

WAIRARAPA TENNIS ASSOCIATION

Junior Interclub – Rules Summary

Playing Format

Each contest (or “tie”) will comprise two doubles matches and four singles matches.

The contest winner will be the team based upon first matches won, then sets won, then games won.

Championship Grade

- Best of 3 short sets to 4.
- Player must win the set by 2 games. (e.g. 4-2, 5-3)
- If the set gets to 4 all then a tie-breaker is played up to 7 points, with the player winning with a 2-point advantage. (e.g. 7-5, 8-6...)
- At 1 set all, must play a super tie-breaker for the 3rd set. This is first to 10 points, with the player again winning with a 2-point advantage. (e.g. 10-8, 11-9...)

Advanced Grade

- Each singles and doubles match will consist of one set to seven (the best of 13 games) with a tiebreaker at six games all.
- Tie-breaker is first to win 7 points, with the player winning with a 2-point advantage. (e.g. 7-5, 8-6...)

Advanced Grade B

- Each singles and doubles match will consist of one set to seven (the best of 13 games) with a tiebreaker at six games all.
- Tie-breaker is first to win 7 points, with the player winning with a 2-point advantage. (e.g. 7-5, 8-6...)
- Players in this grade may bounce the ball to serve their *second* serve.

Balls

At the start of each term, each team must provide four new, *good quality* balls and ensure they provide a full set each week. It is essential the correct balls are provided as they are selected to match the players’ abilities. One can of balls will not last a whole season – one term at the most. Bring spare balls in case one gets lost. It is a good idea to use a permanent marker to name the balls, so they can be returned to the correct team at the end of play.

Championship grade

- First grade Head ATP Gold balls.

Advanced A and B

- Head “green dot” low pressure balls. (These have a lower bounce which helps the players in these grades).

Teams and playing order

- Teams must play in order of merit.
- The playing order submitted on registration shall stand for the remainder of the season. If challenges change the order, permission must be sought from the Junior Convenor.
- The team must be listed on the scorecard prior to the start of the match. The opposition is not allowed to look at this scorecard before confirming their own team.
- Team Managers should check the opposition's playing order list before play commences and must not amend their teams on viewing the opposition's.
- The Number 1 ranked singles player must play in the top doubles pairing.
- Teams are permitted to use up to 6 players in each contest. (e.g. use different players between the singles and double games)
- Teams must be listed on the scorecard, including doubles combinations, before the start of the contest.
- Court Availability: This is a recommendation only. Venues will have 2, 3 or 4 courts allocated for one Tie. Unless some other arrangement has been agreed on by the Team Managers, it is recommended that the following scheduling apply.
- Two Courts: Two singles matches, followed by the other two singles, then the two doubles matches.
- Three Courts: It is recommended that two singles matches (of one doubles pair) are played alongside one doubles match. Upon the commencement of these matches (and a 10-15 minute break), the remaining matches are to be played. Note: Allow a maximum of 10-15 mins break between matches.
- Four Courts: If there are four courts, all singles matches are to be played first, followed by the two doubles matches. See section 9 of the rules for further information.

Management and Supervision

Team managers are responsible for understanding, communicating and ensuring the rules are followed by players. This means reading and being familiar with the "Junior Interclub Rules" 2017. It means sharing the basic rules and other relevant information with their players and making sure it is understood.

- A team manager must remain with the team until the completion of all matches.
- All Team Managers are responsible for filling in a match scoresheet and keeping it securely in their folder.
- The winning Team Manager is responsible for entering match results online onto Configure Rankings. (See below on details about Configure Rankings)

Umpiring, scoring and rules

- Managers or parents are *not* to umpire matches except in Advanced B grades where players are learning to score. Still, they must call their own lines in or out. Support may *only* be provided by Team Managers on how to score.
- Points may *not* be replayed. Players need to reach a decision. If the receiving player is unsure if the ball is out, it is in.
- Players must not ask an observer if a ball was in or out or what the score is.
- Team Managers are not permitted to advise players during a match or interfere with the playing of matches. They may provide support in the case of misconduct or a misunderstanding that the players cannot resolve themselves. The two Team Managers present should communicate with each other before intervening.
- All players to wear suitable tennis clothing and must wear suitable shoes.
- Player Conduct/Tikanga: Visit our website for information about appropriate/inappropriate player conduct/tikanga. Go to: <http://wairarapatennis.nz/about/> and select 'NZ Tennis Code of Conduct'. Particularly Section 4 On-Court Behaviour.

Complaints

Individuals unhappy with the conduct of players or spectators involved in a match should direct their appeal to the Junior Administrator of their club or school, and then to the WTA if required. Once the complaint has been received by the WTA the other club/school will be contacted for comment on the matter. The WTA will decide if any further action will be taken.

Grading, Eligibility, Substitution

- Players must stick to their own teams unless they are playing up a grade to fill in. If they do not, they may lose all matches by default. The exception for further change is where a player plays *up* a grade or when 'ladder challenges' have affected the playing order in a team and notice has been given to the WTA.
- Any player who has played more than twice (in each term) as a substitute in a junior grade higher than their nominated team may not play again in the lower grade except with prior permission from WTA.
- In every case where a team has fielded a player who is ineligible for the particular grade, or where an eligible player has played in a position lower than the correct order, the team shall forfeit any points obtained from the matches of that player.
- Substitutes must be correctly allocated their matches by name on Configure Rankings when results are input, as each match affects ranking positions for competitions outside of Primary Interclub. Likewise, the player who has not played, *must not* be allocated matches they have not played. If the Team Manger requires help with this, please contact the WTA Administrator in the first instance.

Defaults

- If a player is more than 15 minutes late, following the scheduled match time, they may be defaulted in that match by the opposition team. Discretion is held by the opposing team.
- If there is one player short in a team, then the tie should still continue. The opposing Team Manager should be informed of the situation as soon as possible and be given the opportunity to provide a "fill in" player from their own school or club to play for the opposition.
- The matches played by the "fill in" won't count but at least all players will get a game. Their games will not count for Configure Ranking purposes.
- See sections 18-21 of the WTA full Junior Interclub Rules document for a full outline of how defaults work.
- Any team short by two players will default the entire match.

Team Scoring and Result Sheets

- It is essential that scores are accurately recorded and entered into Configure Rankings. Failure to do so affects not only the outcome of the competition, but also the player's individual ranking.
- Guidelines on how to enter match results are available online at <http://wairarapatennis.nz/configurerankings/>.
- Results must be entered 48 hours following the match. It is very important that results are entered as they affect how many points the opposition gets and your team's position on the 'points table' which can be viewed when you log on and enter your results online at www.tennis.org.nz
- Each match in a tie is worth one competition point for the team that wins it. Two bonus points will be awarded to the team that wins the tie. In the event of a draw, the teams share the bonus point.

Timing and cancellations

- All matches to start at 3.30 except for matches involving Martinborough, St Matthews and Whareama which begin at 4.00pm to allow for travel. However, it is recommended Team Managers are 'reasonable' when it comes to start times and communicate with one another.
- In the event of bad weather, it is up to the Team Managers involved to contact each other and make a decision on the day and discuss the postponement options.
- It is advised that Team Managers contact each other at 2.00pm to make such calls and communicate with one another. The Team Managers must also agree who will log on to Configure Rankings and explain why a tie was cancelled. See Section 15 of the WTA full Junior Interclub Rules document.
- See Section 17 of the WTA full Junior Interclub Rules document to see what the options are if a match is rained off part-way through a contest. In all cases the WTA Administrator must be informed on Configure Rankings of the outcome.