

MATCH RULES

PLEASE NOTE THE FOLLOWING BY-LAWS

(A complete set of By-Laws is available at www.edta.com.au)

TEAM FORMAT

- All teams can consist of 4 or 5 players who are permitted to play in a match. All players are permitted to play one double or one single or both. If a player is injured in the course of a set and cannot continue, the set must be forfeited. However the fifth named player on the team sheet can replace the player for the remainder of the match.
- If a player is injured in the course of a set and cannot continue, the set must be forfeited.
- Where a club has more than one team in a division, there shall be no interchange of players after the first four matches have been played unless approved by the Junior Co-ordinator.
- A player cannot play in a Friday night and a Saturday morning match during the same round of matches.
- The first singles player does not have to play in the first double.
- Names of players in order of merit should be provided to Court Supervisors prior to the start of a match so that match Score Sheets can be filled in completely.

MATCH FORMAT

- All matches shall commence with the 2 doubles sets followed by the 4 singles sets.
- In Divisions 1 and 2, one straight 6 game set will be played in both doubles and singles, with a tiebreaker to be played at 5 games all. In the tiebreaker the player who first wins seven points shall win the game and the set, provided he/she leads by a margin of two points. If the score reaches six points all, the game shall be extended until a two point margin has been achieved. Numerical scoring shall be used throughout the tiebreak game.
- In Division 3 and below, one straight 6 game set will be played in both doubles and singles, with NO tiebreak at 5 games all. That is, the game is finished when the score reaches 6 games to 5.
- Four premiership points shall be awarded to a winning team. In the case of a draw, two points shall be awarded to each team. Teams will also be awarded 1 point for each set won.
- If no conclusive result has been reached by **10.30pm** on Friday nights or by **10:15am** or **12.15pm** on Saturdays then points shall be awarded on the basis of sets and games won.

STARTING AND FINISHING TIMES

- All teams will report to the Court Supervisor BEFORE **8.15am** (Sat morning EARLY split time) or **10:15am** (Sat morning LATE split time) or **6.00pm** (Friday night) for allocation of courts.
- On Saturday mornings all **EARLY** matches shall commence at **8.15am**. Any team not prepared to start the first programmed sets or set by 8.30am shall forfeit that set or sets. Doubles preferred to be played first. Whole team forfeit **9.00am**.
- All early matches are to be concluded by **10:15am**, and scores at that time will be final.
- On Saturday mornings all **LATE** matches shall commence at **10.15am**. Any team not prepared to start the first programmed set or sets by **10.30am** shall forfeit that set or sets. Doubles preferred to be played first. Whole team forfeit by 11.00am. All late matches are to be concluded by **12:15pm** and scores at that time will be final.
- On **Friday evenings** all matches shall commence at **6.00pm**. Forfeit time for first doubles match to be **6.10pm**. If all players are not present by **6.30pm** the team shall forfeit all relevant remaining sets. All matches are to conclude by **10:30pm** and scores at that time will be final.
- Whilst a match is in progress, no player(s) may leave the court without the approval the Court Supervisor. Failure to do so may result in forfeiting the set(s) in progress at the discretion of the Court Supervisor.
- No match shall be abandoned by the Court Supervisor before 9.00am on Saturday mornings or **7pm** on Friday evenings, except in the event of cancellation due to excessive heat (see below).

ATTIRE

All players are required to adhere to acceptable standards of tennis attire. Suitable attire does not include singlets, T-shirts, shirts with motifs or advertising material, football shorts or socks. Penalties can range from warnings to club fines.

INCLEMENT WEATHER

- If Saturday's forecast maximum temperature is **37 degrees** Celsius or more, as advertised by broadcast TV media between **6:00pm** and **7:00pm** on the preceding Friday night, all matches are automatically cancelled. It is the Junior Contact's responsibility to monitor the forecasts.
- On Friday evenings no match shall be abandoned due to inclement weather before **7pm**.
- **The Venue Supervisor can delay start of matches till 7pm if deemed too hot. If the temperature remains the same at 7pm, too hot to play matches can be abandoned.**
- All venues must also have equipment available for wet weather to dry courts. If there has been no cancellation made by the Court Supervisor, matches shall proceed as scheduled.
- In the event of a WET Friday night or Saturday morning where a decision has been reached in any match (but not actually completed) that match shall be classed as completed. All other matches in which a decision has not been reached, points shall be awarded on the basis of sets and games won.

BALLS AND SCORE SHEETS

- On Friday nights: four new Slazenger Balls per match will be provided with score sheets by the Court Supervisor at the venue allocated. The completed Score Sheet will be left at the venue with the Court Supervisor, and a copy provided to Teams for their Clubs.
- On Saturday mornings: each team will be provided with four good quality (i.e. some brand remaining) Slazenger or Dunlop balls for all Saturday morning matches. All teams represented in all FINALS must provide new balls. Court Supervisors will have Score Sheets and balls at the venue allocated.

MAJOR ROUND

- Teams participating in major round matches, shall in the first week, submit a list of players in order of merit to the Junior Co-ordinator by 12.00 noon on the Sunday preceding the first final. This order of merit, if accepted, will be the relative playing order for that team for all finals. Any team fielding players not approved by the Junior Co-ordinator will be disqualified.
 - See Junior Match By-Laws 6 (b), (c) i), ii), iii,) and (d) for all rules relating to procedure and eligibility for finals
- Any major round match which is drawn, must be played until a result is determined as under:
 - Both Doubles are to be replayed. If the total of the replayed games are equal at the end of the completion of both sets, the first doubles shall be replayed again for a final decision.

ALL MAJOR ROUND MATCHES TO BE PLAYED TO COMPLETION

COURT SUPERVISORS

- All Clubs entering teams will supply at least one person for court supervision for each Saturday Morning and Friday night competition.
- Court Supervisors shall ensure courts are prepared for match play and be in attendance during the times allocated.
- For Friday night play Court Supervisors will provide two new Slazenger Balls per match and Score Sheets. For Saturday mornings, Court Supervisors will provide Score Sheets and 2 good used balls.
- Supervisors will administer the filling out of Score Sheets and shall verify all details are correct and are readable.
- Court Supervisors shall forward all Score Sheets to the Recording Service **Setn'Match Records 25B Devitt Ave, Payneham South 5070 by 6.30pm on the Monday following the match**. If results are not received at that time points will be not be awarded.
- In the event of inclement weather or any other event impacting play the Court Supervisor shall determine if matches at their location shall commence or continue. In any event (except for automatic cancellation from excessive heat), all teams must report to the location to obtain such decision.
- Queries on the rules and match procedure are to be referred to Court Supervisors by the Team Captains or Team Supervisor as soon as possible after any incident has occurred.

MISCONDUCT

- In the event of misconduct, the Court Supervisor may report the offending player to the Junior Co-ordinator by 6.00pm on the Tuesday following the match (not on the back of the score sheet) for appropriate action.
- **Tactical coaching is not permitted during play, but can be pointed out at the finish of the set.**

EASTERN DISTRICTS TENNIS ASSOCIATION SELF UMPIRING

1. GENERAL:

- a) It is the responsibility of a player to make calls on his/her side of the net; to help his/her opponent to make calls only when he/she requests it; and to call against him/herself (with the exception of the first service) any ball that he/she clearly sees out on his/her opponents side of the net.
- b) No player should question an opponent's call. But a player should always request his/her opponent's opinion when the opponent is in a better position to see the ball. Once the opponent has given a positive opinion, it must be accepted. If neither player has an opinion, the ball is considered 'good'.
- c) Any ball that cannot be called 'out' is presumed 'good'. Do not ask your opponent to 'take two'.
- d) In Doubles if one partner calls a ball 'out' and the other one calls 'good', the doubt that has been established means that the ball must be considered 'good'.
- e) Any call of 'out', 'net' or 'fault' must be made instantaneously and clearly. Otherwise the ball is presumed 'good' and still in play. 'Instantaneously' means that the call is made either before an opponent has hit the return or the return has gone out of play. Most importantly, the ball is not 'out' until called 'out'.
- f) If you call a ball 'out' then realise it was 'good', correct your decision.
- g) Unless there is a bad line marking, balls causing chalk to fly should be considered 'good'. Decide before the match if 'chalk flying' balls will be considered 'good'. Remember a ball landing on the line is considered to be IN.
- h) The ball must pass over the net before it may be volleyed. A player, his/her racquet or clothing cannot touch any part of the net whilst the ball is in play. But, if the ball has bounced on your side of the net and blown back, you may lean over the net to hit it, providing once again that your racquet or any part of your body or clothing does not touch the net or your opponent's court whilst the ball is in play.
- i) Calls involving hitting an opponent's return before it has passed the net or double bounce (not up) can be very difficult to make. A player who realises he/she has committed a violation in these areas or similar should announce this immediately.
- j) A PLAYER LOSES THE POINT IF:
 - 1) He/she catches the ball, or allows it to hit him/her clothing either inside or outside the court before it touches the ground.
 - 2) The ball hits his/her racquet either inside or outside of the court before touching the ground, unless he/she volleys the ball and makes a good return.

2. START OF PLAY:

The choice of ends and the right to be the server or receiver shall be decided by toss.

The player winning the toss may choose or require his/her opponent to choose:

- a) the right to be the server or receiver, in which case the other player shall choose the end,
Or
- b) the end, in which case the other player shall choose the right to be the server or receiver.

3. SERVING:

- a) The server calls the game score before starting to serve and the point score before serving each point.
- b) Foot faulting is cheating and the foot faultler should be warned.
- c) The server wins the point if the served ball (not being a let) touches the receiver or his/her racquet or anything he/she wears, or the receiver's partner, before hitting the ground.
- d) If a server serves out of turn, change as soon as the mistake is discovered, but all points scored are counted.
- e) Bounce serving (bouncing the ball and then hitting it) is not permissible. The ball must be struck with the racquet while in the air.

4. RECEIVING:

- a) When returning service, the partner of the receiver should call the service for him/her, with the receiver calling the centre and side service lines.
- b) If the player receiving the ball changes side by mistake, he/she should return to his/her rightful position at the end of the game being played.

5. SCORING:

- a) Players should agree upon the game score at the end of each game.

- b) In arguing the score, it should be remembered that each side has equal weight.
- c) The method of settling a score dispute is to go back to the last score on which there is agreement, and then resume play from that point.

DO NOT ENLIST THE AID OF ANYONE NOT ENGAGED IN THE MATCH.

SPECTATOR/PARENT INTERFERENCE IS NOT ACCEPTABLE IN ANY JUNIOR MATCH AND ESPECIALLY SO IN FINALS MATCHES.

ALWAYS PRACTICE SPORTSMANSHIP – DO NOT STALL, SULK, COMPLAIN OR PRACTICE GAMESMANSHIP.

GUIDELINES FOR COURT SUPERVISORS

Organise court plan night before.

- Deal with players – NOT PARENTS.
- Wear some type of identification.
- Appoint a deputy if leaving courts.
- Always be available. Let people know where you are.
- Receive and consider information and views from others, but always make your own decision.
- Be seen regularly around courts.
- When no umpires, players must accept opponent's decision. When an argument develops, you can be called to the court for:
 - a) disputed decision on rules;
 - b) score disagreement.

Things to watch out for:

- Outside interference, spectators, parents, coaching.
- Use commonsense in dealing with situations and decisions. Have an ability to communicate, be even tempered, patient and in control. Be positive and exercise consistency.
- Have a thorough knowledge of rules, have Godlike weather forecasting ability.
- Be approachable and communicate with players in a calm, adult fashion.