a team has 2 players, it is an entire team default
- 4 total singles and 4 total doubles matches per team match (Four 30 minute timed rounds)
 - 1 singles match and 1 doubles match per round (#1 singles, weakest doubles in round 1)
 - 5 minute warm ups, 25 minutes of match play, total of 30 minutes per round
 - Play to completion of the set or until 25 minutes is called, whichever comes first
 - Both players may agree to skip the 5-minute warm-up. If so, team captains may immediately start the 30-minute match timer for that round.
- 6 game short set, no ad scoring. ~~No~~ A 7-Point Set tiebreaker is played at 5-5.
- Players should compete in singles matches (1-4) in the order of strength as determined by the coach
 - Players cannot play singles more than once per team match
 - Doubles will be played in reverse order of strength if possible (weakest doubles in round 1), followed by stronger doubles towards the later rounds
 - Players can play a maximum of 3 individual matches

- Total **games** won determines the overall team match score. A team match may end in a tie.

12U Yellow Ball - Advanced and Intermediate

- The [ITF World Tennis Number \(WTN\)](#) at the time of the registration will be used to determine player level for the 12U Yellow Ball Intermediate division. Highest Permitted Singles WTN: **32.00 (32.00 and above would be eligible to play 12U Intermediate)**
- There are no WTN restrictions for 12U Advanced, anyone with Singles WTN's of 1-40 are eligible to play
- 2 courts required per match
- 4 Players minimum required per team/match
 - Any combination of boys and girls allowed (gender neutral format)
 - If a team has 3 players, the #4 singles and #4 doubles matches are defaulted
 - If a team has 2 players, it is an entire team default
- 4 total singles and 4 total doubles matches per team match (Four 30 minute timed rounds)
 - 1 singles match and 1 doubles match per round (#1 singles, weakest doubles in round 1)
 - 5 minute warm ups, 25 minutes of match play, total of 30 minutes per round
 - Play to completion of the set or until 25 minutes is called, whichever comes first
 - **Both players may agree to skip the 5-minute warm-up. If so, team captains may immediately start the 30-minute match timer for that round.**
- 6 game short set, no ad scoring. ~~No A 7-Point Set tiebreaker~~ is played at 5-5.
- Players should compete in singles matches (1-4) in the order of strength as determined by the coach
 - Players cannot play singles more than once per team match
 - Doubles will be played in reverse order of strength if possible (weakest doubles in round 1), followed by stronger doubles towards the later rounds
- Players can play a maximum of 3 individual matches
- Total **games** won determines the overall team match score. A team match may end in a tie.

14U Yellow Ball – Advanced and Intermediate:

2 COURT FORMAT

- The [ITF World Tennis Number \(WTN\)](#) at the time of the registration will be used to determine player level for the 14U Yellow Ball Intermediate division. Highest Permitted Singles WTN: **31.00 (31.00 and above would be eligible to play 14U Intermediate)**
- There are no WTN restrictions for 14U Advanced, anyone with Singles WTN's of 1-40 are eligible to play
- 2 courts required per match
- 4 Players minimum required per team/match
 - Any combination of boys and girls allowed (gender neutral format)
 - If a team has 3 players, the #4 singles and #4 doubles matches are defaulted
 - If a team has 2 players, it is an entire team default
- 4 total singles and 4 total doubles matches per team match (Four 30 minute timed rounds)
 - 1 singles match and 1 doubles match per round (#1 singles, weakest doubles in round 1)
 - 5 minute warm ups, 25 minutes of match play, total of 30 minutes per round
 - Play to completion of the set or until 25 minutes is called, whichever comes first
 - **Both players may agree to skip the 5-minute warm-up. If so, team captains may**

- immediately start the 30-minute match timer for that round.
- 6 game set, no ad scoring. ~~No A 7-Point Set tiebreaker~~ is played at 6-6.
- Players should compete in singles matches (1-4) in the order of strength as determined by the coach
 - Players cannot play singles more than once per team match
 - Doubles will be played in reverse order of strength if possible (weakest doubles in round 1), followed by stronger doubles towards the later rounds
- Players can play a maximum of 3 individual matches
- Total **games** won determines the overall team match score. A team match may end in a tie.

14U Yellow Ball – Advanced and Intermediate:

3 COURT FORMAT

- The [ITF World Tennis Number \(WTN\)](#) at the time of the registration will be used to determine player level for the 14U Yellow Ball Intermediate division. Highest Permitted Singles WTN: **31.00 (31.00 and above would be eligible to play 14U Intermediate)**
- There are no WTN restrictions for 14U Advanced, anyone with Singles WTN's of 1-40 are eligible to play
- 3 courts required per match
- 4 players minimum of any gender. It is recommended not to bring more than 6 players to a match to ensure each player can play twice during the team match.
 - If a team has 3 players, the #4 singles and a doubles match are defaulted
 - You would play 1 singles and 1 doubles match per round in this case
 - If a team has 2 players, it is an entire team default
- 6 game set, no ad scoring. A ~~7-Point Set seven-point~~ tiebreaker is played at 6-6.
- 5 minute warm ups, 25 minutes of match play, total of 30 minutes per round
- Play to completion of the set or until 25 minutes is called, whichever comes first
- **Both players may agree to skip the 5-minute warm-up. If so, team captains may immediately start the 30-minute match timer for that round.**
- 4 doubles matches and 4 singles matches per team match
 - Round 1: 1&2 singles and 4 doubles (weakest doubles)
 - Round 2: 3&4 singles and 1 doubles (strongest doubles)
 - Round 3: 2&3 doubles (2nd/3rd strongest teams)
 - One extra exhibition match (singles or doubles) can be played on the remaining open court in round 3 if both coaches agree and there are extra players available. This match will not count towards the match score and will not be reported online in TennisLink.
- Players should compete in singles matches (1-4) in the order of strength as determined by the coach
- Total **games** won format determines the team match winner. A team match may end in a tie.

18U Boys and Girls (Same Gender) - Advanced and Intermediate:

3 COURT FORMAT

- The [ITF World Tennis Number \(WTN\)](#) at the time of the registration will be used to determine player level for the 18U Yellow Ball Intermediate division. Highest Permitted Singles WTN: **30.00 (30.00 and above would be eligible to play 18U Intermediate)**
- There are no WTN restrictions for 18U Advanced, anyone with Singles WTN's of 1-40 are eligible to play
- 3 courts are required per match
- 4 players minimum. It is recommended not to bring more than 6 players to a match to

ensure each player can play twice during the team match

- If a team has 3 players, the #4 singles and a doubles match are defaulted. You would play 1 singles and 1 doubles match per round in this case
- If a team has 2 players, it is an entire team default
- 6 game set, no ad scoring. A **7-Point Set** ~~seven-point~~ tiebreaker is played at 6-6.
- 4 doubles matches and 4 singles matches per team match **(no timed matches)**
 - Round 1: 1&2 singles and 4 doubles (weakest doubles)
 - Round 2: 3&4 singles and 1 doubles (strongest doubles)
 - Round 3: 2&3 doubles (2nd/3rd strongest teams)
 - One extra exhibition match (singles or doubles) can be played on the remaining open court in round 3 if both coaches agree and there are extra players available. This match will not count towards the match score and will not be reported online in TennisLink.
- Players should compete in singles matches (1-4) in the order of strength as determined by the coach
- Total **games** won format determines the team match winner. A team match may end in a tie.

4. Grievances: Staff presented a JTT grievance form for the group's review. It was noted that if a quorum cannot be reached to review certain grievances, a subcommittee may be formed to handle the review. This process will be discussed further in upcoming meetings.

5. Next Meeting: Tentatively scheduled for August 12, 2025, to address the remaining agenda items.

With no further business, the meeting adjourned at 1:58 PM.