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**1 Time of Play**

1.1 **Regional 1**: Saturday’s at 12.30pm or 6pmFriday night.

**Regional 2:** Saturday at 1pm, or occasional Thursday night matches 6pm start.

**Women’s League:** Monday’s 6pm

**Saturday doubles**: Saturday at 1pm.

**Mid Week Doubles**: Wednesday’s at 6pm

**1.2 Start Time & Schedule of Play:**

1.21 All players must be present within 15 minutes of starting time (unless mutually agreed between both team captains).

1.22 Any player that arrives later than 15 minutes after their scheduled start time shall be defaulted from his/her match.

1.23 Any blatant or unreasonable absences will be penalised by loss of points.

1.24 For all grades involving singles and doubles, singles matches are to be played first, followed by doubles matches. When there are a limited number of courts available, some teams are required to play doubles first as per agreement by both team captains.

1.25 Clubs and Schools playing in 4 – 6 person teams are expected to provide at least 3 courts of good quality for their home ties. More courts may be required for 8 person teams.

**2. Composition of Teams & Overall Format**

2.1 **Regional 1:** 6 Players (4 males and 2 females\*) , 1 x Singles and 1 x Doubles

**Regional 2:** 4 players (male or female), 1 x Singles and 1 x Doubles

**Women’s League:** Individual league, 2 or 4 women (depending on number of entries), 1 x Singles and 1 x Doubles

**Midweek doubles:** 4 players (male or female), 3 x Doubles only (1&2 v 1&2, 3&4 v 3 &4,…)

**Saturday Social Doubles:** 4 players (male or female), 3 x Doubles as per draw

\*Females can play in place of any males in a Regional 1 team. Their position in the team must accurately reflect their ability. When a woman chooses to play in the position of a man they must do so in singles and in doubles. For example – when they play mixed doubles, they must play alongside another female.

Failure to keep to keep to these rules may result in points being deducted.

3. **Eligibility of Players (by competition)**

3.1 **Regional 1:**  Any affiliated club/school player in the region may play in the Regional 1 or Regional 2 competitions.

3.2 **Regional 1 / 2 - Playing down:**  Players on a Regional 1 team list may not play down in either the Regional 2 or the Women's League competition. Should this happen, the opposing team will win the matches in question by default.

3.3 **Regional 1 / 2 - Playing up:**  A Regional 2 player may play in a Regional 1 team without the Regional 1 team incurring any penalty.

3.4 **Mid Week Doubles:**  Any affiliated club/school player in the region, (including Regional 1 / 2 players) may play in the Mid-Week Doubles competitions.

3.5 **Saturday Doubles:** Any affiliated club/school player in the region (excluding Regional 1 players) may play in the Saturday Doubles competition.

3.6 **Women's League:** Any affiliated club/school player in the region (excluding Regional 1 players) may play in the Women's League competition.

4 **Eligibility of Players (Clubs/Schools/Multiple Grades)**

4.1 **Multiple Teams in the same grade:** No player may play for two different teams within the same grade except:

a. where ladder changes have altered the playing order, or,

b. a player from the lower team is substituting in the higher team - (In which case it must be clear at the start of the season that all the players in the higher team are ranked higher than all the players in the lower team. Proof will be in the form of a club ladder). In any case the club must get approval from the Senior Interclub Convenor atleast 48 hours prior to the scheduled match time.

4.2 **Clubs and Schools:** No player is permitted to play for more than one club or college in the same season. If a player wishes to change to another club or college they must first apply in writing to the Senior Interclub Convenor, stating their case. An official transfer from the Senior Interclub Convenor must be granted before playing for their new team otherwise points will be deducted.

4.3 **Exception to 4.2:** Junior's (18&U) may play for a club and a college during the same season. Before doing so an application must be made in writing to the Senior Interclub Convenor atleast 7 days prior to the match taking place. Permission is at the discretion of the Senior Interclub Convenor.

5 **Outside Players:**

Any player who has been competing for (or is affiliated to) another club or college outside the Wairarapa Association boundaries must first gain approval from the Adminstrator before playing for an Interclub team or Wairarapa Rep Team, otherwise points may be deducted.

6 **Match Grade with Ability**

No player may play in a grade that may reasonably be considered too low for that person’s true ability. Should this occur, the opposing team must notify the Senior Interclub Convenor promptly so that a ruling can be made.

7 **Playing Order – All GRADES**

7.1 Players must play in the order of registration (origonal team list order) otherwise a championship point will be deducted. If the order changes (due to challenges) then the Senior Interclub Convenor must be notified 48 hours before the match taking place. Failure to do so may result in points being deducted.

7.2 Any reserve player must be played in his or her correct position in singles matches (i.e. if the reserve player is the 3rd strongest player in a team of 4 then he/she must play at number 3 in the team, not number 4.

7.3 The number 1 player (in a team of 4 or more) **does not** necessarily have to play in the team's top doubles combination.

7.4 Each team must have their own line up **fully** completed on the results sheet (team sheet) before the start of play.

7.5 A team is not allowed to examine the opposition’s team sheet before confirming their own line up in writing. In the event of this happening the agrieved team is entitled to apply in writing to the Senior Interclub Convenor within 3 days of this happening, stating their case and outlining what sort of penalty should apply. Overall points deducted is at the discretion of the Senior Interclub Convenor.

8 **Length of Games/Match Format**

8.1 **Regional 1 – Saturday:** All matches (singles, doubles or combines) are to be best of 3 full tie- breaker sets to 6.

8.2 **Regional 1 – Friday night:** All matches (singles and doubles) are to be 2 tie breaker sets to 6 with the third set decided by a 10 point Super-Tie Breaker (STB) - see 8.7 below

8.3 **Regional 2 – Saturday matches** – Singles matches are best of 3 full tie breaker sets. Doubles matches are best of 2 tie-breaker sets with the third set decided by a 10 point Super-Tie Breaker (STB). (see 8.7)

8.31 **Regional 2 – Mid-week matches** -All matches (singles and doubles) are to be 2 tie breaker sets to 6 with the third set decided by a 10 point Super-Tie Breaker (STB) - see 8.7 below

8.4 **Midweek doubles** – Doubles are best of 17 games (First to 9) with a tie breaker at 8 all. Sudden death (no ad) deuces (SDD) apply to all matches – A SDD means that whoever wins the deuce point wins the game and the receiving team selects which partner receives the serve.

8.5 **Women's League:**  All matches are best of 17 games (first to 9 games) with a tie breaker at 8 all. Sudden death (no ad) deuces apply to all matches –Whoever wins the deuce point wins the game and the receiving team selects which partner receives the serve.

8.6 **Saturday doubles:** Doubles are 2 tie breaker sets to 6 (with a 7 point tie breaker for the 3rd set).

8.7 **Super Tie-Breaker (STB)**

Please note that when using the STB to replace the final set:

•the original order of service continues.

•the order of serving and receiving within the team may be altered, as in the beginning of each set.

•before the start of the match tie-break there shall be a 120 seconds set break.

8.8 **Policy for Entering Results of Super Tie Break (STB**)

STB’s are to be recorded on CONFIGURE as one (1) set. Eg. 10-7. However, in a **set count-back** situation, when both teams are tied on number of matches won, the Match Tie-Break should be counted as one set. In the event of a **game count-back**, the Match Tie-Break should be counted as 7 games to 6.

9 **Tennis Balls**

9.1 **All** matches under the jurisdiction of the Association must be played with HEAD championship tennis balls.

9.2 **Two Player Teams:**  Are to supply 1 pair of new HEAD Championship tennis balls. These balls must be of good pressure.

9.3 **Four Player Teams:**  Each team is to provide four pair (1 x 4-ball can) of new HEAD Championship balls, to be opened prior to the start of the match.

9.4 **6-8 Player Teams:**  Are to supply 4 pair of new HEAD Championship balls, to be opened on the morning of the match.

9.5 Match balls are to be opened and used ONLY for the 5 minute warm-up with the opposition player. **Match balls are not to be used for warm-ups prior to the 5 minute warm-up**. This is to reduce unnecessary wear on the tennis balls.

9.6 In the event that a ball is lost, use of a suitable replacement ball must be agreed upon by both players. Balls must always be of similar quality. Team captains are responsible for providing spare balls of good quality to be used if required.

10 **Championship Points**

10.1 Championship points will be awarded as follows: 1 point for each match won with 2 bonus points for winning the overall match. In the event of a draw a winner shall be determined by count back of sets, then games. Should a count back fail to determine a winner, (i.e. sets and games are drawn) then each team shall be awarded 1 bonus point each (bonus points are shared).

10.2 **When Championship Points Are Equal**

Where one or more rounds are played in a grade, the points will be recorded to decide rankings for play offs. In the event that two or more teams are equal on points at the conclusion of pool pay, the Association will determine the successful team by assessing which team has won the most previous matches between the two teams. Should this method still not provide a clear winner then a rematch is called for on a date agreed upon by both parties.

10.3 **3 Match Rule:**  A player must play in at least 3 of the matches during the season to qualify to play in a final. NB: Even if a player plays only singles or doubles (substitute player) in a fixture leading up to the finals, this still counts as one whole match.

11 **Cancellation of Games/Playing under Extreme Conditions**

11.1 Games may be cancelled due to rain or extreme weather events

11.2 In extreme situations of heat or humidity please refer to *Tennis NZ Code of Conduct (2015): Appendix A – Changes to playing conditions under heat rules.*

11.3 Cancelations are done on an individual fixture basis and are at the discretion of the home team captain. Should the match be scheduled as an away fixture for both teams concerned, then both team captains must come to a mutual agreement to cancel the fixture.

11.31 It is important not to cancel too early but consideration must be given to teams who have to travel long distances.

11.4 It is the responsibility of both team captains to inform the Senior Interclub Convenor of any cancellations as soon as they are confirmed. Team Captains are to agree on a suitable time and place to complete the fixture within 2 weeks of the original scheduled match time.

11.5 Should team captains be unable to come to a mutual agreement the Senior Interclub Convenor shall re-schedule the match themselves.

12 **Incomplete and Abandoned Matches**

12.1 **Incomplete ties -** Once a tie has commenced it must be played out to its natural conclusion. Teams will need to negotiate a time and place mutually agreeable and, using the same personnel, complete the match. This must be done prior to the next round commencing. Play shall recommence from the point it was abandoned which includes all sets, games and points won/lost. A venue for this match is to be agreed upon by both team captains. Should agreement not be reached then the Senior Interclub Convenor will schedule the fixture.

12.2 **Abandoned ties -** In the event that a complete fixture is abandoned due to extreme weather, bad light, or other 'act of God', it will be played at an alternative time and place within 2 weeks of the original scheduled date. This will be mutually agreed upon by both team captains. Should at time and place not be agreed upon by the two Team Captains then the Senior Interclub Convenor shall re-schedule the fixture.

12.3 Should an abandoned fixture not be played after a two week period, or the team captains cannot agree on a suitable date, the Senior Interclub Convenor may reschedule the tie. If the tie is subsequently not played for any other reason other than default, bad weather or bad light, then the tie is null and void and no points shall be awarded to either team.

12.4 If inclement weather or bad light prevents the replayed tie from being played, then the Senior Interclub Convenor will allocate points to both teams in the following way:

* + 2 Player Teams: 2 points each
  + 4 Player Teams: 4 points each
  + 6 Player Teams: 5 points each
  + 8 Player Teams: 7 points each

12.5 Teams are reminded that failure to play fixtures could have a major bearing on placing’s for play offs.

12.6 Team captains /Team Managers must update Configure Rankings website with the date, time and venue agreed by both captains to complete postponed or unfinished ties. This information must be added to the’ Notes for Administrator’ field (at the bottom of the page) within 48 hours following the scheduled date of the suspended tie.

12.7 When playing postponed ties, teams may change the players named in their original team squad list.

12.8 When playing unfinished/incomplete ties, teams may not change the players named in their original team squad list.

12.9 If after medical treatment or rest, a player who withdrew from an earlier match due to illness or injury is able to play in a later match, he or she may do so.

13 **Allocation of Points**

13.1 Each match in a tie is worth one competition point for the team that wins it.

13.2 Two bonus points shall be awarded to the team that wins each tie, or if there is a draw (see 10.1) both teams will be awarded one bonus point each.

13.3 Results of ties will be decided on the number of matches won. Should matches be equal, the majority of **sets** shall decide the tie. Should sets be equal, the majority of **games** will decide the tie. If teams are equal on matches, sets and games the tie shall be a **draw**. If there is a draw in a Grand Final or Semi-Final tie there shall be one standard doubles tie-break (to 7) to determine the winner. The doubles can be of any combination.

13.4 For the purposes of a count back of sets or games, defaulted matches shall be recorded as 6-0 6-0 wins for the team which did not default. If a player retires or is defaulted while the match is in progress, for the purposes of a count back, the score up till that point shall be recorded and the winning player is awarded the minimum number of games and sets necessary for him or her to attain a score that would have otherwise won him or her the match.

14 **Defaults**

14.1 To enter a team in a grade is a commitment to play every week and to provide reserves for absent players. Defaults are unacceptable and unsportsmanlike and because of the bearing they may have on championship points, must not occur.

14.2 Team captain’s must notify the Senior Interclub Convenor of a default no less than 48 hours before scheduled start time of the tie. Failure to do so may result in a loss of points.

14.21 Any team that defaults 2 ties in succession shall be deemed to have withdrawn from the competition unless an explanation can be provided to the satisfaction of the Senior Interclub Convenor.

14.3 The following points will be allocated to teams in the event of a default:

* **2 Player Teams:**  The team being defaulted to shall be awarded 3 points while the team defaulting shall be penalised 1 points.
* **4 Player Teams:**  The team being defaulted to shall be awarded 5 points while the team defaulting shall be penalised 3 points.
* **6 Player Teams:** The team being defaulted to shall be awarded 7 points while the team defaulting shall be penalised 4 points.
* **8 Player Teams:**  The team being defaulted to shall be awarded 9 points while the team defaulting shall be penalised 5 points.

14.4 In the event that a team has been defaulted to **within 48 hours** of the scheduled match the Senior Interclub Convenor should be informed of the situation. A warning may be issued by the Senior Interclub Convenor. Points may be deducted.

14.5 The defaulting team must notify the Senior Interclub Convenor of a default **within 48 hours** of a scheduled match. This is so the Senior Interclub Convenor can allocate the correct number of points (see 13.2) to both teams and also inform the WTA Administrator of the situation so that the courts could be allocated for another fixture (if so required).

14.6 When a team captain decides to default an individual fixture he/she must communicate this (directly to the opposing team captain) and also receive confirmation of such from the opposing team captain. In the event that confirmation is not received from the opposing team captain then the Senior Interclub Convenor must be informed of the situation immediately. It will then be the Senior Interclub Convenor’s responsibility to contact the opposing team captain.

15 **Team Results**

15.1 As stated in rule 4.4, team lists must be completed independently **BEFORE** play commences. Team sheets must be available for all relevant people to see during the match and must be adhered to during the fixture.

15.2 All winning team Captains / Team Managers / Club Captians responsible for entering results, must log their results into the 'configure rankings' website themselves no later than 24 hours following the scheduled match time.

15.21 This rule applies to all grades. Failure to do so will result in the team's club being fined $20.

15.3 Guidelines on how to enter match results (including any updates) will be provided by the WTA Administrator to all team captains prior to games commencing. This information will be provided online at [www.wairarapatennis.nz](http://www.wairarapatennis.nz/) – click the 'Draws and Results' tab at the top and select your competition. Select the 'Entering Results' document on the right hand side.

15.4 If failure to log results is due to a software issue (or any issue outside one's control), then the Seniro Interclub Convenor must be informed of the situation as soon as possible

15.5 All Team Captains (winning or losing) **must keep hard copies** of their results sheets. Such results sheets must be accurate, legible, fully completed and kept in a secure manner. Failure to do so may make it difficult to fairly resolve any disputed results.

15.6 In the event of a **default**, or **cancellation** (due to act of God) the Seniro Interclub Convenor must be notified of such no later that 24 hours following the scheduled match time so that the Senior Interclub Convenor can then allocate points accordingly.

15.7 In the event of a **postponement**, Team captains /Team Managers must update Configure Rankings website with the date, time and venue agreed by both captains to complete postponed or unfinished ties. This information must be added to the’ Notes for Administrator’ field (at the bottom of the page) within 24 hours following the scheduled match time of the suspended tie.

15.8 It is the responsibility of Senior Interclub Convenor to maintain up to date and accurate records for all players in Regional Interclub. Should any interclub team decide to include a new player to their team, the Senior Interclub Convenor must be provided details of this new player atleast 48 hours prior to the scheduled match. Failure to do so will result in the opposing team winning all matches involving this player by default.

15.9 Any changes to draws must be communicated directly to Team Captains by the Senior Interclub Convenor as soon as they arise.

15.10 Team Captains must report any errors in the results table or in the match results to the Senior Interclub Convenor within one week of identifying them.

1511 The Senior Interclub Convenor must act on any errors identified in the results tables or match results within one week of them being identified to him/her..

15.12 If a team captain is not satisfied with the result of any ruling by the Senior Interclub Convenor, then he/she can notify the WTA Chairman in writing, who will then make a ruling (in consultation with the Board) based on the information given by the concerned team(s).

16 **Team's Short of Players**

16.1 If a team captain of a 2 player team finds that he/she has only one player available to play in a scheduled match, then no match can effectively take place and the tie is defaulted. Points will then be allocated as in 14.3 (above).

16.2 In all cases all players must move up a place in the team when a team is short of players, ie. if player 2 in a 4 player team is unavailable, then, players' 3 and 4 move up to positions' 2 and 3).

16.3 If a team captain (of a 4/6/8 player team) finds that he/she has 1 player short, then he/she must inform the opposing team captain of the situation 48 hours before the scheduled match time. The match must still be played.

16.31 Once the Team Captain (of a 4/6/8 player team) has informed the opposing captain (of being one-short) the team captain loses one point for the singles match and one point for the doubles match because of not being able to field a full team.

16.4 If a team captain (of a 4/6/8 player team) finds that he/she has 2 or more players short, then he must inform the opposing team captain of the situation within 48 hours of the scheduled match. In such a case the opposing team wins by default and points are allocated as in 13.2 (above). Failure to do so will result in a fine being imposed on the defaulting team captain’s club/school of $20.

**17 Substitute Players**

17.1 A substitute player is someone who plays singles or doubles only in a match. Their name must be written clearly on the team sheet prior to the match taking place.

17.2 No substitute players are allowed in a 2 player team.

17.3 1 substitute player is allowed in a 4 or 6 player team

17.3 Up to 2 substitute players are allowed in 8 player teams

17.4 Failure to follow the rules around substitute players may result in points being deducted.

17.5 Should any issue arise around substitute players the Senior Interclub Convenor must be informed within 48 hours after the scheduled match time.

**18 Females playing in men's positions**

18.1 Females can play in the position of a man in a team. Team captains must inform the opposing team captain within 48 hours of the scheduled match that they will play a woman (in place of a man) and what their position in the team will be, ie. no.4 or no. 1.

18.2 Men cannot substitute as women in any situation.

19 **Sideline Coaching**

19.1Except where special provision is made for an event, players shall not receive coaching or advice from any person while a match is in progress.

19.2 If any sideline coaching occurs, the Senior Interclub Convenor should be informed by writing within 48 hours after the scheduled match time. A warning may be issued. Should there be any further disregard for this rule by the player, then points may be deducted.

**20 Tennis NZ Self Umpiring Code**

*New Zealand Tennis has adopted the following policy for self-umpiring which is to be adhered to for all senior interclub matches:*

20.1 Matches shall not be umpired and players shall call their own lines.

20.2 All calls on your side of the net are your responsibility (i.e. you cannot ask an opponent for a let because you do not agree with their call). If you have any doubt as to whether a ball is out or good, you must give your opponent the benefit of the doubt and play the ball as good. You should not play a let.

20.3 Any ‘out’ call must be made instantaneously (i.e. made before either an opponent has hit the return or the return has gone out of play); otherwise, the ball continues in play. The call should be made both verbally and by using a hand signal.

20.4 Do not enlist the aid of spectators, including parents, in making calls.

20.5 If you call a ball out then realise it was good, you should correct your call and award the point to your opponent.

20.6 To avoid controversy over the score, the Server should announce the set score (e.g. 5-4) before starting a game and the game score (e.g. thirty-forty) prior to serving each point. Game scores must also be recorded on each end change and at the end of each set.

20.7 At any time, any player can request an umpire. In such a case, the players are still responsible for their line calls; unless the person is a qualified umpire in which case the qualified umpire will also call the lines.

20.8 Umpiring responsibilities must be shared equally between opposing teams.

20.9 If players cannot agree on the score all points or games which the players agree on stand and only those in dispute will be replayed.

**21 Foot Faulting**

21.1 The foot fault rule shall be enforced. Under New Zealand Tennis’s on-court rules for matches played without umpires, foot faults are not allowed. Player’s who observe an opposition player foot-faulting is to first approach their team captain who may then approach the opposing team captain with his/her concerns. If required, the player at fault will then be alerted by his/her own team captain and must stop foot-faulting immediately.

21.2 Should this matter not be resolved during the match, the team captain must lodge a dispute in writing within 48 hours of the match with the Senior Interclub Convenor. Points may be deducted.

**22 Grievances and Penalties**

22.1 If any team has a grievance they feel is not fully explained in the interclub rules and can not be ruled upon by the Senior Interclub Convenor, they must notify the Wairarapa Tennis Association Chairman in writing, who will then make a ruling (in consultation with the Board) based on the information given by the concerned team(s).

22.2 Teams failing to comply with any of the WTA Interclub Rules may be penalised by the loss of championship points. Any blatant or repeated offences could see teams expelled from the competition. Such penalties would need the ratification of the WTA Board.

22.3 In case of any grievances, teams should lodge a dispute within seven days (of the said dispute). Blatant disregard of the Interclub rules will be dealt with immediately by the Senior Interclub Convenor.

**23 Player Conduct**

23.1 For a comprehensive information about player conduct reference should be made to the NZ TENNIS CODE OF CONDUCT. This document can be found on the WTA website - [www.wairarapatennis.nz](http://www.wairarapatennis.nz) click the 'about' drop down menu at the top – the 'NZ TENNIS CODE OF CONDUCT' can be found on the right–hand side under 'Important Documents'.

23.2 In all cases of misconduct by individual players, officials, or teams belonging to clubs, inquiry shall be made by the club directly interested which shall be in the form of a written report to the WTA Administrator, who shall take such action by administering the appropriate penalty.

23.3 Tennis Etiquette/Tikanga/Customs: ‘The Code’ is a comprehensive document outlining the appropriate player conduct/tikanga and etiquette for tennis players. There are '45 principles' outlined in the code.

To view 'The Code' go to [www.wairarapatennis.nz](http://www.wairarapatennis.nz/) and click the 'about' drop down menu at the top – 'The Code' can be found on the right–hand side of the page under 'Important Documents'.

23.4 Any ongoing or blatant disregard to the principles outlined in **'The Code'**  will not be tolerated and treated as misconduct as in 23.2 above.

**24 Tennis Attire**

24.1 All Interclub play under the jurisdiction of the WTA will be done so according to the NZ Tennis recommendations concerning attire. These recommendations can be found under rule 6 of the NZ TENNIS CODE OF CONDUCT (see 23.1 above).

23.6 **Definition of Offences**

The following list of offences are non-exhaustive. For a complete list of offences and penalties please refer to the NZ TENNIS CODE OF CONDUCT document (see 15.1). Application of these penalties is at the discretion of the Senior Interclub Convenor.

23.61 **PHYSICAL ABUSE –** Physical abuse is the unauthorised touchingof an official, opponent, and spectator or other person.

23.62 **VERBAL ABUSE** – Verbal abuse is a statement directed at an official, opponent, spectator or other person that implies dishonesty or is derogatory, insulting or otherwise abusive.

23.63 **AUDIBLE OBSCEBITY** – Audible obscenity is the use of words commonly known and understood to be profane and uttered clearly and loudly enough to be heard by officials and spectators.

23.64 **ABUSE OF BALLS** – Abuse of balls is intentionally hitting a ball out of the enclosure of the court, hitting a ball dangerously or recklessly within the court or hitting a ball with negligent disregard of the consequences.

23.65 **ABUSE OF RACQUETS OR EQUIPMENT** – Abuse of racquets or equipment is intentionally and violently destroying or damaging racquets or equipment or intentionally and violently hitting the net, court, umpires chair or other fixture during a match out of anger or frustration.

23.66 **UNSPORTSMANLIKE CONDUCT** – Unsportsmanlike conduct is any misconduct by a player that is clearly abusive or detrimental to the sport, but does not fall within the prohibition of any specific on-site offence contained herein.

24 CONTACT INFORMATION

Senior Interclub Convenor: Matt Spooner

Ph: 0211841966 Email: [matt.spooner@shoeclinic.co.nz](mailto:matt.spooner@shoeclinic.co.nz)

WTA Adminstrator: Kelby Courtney

Ph: 0224051255 Email: [wairarapatennis@gmail.com](mailto:wairarapatennis@gmail.com)

WTA Board Chairman: John Kirkup

Ph: 021625032 Email: [john.kirkup@nzrugby.co.nz](mailto:john.kirkup@nzrugby.co.nz)