

Minutes of the USTA NorCal JTT/Local Play Meeting January 13, 2026

NOTE: These minutes were approved by the Committee on July 28, 2026.

Ogidi Obi, Chair of the JTT/Local Play Committee, called the meeting to order at 12:03 PM and a 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, Beth Workeneh, Sr Manager of Junior Competition, Chris Samuel, Net Generation Programs Manager, Stephen Morley, Junior Competition Coordinator

1. Approval of Minutes. The Committee considered approval of the minutes of the meeting held August 12, 2025. The following motion was duly made by Andrea B., seconded by Carrie Z., and **approved** by a vote of 7 in favor, 0 opposed, and 0 abstentions:

RESOLVED: That the minutes of the Committee meeting held August 12, 2025 be approved as presented.

Joe Grech joined the meeting at 12:04 PM. Todd Dissly joined the meeting at 12:08 PM.

2. Discussions.

- **2026 Calendar:**
 - **Stand-Alone February Event:** Trey announced that a new February event is in development, with the winner advancing to the Impact Nationals in July.
 - **Summer Invitational Bids:** Spring 12U, 14U, and 18U Girls divisions will automatically qualify for the Summer Invitational. Potential facilities are currently being evaluated.
- **Orange & Green Ball Summer Formats & Participation:**
 - Trey noted that a previously offered one-day orange/green ball event yielded zero registrations.
 - Due to summer travel challenges, the committee agreed that Local Leagues remain the ideal format for these age groups.
 - Locally hosted "Team Challenges" were highlighted as a highly successful model for Orange and Green ball players.
- **Postseason Format (Playoffs vs. Standings):**
 - The committee reviewed three potential models for determining Junior Team Tennis (JTT) league winners: **Standings-Based**, **Playoffs-Based**, and a **Hybrid Model (playoffs and standings based)**.
 - Trey highlighted current playoff challenges, including tight turnaround times, medal distribution logistics, and repetitive matchups in smaller flights. However, the committee noted that playoffs provide a valuable, high-stakes competitive environment that enhances the player experience.
 - **Outcome:** The committee recommended piloting a conditional hybrid playoff model across all flights to balance logistics with competitive value.
- **Fall JTT Season Feedback:**

- **General:** It was reported that the fall league was successful overall, though some parents and captains struggled with rules and lineup structures, while team captains needed greater accountability.
- **Coaches & Officials:** Coaches showed inconsistent rule adherence and court behavior at Sectionals. Officials were often unfamiliar with match formats and hesitant to enforce rules.
- **Sectionals Logistics:** Sound system failures impacted announcements, and severe weather forced unfinished matches to be rescheduled locally.

3. Adjustment to Junior Circuit Regulations. Chris S. presented a revision to conform lateness penalties with national regulations.

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

RESOLVED: That, effective immediately, USTA NorCal Net Generation Event Regulations, Appendix A. is hereby amended as set forth below (stricken-through language is proposed to be deleted; underlined language is proposed to be added):

Appendix 1: Penalties for Lateness

Assessment of Penalties: The Event Director is responsible for assessing penalties for lateness according to the table below, including issuing a default for failure to arrive on time. After considering all relevant circumstances, the Event Director may elect to not assess a penalty, not to assess the full penalty, or not to default a player or to reverse a default for failure to arrive within 15 minutes of the time when the match was scheduled.		
Part 1: Lateness Before Start of Match		
Match Format	•One Short Set to 4 Games •One 6-Game Set •Best of 3 Short Sets with 7-Point Match Tiebreak Played in Lieu of 3rd Set	Timed Matches (Game Format) For 30 Minutes or Less
If one player or team is late	5 minutes or less: Loss of toss plus 1 game	5 minutes or less: Loss of toss plus 1 game
	5:01 - 10 minutes: Loss of toss plus 2-games 1 game and 2 points	5:01 - 10 minutes: Loss of toss plus 1 game and 2 points
	10:01 - 15 minutes: Loss of toss plus 2 games	10:01 - 15 minutes: Loss of toss plus 2 games
	More than 15 minutes: default	More than 15 minutes: default
	Except for a default, the Referee must not assess more than a 3-game penalty	Except for a default, the Referee must not assess more than a 2-game penalty
Both players or teams equally late up to 15 minutes	No Penalty	
Both players more than 15 minutes late	The Event Director may default both players, or the Event Director may reinstate the match using the principle in effect when both players are late but arrive at different times.	

Both players late but arrive at different times	In singles, the penalty accrues when the first player arrives. In doubles, the penalty accrues when the first team arrives. Penalize the opponent(s) based on the difference in their arrival times.
Part 2: Lateness for Resumption of Suspended Match: The same penalties are assessed, except that there is no loss of toss.	

3. Adjustment to JTT Regulations. Trey presented a series of new JTT rule changes to the Committee.

Proposal 1: Trey proposed a new method for selecting wildcard teams based on the highest winning percentage among all second-place playoff teams, replacing the previous random drawing process.

Following discussion, the following motion was duly made by Joe G., 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 III.4.d. is hereby amended as set forth below (stricken-through language is proposed to be deleted; underlined language is proposed to be added):

III. USTA NORCAL JUNIOR TEAM TENNIS COMPETITIONS

A. Travel League - Coed Divisions.

1. **Overview.** [unchanged]
2. **Divisions.** [unchanged]
3. **League Seasons.** [unchanged]
4. **Season Playoffs and Championships.**
 - a. **Authority to Determine Whether Playoffs and/or Championships Held.** [unchanged]
 - b. **Qualification for Playoffs.** [unchanged]
 - c. **Qualification for Championships.** [unchanged]
 - d. **Wildcard Selection for Section Championships.** When additional teams are needed to bring the total number of teams competing in the Section Championships to either 4 or 8, wildcard teams will be selected to participate in the Section Championships. ~~Wildcards will be selected based on the highest game-winning percentage a random drawing of all second place teams. If tied, the overall win-loss record will be used to determine the selection. If the chosen team cannot accept the spot, the team with the 2nd best game-winning percentage will be chosen. there will be another drawing of the remaining 2nd place teams until a team accepts the spot.~~ If all 2nd place teams decline, the highest game-winning percentage ~~there will be a similar random drawing of all 3rd place teams will be determined until a team accepts the wildcard spot and so forth.~~

Proposal 2: Staff proposed allowing players to participate on more than one team and division (e.g., 12U Green and 14U Yellow) during postseason play, including Sectionals, especially if the divisions days and times are different and promote play opportunities. **Committee Discussion:** The committee deliberated on the proposal, raising key concerns regarding workload management for staff and potential scheduling conflicts during playoff and Sectional matches.

Following discussion, the following motion was duly made by Andrea B., 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., 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]
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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 long as the player is in separate flights for the same division (i.e. 12U Green) **or in a different division**. If a player is rostered on more than one team that qualifies for Playoffs/Championships **within the same division (i.e. on two 12U Green teams)**, the player must declare one team to represent in the Playoff/Championship. Participating in a Playoff/Championship match for one team **within the same division** will automatically count as their declaration to represent that team. If a player competes for an additional team or teams during the Playoffs/Championship **within the same division**, all affected Playoff/Championship matches they participated in will be defaulted.

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

F. Refunds.

1. Travel Leagues. [unchanged]

2. Team Tournaments. [unchanged]

Todd D. left the call at 1:10 PM. Lou P. left at 1:13 PM.

Proposal 3: Staff proposed the following:

- **Unannounced captain lateness exceeding 15 minutes** will result in an automatic team default. If lateness is communicated prior to the scheduled match time, the match may proceed. *The committee emphasized that lateness should always be communicated in advance, as unannounced delays disrupt subsequent match schedules for programs sharing the facility.*
- **Captain Delegation:** Captains may assign duties to a co-captain if absent.
- **Coaches & Line Calls:** Only one declared coach from each team would be allowed on court at a time, acting as a line judge. Opposing captains are responsible for overruling player line calls as a way to ensure fairness.
- **Playoffs:** Tied team matches are not permitted in playoff matches. All tiebreak scores must be reported to staff to establish final standings.
- **Appendix A Adjustment:** 12U Advanced was removed due to low participation.

The following motion to approve the other sections of this rule, was duly made by David P., seconded by Joe G., and approved by a vote of 6 in favor, 0 opposed, 0 abstentions, and 0 recusals:

RESOLVED: That, effective immediately, USTA NorCal Junior Team Tennis Regulation IX.C, G, J, M, 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.** Matches will begin at the agreed upon start times during the pre-Match communication between Team Captains. If a player and/or team does not arrive within 15 minutes of the scheduled start time on-site and ready to play (and no substitute player is put into the line-up - see Regulation IX.D.3 below), the match will be recorded as a default as follows:
 - 1. Travel League Defaults.** If a team has 3 players for a match, all round #4 singles and #4 doubles matches will be recorded as a default. **If a Team or Team Captain arrives 15 minutes after the scheduled start time with no prior communication to the opposing Team Captain and no Safe Play approved representative is present, the Team Match will be recorded as a total team default.**
 - 2. Team Tournament Defaults.** The default procedures in a Team Match are determined by the Tournament Director. The same default rule applies if an entire team does not arrive within 15 minutes of the scheduled start time - each match of the Team Match is recorded as a default.
- D. Team Match Line-Ups.**
 - 1. Line-Up Must Be Based on Strength.** [unchanged]
 - 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.** **Only the designated Safe Play-verified** ~~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) **from the designated Team Captain** and must cease at the end of the changeover; however, no coaching is permitted during the tiebreaker of any set. A Captain is not allowed to stay on court after the changeover. **The designated Team Captain must be confirmed to the opposing Team Captain.**
- 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. **If line calling issues persist, a player can request a Team Captain from each team to monitor the match. The Team Captains will position themselves at each net post. Players will continue to make their own calls and Team Captains will confirm or overrule the calls only when asked by a player. Players are subject to the opposing Team Captain's overrule only in this situation.**
- L. Medical Timeouts and Bleeding Timeouts.** [unchanged]
- M. 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.**
The team that wins the most games wins the Team Match. When a tiebreak is played, the tiebreak counts as one game. If there is a tie **on games won**, the winner will be determined by the most individual matches won for that team match. Tennislink will display the winner based on this procedure. If there is a tie on individual matches won, the Captains of each tied team shall designate two players from their team to play a doubles ~~10~~ **7-Point Match Tiebreak** to determine the winner. **The hosting team will report their final tiebreak score to USTA NorCal and copy the opposing team.**
3. **Treatment of Defaults.** [unchanged]
4. **~~Special Tiebreak~~ Procedures When Timed Matches Are Played. Both Team Captains may start the timer simultaneously.** 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 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.

Proposal 4: Staff proposed the following: Removing 12U Advanced from Appendix A as there weren't enough team sign-ups.

The following motion to approve the other sections of this rule, was duly made by Joe G., seconded by Shahand E., and approved by a vote of 6 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):

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. A 7-Point Set tiebreak 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 (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.

5. Next Meeting: Tentatively scheduled for February. With no further business, the meeting adjourned at 1:45 PM.