



SENIOR INTERCLUB HANDBOOK

2023-24 Season

All Interclub enquiries to:

nic@canterburytennis.co.nz

tenniscanterbury.org

WELCOME TO SENIOR INTERCLUB

We wish all teams the best for the coming season

In order to play fair games of competitive tennis, please ensure that you and your team are familiar with Tennis Canterbury's Interclub Rules at the back of this handbook.

Entering results in Match Hub

Winning Team Captains:

- Enter results by 5pm Tuesday following the tie.
- Use Captains Login at tennis.org.nz.
- FIND players not in team lists, by searching Surname and All Clubs.
- Tennis Canterbury will create a Match Hub code for new players. Provide Full Name (and Date of Birth for Juniors) in the Note for Administrator box.
- Any problems, use the HELP feature, or leave a note for Tennis Canterbury in the Note for Administrator box.
- Points are added manually by Tennis Canterbury for Senior Grades.

Team Contact List

Name	Phone	Email



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SPIN IS IN

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SCORESHEET

_____ VS _____

_____ Date

5th player (may be used in Singles or Doubles): _____

Order	Doubles Your Team	Match Hub Doubles Points	Beat/Lost to	Doubles Opponent	Score
1					
2					

Order	Singles Your Team	Match Hub Singles Points	Beat/Lost to	Singles Opponent	Score
1					
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3					
4					

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If tied on rubbers: _____ to _____ (sets) If tied on sets: _____ to _____ (games)

Team Captains Signatures

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SENIOR INTERCLUB RULES

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 Clubs and all matters in a fair, prompt and impartial manner.
5. 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.
6. Any alleged breach of these Rules must be raised by Club Captains/Presidents with Tennis Canterbury by 5pm on the Tuesday following the breach.
7. If any dispute is unable to be satisfactorily resolved by Tennis Canterbury, a panel of independent parties may be appointed to consider the matter.
8. 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

9. Good sporting behaviour is integral to Interclub competition.
10. All Players, Coaches, Parents and Supporters must be fair, considerate and respectful of others.
11. 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.

Team Entry

12. A team may only be entered by a Club affiliated to Tennis Canterbury.
13. Hybrid teams (with players from multiple Clubs) may be entered with approval from Tennis Canterbury.
14. Entries must be submitted by the advertised closing date.
15. At least 4 players must be named when entering a team.
16. Email addresses for all players (parents/guardians emails for juniors) must be provided.
17. Teams may add players throughout the season, however new players must meet the Player Eligibility criteria (see below) and be approved by Tennis Canterbury.
18. Tennis Canterbury will allocate teams into divisions based on Match Hub player rankings, performance in previous seasons and number of entries in each grade.
19. Competition winners are automatically eligible to play in a higher grade, while teams finishing last may be relegated.
20. Dates of play will be determined once all entries are received.

Player Eligibility

21. Players must be financial members of Clubs affiliated to Tennis Canterbury.
22. Players can only play for one Club in a season unless:
 - they wish to play Premiers and their club does not have a Premier team. However, once they have played in 4 Premier ties, they can no longer play in lower grades (for either club) for the rest of the season.

- they are a Junior player who is playing in a Senior grade (Juniors may play Junior Interclub for one Club and Senior Interclub for another).
23. 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.
 24. Any player ranked S1 or S2 at the start of the season (1/10/23) can only play in Premier grade.
 25. Once a player plays 4 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 before playoffs (or the last 5 rounds for grades without playoffs), 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 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 who can play as a substitute in either one Singles or one Doubles rubber.
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 and Tennis Canterbury 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, Team Captains must swap handbooks with player names and playing orders for the first round of rubbers (Singles or Doubles, whichever is being played first).
39. If a team is using 5 players, they all must be listed before play begins.
40. Playing order must be based on Match Hub points as they appear online on the day of play.
41. In Singles, if two players have the same number of points, they can play in either order.

SENIOR INTERCLUB RULES

Playing Order cont.

42. In Doubles, the player with the highest Doubles points must play in the top Doubles combination. If two players are on the same points, at least one of these players must play in the top Doubles.
43. If a player plays in the incorrect position, that rubber will be awarded to the opposition, as well as the rubbers below them e.g. if the highest ranked Singles player incorrectly plays at #2, the #2, #3 and #4 Singles rubbers will all be awarded to the opposition.
44. After play, Team Captains must sign the opposition handbook.

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 50% of the required new balls for each tie. Premiers to supply three pairs per team, all other grades two pairs.

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 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

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

Player Injury

58. 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.
59. Any un-played rubbers involving the injured player will be defaulted unless a 5th player (who has been listed at the start of the tie) can play in their place.

Wet Weather

60. Tennis Canterbury will make wet weather cancellation calls 60 minutes prior to scheduled start times and will post cancellations on the Tennis Canterbury Facebook page. If significant rain is falling, these calls may be made earlier.
61. If no cancellation call has been made by Tennis Canterbury, and it starts raining within the 60 minutes prior to start time, Team Captains may agree to a cancellation.
62. 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.
63. 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.

Competition Points

64. 2 points are awarded for each rubber won in a tie.
65. 1 point is awarded to a losing player/Doubles combination if they win a set in their rubber.
66. Match tie breaks count as 1 set (and as 1 game in a count back).
67. 4 bonus points are awarded for winning the most rubbers in a tie. The winning Team Captain must enter results in Match Hub by 5pm Tuesday following the tie, otherwise no bonus points will be awarded.
68. 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.
69. If a tie is rained out before play begins, all points are shared.
70. 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.
71. 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 if there is a clear winner, they receive the winning bonus. If there is no clear winner, the win bonus is shared.
72. There are no points for a bye.
73. If a competition comprises round-robin followed by section play, points earned during the round-robin are carried through to section play.
74. 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.

SENIOR INTERCLUB RULES

Playoffs

75. Competition formats will vary depending on the number of teams in a grade, and where possible, will include playoff games (semi-finals and/or finals).
76. 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.
77. If a semi-final is unable to be played, the top 2 teams at the conclusion of the round-robin will play the final.
78. 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.
79. In all grades except Premiers, to be eligible to play any semi-final or final, a player must have played at least 4 times for that team in the current season where there are 6 or less teams in the grade, or at least 5 times for that team in the current season where there are 7 or more teams in the grade.
80. Premiers will comprise a pre-Christmas and a post-Christmas competition, both with semi-finals and finals. If the same team wins both finals, they will be declared the season winner, otherwise a grand-final will be played.
81. In Premiers, to be eligible to play any semi-final or final, a player must have played at least twice for that team in the competition (pre or post-Christmas). To play in a grand-final, a player must have played at least 4 times for that team over the whole season.
82. If unable to field a team of 4 eligible players for a playoff, a team may use a maximum of 2 replacements, 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 4 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.
83. Teams cannot field 5 players if a replacement player is used for semi-finals and finals.
84. Tennis Canterbury will determine the location for all semi-finals and finals.
85. Tennis Canterbury will schedule a backup week for finals if possible.

SHARP

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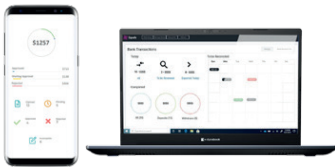
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