



WINTER INTERCLUB RULES

2024 Season

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tenniscanterbury.org

Introduction

1. Tennis Canterbury manages all aspects of Interclub competition between affiliated Clubs.
2. The following Rules are our framework for fair games of competitive tennis.
3. By entering this competition, all players agree they will play according to these Rules and the ITF Rules of Tennis.
4. Tennis Canterbury will deal with all players and all matters in a fair, prompt and impartial manner.
5. Any alleged breach of these Rules must be raised by Team Captains with Tennis Canterbury.
6. The following terms are used in these Rules:
 - Rubber: one individual Singles or Doubles match.
 - Tie: the total rubbers between one team and another team.

Conduct

7. Good sporting behaviour is integral to Interclub competition.
8. All Players, Coaches, Parents and Supporters must be fair, considerate and respectful of others.
9. Poor behaviour such as dishonest line calls, swearing, throwing racquets, over-cheering opponents mistakes, time wasting etc, may result in ties being defaulted and/or players being removed from the competition.

Winter Interclub Competition

10. The Winter Interclub season comprises 2 separate competitions:
 - Term 2 beginning April
 - Term 3 beginning July
11. All ties are held indoors at Wilding Park (if a Tennis Canterbury event is being held indoors, ties may be on occasion played outdoors).
12. All ties are played on Saturdays, with alternating start times.

Team Entry

13. A team may only be entered by a Club affiliated to Tennis Canterbury.
14. Hybrid teams (with players from multiple Clubs) may be entered with approval from Tennis Canterbury.
15. Entries must be submitted by the advertised closing date.
16. At least 3 players must be named when entering a team.
17. Email addresses for all players (parents/guardians emails for juniors) must be provided.
18. Teams may add players throughout the season, however new players must meet the Player Eligibility criteria (see below) and be approved by Tennis Canterbury.
19. Tennis Canterbury will allocate teams into divisions based on Match Hub player rankings, performance in previous seasons and number of entries in each grade.
20. Competition winners are automatically eligible to play in a higher grade, while teams finishing last may be relegated.
21. Dates of play will be determined once all entries are received.

Player Eligibility

22. Players must be financial members of Clubs affiliated to Tennis Canterbury.
23. Players can only play for one Club in a season.
24. Players can only play for one team in a division, e.g. if a Club has 2 teams in one division, the player cannot play for both teams.

25. Once a player plays 3 matches during the current season in one grade, they cannot play in a lower grade for the rest of the season.
26. For the last 3 rounds of each competition any new or fill-in player must have less Match Hub points than all other team members playing on that day. However, this applies to both Singles and Doubles independently, e.g. if a team consists of players all ranked S4 and D4, and the new player is ranked S5 and D3, they can play Singles but not Doubles.
27. Using an ineligible player will result in that team losing their tie 8-0 and all points will be awarded to the opposition.

Playing Format

28. Teams are made up of 3 players – two players play a Singles and a Doubles each and one player plays 2 Doubles (4 players cannot be used).
29. Ties consist of 2 Singles and 2 Doubles rubbers.
30. Ties are timed for 2 hours- the first round is played to completion, with the second round stopping at the 2 hour time limit. Only completed sets earn competition points.
31. Singles are long deuce. Doubles are short deuce, with the receiving pair nominating who shall receive the serve.
32. Both Singles and Doubles are 2 short sets (first to 4, with a 7-point tiebreak at 4-4) and a 10 point match tiebreak if 1 set all.
33. Service lets apply. Serve to be re-taken if a let is hit.

Short Handed Teams

34. If a team can only field 2 players, the tie will consist of 2 Singles and 1 Doubles rubbers, with the short-handed team defaulting the second Doubles.
35. If it is known before starting time that a team will only have 2 players, notification to the opposition Team Captain should be made.
36. When a team is more than one player short, the tie will be defaulted.
37. If a team has to default, it must be advised to the opposition Team Captain as soon as possible.
38. Any team defaulting more than twice in a season may be withdrawn from the competition.

Playing Order

39. Before play begins, Team Captains must complete the scoresheet with player names and playing order.
40. Playing order for Singles must be based on Match Hub points as they appear online on the day of play.
41. In Singles, if the two players have the same number of points, they can play in either order.
42. Any of the team's 3 players can be the Doubles only player.
43. After play, both Team Captains must sign the scoresheet.

Courts and Balls

44. All ties must be played indoors at Wilding Park unless otherwise advised by Tennis Canterbury.
45. Wilson US Open Balls (provided) must be used for all ties.

Scheduled Start Time

46. Players must be at the allocated courts ready to play at the scheduled start time. If a player is late, play must start within 10 minutes of the scheduled start time, or that rubber is defaulted.
47. If late players arrive within 30 minutes of the scheduled start time, they may play their remaining rubbers, however if they arrive later than this, all rubbers they were listed for will be defaulted.

During Play

48. Breaks at change of ends must not exceed 1 minute.
49. Breaks at the end of each set must not exceed 2 minutes.
50. Players are only permitted to fill a drink bottle or take a toilet break at the conclusion of a set unless agreed to by their opponent.
51. Play cannot be recorded, or photographed without the consent of the players and/or parents.
52. On court coaching is not permitted.

Player Injury

53. If a player is injured during a rubber and forced to retire, the incomplete rubber will be defaulted, and the injured player cannot play any other rubbers in the tie.

Competition Points

54. 1 point is awarded for each completed set won in a tie, with no bonus points awarded.
55. Match tie breaks count as 1 set.
56. If a tie is played outside and is rained out before or during play, points for the tie are shared 4-4.
57. In the event of a default, the winning by default team is awarded 8-0.
58. If a competition comprises round-robin followed by section play, points earned during the round-robin are not carried through to section play.
59. If a season cannot be completed, and more than 50% of the competition has been played, the team with the most points will be deemed the winner, otherwise no winner will be declared.
60. Results of completed rubbers will be entered into Match Hub by Tennis Canterbury.

Playoffs

61. Competition formats will vary depending on the number of teams in a grade, and where possible, will include a final.
62. If teams finish the round-robin on equal points, the final order will be determined by the results in head-to-head ties. If these are split, the order will be determined by the number of sets won in those ties. If still tied, then on the total games won in those ties. If still tied, then by random draw.
63. If a final is unable to be played, the competition winner will be the team that has progressed to the final, who finished highest in the round-robin.
64. In all grades, to be eligible to play a final, a player must have played at least 3 times for that team in the current season.
65. If unable to field a team of 3 eligible players for a final, a team may use a maximum of 1 replacement, but only if they:
 - have less Singles and Doubles Match Hub points than that team's lowest named player on game day,
 - have not played 3 or more times in a higher grade,
 - have not been named in a higher grade team, and
 - are approved by Tennis Canterbury before the tie begins.