

## Nelson Bays Tennis Association Code of Conduct.

### GENERAL PRINCIPLES

NBTA Code of Conduct is based on the principle that the best tennis is a product of concentration, discipline and enjoyment. The following principles and rulings are recognised by TNZ.

The public is entitled to see the game of tennis played according to uniform rules and to a high standard and players are entitled to respect from opponents and protection from irresponsible behaviour. This code is designed to provide information for players, parents and coaches on the standards of conduct expected on and around the tennis court including the venue/club facilities.

### APPLICABILITY

This Code applies to all fixtures and competitions sanctioned by NBTA. Any variations to the Code must be specified in the rules of the particular event. All players entered in all competitions shall, at all times, be subject to this Code.

### ENTRY REGULATIONS

- (a) **Entry** – Players shall enter events by the due date and the appropriate fee shall accompany the entry. Events are under no obligation to accept late entries.
- (b) **Payment** – All players shall settle their financial obligations for the event before the commencement of any play.
- (c) **Withdrawal** – Withdrawals shall be made in writing/email. Players who withdraw before the withdrawal date as per tournament entry shall have their entry fee refunded.
- (d) **Late Withdrawal** – Players who withdraw after the withdrawal date as per tournament entry shall forfeit their entry fee, except where withdrawal is for medical reasons (medical certificate must be supplied) or bereavement.
- e) **No Show** – Players who fail to show for their first match will forfeit their entry fee, be defaulted and be reported to the appropriate controlling authority.

## ON-COURT BEHAVIOR

Players shall at all times conduct themselves in a sportsmanlike manner, abide by the rules of tennis and give due regard to the authority of officials and the rights of opponents and spectators.

Commencement of play / reporting times

Matches shall follow the scheduled order of play, which may be changed only by committee representative or tournament director.

### FAIR PLAY SUMMARY

You may not win every time, but always:

- Enjoy yourself.
- Play within the rules.
- Work at achieving your personal best.
- Respect the referee, umpires and officials.
- Respect your opponents and their supporters.
- Be a gracious winner or dignified loser.

There are TEN code violation offences punishable by the full point penalty schedule:

- (1) Physical abuse
- (2) Verbal abuse
- (3) Audible obscenity
- (4) Visible obscenity
- (5) Abuse of balls
- (6) Abuse of racquets/equipment
- (7) Coaching
- (8) Unreasonable delay
- (9) Not putting forth best effort
- (10) Unsportsmanlike conduct

Below are the definitions of the TEN code violation offences punishable by the full point penalty schedule (see below):

#### 1) *Physical Abuse*

Physical abuse is the unauthorised touching of an official, opponent, and spectator or other person.

## 2) *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.

## 3) *Audible Obscenity*

Audible obscenity is the use of words commonly known and understood to be profane and uttered clearly and loudly enough to be heard by the chair umpire, spectators, lines persons or ball persons.

## 4) *Visible Obscenity*

Visible obscenity is the making of signs by a player with his/her hands and/or racquet or obscene gestures that commonly have an obscene meaning or import to reasonable people.

## 5) *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.

## 6) *Abuse of Racquets and Equipment*

Players shall not violently or with anger hit, kick or throw a racquet or other equipment within the precincts of the tournament site. For the purposes of this rule, abuse of racquets or equipment is intentionally and violently destroying or damaging racquets, equipment or intentionally and violently hitting the net, court, umpire's chair or other fixtures during a match out of anger or frustration.

## 7) *Unreasonable Delay*

Play shall be continuous and a player shall not unreasonably delay the match for any cause. If a delay in excess of the times outlined in rule 4 (b) to (g) is the result of a medical condition or refusal to play after being ordered by the chair umpire or referee, a penalty shall be assessed in accordance with the point penalty schedule.

## 8) *Coaching*

Coaching is instruction or advice given verbally or visually by any person who is not a player in the match in question. The penalty for coaching is given against the player who is the recipient of the instruction or advice.

## 9) *Not putting forth best efforts*

A player shall always use best efforts to win a match. The referee will be the sole judge of penalties for not putting forth best efforts.

### 10) *Unsportsmanlike Conduct*

Players shall at all times act in a sportsmanlike manner and respect officials, spectators and others. Unsportsmanlike conduct is defined as misconduct that is clearly detrimental to the game but that may not fall specifically within any of the offences listed above.

#### Penalties

If a player commits any of the offences numbered 1 to 10 above, the offending player receives the following point penalties.

First Offence – Warning

Second Offence – Loss of point

Third Offence – Loss of a game

Fourth and Subsequent Offences – Loss of a game or default as determined by the Referee.

### 11) *Time Violations*

Time violations on court during a match shall be subject to a warning on the first offence and a point penalty on the second and subsequent offences. Players cannot, however, receive two time violations 'back to back'. If a player receives a time violation and is still not ready to play within another twenty (20) seconds an unreasonable delay offence shall be assessed.

First Offence – Warning

Second Offence & Subsequent Offences – Loss of Point.

### OFF-COURT BEHAVIOUR

When in the tournament complex or environment players and families shall at all times conduct themselves in a sportsmanlike manner and give due regard to the authority of officials and the rights of other players, spectators and the public. Inappropriate behaviour may in the first instance be liable to an official warning by the referee or tournament management and subsequent violations may lead to default from all events in the tournament and reporting to the appropriate controlling authority.

Damage to property or equipment or, physical or verbal abuse of persons in the tournament environs, may lead to immediate default from all events in the tournament. Such default will be decided by the tournament management and referee together, whose decision shall be final.

## NOTIFICATION OF CODE VIOLATION

### On Court Code Violation

If a player commits an offence the referee is to approach the player as soon as practicable (at the end of a point or game) and notify the player of the code violation.

### Report

The referee shall then complete a Code Violation Report to the NBTA committee for every offence resulting in a loss of points.

Any player issued with a code violation for an on-site offence may appeal to NBTA within ten (10) days of being notified of the code violation. Attached to and included with the Notice of Appeal shall be a statement by the player as to the facts and circumstances of such incident along with any other evidence that the player desires to submit.

## PARENTS AND SPECTATORS ARE REQUIRED TO;

- Applaud both players/parties
- Encourage children to self-manage
- Be positive with all referees, parents and coaches
- Set a good example to all players

## COACHES ARE REQUIRED TO;

- Positively reinforce the actions of players
- Lead by example
- Maintain honesty at all times with both players and coaches
- Create an enjoyable environment
- Never ridicule poor play