



JUNIOR INTERCLUB RULES

2026/27 Season

All Interclub enquiries to:
nic@canterburytennis.co.nz

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 Junior Administrators/Club Officials to Tennis Canterbury.
7. Any alleged breach of these Rules must be raised by Junior Administrators/Club Officials 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.

Junior Interclub Competition

13. The Junior Interclub season comprises 4 separate competitions:
 - Fridays pre-Christmas
 - Saturdays pre-Christmas
 - Fridays post-Christmas
 - Saturdays post-Christmas
14. Each competition runs for 7 weeks, and dates of play will be determined once all entries are received.
15. Competition formats vary depending on the number of teams in a division:
 - 8 team divisions play a 7 week round-robin, with no playoffs.
 - 7 team divisions play a 7 week round-robin, with 1 bye and no playoffs.
 - 6 team divisions play a 5 week round-robin, with semi-finals and a final.
 - 5 team divisions play a 5 week round-robin, with 1 bye, semi-finals and a final.
 - 4 team divisions play a 6 week home-and-away round-robin, and a final.

Junior Interclub Grades

16. There are 6 Junior Interclub Grades:
 - Premier Secondary: Secondary School Years 9, 10, 11, 12, 13
 - Premier Primary: Primary School Years 6, 7, 8
 - Open: DOB: 1/4/2008 – 31/3/2012
 - 14 & Under: DOB: 1/4/2012 – 31/3/2014
 - 12 & Under: DOB: 1/4/2014 – 31/3/2016
 - 10 & Under: DOB: On or after 1/4/2016
17. There are multiple divisions in the 10U, 12U, 14U and Open Grades. Tennis Canterbury will allocate teams into divisions based on MatchPoint player ratings and number of entries in each Grade.

Supervision

18. In all Grades except Open, teams must be accompanied by an adult Team Supervisor who must remain with the team until the completion of the tie or the tie will be defaulted.
19. Team Supervisors are responsible for the overall welfare of team members during matches.
20. Team Supervisors must have a sound working knowledge of the rules.
21. Team Supervisors are not permitted to coach players or intervene in matches, except in the case of misconduct, or where players cannot resolve a situation themselves.
22. Team Supervisors may assist in keeping score in the 10U and 12U Grades only, but only if both players have requested this.

Team Entry

23. A team may only be entered by a Club affiliated to Tennis Canterbury.
24. Hybrid teams (with players from multiple Clubs) may be entered with approval from Tennis Canterbury.
25. Entries must be submitted by the advertised closing date for each competition.
26. At least 4 players must be named when entering a team, except for Premier Primary and Premier Secondary Grades, where only 3 players need to be named.
27. Players can only be entered into their appropriate age grade, and dates of birth must be provided.
28. Email addresses for all players or parents/guardians must be provided.
29. All players must have a reasonable standard of play, be familiar with the rules, and know how to score.
30. Teams may add players throughout the season, however new or fill-in players must meet the Player Eligibility criteria set out below.
31. Competition winners are automatically eligible to play in a higher division, while teams finishing last may be relegated.

Player Eligibility

32. Players must be financial members of Clubs affiliated to Tennis Canterbury.
33. Players can play Junior Interclub for different Clubs in different competitions.
34. Junior players aged 14 and below, who wish to play Senior Interclub, must also play Junior Interclub (unless they are playing Senior Premier).
35. Players can only play in the division they are named in or in higher divisions.
36. 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.
37. 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.
38. For all Grades, except Premier Primary and Premier Secondary, fill-in players must be either from a lower division in the same age grade, or from any division in the next youngest age grade.
39. In Premier Primary Grade, fill-in players can only play if they are in Primary School.
40. In Premier Secondary Grade, fill-in players can only play if they are in Secondary School.
41. 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 - Premier Primary and Premier Secondary

- 42. Teams are made up of 3 players.
- 43. Ties consist of 2 Singles and 2 Doubles rubbers.
- 44. 2 players play 1 Singles and 1 Doubles rubber, and 1 player plays 2 Doubles rubbers.
- 45. Singles rubbers are long deuce. Doubles rubbers are short deuce, with the receiving pair nominating who shall receive the serve.
- 46. Both Singles and Doubles rubbers are 2 short sets (first to 4 games, must win by 2 games; if 4 games all, play a 7-point tiebreak) with a 10-point match tiebreak if 1 set all.
- 47. No let rule applies. If a ball touches the net on a player's serve and lands in, the point continues.

Playing Format - 14 & Under and Open

- 48. Teams are generally 4 players, however teams can field a 5th player who can play as a substitute in either 1 Singles or 1 Doubles rubber.
- 49. Ties consist of 4 Singles and 2 Doubles rubbers.
- 50. Singles rubbers are long deuce. Doubles rubbers are short deuce, with the receiving pair nominating who shall receive the serve.
- 51. Both Singles and Doubles rubbers are 2 short sets (first to 4 games, must win by 2 games; if 4 games all, play a 7-point tiebreak) with a 10-point match tiebreak if 1 set all.
- 52. No let rule applies. If a ball touches the net on a player's serve and lands in, the point continues.

Playing Format - 10 & Under and 12 & Under

- 53. Teams are generally 4 players, however teams can field a 5th player who can play as a substitute in either 1 Singles or 1 Doubles rubber.
- 54. Ties consist of 4 Singles and 2 Doubles rubbers.
- 55. Singles rubbers are long deuce. Doubles rubbers are short deuce, with the receiving pair nominating who shall receive the serve.
- 56. Both Singles and Doubles rubbers are 1 full set (first to 6 games, must win by 2 games; if 6 games all, play a 7-point tiebreak).
- 57. No let rule applies. If a ball touches the net on a player's serve and lands in, the point continues.

Short Handed Teams

- 58. For all Grades, except Premier Primary and Premier Secondary, if a team is 1 player short, the bottom Singles and Doubles rubbers will be defaulted.
- 59. In Premier Primary and Premier Secondary Grades, if a team is 1 player short, 2 singles and 1 doubles will be played and recorded in match hub, however, the short-handed team will default the competition points for both doubles. The opposition team can choose which players to use in each rubber.
- 60. If it is known before starting time that a team will be short, notification to the opposition Team Supervisor should be made as soon as possible.
- 61. When a team is more than 1 player short, the tie will be defaulted.
- 62. If a team has to default a tie, it must be advised to the opposition Team Supervisor and Tennis Canterbury as soon as possible.
- 63. Any team defaulting more than twice in a season may be withdrawn from the competition.

Playing Order – Premier Primary and Premier Secondary

64. Before play begins, Team Supervisors must enter their player names and playing orders into MatchPoint.
65. Playing order must be based on WTN ratings as they appear in the MatchPoint app on the day of play.
66. In Singles, if two players are in the same WTN points band (e.g. 20.0 – 20.9) they can play in either order.
67. Fill-in players must have a WTN Singles rating inferior to all other team members playing on that day.
68. If a player plays in the incorrect position, both Singles rubbers will be awarded to the opposition.
69. Any player may play as the Doubles-Only player.

Playing Order – 10 & Under, 12 & Under, 14 & Under and Open

70. Before play begins, Team Supervisors must enter their player names and playing orders into MatchPoint for at least the first round of rubbers (Singles or Doubles, whichever is being played first).
71. Players may play in any order in Singles but should be placed in the position most appropriate for their ability. The top Singles player must play in the top Doubles.
72. Fill-in players must play in the bottom Singles and Doubles position and record their date of birth into MatchPoint.
73. If a team is using 5 players, they all must be listed before play begins.

Courts and Balls

74. All ties must be played at the assigned courts unless agreed to by Tennis Canterbury.
75. Where 4 courts have been allocated to a tie, Singles rubbers must be played first.
76. Wilson US Open Balls must be used for all Grades, except 10U who use Wilson Green Dot balls.
77. Each team shall supply 50% of the required new balls for each tie (2 pairs each team).

Scheduled Start Time

78. 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.
79. 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.
80. If rubbers in earlier ties are still being played, the oncoming teams must allow these rubbers to be completed. However, all players still must be at the court, ready to play at the scheduled start time.

During Play

81. Breaks at change of ends must not exceed 1 minute.
82. Breaks at the end of each set must not exceed 2 minutes.
83. 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.
84. Play cannot be recorded or photographed without the consent of the players and/or parents.
85. On court coaching is not permitted.
86. Servers should announce the score before each point.
87. Players must call their own lines.
88. Points should not be replayed, if a receiving player is unsure if a ball is in or out, it must be called in.
89. Players may ask their Team Supervisor for an Adjudicator if they feel lines are not being called fairly.
90. Adjudicators can be players or Team Supervisors from either team, but cannot be a parent of a player in that rubber.
91. Adjudicators can assist in keeping the score and can make decisions on disagreements. They are not referees and they do not call lines unless there is a dispute.

Player Injury

92. 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.
93. 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.
94. 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

95. 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.
96. 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 Supervisors may agree to a cancellation.
97. If Team Supervisors 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.
98. If Team Supervisors then don't agree that play is possible within 30 minutes of the scheduled start time, the tie is cancelled and points are shared.
99. If conditions change during play, Team Supervisors 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

100. Team Supervisors must enter and approve results in MatchPoint before teams leave the venue.
101. 2 points are awarded for each rubber won in a tie.
102. Match tie breaks count as 1 set (and as 1 game in a count back).
103. 4 bonus points are awarded for winning the most rubbers in a tie.
104. 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.
105. If a tie is abandoned before play begins, all points are shared.
106. If a tie is abandoned after it begins and 50% 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.
107. If a tie is abandoned after it begins and more than 50% 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.
108. There are no points for a bye.
109. If a competition comprises round-robin followed by section play, points earned during the round-robin are carried through to section play.

Divisions with Playoffs

110. 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.
111. If a semi-final is unable to be played, the top 2 teams at the conclusion of the round-robin will play the final.
112. 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.
113. If a 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 playoffs have begun, the rules above apply.
114. To be eligible to play in any semi-final or final, a player must have played at least 2 times for that team in the current competition.
115. If unable to field a full team of eligible players for a playoff, a team may use a maximum of 2 replacements (only 1 in Premier Primary and Premier Secondary) but only if they:
 - meet the Tennis Canterbury Player Eligibility criteria (see above),
 - have a WTN Singles rating inferior to all other team members playing on that 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.
116. Teams cannot field 5 players if a replacement player is used for a playoff.
117. Tennis Canterbury will determine the location for all playoffs.

Divisions without Playoffs

118. If teams finish the round-robin on equal points, the final order will be determined by the results of head-to-head ties. If unable to determine a winner by this method, the title will be shared.
119. 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.