

TCRI JUNIOR INTERCLUB



HANDBOOK 2021-22

www.tenniscanterbury.org

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TENNIS PLAYER ETIQUETTE

Below are some guidelines with regards to tennis etiquette.

Do

- Be honest with your calls. If unsure the ball must be called in.
- Make sure the ball bounces before calling it in or out.
- Make sure your opponent is ready before serving.
- Call the score so your opponent can hear before the start of the next point if you are the server.
- Leave your racquet on the court if you have to leave for any reason and explain to your opponent why you are leaving. Taking your racquet indicates you are abandoning the match.

Do not

- Hit back serves if serve is obviously out.
- Walk behind a court when a point is in progress.
- Throw your racquet or swear - this is not acceptable behavior on the tennis court.
- You have 20 seconds between the end of one point and the beginning of the next.

You should be ready to serve or receive inside that time. You have a one minute break between the change of ends for a drink and rest.

2021/22 Junior Interclub - Scoring Format Explanation

Junior Age Groups		Scoring Format
10's, 12's		Best of 1 normal set
14's, Open		Best of 3 sets Set 1 & 2 are short sets 3 rd set is a Match tie-break game
Friday Division 1 Grades Only	12 & Under 14 & Under Open	Best of 3 sets Set 1 & 2 are normal sets 3 rd set is a Match tie-break game
	Boys 10 & Under	Best of 3 sets Set 1 & 2 are short sets 3 rd set is a Match tie-break game

<p>Short Sets:</p> <ul style="list-style-type: none"> -First to four games -If 3 games all, win by 2 games -If 4 games all, play a 7 point tie-break game -No 'lets' 	<p>Normal Sets:</p> <ul style="list-style-type: none"> -First to six games -If 5 games all, win by 2 games -If 6 games all, play a 7 point tie-break game -No 'lets' 	<p>Deuces: In ALL Age Groups</p> <p>Singles play normal deuces</p> <p>Doubles play short deuces</p> <p>Short deuce – at score of deuce (40 all), next point wins the game (receiver(s) decide who receives)</p> <p>-No 'lets'</p>
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Tie-break Game:

During the tie-break game, points are scored "zero", "1", "2", "3" etc.

The first player/team to win seven points win the "Game" and "Set", provided there is a margin of two points over the opponent(s).

If necessary, the tie-break game shall continue until this margin is achieved.

The player whose turn it is to serve shall serve the first point of the tie-break game.

The following two points shall be served by the opponent(s) (in doubles, the player of the opposing team due to serve next)

After this, each player/team shall serve alternately for two consecutive points until the end of the tie-break game (in doubles, the rotation of service within each team shall continue in the same order as during that set)

The Player/team whose turn it was to serve first in the tie-break game shall be the receiver in the first game of the following set.

Match Tie-break Game:

Exactly as above except the tie-break is the first player/team to reach **ten points**, provided there is a margin of two points over the opponent(s). If necessary, the tie-break game shall continue until this margin is achieved.

No Let Rule:

Nets are no longer called when the ball touches the net on a player's serve. If the ball touches the net and lands in the receiver's service box, the receiver must play the point.

KEEPING TRACK OF THE SCORE

One of the major areas that create difficulty especially for younger or inexperienced players is keeping the score – ideally players need to learn how to do this themselves.

Servers should be encouraged to announce the score before each point.

GAME SCORING

Some clubs have scoreboards available to keep track of game scores however a good suggestion was made at a recent Junior Administrators meeting to have 2 sets of COLOURED CLOTHES PEGS OR SIMILAR that can be pegged to the net at change of ends to indicate the score – this is a low cost way of players keeping track of the score and parents/spectators being able to see the score without having to be court-side.

JUNIOR INTERCLUB TENNIS NOTES

For full rules please refer to the Tennis Canterbury website or your Junior Administrator

BEFORE THE MATCH

- Up to 5 players' **christian and surnames names** must be filled out in the Handbook, which both supervisors must confirm as their complete correct playing order.
- Fill-in players must play in the 4th singles position if used in singles
- The named number 1 singles player must play in the top doubles
- **Players short:** If a team consists of only 3 players the 2nd doubles will be defaulted and 4th singles - however a late arriving 4th player should be able to play singles when a court is available. Should singles be played first the doubles may still be played. If the team is two members short 16 minutes after the start time then the match will be defaulted.
- **If a team is more than 16 minutes late it shall be defaulted.**
- All 10.30am games must wait until the previous matches are completed.
- **Doubles are to be played before singles** except where 4 courts are available.

Photographs and Video Policy will apply –

Full details of the policy are included in the rules but can be summarised by stating – “Photographing and videoing of matches by competitors/coaches and parents is permitted for matches in which they are personally involved. **However, they must obtain the other players permission to photograph or video. If the player is 18 or under the permission of that player’s parent/guardian is required”.**

DURING THE MATCH

- **ALL DOUBLES ARE SHORT DUECE THAT MEANS THAT THE WINNER OF THE FIRST POINT AFTER THE FIRST DEUCE WINS THE GAME – THE RECEIVER WILL DECIDE WHO RECIEVES THE DEUCE SERVICE.**
- **TEAM SUPERVISORS MUST REMAIN WITH THE TEAM DURING PLAY.**
- Approved tennis clothing and shoes must be worn.
- A hit up prior to a match must not exceed **three** minutes.
- **Control of matches - Players must call their own lines** - all singles matches can be adjudicated by team members, except when there are more than two courts available and no spare players are available to adjudicate.
- **Adjudicators assist in keeping the score and make decisions on any disagreements. Supervisors may assist adjudicators to keep the score only in 9, 10, 11 and 12 grades only.**
- **Points should not be replayed. If receiving players are unsure if a ball is in or out - IT IS IN.**
- Players must call their own lines **ON THEIR SIDE OF THE NET.**
- No advice or instructions to be given to players whilst a match is in progress. (Rules of Tennis)
- **Abandonment of play due to extremely bad weather conditions** - Play may be abandoned only after waiting 16 minutes. The decision to be made after this time with the majority consent of all parties at the venue.
- **Players are encouraged to stay until the completion of their all their teams matches.**

AFTER THE MATCH

- Remember to complete and check each others Handbooks after each match.
- Please remove any rubbish that may have been left by the game and vacate the courts quickly after your matches if there are match waiting to commence.
- **Follow the instructions in Appendix B for inputting the results into the The Match Hub Ranking system.**
- Try and encourage **PLAYERS** to enter the results via the internet (under supervision where required) as this is good for their E-learning as a relevant application of Internet use.
- **INFORM YOUR JUNIOR ADMINISTRATOR OF ANY ISSUES TO DO WITH YOUR GAME THAT ARE OF CONCERN – THESE INCLUDE THE PLAYING CONDITIONS, ADHERANCE TO RULES, DOUBT ABOUT THE OPPOSITIONS PLAYING ORDER OR BEHAVIOURAL ISSUES.**
THEY WILL CONTACT TENNIS CANTEBRURY AND MANAGE THE PROCESS FROM THIS POINT.

CANCELLATIONS

<https://www.facebook.com/TennisCanterbury>

INTERCLUB TEAM CONTACT LIST

Club	
Grade	

MH LOGIN	
MH PASSWORD	

Season Start / Final Playing Order	Player Name	Match Hub Code
1		
2		
3		
4		
5		
6		
7		
8		

Contact details

JUNIOR CLUB ADMINISTRATOR	
TENNIS CLUB	

INTERCLUB TEAM CONTACT LIST

PLAYERS FIRST NAME	Player Cell Phone	Player Email
1		
2		
3		
4		
5		
6		
7		
8		

TENNIS CANTERBURY IMPORTANT INFORMATION	Cancellation phone number 08322 JUNR (08322 5867). Calls cost 12c per minute. LINK TO ON-LINE CANCELLATIONS
FULL RULES	FOR THE COMPLETE SET OF JUNIOR INTERCLUB RULES

INTERCLUB GRADE CONTACT LIST

TEAM NAME	Manager Name	Manager Cell	Manager Email
1			
2			
3			
4			
5			
6			
7			
8			

COMPETITION POINTS

In Challenger Grades the results of all contests shall be decided on the number of matches won. If tied, on the number of sets won, and if still tied, then on the number of games won. If the contest is tied after games count back, then total points are shared.

Each team will receive (1) one point for every set won against an opponent.

Other Junior Interclub Grades

Two points are allocated for each individual match won.

The points allocated for a win or draw, are as follows:

Win: 4 points Draw: 2 points each Default: 0

Examples of point allocations: **Default = 16 points to team defaulted to.**

6 - 0 = 16 points to 0

5 - 1 = 14 points to 2

4 - 2 = 12 points to 4

3 - 3 = 10 points to 6 - win on sets or games count back

3 - 3 = 8 points to 8 - equal on sets and games

Junior Administrators may only query these points until the Wednesday 12 days AFTER THE MATCH CONCERNED.

JUNIOR INTERCLUB RESULTS SHEET 1

_____ vs _____ Date of Match _____

5th player if named (may be used in singles or doubles)				
Order	Doubles – Your Team	Beat/Lost	Doubles - Opponent	Score
Top (No 1 singles must play in top doubles)				
2				

	Singles – Your Team	Beat/Lost	Singles - Opponent	Score
1				
2				
3				
4				

	Captains Signature	Date
Your team		
Opponent		

Contest won by: _____	Your team	Opponents
Total – Matches		
Total – Sets (if required on countback)		
Total – Games (if required on countback)		

NOTES – (including dates of birth of fill-in players)

JUNIOR INTERCLUB RESULTS SHEET 2

_____ VS _____ **Date of Match** _____

5th player if named (may be used in singles or doubles)				
Order	Doubles – Your Team	Beat/Lost	Doubles - Opponent	Score
Top (No 1 singles must play in top doubles)				
2				

	Singles – Your Team	Beat/Lost	Singles - Opponent	Score
1				
2				
3				
4				

	Captains Signature	Date
Your team		
Opponent		

Contest won by: _____	Your team	Opponents
Total – Matches		
Total – Sets (if required on countback)		
Total – Games (if required on countback)		

NOTES – (including dates of birth of fill-in players)

JUNIOR INTERCLUB RESULTS SHEET 3

_____ VS _____ Date of Match _____

5th player if named (may be used in singles or doubles)				
Order	Doubles – Your Team	Beat/Lost	Doubles - Opponent	Score
Top (No 1 singles must play in top doubles)				
2				

	Singles – Your Team	Beat/Lost	Singles - Opponent	Score
1				
2				
3				
4				

	Captains Signature	Date
Your team		
Opponent		

Contest won by: _____	Your team	Opponents
Total – Matches		
Total – Sets (if required on countback)		
Total – Games (if required on countback)		

NOTES – (including dates of birth of fill-in players)

JUNIOR INTERCLUB RESULTS SHEET 4

_____ VS _____ **Date of Match** _____

5th player if named (may be used in singles or doubles)				
Order	Doubles – Your Team	Beat/Lost	Doubles - Opponent	Score
Top (No 1 singles must play in top doubles)				
2				

	Singles – Your Team	Beat/Lost	Singles - Opponent	Score
1				
2				
3				
4				

	Captains Signature	Date
Your team		
Opponent		

Contest won by: _____	Your team	Opponents
Total – Matches		
Total – Sets (if required on countback)		
Total – Games (if required on countback)		

NOTES – (including dates of birth of fill-in players)

JUNIOR INTERCLUB RESULTS SHEET 5

_____ VS _____ Date of Match _____

5th player if named (may be used in singles or doubles)				
Order	Doubles – Your Team	Beat/Lost	Doubles - Opponent	Score
Top (No 1 singles must play in top doubles)				
2				

	Singles – Your Team	Beat/Lost	Singles - Opponent	Score
1				
2				
3				
4				

	Captains Signature	Date
Your team		
Opponent		

Contest won by: _____	Your team	Opponents
Total – Matches		
Total – Sets (if required on countback)		
Total – Games (if required on countback)		

NOTES – (including dates of birth of fill-in players)

JUNIOR INTERCLUB RESULTS SHEET 6

VS _____

Date of Match _____

5 th player if named (may be used in singles or doubles)				
Order	Doubles – Your Team	Beat/Lost	Doubles - Opponent	Score
Top (No 1 singles must play in top doubles)				
2				

	Singles – Your Team	Beat/Lost	Singles - Opponent	Score
1				
2				
3				
4				

	Captains Signature	Date
Your team		
Opponent		

Contest won by: _____	Your team	Opponent
Total – Matches		
Total – Sets (if required on countback)		
Total – Games (if required on countback)		

NOTES – (including dates of birth of fill-in players)

JUNIOR INTERCLUB RESULTS SHEET 7

_____ VS _____ Date of Match _____

5 th player if named (may be used in singles or doubles)				
Order	Doubles – Your Team	Beat/Lost	Doubles - Opponent	Score
Top (No 1 singles must play in top doubles)				
2				

	Singles – Your Team	Beat/Lost	Singles - Opponent	Score
1				
2				
3				
4				

	Captains Signature	Date
Your team		
Opponent		

Contest won by: _____	Your team	Opponent
Total – Matches		
Total – Sets (if required on countback)		
Total – Games (if required on countback)		

NOTES – (including dates of birth of fill-in players)

JUNIOR INTERCLUB RESULTS SHEET 8

VS _____

Date of Match _____

5 th player if named (may be used in singles or doubles)				
Order	Doubles – Your Team	Beat/Lost	Doubles - Opponent	Score
Top (No 1 singles must play in top doubles)				
2				

	Singles – Your Team	Beat/Lost	Singles - Opponent	Score
1				
2				
3				
4				

	Captains Signature	Date
Your team		
Opponent		

Contest won by: _____	Your team	Opponents
Total – Matches		
Total – Sets (if required on countback)		
Total – Games (if required on countback)		

NOTES – (including dates of birth of fill-in players)

JUNIOR INTERCLUB RESULTS SHEET 9

_____ VS _____ Date of Match _____

5th player if named (may be used in singles or doubles)				
Order	Doubles – Your Team	Beat/Lost	Doubles - Opponent	Score
Top (No 1 singles must play in top doubles)				
2				

	Singles – Your Team	Beat/Lost	Singles - Opponent	Score
1				
2				
3				
4				

	Captains Signature	Date
Your team		
Opponent		

Contest won by: _____	Your team	Opponents
Total – Matches		
Total – Sets (if required on countback)		
Total – Games (if required on countback)		

NOTES – (including dates of birth of fill-in players)

JUNIOR INTERCLUB RESULTS SHEET 10

_____ VS _____ Date of Match _____

5th player if named (may be used in singles or doubles)				
Order	Doubles – Your Team	Beat/Lost	Doubles - Opponent	Score
Top (No 1 singles must play in top doubles)				
2				

	Singles – Your Team	Beat/Lost	Singles - Opponent	Score
1				
2				
3				
4				

	Captains Signature	Date
Your team		
Opponent		

Contest won by: _____	Your team	Opponents
Total – Matches		
Total – Sets (if required on countback)		
Total – Games (if required on countback)		

NOTES – (including dates of birth of fill-in players)

JUNIOR INTERCLUB RESULTS SHEET 11

VS _____ Date of Match _____

5 th player if named (may be used in singles or doubles)				
Order	Doubles – Your Team	Beat/Lost	Doubles - Opponent	Score
Top (No 1 singles must play in top doubles)				
2				

	Singles – Your Team	Beat/Lost	Singles - Opponent	Score
1				
2				
3				
4				

	Captains Signature	Date
Your team		
Opponent		

Contest won by: _____	Your Team	Opponents
Total – Matches		
Total – Sets (if required on countback)		
Total – Games (if required on countback)		

NOTES – (including dates of birth of fill-in players)

JUNIOR INTERCLUB RESULTS SHEET 12

_____ VS _____ **Date of Match** _____

5th player if named (may be used in singles or doubles)				
Order	Doubles – Your Team	Beat/Lost	Doubles - Opponent	Score
Top (No 1 singles must play in top doubles)				
2				

	Singles – Your Team	Beat/Lost	Singles - Opponent	Score
1				
2				
3				
4				

	Captains Signature	Date
Your team		
Opponent		

Contest won by: _____	Your team	Opponent
Total – Matches		
Total – Sets (if required on countback)		
Total – Games (if required on countback)		

NOTES – (including dates of birth of fill-in players)

JUNIOR INTERCLUB RESULTS SHEET 13

_____ VS _____ **Date of Match** _____

5th player if named (may be used in singles or doubles)				
Order	Doubles – Your Team	Beat/Lost	Doubles - Opponent	Score
Top (No 1 singles must play in top doubles)				
2				

	Singles – Your Team	Beat/Lost	Singles - Opponent	Score
1				
2				
3				
4				

	Captains Signature	Date
Your team		
Opponent		

Contest won by: _____	Your team	Opponents
Total – Matches		
Total – Sets (if required on countback)		
Total – Games (if required on countback)		

NOTES – (including dates of birth of fill-in players)

JUNIOR INTERCLUB RESULTS SHEET 14

_____ VS _____ **Date of Match** _____

5th player if named (may be used in singles or doubles)				
Order	Doubles – Your Team	Beat/Lost	Doubles - Opponent	Score
Top (No 1 singles must play in top doubles)				
2				

	Singles – Your Team	Beat/Lost	Singles - Opponent	Score
1				
2				
3				
4				

	Captains Signature	Date
Your team		
Opponent		

Contest won by: _____	Your team	Opponents
Total – Matches		
Total – Sets (if required on countback)		
Total – Games (if required on countback)		

NOTES – (including dates of birth of fill-in players)

JUNIOR INTERCLUB RESULTS SHEET (SPARE)

VS _____ Date of Match _____

5th player if named (may be used in singles or doubles)				
Order	Doubles – Your Team	Beat/Lost	Doubles - Opponent	Score
Top (No 1 singles must play in top doubles)				
2				

	Singles – Your Team	Beat/Lost	Singles - Opponent	Score
1				
2				
3				
4				

	Captains Signature	Date
Your team		
Opponent		

Contest won by: _____	Your team	Opponents
Total – Matches		
Total – Sets (if required on countback)		
Total – Games (if required on countback)		

NOTES – (including dates of birth of fill-in players)

CLUB DIRECTORY – JUNIOR ADMINISTRATORS

Avonhead Tennis Club	Rhys	Weaver	rhysweaver@gmail.com
Beckenham Tennis Club	Bronwyn	Wyatt	broni007@hotmail.com
Bishopdale Tennis Club	Andrea	Stanton	a.a.stants@gmail.com
Burnside Park Tennis Club	Chrisa	Pipilaki	burnsideparktennis@gmail.com
Burwood Park Tennis Club	Andrew	Falck	bptcjuniors@gmail.com
Cashmere Tennis Club	James	Meredith	juniors@cashmeretennis.org.nz ; cashmerejuniortennis@gmail.com
Edgware Tennis Club	Nic	Jenkins	n.jenkins687@gmail.com
Elmwood Tennis Club			elmwoodtc@xtra.co.nz
Halswell Tennis Club	Dean	Schembri	dean.schembri@xtra.co.nz
Mount Pleasant	Grant	Anderson	grant.anderson@doppelmayr.nz
Opawa Tennis Club	Andrea	Barker	ja.opawatennis@gmail.com
Redcliffs Tennis Club	Jo	Watts	wajjo@slingshot.co.nz
Riccarton Domain Tennis Club	Hukaatai	Hart	Hukaataihart@gmail.com
Shirley Tennis Club	Wayne	Turner	wayne.turner1@xtra.co.nz ;
Shirley Tennis Club	Theserie	Aknine	theserie.aknine@gmail.com
South Brighton Tennis Club	Reuben	McNabb	coastalreuben@gmail.com ;
Spreydon Tennis Club	Hayley	Allison	spreydonjtc@gmail.com
Sumner Tennis Club	Danella	Rielly	jasumnertennis@gmail.com
Te Kura Tennis Club	Charlotte	Bryden	juniors@tkhptennis.nz
Waimairi Tennis Club	Shari	Hoskins	juniors@wfc.co.nz
Mid Canterbury Tennis Sub-Assn	Jack	Tiller	coach@midcanterburytennis.co.nz
North Canterbury Tennis Sub-Assn	Marianne	Benson	northcanterburyjuniortennis@gmail.com

ENTERING RESULTS

MH = The Match Hub Ranking System

How do I enter my team's interclub results?

If you are the **winning team** you must enter your results into MH within 48 hours of the game being played. However any player (from either the winning or losing team) who has been listed as an interclub recorder can enter the result. To be listed as an interclub recorder your email address must be listed under your MH code on the MH system.

1. Connect to the Internet.
2. Go to www.tennis.org.nz/resultslogin.asp or, look for the Capture Result link under Interclub on the Tennis Canterbury homepage –

<http://www.tenniscanterbury.org>

3. You will see a Login window. Enter your MH player code and password and click Login.

IF YOU ARE LOGGING IN FOR THE FIRST TIME THE SYSTEM WILL EMAIL YOUR PASSWORD TO YOUR EMAIL ADDRESS – ONCE YOU HAVE RECEIVED THIS YOU CAN THEN ENTER THE RESULT

If you do not have a password, or have forgotten it, then click the Request New Password button. If an error message appears please email info@canterburytennis.co.nz as your email address will be either missing or incorrect on the MH system.

4. After logging in you must select the Interclub Round Number from the drop down list. Select the opposition team and click the capture result button.

5. Next you will see the Interclub Results window. Enter your match results. There is a Help button that provides instructions should you require. Once entered, click the update button to submit the results.

6. The contest result and points are calculated automatically. Any errors will be highlighted in red. If you cannot find a player, or have any problems that you cannot fix, **then write a note for the administrator in the box at bottom of the screen.**

If there are any incidents or problems with your venue please convey these to your Junior Administrator. You may include these in the notes but you MUST inform your JA.

IT IS IMPORTANT THAT FULL NAMES ARE RECORDED AT LEAST ONCE IN YOUR HANDBOOK RESULT SHEET **AND THAT ANY PLAYERS THAT ARE FILLING IN HAVE BOTH THEIR FULL NAME AND DATE OF BIRTH RECORDED** SO TENNIS CANTERBURY ADMINISTRATION STAFF CAN TRY AND FIND THEM IN THE SYSTEM OR CREATE A NEW PLAYER CODE AND GRADING FOR THEM.

The results will be saved even if they are incomplete or have errors. After completing the results click the Exit button. The administrator will adjust points calculations if required.

7. Select the Display Points Table button to see the current standings and review any match result.

I requested a password but it says my email is not registered?

This means that for some reason your email is not in the system. How to register your email: send an email to info@canterburytennis.co.nz and ask for your email to be registered for MH. You will need to say which grade and club you play for.

I requested a password but it has not arrived in my inbox?

If the email address you registered is a Hotmail, Yahoo, Gmail or similar account the response from MH may be sitting in your junk Mail Inbox.

Do I have to enter the results every week? And can someone else from my team enter them?

Only the winning team **has to enter the results**. If you continue to win you will need to keep entering the results. If you would like someone else to enter the results you will need to give them your code and password or email info@tenniscanterbury.co.nz to have their email address linked to your MH code. They will then have to apply for another password. All players with their email attached to their MH code will be able to record results for the grade in which they play.

The other team has not entered the results?

On your draw you will find the contact details of the other managers in your grade. Call, or email them, and ask them to enter the results. Losing team managers can enter the results at any time without risk of duplication. As a winning captain if you cannot enter your result it may be that the losing team captain has already entered them. Please check the results tables.

I can't find a player in our team or the other team?

If the player you are looking for does not appear in the drop down list of team players, click on the FIND button to do a search of their surname. If their name appears click on it and it will appear in grey under the appropriate box. If their name does not appear write a note for the Administrator in the box at the bottom of the screen giving full details of player's name and position they played. **Don't forget to search nationally** as some players may have a Tennis Southern or other region player code if they play for more than one club.

When I go to enter the results it won't let me in?

MH will not let you in once a result has been recorded. Even though you are the winning team sometimes your opposition may have already entered the result.

BLADE V8



Wilson

RETURN TO THE WILD

The new Blade v8 celebrates the return to your natural element of competitive tennis — renewed and reconnected to the game you love.

