

Southern Districts Tennis Association

Junior Competition Rules

2009

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1.0 Eligibility and Responsibilities

- (1) This competition is restricted to registered members of the Southern Districts Tennis Association Inc. (SDTA) and Tennis NSW. Members are bound by the rules and by-laws of SDTA & Tennis NSW.
- (2) A member is eligible to play in this competition provided that they have not turned 19 years of age before registration day. Members who turn 19 years of age during the competition are still entitled to finish this competition but will be unable to enter the following competition.
- (3) Home teams are to supply two (2) new tennis balls (Tennis Australia approved), a result card.
- (4) Correct tennis attire must be worn at all times, including approved tennis shoes.
- (5) The Bulletin is the official publication of the Association and is used along with the Website to convey information to members about the Association and competition. It is every member's responsibility to keep up to date with what's happening in the Association.

2.0 Number of Players per Team

- (6) Each team must provide two (2) players for each match.

3.0 Match Format

- (7) A match consists of two (2) sets of singles and two (2) sets of doubles as set out in this Section. For singles the Number 1 player play against each other and the Number 2 player play against each other. For the doubles the Number 1 and Number 2 players combine to represent the team.
- (8) Each set comprises standard games and a set is won by the first team to win 6 standard games with an advantage of 2 standard games. The rules for completing a standard game as set-out in Section 17.0 (What is a Standard Game) on page 7 have been developed using the 'no advantage at Deuce' rules contained in the rules of Tennis developed by the International Tennis Federation.
- (9) A 7-point tiebreak game must be played to determine the winner when a set reaches 5 games all. A 7-point tiebreak game is won by the first team to win 7 points with an advantage of 2 points and must be played in accordance with the rules in Section 18.0 on page 7.

4.0 Player Numbering

- (10) All registered players in each team must be numbered using a number system where the Number 1 player is the highest player. Where the Number 1 or Number 2 player is unable to play in a match the other numbered registered players will 'move up' as necessary. For example, where the Number 1 player is unable to play the Number 2 player will 'move up' to play as the Number 1 player and a borrowed player from a lower Division or a Reserve will play as the Number 2 player.

5.0 Order of Play

- (11) The order of play for the match and the responsibilities for the umpire and ball person shall be as follows:

Set #	Set and Seeding	Umpire	Ball person
1	Doubles - 1 & 2 v 1 & 2	No umpire	None
2	Singles - No. 1 v No. 1	No. 2 Home player	No. 2 Away player
3	Singles - No. 2 v No. 2	No. 1 Away player	No. 1 Home player
4	Doubles - 1 & 2 v 1 & 2	No umpire	None

6.0 Start and End of Play

- (12) Players should arrive at 7.45 am ready to commence play at 8.00 am or at 9.45 am ready to commence at 10.00 am in accordance with the draw. Play must be continuous at all times. A three-minute hit-up is allowed for the first set only and players, umpire and ball person should be available for the first set. Any team without a player ready to play at the time set down to start shall after 10 minutes forfeit the first set. A further set shall be forfeited for each additional ten minutes until thirty minutes have elapsed from the designated starting time when the match shall be forfeited.
- (13) Matches should end at 10.00 am where play is scheduled to commence at 8.00 am and should end at 12 noon where play is scheduled to commence at 10.00 am.
- (14) Teams may agree to change the order of play to allow play to commence on time. A forfeited set can be deferred until after the completion of the last doubles set providing sufficient time is available prior to the scheduled end of play.

7.0 Service Choice or Choice of End

- (15) The teams must toss prior to the match commencing and the winner of the toss shall choose an end or to serve first or to receive serve first in the 1st and 3rd sets. The loser shall choose an end or to serve first or to receive first in the 2nd and 4th sets.

8.0 Winning a Match

- (16) The following rules apply to determining the winner of a match:
- The team winning more sets than the opposition is considered the winner of the match and where both teams have won the same number of sets the team winning the most games is considered the winner of the match;
 - Where a team wins the same number of sets and games as the opposition the match is declared a draw.

9.0 Allocating Points

- (17) The following rules apply to the allocation of match points:
- Six (6) points are available for each match, being one (1) point for each set played and two (2) points for winning the match.

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- (b) A team will receive one (1) point for each set the team wins and two (2) points should the team win the match;
 - (c) Where the match is declared a draw or is undecided the two points allocated for a win will be halved and each team will receive one (1) point;
 - (d) Where no sets can be played due to wet weather or extreme heat conditions the six (6) points will be shared equally between both teams;
 - (e) The one (1) point available for each set will be split between both teams where that set cannot be completed.
 - (f) Where play is stopped before the match reaches the halfway point the points will be shared equally between both teams.

10.0 Result Cards

- (18) Result cards must be complete, legible and signed by both team captains (or designated match captain). It is the winning team's responsibility (or home team in the event of a draw or undecided match) to ensure the card is at the Junior Competition box located underneath the Tournament box at Wests Tennis Club or posted to the Competition Secretary within 3 days of completion of the match or their match points may be forfeited. The results of last round competition matches, semi-finals and finals must also be telephoned to the Competition Secretary between 1.00 pm and 7.00 pm on the day of the match.

11.0 Wet Matches

- (19) Team captains **ONLY** are responsible for telephoning the court contact number after 7.00 am to check the condition of the court. If a match is called off due to wet conditions the home captain should submit a result card. Matches cannot be transferred to another court. If the match has not commenced each team will share the match points. If a match is washed out after starting and prior to a result, each team shall keep the points from the decided sets played and share the remaining set points and the 2 points awarded for a win. This is discussed in more detail in Section 9.0.
- (20) Both teams should attend the court unless agreed otherwise beforehand.

11:1 Heat Rule

If the temperature reaches 34 degrees prior to the start of a set, further play may cease without forfeit to either team. Play may also be called off by mutual agreement of the relevant captains if they agree heat is a factor once temperature reaches 34 degrees. The points for sets not played will be shared.

* Matches cannot be called off without attendance at the court. Common sense and sportsmanship must apply.

12.0 Borrowed Players

- (21) A borrowed player is a player borrowed from other teams or a player borrowed from the 'pool of players'. During competition rounds a team may borrow from other teams or from the 'Pool of players' as required. Generally team members should make these arrangements. Borrowed players must come from the same or a lower division and must be recorded on the result card. Players borrowed must play in the position

of the player they replace. Reserve players who have played 3 or more matches with any one team are deemed to be a member of that team. If you are unsuccessful in obtaining a reserve you may contact the Junior Assistant Competition Secretary between 5.00 pm and 7.00 pm, Monday to Friday.

13.0 Substitute Players

- (22) If a player becomes incapacitated through injury or illness during a match, a substitute player will be allowed. A substitute player is either a registered team member or a borrowed player. Unfinished games in a set where a player cannot continue will be forfeited. If the substitute player is not on hand and play cannot be continuous, each unplayed set concerned shall be forfeited.
- (23) In the event of play being interrupted or postponed during semi-finals or finals, a substitute player may be used when the match is resumed. Any substitution during rounds or in semi-finals or finals must be clearly noted on the result card.
- (24) The use of substitute players in a semi-final or final will only be allowed in exceptional circumstances and after referral to the Junior Competition Secretary or Competition Sub Committee and is restricted to one (1) substitute player. If time permits the request should be in writing explaining the circumstances. The substitute player shall come from a lower division and a team not in the semi final/final and the decision will be made by the Junior. Competition Secretary or Competition Sub Committee.

14.0 Finals Qualification and Format

- (25) Players must be registered in the team and must have played three (3) competition rounds to be eligible to play in semi-finals and finals matches. For the purposes of determining eligibility wet matches will not be considered as competition rounds.
- (26) The semi-final draw is 1st versus 4th and 2nd versus 3rd where the numbers represent the final position of a team at the end of the competition rounds. The winners of each semi final play each other in a final to determine the competition winner.
- (27) If two or more teams finish on equal points, positions will be determined on a count back.
- (28) Undefeated teams who lead by 5 points shall be declared minor premiers and if the minor premiers are defeated they will have the right to challenge the winner of the Final to a Grand Final match. Missing result cards will not count as an undefeated match.
- (29) To eliminate draws in semi-finals and finals a tiebreaker set of doubles must be played. The team winning the doubles set is considered the winner of the match.

15.0 Withdrawal from Competition and Match Forfeit

- (30) Should a team withdraw after commencement of the competition, it will be a matter for the Junior Competition Secretary alone to determine a revised points table published. This team shall within seven days from the notice of withdrawal submit a written report to the Junior Competition Secretary detailing the circumstances that led to the team's withdrawal.
- (31) Should a team forfeit a match or fail to meet its commitments, its opponent shall be awarded the points as for a completed match. A forfeiting team must notify their opponents as soon as it is aware that it is unable to field a team. Also, that team shall

within seven days of the date of the match submit a written report to the Competition Secretary detailing the circumstances that led to the forfeit. If a team forfeits three matches during the competition, the Junior Competition Secretary has the power to withdraw the team from the competition.

- (32) All reports received will be considered and if in the opinion of the Junior Competition Secretary a team has acted without reasonable cause, then the Junior Competition Secretary may decide at its discretion a course of action in the best interest of the Association.
- (33) All players in a team should attend the court at the scheduled time, unless otherwise agreed. Should one or both teams be short a player, all possible games should nevertheless be played.

16.0 What is a Standard Game

- (34) Where a standard game is being played the serve alternates between players with a change of end every odd game.
- (35) A standard game is scored as follows with the server's score being called first:
- No point - "Love"
 - First point - "15"
 - Second point - "30"
 - Third point - "40"
 - Fourth point - "Game".
- except that if each player/team has won three points, the score is "Deuce".
- (36) Where the score is "Deuce" a deciding point shall be played. The receiver(s) shall choose whether to receive the service from the right half or the left half of the court. In doubles, the players of the receiving team cannot change positions to receive this deciding point. The player/team who wins the deciding point wins the "Game".

17.0 What is a 7-point Tie-break Game

- (37) In the case of a 7-point tiebreak game the serve alternates between players with a change of end every 6 points. During a tie-break game, points are scored "Zero", "1", "2", "3", etc. The first player/team to win seven points wins the "Game" and "Set", provided there is a margin of two points over the opponent(s). If necessary, the tie-break game shall continue until this margin is achieved.
- (38) The player whose turn it is to serve shall serve the first point of the tie-break game. The following two points shall be served by the opponent(s) (in doubles, the player of the opposing team due to serve next). After this, each player/team shall serve alternately for two consecutive points until the end of the tie-break game (in doubles, the rotation of service within each team shall continue in the same order as during that set). The player/team whose turn it was to serve first in the tie-break game shall be the receiver in the first game of the following set.