



JUNIOR INTERCLUB INFORMATION 2023/24

Match Play

1. A toss is made at the start of each individual match
2. . Whoever wins the toss has the choice of one of the following: • To serve • To receive • Choice of ends • or you can make your opponent make one of the choices
3. The server is responsible for keeping the score, calling the server's score first.
4. If either player, in doubles or singles, is unsure if the ball was in or out, the ball is in.
5. Self-scoring - Players are required to make calls on their end of the court only. Points are not replayed.
6. In the case of Junior C where players are learning to self umpire, a supervisor may support players in self umpiring and to ensure fair play.
7. A player may serve underarm. First year Junior C players may need to bounce the ball first.

Junior C

1. Singles first to 6 - No tie break i.e 6-5 wins game. Doubles first to 6 - No tie break i.e 6-5 wins.
2. No Lets
3. Long deuce for doubles and singles.
4. Green dot balls

Junior B

1. Singles first to 6 - No tie break i.e 6-5 wins. Doubles to 6 - No tie break i.e 6-5 wins.
2. Green Dot balls.
3. No Lets
4. Long deuce for Singles
5. Short Deuce for Doubles

Junior A

1. Singles - 2 tie break sets to 4, win by 2 games, tie break to 7 at 4 games all (win by 2 points). If 1 set all the 3 rd set is replaced by match tie break to 10 points (margin of 2 points)
2. Doubles - 2 tie break sets to 4, win by 2 games, tie break to 7 at 4 games all (win by 2 points). If 1 set all the 3 rd set is replaced by match tie break to 10 points (margin of 2 points)
3. No Lets
4. Short deuce for doubles
5. Long Deuce for singles

A Reserve

1. Singles - 2 tie break sets to 6, win by 2 games, tie break to 7 at 6 games all (win by 2 points). If 1 set all the 3 rd set is replaced by match tie break to 10 points (margin of 2 points)
2. Doubles - 2 tie break sets to 4, win by 2 games, tie break to 7 at 4 games all (win by 2 points). If 1 set all the 3 rd set is replaced by match tie break to 10 points (margin of 2 points)
3. No Lets
4. Short deuce for doubles
5. Long deuce for singles

Wet Weather

If any of the Junior Interclub games have to be postponed after starting the match - points will be split evenly between teams.

Tie Break

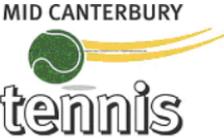
The player who returned serve in the last game of the set starts the tiebreak serving from the right-hand side of the court. After the first point, the serve changes and the other player has two serves with his first one coming from his left-hand side of the court. There is always a change of serve when the sum of the points is an uneven number. After one point, three points, and so forth.

Playing Order

Children are to play within their S band rank. Managers are to use their discretion to play children in the order that they feel will be fairest to the children in the team.

Scoresheets

1. Please write all the players Christian & Surname on the scoresheet [for both doubles & singles]
2. Please record S Band ranking (i.e S12 or S9)
3. Record the final score of the match at the bottom of the sheet.
4. Both team managers sign the sheet.



SCORE SHEET

A Reserve Jnr A Jnr B Jnr C
[please circle]

..... **V** **Date:** / /

Doubles	S MH Points		Doubles	S MH Points	Score	Winner
1		v	1			
&			&			

Doubles	S MH Points		Doubles	S MH Points	Score	Winner
		v				
&			&			

Singles	S MH Points		Singles	S MH Points	Score	Winner
1		v	1			

Singles	S MH Points		Singles	S MH Points	Score	Winner
2		v	2			

Singles	S MH Points		Singles	S MH Points	Score	Winner
3		v	3			

Singles	S MH Points		Singles	S MH Points	Score	Winner
4		v	4			

WON BY _____ By _____ matches/sets/games to _____

_____ Team Captain/Parent _____

Score Sheets can be placed in the drop box in the front door of Ashburton Trust Tennis Centre or emailed to results@midcanterburytennis.co.nz no later than 4 pm Saturday