



SENIOR INTERCLUB RULES

2026/27 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. Any breaches of these Rules may result in ties being defaulted and/or players or teams being removed from the competition.
5. Tennis Canterbury will deal with all Clubs and all matters in a fair, prompt and impartial manner.
6. Any need for clarification of these Rules, or any application for dispensation from these Rules must be made by Club Captains/Presidents to Tennis Canterbury.
7. Any alleged breach of these Rules must be raised by Club Captains/Presidents with Tennis Canterbury by 5pm on the Tuesday following the breach.
8. If any dispute is unable to be satisfactorily resolved by Tennis Canterbury, an independent party may be appointed to consider the matter.
9. 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

10. Good sporting behaviour is integral to Interclub competition.
11. All Players, Coaches, Parents and Supporters must be fair, considerate and respectful of others.
12. Poor behaviour such as dishonest line calls, swearing, throwing racquets, over-cheering opponents mistakes, time wasting etc, will not be tolerated.

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 4 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 set out below.
19. Tennis Canterbury will allocate teams into divisions based on a combination of factors, including but not limited to WTN ratings, previous team performance, and/or number of entries.
20. Competition winners are automatically eligible to play in a higher division, 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 Senior Interclub in a season. However, they can play for a different Club in another competition – e.g. Premier, Junior, Mixed, 30+ Doubles.
24. Players can only play in the division they are named in or in higher divisions.
25. Once a player plays in 3 ties in one division during the current season, they cannot play in a lower division for the rest of the season.

26. 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.
27. Using an ineligible player will result in that team losing their tie 6-0 and all points will be awarded to the opposition.

Playing Format

28. Teams are generally 4 players. However, teams can field a 5th player as a substitute in either one Singles or one Doubles rubber. Teams can decide not to use this 5th player at any stage of the tie.
29. Ties consist of 4 Singles and 2 Doubles rubbers.
30. Singles rubbers are long deuce. Doubles rubbers are short deuce, with the receiving pair nominating who shall receive the serve.
31. Both Singles and Doubles rubbers are 2 tiebreak sets, with a 10-point match tiebreak if 1 set all.
32. Service lets apply. Serve to be re-taken if a let is hit.

Short Handed Teams

33. If a team can only field 3 players, the bottom Singles and Doubles rubbers will be defaulted.
34. If it is known before starting time that a team will only have 3 players, notification to the opposition Team Captain should be made.
35. When a team is more than one player short, the tie will be defaulted.
36. If a team has to default, it must be advised to the opposition Team Captain as soon as possible.
37. Any team defaulting more than twice in a season may be withdrawn from the competition.

Playing Order

38. Before play begins, Teams must enter their player names and playing orders into MatchPoint for the first round of rubbers (Singles or Doubles, whichever is being played first).
39. If a team is using 5 players, this must be communicated to the opposing Captain before play begins.
40. Playing order must be based on WTN ratings as they appear in the MatchPoint app on the day of play.
41. In Singles, if two players are in the same WTN Singles points band (e.g. 20.0 - 20.9) they can play in either order.
42. In Doubles, the player with the best WTN Doubles rating must play in the top Doubles combination. If players are in the same WTN Doubles points band (e.g. 20.0 - 20.9) either may play in the top combination.
43. If a player does not have a WTN rating, the player should be placed in the most appropriate position for their ability.
44. If a player plays in the incorrect position, that rubber will be awarded to the opposition, as well as any other rubbers where players are out of position.

Courts and Balls

45. Only one type of court surface should be used unless mutually agreed by both teams.
46. All ties must be played at the assigned courts unless agreed to by Tennis Canterbury.
47. Where 4 courts have been allocated to a tie, Singles rubbers must be played first.
48. Wilson US Open Balls must be used for all ties.
49. Each team shall supply two pairs of new balls for each tie.

Scheduled Start Time

- 50. Players must be at the allocated courts ready to play at the scheduled start time. If a player is late, play must start within 15 minutes of the scheduled start time, or that rubber is defaulted.
- 51. 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.
- 52. If a team is using 5 players, the 5th player does not need to be at the courts at the start of the tie, but must be ready in time for their rubber.
- 53. If rubbers in earlier ties are still being played, the oncoming teams must allow these rubbers to be completed. However, all players must still be at the court, ready to play at the scheduled start time.

During Play

- 54. Breaks at change of ends must not exceed 1 minute.
- 55. Breaks at the end of each set must not exceed 2 minutes.
- 56. 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.
- 57. Play cannot be recorded or photographed without the consent of the players and/or parents.

Player Injury

- 58. If a player is injured before a rubber begins and is forced to retire, the rubber will be defaulted unless a 5th player has been listed at the start of the tie who can play in their place. The injured player cannot play any other rubbers in the tie.
- 59. If a player is injured during a rubber and is forced to retire, the rubber will be defaulted and the injured player cannot play any other rubbers in the tie. A 5th player that has been listed at the start of the tie, can play in the injured player's place for any remaining rubbers.
- 60. If there is no 5th player listed, the defaulted rubber will be the one the injured player was listed for – e.g. if the #2 Singles player defaults, the #1, #3, and #4 rubbers are played as listed (#3 and #4 players do not move up).

Wet Weather and Unplayable Conditions

- 61. Tennis Canterbury will make any cancellation calls (for wet weather, extreme wind or heat, etc) 60 minutes prior to scheduled start times and will post these on the Tennis Canterbury Facebook page.
- 62. If no cancellation call has been made by Tennis Canterbury, and it starts raining within the 60 minutes prior to start time or the courts are unplayable, Team Captains may agree to a cancellation.
- 63. If Team Captains don't agree that the tie should be cancelled, then all players must still be at the allocated courts ready to play at the scheduled start time, otherwise they will be defaulted.
- 64. If Team Captains then don't agree that play is possible within 30 minutes of the scheduled start time, the tie is cancelled and points are shared.
- 65. If conditions change during play, Team Captains must agree that it is safe to play on. If play stops and conditions do not improve after 30 minutes, the tie is abandoned and points are shared.

Competition Points

- 66. Teams must enter and approve results in MatchPoint before leaving the venue.
- 67. 2 points are awarded for each rubber won in a tie.
- 68. 1 point is awarded to a losing player/Doubles combination if they win a set in their rubber.
- 69. Match tie breaks count as 1 set (and as 1 game in a count back).
- 70. 4 bonus points are awarded for winning the most rubbers in a tie.

71. If rubbers are tied, the bonus points are awarded to the team who has won the most sets. If still tied, points are awarded to the team who has won the most games. If still tied, bonus points are shared.
72. If a tie is abandoned before play begins, all points are shared.
73. If a tie is abandoned after play begins and 2 or less of the rubbers are completed, points for the completed rubbers stand, points for incomplete and un-played rubbers are shared and the win bonus for the tie is shared.
74. If a tie is abandoned after play begins and 3 or more of the rubbers are completed, points for the completed rubbers stand, points for incomplete and un-played rubbers are shared, and the win bonus is shared unless there is a clear winner.
75. There are no points for a bye.
76. If a competition comprises round-robin followed by section play, points earned during the round-robin are carried through to section play.
77. If a competition comprises round-robin only or round-robin followed by section play, and the 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.
78. If a competition includes a finals series and the season cannot be completed, and more than 50% of the round-robin has been played, the team with the most points will be deemed the winner - otherwise no winner will be declared. If the round-robin has been completed, the rules below apply.

Finals Series

79. Competition formats will vary depending on the number of teams in a division, and where possible, will include a finals series.
80. If teams finish the round-robin on equal points, the final order will be determined by the 'Score Diff' in MatchPoint. If still tied, the order will be determined by the results in head-to-head ties. If still tied, then by random draw.
81. If a semi-final is unable to be played, the team that finished higher at the conclusion of the round-robin will play the final.
82. 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.
83. To be eligible to play any finals series tie, a player must have played in at least 3 ties for that team in the round-robin. Cancelled ties and defaults do not count towards eligibility.
84. If unable to field a team of 4 eligible players for a finals series tie, a team may use a maximum of 1 replacement, but only if they:
 - have a WTN Singles rating inferior to all eligible team members playing on that day,
 - have not played 3 or more times in a higher division, and
 - have not been named in a higher division team.
85. Teams cannot field 5 players if a replacement player is used for a finals series tie.
86. Tennis Canterbury will determine the location for all finals series ties.
87. Tennis Canterbury will schedule a backup week for finals if possible.