

JUNIOR Interclub Rules

2024/2025



Glossary

Interpretations in these rules:

- ★ **Match** means one individual singles or doubles.
- ★ **Contest** means the total of all matches between one team and another team.
- ★ **Competition** means the total of all contests.
- ★ **Interclub Sub-committee** means those persons appointed by TWBOP Committee.
- ★ **TWBOP** stands for Tennis Western Bay of Plenty Incorporated.

Interclub Sub-Committee

The Interclub Sub-Committee is appointed by the TWBOP Committee to make quick decisions on Interclub matters. The Interclub Sub-Committee have the power to rule on any dispute or disagreement and have the power to rule on anything not contained in these rules.

Competition & PlayOffs

- ★ The competition is played on a round robin basis, followed by semi-finals and finals, this is dependent on the amount of teams entered and the amount of rounds allocated in a season.
- ★ Girls, boys, and mixed gender teams.
- ★ There must be a minimum of four (4) teams in each division and a maximum of eight (8) teams.
- ★ At the semi-finals stage, first and fourth placed teams' playoff and second and third placed teams' playoff (highest placed team to choose venue). Winners of semi-finals to play finals and losers from semi-finals to play off for third and fourth.
- ★ If there is insufficient time for semi-finals and finals the competition winner is the team with the highest number of points at completion of the round robin.
- ★ If a round robin competition of less than 8 teams ends in playoffs the top 4 will be required to play, however positions 5, 6 or 7 playoffs are not a mandatory requirement.

Team List and Player Eligibility

- ★ Clubs need to submit their teams/players via Tennis NZ **Match Hub** by the **fixed closing date**. Affiliated club name must be shown.
- ★ Late entries will not be accepted.
- ★ Club captains, and junior convenors oversee Interclub team submissions, team submission by individual club members directly to the Tennis Western BOP manager will not be accepted.
- ★ All queries or changes to a club's interclub teams before the start date of the interclub season, need to be addressed to the Tennis Western BOP manager via club captains or junior convenors.
- ★ Teams' players must be listed in strict order of merit as per singles or doubles Match Hub player ranking. Flexibility will be given to players within the same S or D band; however order must be retained throughout the competition.
- ★ Girls playing in the mixed gender team can be graded two S-bands lower as boys playing in the same division, ie girl S9 graded #2 in team and S11 graded boy can be #1.
- ★ There is a limit of 14 players listed in teams (Match Hub lines) and note the eligibility to play in the finals. Players from outside TWBOP/ BOP may compete in the interclub competition but must be a member of a TWBOP/BOP club and be affiliated to TNZ.

- ★ Teams must play in the nominated playing order for the duration of the competition. All team lists will be published on Match Hub under the *Interclub>>Points/Draw* section ([InterclubCompetitionsList \(tennis.org.nz\)](http://tennis.org.nz/InterclubCompetitionsList)).
- ★ New players can join a team and existing players can be withdrawn from a team at any time in the competition by requesting a team change via email (manager@tenniswesternbop.co.nz) to the Manager of Tennis Western BOP (within 24 hours before the next match date).
- ★ Match Hub player ranking must be used by clubs to rank both their singles and doubles players. Challenges to the playing order or Match Hub ranking must be lodged with the TWBOP manager via email (manager@tenniswesternbop.co.nz) before the competition starts.
- ★ Clubs may submit combined teams if they have insufficient players to field a team.
- ★ If there are 6 teams or less, players must play in a minimum of one round robin and for draws with more than 6 teams, players must play a minimum of two round robin contests to be eligible to play in the semi-finals & final.

Team Playing Order

- ★ Players must play in order of merit at all times, as per Match Hub Player rankings (with the exception of Orange ball players). In mixed gender teams the order of girls versus boys can be one S-band lower, ie Mark S10 can play #1 above Lucy S9, the #2.
- ★ #1 singles player must play in the top doubles pairing. The following combinations may play: 1 & 2, 3 & 4 or 1 & 3, 2 & 4, or 1 & 4, 2 & 3. Any team found to be in breach during a tie will be defaulted in that tie and all points will be awarded to the opposing team.
- ★ Teams are gender neutral unless otherwise informed.
- ★ Reserves: if teams are short, they can substitute a reserve player who must play in order of merit. Clubs can have the same reserve over two divisions if they struggle. Depending on the ranking of the player – request to be sent 24 hours in advance to the Tennis WBOP Manager for permission and to double-check ranking. A player may play up into a higher grade but may only do so for a maximum of 3 ties. After that they become a member of that team and may not play down again in their original team.
- ★ If you have more than one team in a grade, the same players (reserve pool) can play across into the other team(s), in order to avoid a default (and default fee).

Contest Defaults

- ★ All teams must turn up with a full team, however if a team is short on players the remaining matches can be played with defaults being awarded for games not played.
- ★ There will be 1 warning per team, and 2 warnings per club before a \$50 fine will be imposed on the offending club.
- ★ The club has 48 hours to appeal this action through the Interclub Sub-committee. Their decision is final.
- ★ Teams that win a contest by default will receive points for that contest equal to the average of the points they have accumulated in the other contests they played over the season. These points will be awarded upon completion of their final match of the round prior to semis and finals or the final match of the competition where no semis or finals are played.

Order of Play and Completion of Matches

- ★ Junior Interclub are scheduled for Saturdays, starting 9am.
- ★ Play doubles first; singles can be played first if both teams agree. Division 1 can opt to play singles first (2 courts), to free courts at club, as only 1 court is needed for doubles.
- ★ Home team manager is responsible for the score cards and result sheet; home team to put teams on result sheet first, once you have put your teams down on the result sheet you are not allowed to chop and change to enhance a winning strategy.
- ★ Junior Interclub (all contests) to finish by 1pm; if a match or matches are not completed by 1pm, and if not much extra time is required to complete it may be completed at discretion and agreement of both managers. If this is not possible the match or matches may be completed in the following week at a time agreeable to both managers.

Team Managers and Disputes

- ★ Each team must nominate an adult team manager on the day who must be present throughout the contest.
- ★ The manager is the only person permitted to enter the court area.
- ★ No parents, or siblings are allowed on the court during play.
- ★ No fellow team mates on the court when ie there is only one/two matches left – you still have to sit outside of the immediate court area.
- ★ Parents and spectators to sit outside of the immediate court area.
- ★ No parent coaching from the back of the court; managers and coaches are allowed to go on court and check with teams what the scores are, fill up water, or share encouragement.
- ★ In case of a dispute, the appointed managers will be required to adjudicate. If not solved disputes to be emailed to the Tennis WBOP Manager to take to the Interclub Sub-Committee to make a ruling.
- ★ No parent shall umpire a match involving their own child; with the exception of Orange and Green ball (tie-breaker) players.

Code of Behaviour & Tennis Etiquette

- ★ Tennis etiquette encompasses not only your behaviour but how you treat the venue you play at, equipment you play with, your behaviour in terms of the court next to you – please adhere to the basics:
 - ➔ Keep your court **tidy and safe** – remove balls on court, ie between two serves; no clothing or bags too close that will disrupt play.
 - ➔ **Don't** try to **win the warm-up**; both parties need to get ready for the game.
 - ➔ Server to call **score** loud enough for all to hear, before a point.
 - ➔ Be **mindful** and **respectful** of your opponent(s), be respectful of the players playing on the adjacent court(s).
 - ➔ If you have to **cross other courts** to get to your court, do so at the **back** at the **end of a point**.
 - ➔ If your **ball goes onto the adjacent court**, wait until they have finished their point before you ask for the ball, or get the ball; this includes when the adjacent server is about to serve a second serve, the point is not over yet; don't pick the ball up behind the player, you are distracting their opposition.
 - ➔ **Return ball(s)** to server in a proper manner, straight to person, at a slow speed.
 - ➔ **Don't play serves that are out.** If your opponent hits an obviously out serve, don't hit it back. Hit it into the net or let it roll into the fence behind you. Practicing your return makes your opponent wait to hit their second serve and may require them to clear the ball you have hit back from the court.
 - ➔ The **prime objective** in **making calls** is to be **accurate**; if you did not see the ball, or you and your partner disagree, then the ball is in. No point should be replayed because a player is unsure whether the ball was in or out.
 - ➔ Remember to thank both managers.
 - ➔ Racket-five or fist-pump each other at the end of the match.
 - ➔ This is a team event, be kind and mindful to all your club team mates.
 - ➔ Avoid putting people down or bullying them, especially in doubles.
 - ➔ Don't play ugly, play your best!
- ★ Players to adhere to the [TNZ Code of Behaviour](#).

Rained Off and Rain Interrupted Fixtures

- ★ Contests may only be postponed due to inclement weather by mutual agreement of both managers.

Teams should always turn up and play as many matches as possible as weather conditions in the Bay can change very quickly. This particularly applies to artificial grass surfaces.

- ★ Unfinished or postponed matches/contests should be re-scheduled prior to the next scheduled contest or can be played on the rain off day allocated. If rain affects semi-finals, contests must be completed within 6 days. Finals date will not be changed. If finals (or last round if no playoffs) are affected by weather, then contests must be completed within 14 days.
- ★ There will be one rain off day allocated at the end of the comp but before playoffs (or last round if no playoffs).
- ★ Team Captains to reach mutual agreement on when contests are to be re-scheduled.
- ★ If teams cannot agree on a date to play the rescheduled matches/contest, then TWBOP will set the date (teams will be allowed to only one suggested date each).
- ★ Teams that do not play prior to playoffs will have no points awarded – TWOP will assist clubs to find courts if requested but the rescheduling of the contest is the sole responsibility of team captains. NO points will be awarded for the un-played matches. Bonus points will not be allocated for partially completed matches.
- ★ Partly completed matches will be resumed at the score standing at the time of postponement and team members must remain unchanged; please do not record half-played matches on Match Hub, this can lead to not being able to go back and make changes if Tennis NZ do a ranking update in the meantime; only record results on MatchHub once all matches are completed for that contest/round.
- ★ In the event of weather constraints and if **both team managers agree** sets may be shortened to short sets to 4 or first to 9.
- ★ New rule due to weather issues - if round is not completed within two weeks after the scheduled date; managers of teams to notify Tennis WBOP manager, and it will be seen as a draw (splitting bonus points), and Tennis WBOP manager will record it as such. Rule remains not to record half-played matches.

Result Sheets

- ★ Results sheets to be completed by the winner of the contest and results entered on Match Hub ([GradingList \(tennis.org.nz\)](http://GradingList(tennis.org.nz)), see separate sheet for instructions on how this is done.
- ★ Losing team manager to take a phone/photo copy of the result sheet, and double check that results were done correctly by the winning team before the next contest (please do not send the image to the Tennis Western BOP manager – if results are not entered correctly or entered at all, please text winning team manager to address, otherwise if any disputes please contact Tennis Western BOP manager to resolve).
- ★ Points will be awarded as follows, on the day of the contest:
 - ➔ 1 point for every match won.
 - ➔ 2 bonus points for an overall contest win.
 - ➔ If matches are even there will be a countback on sets won to determine a winner.
 - ➔ If sets are even there will be a countback on games to determine a winner.
 - ➔ 1 bonus point to each team for a draw, if matches, sets and games are even.
 - ➔ A third set super tie-break is counted as a set when a set countback is required. If sets are even and a count back of games is required, then the super tie-break is counted as a game. Therefore, the super tie-break could potentially have two values.
- ★ If both team managers have no access to printing result sheets and have no result sheets on the day the winning team manager can send losing team manager a record of scores via text, and losing team manager to confirm correctness via text.

Hard Ball (Division 1)

- ★ **Teams** – each team provides a minimum of 2 players, maximum 4 players (1&2 can play singles; 3&4 can play doubles).

- ★ **Format Contest** – each contest consists of 1 x doubles and 2 x singles.
- ★ **Format Doubles** – the best of 2 tie-break sets with a super tie-break in lieu of a 3rd set; sudden death on second deuce will apply – receiver's choice.
- ★ **Format Singles** – the best of 2 tie-break sets with a super tie-break in lieu of a 3rd set; sudden death on second deuce will apply – receiver's choice.
- ★ **Order of Play** – preferably singles first (using 2 courts), and then doubles (using 1 court) to free courts at clubs; if both managers agree to play doubles first and sufficient time/courts, it is allowed.
- ★ **Balls** – each team to supply 4 x new Tecnifibre balls.

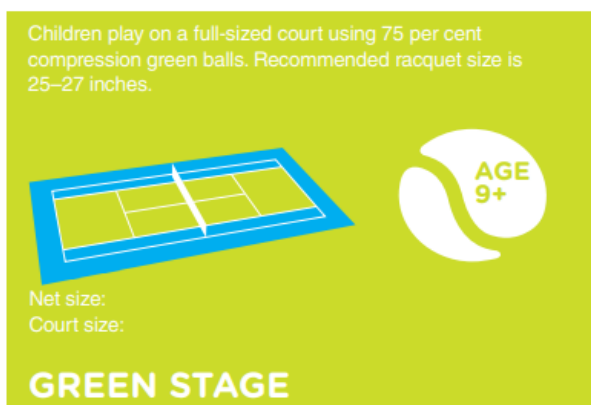
Hard Ball (All Other Divisions)

- ★ **Teams** – each team provides a minimum of 4 players, maximum 6 players.
- ★ **Format Contest** – each contest consists of 2 x doubles and 4 x singles.
- ★ **Format Doubles** – the best of 2 tie-break sets with a super tie-break in lieu of a 3rd set; sudden death on second deuce will apply – receiver's choice.
- ★ **Format Singles** – the best of 2 tie-break sets with a super tie-break in lieu of a 3rd set; sudden death on second deuce will apply – receiver's choice.
- ★ **Balls** – each team to supply 4 x new Tecnifibre balls.

Green Ball

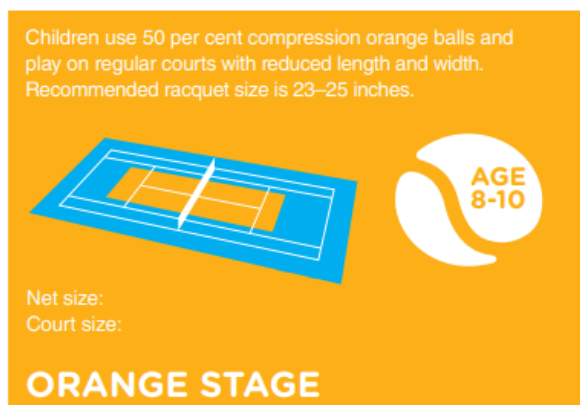
Teams – each team provides a minimum of 4 players, maximum 6 players.

- ★ **Format** – 4 x singles and 2 x doubles; best of 2 short (4) tie-break (7-point) sets, with super tie-break (10 points) in lieu of a 3rd set; sudden death on second deuce will apply.
- ★ **Serving** – all serves preferably over arm, must be from behind the baseline.
- ★ **Court** – normal singles court; full court doubles.
- ★ **Balls** – each team to supply 4 x good Green dot balls.



Orange Ball

- ★ **Teams** – each team provides a minimum 3 players, maximum 5 players.
- ★ **Social** – teams are encouraged to provide snacks to share; team members must not be on courts but must assist playing members in scoring on sideline and picking balls up at the back.
- ★ **Format** – singles first hour (points get recorded); winner is first to 10 points; doubles last 30 minutes (social, do not record points).
- ★ **Serving** – all serves from behind Orange baseline; first serve over arm; second serve their choice; serve for 2 points each - 1st point from the left, 2nd point from the right
- ★ **Court Setup** – Orange ball court (see image), setup by venue (home team); throw down lines are used to mark Orange ball dimensions. Lines halfway between service line and baseline. 2 cones each end beyond the baseline for second-serve balls; 10 cones per player courtside used as a visual scoring mechanism; score cards are also to be used; home team setup basket of Orange balls between two courts next to net



posts. Net stays the same.

- ★ **Balls** – Orange dot balls; as above basket of Orange balls to be supplied by the home team, put between net posts of two courts, not to waste time collecting balls.
- ★ **Contest Duration** (including snack time) – total duration 1:30hrs; if starting time is 9:00am then all matches (and snack time) to be finished by 10:30 for other scheduled matches to start.
- ★ **Capturing Results** – record only singles points (not doubles); the team that wins a round gets 2 points; if it is a draw split points, ie each team gets 1 point.
- ★ **Rackets** – No full-sized rackets allowed.