

### PLANITPRO Midweek Competition - Winter 2023

<u>DATES / TIMES:</u> Monday 8<sup>th</sup> May to Friday 8<sup>th</sup> September (tbc) A GRADE - Monday, B GRADE - Tuesday, B/C GRADE - Friday 9:00am-10:30am, 10:30am-12.00pm, 12.00pm-1:30pm or 1:30pm-3.00pm

VENUE: Indoors at the Renouf Tennis Centre

**TIE FORMATS:** Each contest will be allocated two courts for 90 minutes (1.5 hours). The first team listed in a tie will be responsible for starting the match timers (for example, by setting phone alarms at 9:45am and 10:30am).

Each match is the best of fifteen games, tiebreak if necessary, at seven games all.

If a point is in play when timer sounds, that point only should be completed. Count only completed games and tie-breaks in results at the sound of the timer. Matches will be considered a draw if a tiebreak is incomplete.

Each contest comprises 4 doubles matches. Each player will play 2 doubles matches in each contest in the following order:

	Court 1	Court 2
First Games (45 mins)	1&2 v 1&2	3&4 v 3&4
Second Game (45 mins)	1&3 v 1&3	2&4 v 2&4

**TEAM LISTS:** Teams may be mixed gender (limited to A grade 2 men per contest, B & B/C grades 1 man per contest).

A player may play in a maximum of one team per Grade/day.

### Guide to grades:

A Grade: No Premier 1 men and no more than one Premier 2 man or two Premier 3 men per team.

B Grade: No Premier men, no Tecnifibre 1 men and no Premier 1/2 women. B/C Grade: No Premier men, Tecnifibre 1/2 men, or Premier women

Players must play in order of merit as per the TEAM LIST. Teams must list all players in order of merit, at the start of the competition. Team lists will be published on MatchHub, players will be set up with codes should they not already have one.

The ranking order of players in a team may be varied by the team captain up until but not including the final 3 rounds. Alterations to ranking order must be made by email to <u>midweek@tenniscentral.co.nz</u> prior to Round 13 (14 August) for A grade, Round 12 (15 August) for B Grade and Round 13 (18 August) for B/C Grade.

There is no limit to the number of players on a team list, however players may only **<u>play</u>** <u>in one team</u> in each grade/day. Players may fill-in for a team in a different grade/day but need to be added to the team list first. Additional players may be added to the TEAM LIST by emailing <u>midweek@tenniscentral.co.nz</u> prior to a new player taking to the court for their first contest.

A player may also request to be transferred from one team list to another, in the same grade, provided they have not yet played for the team they are transferring from.

### **<u>CONTESTS:</u>** Contests must be played as per the contest schedule.

Four players only, per team, can play in each contest. However, if a player is injured during one of the matches of a tie, that player may be replaced in a subsequent match by another, provided that the replacement player has a lower order of merit in the team list than the injured player and is available to play within the normal time limits. Players must play in order of merit as per TEAM LIST.

Normal rules of tennis apply. The second deuce sudden death rule applies to be played on the second deuce of any game. Receiving pair will decide which player receives serve.

Teams not on court at scheduled start time will be penalized 1 game for every 5 minutes they are late. 15+ minutes, they lose that match (8-0). Next match to start 30 minutes after that.

A maximum of three minutes may be used for warm-up at the start of any tie.

# **<u>RESULTS / POINTS:</u>** The winning team to record tie results on MatchHub within 48 hours of completion of play.

Two points to be awarded for each match won, plus one bonus point for the team that won the contest.

If matches are equal, 2-2, games won determine the team that won the contest.

If matches and games are equal, no bonus point is awarded to either team.

## <u>GRADES:</u> The number of entries in each grade will determine the format of the competition. Teams can expect a minimum of 14 contests. Each grade will be limited to 16 teams.

Draws will be emailed to team contacts and published on the Tennis Central website and app.

#### PLAYING DATES:

MONDAY	TUESDAY	FRIDAY
08 May	09 May	12 May
15 May	16 May	19 May
22 May	23 May	26 May
29 May	30 May	02 June
No Play: King's Birthday 5 June	No Play: 6 June	No Play: 9 June
12 June	13 June	16 June
19 June	20 June	23 June
26 June	27 June	30 June

No Play School Holidays: 1 July - 16 July			
17 July	18 July	21 July	
24 July	25 July	28 July	
31 July	01 August	04 August	
07 August	08 August	11 August	
14 August	15 August	18 August	
21 August	22 August	No Play: courts unavailable 25 August	
No Play: courts unavailable 28 August	No Play: courts unavailable 29 August	01 September	
04 September	05 September	08 September	

- BALLS: First named teams on the draw sheet are to supply 4 new (or near new) Tecnifibre X-One balls, per contest, available from PLANiTPRO pro shop. It is expected that a team would use the same balls for two rounds, which means that each ball would have three hours of use. PLANiTPRO is offering a one-off discount on cans of balls for \$17.50 each (max. 4 cans per team \$70) available on the first day of play only. One person only from each team to collect and pay at the PLANiTPRO pro shop.
  DEFAULTS: Captains are responsible for contacting opponents if unable to play the scheduled
- **DEFAULTS:** Captains are responsible for contacting opponents if unable to play the scheduled match. Opposition will receive entire points. The entire contest will be defaulted to opposition if a team fields less than three players.
- **DISPUTES:** Any disputes must be made in writing to Tennis Central within 48 hours of the completed contest (<u>midweek@tenniscentral.co.nz</u>). Tennis Central's decision will be final.
- **ENTRIES:** Online entry <u>and payment</u> by Monday 24<sup>th</sup> April. Entry fee \$750 payable to Tennis Central a/c 12-3141-0049151-00. Include team name as reference.
- **ENQUIRIES:** Sandra Calder <u>midweek@tenniscentral.co.nz</u> ph 385 9709