

 **Tecnifibre**  
**JUNIOR INTERCLUB COMPETITION**  
**RULES 2023/2024**

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1. **Player Eligibility:**
  - a. Graded sections of mixed girls and/or boys – 18 years & under as at 1.10.23.
  - b. Teams will be grouped into sections according to strength. Please see notes on teams in Div 4
  - c. Be a member of a club which is affiliated to Tennis Waikato Thames Valley.
  
2. **Matches:** will consist of singles and doubles matches played to:
  - a. **Mixed grades Div 1-2:** 2 full sets to 6. Tie-break – if one set all – play super tiebreaker – first to 10 points. Sudden death deuce for doubles only, long deuce for singles.
  - b. **Mixed grade Div 3-4:** 2 sets played, modified “4s” format. 1<sup>st</sup> to 4 games in each set. If 3 games all, play first to 5 games. If 4-4, play tie break to 7. If one set all, play super tiebreaker, first to 10 points. Long deuce singles and doubles.
  - c. Service lets played in all divisions.

**Rules for Div 4(introductory level): S11/12 players ONLY**

  - a. **Green ball MUST be used.**
  - b. First serve is an overhead, second serve can be bounced and hit.
  - c. Parents may help with scoring and positioning.
  
3. The order of play will be doubles then singles. Otherwise at the discretion of the Team Organisers. Players must be ranked strictly according to merit for singles. For doubles, the No. 1 player must play in the top doubles with the other 1 or 3 players in any order. Division 1 and 2 teams consist of 2 x players. Division 3 and 4 teams consist of 4 players.
  
4. **Points:** For Division 1 & 2 (total of 5) will be awarded as follows:
  - a. 1 point for each match (i.e. 3 points) + 2 points for a team win.
  - b. A point is to be called in if the player is uncertain whether it was in or out.
  
5. **Points:** For Division 3 & 4 (total of 8) will be awarded as follows:
  - a. 1 point for each match (i.e. 6 points) + 2 points for a team win or 1 each for a draw (\*If matches are equal (3-3) then you must do a count back of the games. Only when the games are equal, teams are to get 1 point each for the draw)
  - b. If one team has won more games, that team will be declared the winner and given the 2 winning points (resulting in a 5-3 points win).
  - c. A point is to be called in if the player is uncertain whether it was in or out
  
6. **Result Sheets:** Result sheets should be filled out completely and accurately with the points tally completed according to No. 4 above. Team sheet to be signed by both captains. A sheet signed by both teams will be taken to indicate the result is correct. **Winning managers must enter the result online to the Match Hub system (see result sheet for instructions). Losing captains must return a hard copy to the Waikato Tennis email**

[admin@waikatotennis.org.nz](mailto:admin@waikatotennis.org.nz) within 3 days of the match being played.  
Sample result sheet shown below.

7. **Venues:** The home team is responsible for organising at least 2 courts for each tie, preferably 3 in Div 3-4. The venue and travel directions must be notified to the Team Organiser of the opposing team by the Tuesday preceding the match. **Teams hosting travelling teams please supply snacks and drinks FOR BOTH TEAMS.**
8. **Games:** will start promptly at **9am**. Teams must arrive at the venue by 8.45am at the latest. Exceptions are not encouraged but when the visiting team has to travel a long distance, a start of no later than 9.30am may be negotiated with the Home Team Organiser. **A default can be declared after 15 minutes for a no-show.**
9. **Each team:** must be accompanied by an adult manager who shall be in attendance throughout.
10. **Balls:**  
Divisions 1 & 2 – host team only to supply a can of Tecnifibre balls.  
Divisions 3 & 4 – both teams to supply a can of Tecnifibre balls  
Division 4 will be using green dot balls.

A spare pair of used balls is wise, to replace lost or damaged balls.

11. **Cancelling for Weather:** Tennis Waikato Thames Valley **will not** cancel matches. It is the responsibility of the Home Team Manager to cancel matches where appropriate, in consultation with the Manager of the opposing team, no later than 7.30am to avoid unnecessary travel. Cancelled/postponed matches should be completed on a rescheduled day, convenient to both teams, preferably during the following week and must **be completed by 31 January for pre-Christmas rounds**. Matches started but shortened because of weather, by mutual consent, will count so long as half the scheduled number of rubbers has been completed. If less than this number has been completed, the match will be rescheduled by mutual consent or replayed as directed by Tennis Waikato Thames Valley.
12. **Default:** Defaults should be avoided as they introduce anomalies into the points table. Postponement until the following tie may be requested for genuine reasons up to the Tuesday preceding a tie but is solely at the discretion of the team able to field a team on the scheduled day. If difficulties for that team are likely to arise midweek with travel or with player or court availability, the Team Manager should feel no obligation to agree to postponement. However, if the tie can be played conveniently midweek then that is to be encouraged. In the event of an unavoidable default, the team winning by default is responsible for entering the results on line.

Un-notified defaults, i.e. Tennis Waikato Thames Valley and opposing team not given 24 hours notice, will incur a \$50.00 default fine. If a team defaults three times, they will be removed from the competition.

13. **Disputes:** Any dispute or matters not provided for in the rules shall be settled by the Tennis Waikato Thames Valley match committee, whose decision will be final. Email [manager@waikatotennis.org.nz](mailto:manager@waikatotennis.org.nz)

14. **Team Manager:** Each team entered shall have an adult Team Manager whose duties are to make all arrangements for the match leading up to the day and either to carry out the duties listed below on the day or to arrange for another parent to be aware of and carry out these duties. If team organisation is to be left in someone else's hands during the lead-up week (for instance if the Team Manager is going to be away) it is essential that the Team Manager of the opposing team be advised who the stand-in organiser is, and what their telephone number is, as this information will not be on the draw sheets.
15. **Courts:** In the event of home courts being unavailable, Team Manager to arrange another venue.

## **DUTIES OF TEAM MANAGER**

- i. To organise the team (and travel arrangements) by the Tuesday preceding the tie.
- ii. The Home Team Manager to contact the Team Manager of the opposing team
  - a) No later than the Tuesday evening preceding the tie to advise the venue and give travel directions (address details will be added to the draw).
  - b) As close to start time as is reasonable (no later than 7.30am) allowing for travel in the event of bad weather so as to discuss postponement and avoid any unnecessary travel.
  - c) Notify, with 24 hours' notice WTT and opposing team of intention to default.
- iii. To be at the venue by 8.45am and ensure that players are ready to start play at **9 am**. To provide the result sheet and have it filled in with players surname and first name for all matches and exchanged with the opposing Team Manager.
- iv. **To remain at the venue throughout the tie (or ask another parent)**, to ensure a good standard of on-court and off-court behaviour by players. Ensure that the dress code is adhered to, i.e. – tennis or plain shirt or t-shirt, sports shorts (not beach shorts), non-marking shoes.
- v. Have the power to act as Manager on any player behaviour issues using the TNZ Code of Conduct criteria issued with the draw & info pack.
- vi. To liaise with the Team Manager of the opposing team about any problems or disputes that arises.
- vii. To ensure that players adjudicate matches whenever possible.
- viii. Contact Waikato Tennis Trust for any unresolved problems. Solutions should be sought on the day using common sense and the philosophy of children getting game time and enjoyment.
- ix. See website for draws, results, information, calendar, rankings.

### **Scoring for a tie-break game.**

- The points in a tie-breaker as scored: one, two, three, etc. This is a change from the usual scoring of 15, 30, 40, etc.
- The first player to win seven points, provided that there is a margin of two points over their opponent, wins the game and set.

**Play a tie-break game at 6-6 in a set (Div 1-2) or at 4-4 (Div 3-4).** The player whose turn it is to serve (who was receiving the serve in the prior game) will serve the first point of the tie-breaker from the deuce (right) court side. The first server only serves the first point of the tie break. All next servers serve 2 points in a row, including the original first server. The next player and all following players (if doubles) will serve from the ad (left) court on the first service point and the deuce court on the second service point.

- If playing doubles, continue the ordinary service rotation as in a regular doubles game (in the same order as what they had been playing).
- Once the initial service point has been served, the opponent serves the next two points, and all remaining serves are rotated, two points each time, until the end of the game.
- Players change ends after every six points (e.g. 4-2 and then again at 6-6). Unlike other changes of end during the match, a change of end **during** a tie-breaker does not allow for any break – play must be continuous unless there is an injury.
- The first player to reach seven points wins the tie-breaker, provided the win is made by 2 points. For example, a 7–6 does not win the game, whereas an 8–6 does. The tie-break will keep going until one player wins by 2 (eg. 20-18). Regardless of how many points are played, the winner of the tie-breaker will be recorded as having won the set 7–6.

### **Play a 10-point Tie-breaker instead of a 3<sup>rd</sup> set**

You play this just as a 7 point tie-breaker but it is the first person to reach 10 points with a 2-point advantage who wins. So if you get to 9-9 you must extend the game until 1 player has a margin of 2-points.

The set is recorded as 7 games – 6 games (7/6) regardless of the number of points won & lost and is counted as a full set if there is a count back of sets and /or games

