



# **30+ MIDWEEK DOUBLES INTERCLUB RULES**

**2026/27 Season**

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[tenniscanterbury.org](http://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 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 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 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 30+ Midweek Doubles Interclub in a season. However, they can play for a different Club in another competition – e.g. Premier, Senior, Junior, Mixed.
24. Players can only play in the division they are named in or in higher divisions.
25. Once a player plays in 2 ties during the current season in one division, 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. For the last 2 rounds of the competition, any new player must have a WTN Doubles rating inferior to all other team members playing on that day.
28. Using an ineligible player will result in that team losing their tie 4-0 and all points will be awarded to the opposition.

### **Playing Format**

29. Teams consist of 4 players.
30. Ties consist of 4 Doubles rubbers.
31. All rubbers are short deuce, with the receiving pair nominating who shall receive the deciding point.
32. All rubbers are 2 tiebreak sets, with 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 cannot field a full team, the tie will be defaulted.
35. If a team has to default, it must be advised to the opposition Team Captain as soon as possible.
36. Any team defaulting more than twice in a season may be withdrawn from the competition.

### **Playing Order**

37. Before play begins, Teams must enter their player names and playing orders into MatchPoint.
38. Playing order must be based on WTN Doubles ratings as they appear in the MatchPoint app on the day of play.
39. If two players are in the same WTN Doubles points band (e.g. 20.0 – 20.9) they can play in either order.
40. If a player does not have a WTN rating, the player should be placed in the most appropriate position for their ability.
41. Round 1: (1+3 v 1+3) and (2+4 v 2+4) and Round 2: (1+2 v 1+2) and (3+4 v 3+4).
42. 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**

43. All ties must be played at the assigned courts unless agreed to by Tennis Canterbury.
44. Wilson US Open Balls must be used for all ties.
45. Each team shall supply two pairs of new balls for each tie.

### **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 15 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 rubber, however if they arrive later than this, both their rubbers 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.

**Player Injury**

52. If a player is injured before or during a rubber and is forced to retire, the incomplete rubber and any un-played rubbers the injured player was listed for, will be defaulted. The injured player cannot play any other rubbers in the tie.

**Wet Weather and Unplayable Conditions**

53. 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.
54. 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.
55. 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.
56. 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.
57. 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.
58. Ties scheduled indoors will not be cancelled.

**Competition Points**

59. Teams must enter and approve results in MatchPoint before leaving the venue.
60. Competition format will be round-robin with no finals.
61. 1 point is awarded for each set won in a rubber.
62. Match tie breaks count as 1 set (and as 1 game in a count back).
63. 4 bonus points are awarded for winning the most rubbers in a tie.
64. 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.
65. If a tie is abandoned after play begins and 1 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.
66. If a tie is abandoned after play begins and 2 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.
67. There are no points for a bye.
68. 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.
69. If teams finish the competition on equal points, the winner will be determined by the 'Score Diff' in MatchPoint. If still tied, the winner will be determined by the results in head-to-head ties. If still tied, the title will be shared.