

RULES, CONDITIONS & FORMAT OF PLAY

1. **The Rules** of tennis apply to all sets/matches, with the following amendments;
2. **Sets** will be self umpired and should follow the Tennis Australia rules for Un-Umpired matches (attached below);
3. **New Balls** will be provided by the competition organiser and will remain the property of the organiser. They should be returned at the end of the match. (these balls are used to provide members with good quality balls to: replace lost or damaged balls during competition matches, use for social play, and for coaching purposes). They may be purchased at the end of the days play;
4. **Teams** shall consist of at least 3 and up to 4 nominated players (3 players required each week);
5. **Matches** shall consist of 6 x Fast 4s (with short deuce and normal Lets) of doubles (1&2v1&2,2&3v2&3,1&3v1&3 twice). The choice of serve alternates for each set;
6. **Scoring** for all matches, including Semi's and Finals, will be: 1pt per set won & one bonus pt for most games won (to split a tie);
7. **Rained Out** matches points will be split (except if Semi's or Finals which will be postponed to the following week);
8. **Washed Out** matches called off after commencement shall split points for all sets not completed (this includes the bonus point unless one team has an unassailable position);
9. **Injuries** to a player during play will be allowed a 5min "injury time out" after which time a decision will be made whether that player can continue to play. If that player cannot play on then the set being played shall be forfeited. Any further sets that the player was to play in may be played by another team member or forfeited;
10. **Reserves** may be drawn from the bye team or the reserves list and will be from the same division or lower;
NB: It is the responsibility of the player needing the reserve to find someone in the 1st instance. The team captains are next port of call then the competition Organiser.. Any team needing more than 2 players replaced will forfeit their points for that round but may still play if they can field a team (the Bye Team should make themselves available to reserve on their bye week);
11. **Finals Series** - a) Finals may be played as a normal Semi & Final Format (ie., 1st v 4th & 2nd v 3rd, Winners play in final following week), or may be just straight Final 1st V 2nd depending on the length of the competition;
b) If ladder positions at the end of rounds is equal then a count back may be necessary. this will be taken firstly on head to head results for the two teams, then on round by round starting from the last round points;
c) If a finals series match is drawn then a 10 pt match tie breaker will be played immediately with each team picking who plays;
12. **Comp Fees** are \$8 per player per match/week.
13. **Disputes** will be resolved by the competition organiser or their representative. Their Decision is Final;



Tennis Australia Rules for Matches Played Without a Chair Umpire

All players should be aware of the following basic principles when playing a match without a Chair Umpire:-

- Each player is responsible for all calls on his/her side of the net, however it should be noted that a Courts Supervisor or Referee is permitted to reverse an incorrect line call.
- If in doubt, the player must give the benefit of the doubt to his/her opponent.
- A service "Let" may be called by either player/team.
- Foot faults may only be called by an Official either allocated for that purpose or a person performing a Chair Umpire function. Players may be requested to correct their foot faulting problem by a Referee or Court Supervisor. The receiver may not call a foot fault against the server.
- The receiver must play to the reasonable pace of the server.
- All "out" or "fault" calls should be made promptly after the ball has bounced and loudly enough for the opponent to hear.
- If a player incorrectly calls a ball "out" and then realises that the ball was good, the point should be replayed, unless it was a point winning shot or unless that player made an incorrect "out" call earlier in the match. In these circumstances, the player who called "out" loses the point.
- The server should call the score before each 1st serve, loudly enough for his/her opponent to hear.
- If players cannot agree on the score, they should calmly discuss the points/games that are disputed. If they then cannot reach agreement they should only replay the number of points/games that are in dispute i.e. two players cannot agree on whether the score is 40-30 or 30-40, but they do agree that they have won two points each. The game shall continue from 30-30. When the game score is in dispute the same principles apply with all agreed games standing and only disputed games being replayed.
- When a player has created an involuntary hindrance (ball falling out of pocket, hat falling off, etc), the first time a "let" should be called and any similar hindrance thereafter will be ruled deliberate.
- Any hindrance caused by a player that is ruled deliberate by the relevant official will result in the loss of a point.
- Where a ball interrupts play, either by rolling/bouncing onto the court, and/or creating a visible interruption behind the court a let should be played. Either player can call a let in these circumstances provided they do so in a timely manner. Where this is between a 1st and 2nd serve, a second serve only should be played.
- If at the completion of a match, the players involved realise that the scoring format used is incorrect, the match result shall stand provided all players have left the court enclosure. If the mistake is realised *before* the players have left the enclosure, the correct scoring format should be used to finalise the match. If this is not possible (ie the match has progressed beyond the point where the correct scoring format can be implemented), then the score based on the incorrect format stands.
- If a player is unhappy with his/her opponent's actions or decisions, he/she should call the Referee (or assistant) immediately. This may include any disputes regarding Lets, Foul Shots or Not Up situations where players cannot reach agreement.