

## 2021 MCTA JTT CAPTAIN'S INSTRUCTIONS

Thank you for being a captain for our JTT Teams! Below are simple instructions on how to start and manage a JTT match:

- 1.) Print out THIS SHEET and the team roster on a sheet of paper or write down and have ready to present to the other captain before you leave for venue! (Roster/lineup should be on your email)
- 2.) Please arrive early to the venue. If the match start time is 4pm, please arrive no LATER than 3:45pm.
- 3.) When you arrive, check in with front desk to find out which 3 courts you we are playing on. You would say, "Which courts are reserved for JTT 14U Advanced?" Also, you are supposed to get 3 NEW CANS OF BALLS – one can for each court. Get the cans to distribute to players later. (The HOME TEAM is supposed to get the balls but either captain can get them)
- 4.) Look around for our players in the lobby to make sure people are trickling in. Make sure everyone is present by 5 minutes before start time! Technically we can get score penalties for LATE players but usually this isn't enforced. If a player is running late, contact me immediately and inform the other team captain that we have a player running late – (and their ETA if you have it)
- 5.) Look for and connect with the other team captain. Ask a child who might be playing against us who the captain is today for JTT 14U advanced.
- 6.) Connect with that captain and **EXCHANGE LINEUPS**. Ideally this should be done 5 MINUTES BEFORE match start time!
- 7.) Once the match time begins, everyone should go on the court together for a quick meeting: (THIS MEETING SHOULDN'T BE MORE THAN 2-3 MINUTES LONG)
  - a. Tell the kids that the format is best of 2 tie-break sets (tiebreaks to 7 win by 2) and regular scoring (play deuces). If split sets, then play a 10-point tiebreaker (win by 2) to determine winner.
  - b. Tell them it's the server's responsibility to call out the score before EVERY POINT. This will help to avoid any scoring issues during the match.
  - c. Tell them they have ONLY 10 minutes to warm up and start match play. You will also give them a reminder to start serving at the 8 minute mark (2 minutes to serve).
  - d. Once it's 10 minutes for warm-up, TELL EVERYONE THEY SHOULD PROMPTLY START PLAY. (This should give them 80 minutes total to complete the match)
  - e. LASTLY: Tell the kids the lineups and which court to goto to start their warmups.
- 8.) WARMUPS: If somehow courts are open BEFORE match start time, anyone can warm up. If there are 2 courts available for warm up, designate 1 court to the opposing team and one for our team to warm up.
- 9.) WARMUPS: Once the match time begins, Players should be warming up with their OPPONENT on their designated courts! **We have only 10 minutes to warm-up so you must keep them on track!**
- 10.) Once play begins, NO PARENTS SHOULD BE ON ANY COURT. The only exception is IF there is an adjacent court that is open and not being used (This could be the case at Woodmont, They are allowed to sit on the adjacent court. But no talking or coaching.)
- 11.) As the captain- you are allowed on ANY COURT! I don't recommend that you sit on any court for an extended period of time though. Just observe and make sure that everyone is moving forward with play. If there are any issues with scoring, they must go back to the point that they agree happened, and re-start with that score. REMIND SERVERS TO CLEARLY CALL OUT SCORE BEFORE EACH POINT!
- 12.) Once the matches are finishing, make sure to get the final scores and write down and share with other captain. If the other captain has an official scoring sheet, you will be asked to SIGN the score sheet to verify the scores.
- 13.) Email the scores to me (David Lee) or take a picture of score sheet and email/text me a picture.
- 14.) MATCHES TIMING OUT: Matches are reserved for 90 minutes total. If there is a match that will definitely not be finished by the 90 minute end time, you can inform the players at the 80 minute mark that there are 10 minutes left to play. Once the clock strikes 90 minutes. Play is over and have them report the scores.
- 15.) SUDDEN DEATH POINT: JTT Scoring isn't about who wins matches, it's about total games won by each team. Please review the OFFICIAL JTT MCTA GUIDELINES for SUDDEN DEATH SCORING AND OTHER GUIDELINES!

THANK YOU AGAIN FOR BEING A CAPTAIN FOR JTT THIS SEASON!

**JTT 12U/14U/18U  
Blank Match Score Card**

Date: \_\_\_\_\_

Match Time: \_\_\_\_\_

Location: \_\_\_\_\_

HOME TEAM NAME:			VISITOR TEAM NAME:		ENTER SCORES HERE AND CIRCLE WINNING PLAYER(S)			TOTAL GAMES WON
#1 Singles NAME		vs.			Set1	Set2	Set3	
				Home				
				Visitor				
#2 Singles NAME		vs.			Set1	Set2	Set3	
				Home				
				Visitor				
#1 Doubles NAMES		vs.			Set1	Set2	Set3	
				Home				
				Visitor				

NOTES: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**GRAND TOTAL:**

(ADD UP TOTAL GAMES WON FOR EACH TEAM)

	Home	Visitor
Total Games Won:		

I, team captain hereby confirm that the above scores are valid and that the players are listed correctly.

Captain's Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Captain's Signature: \_\_\_\_\_ Date: \_\_\_\_\_