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# NBS NELSON BAYS TENNIS

## Grades and ruling for junior interclub tennis 2018-2019

### IMPORTANT DATES

<b>7<sup>th</sup> October</b>	<b>Closing Date for all Interclub teams</b>
<b>Sat 27<sup>th</sup> October</b>	Start of Junior Interclub
<b>Sat 8<sup>th</sup> December</b>	Final round before Xmas
<b>Sat 15<sup>th</sup> December</b>	Rained out catch up day, pre Xmas
<b>Sat 9<sup>th</sup> February</b>	Start of Term 1'19 Junior Interclub
<b>Sat 16<sup>th</sup> March</b>	Final Round and Prize Giving
<b>Sat 23<sup>rd</sup> March</b>	Wet weather option for final round.

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### **Grades & Grade formats**

Grading will be based on the entries received. It is important that you give accurate details of each player's ability and grade played from the previous year, as decisions on the placing of teams in sections is made on this information. Prior to Christmas the format for each grade will vary depending on the number of teams and sections within each grade but will be based around establishing 8 team divisions so a full round can be played before Christmas.

- Normal deuce –full tennis deuce and advantage. Once at deuce, a player must win two consecutive points to take the game.
- Sudden death – one point decider, receiver chooses side. The person to win the first point after deuce, wins the game.

### **Order of play**

Team orders. The swapping of team orders can only occur on player merit. Eg a number 1 and number 2 player are to play in that position all season unless order of merit changes.

**Points/banding Grade: (Club Points Event) 2 person teams** – NBTA are trialling this grade for the older top players. We would hope that players in this grade are able to play in a club team, failing this they may be placed with players from another club to make up a competitive league with 8 teams the league. Points will be allocated to clubs throughout the league to allow for club scores to be reflected at the end of the competition.

Numbers dependant there may be more than one points/band grade

### **Format:**

- ~ Doubles 2 tie break sets of first to 6, if 5 all then set to 7 (i.e. win by 2), if 6 all tie break to 7. All games sudden death deuces with receiving pair to decide who receives. If one set all then a 10 point match tie break is played as 3rd set.
- ~ Singles – 3 full tie break sets of first to 6, if 5 all then set to 7 (i.e. win by 2), if 6 all tie break to 7. All games long or standard deuces. If one set all then 3rd set is full set as per sets 1 & 2.

### **Afternoon Grade (Mixed gender teams allowed 2 per team) Not sufficient entries**

Depending on how many entries received

- Start time will be 1.00 pm.

Format:

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- ~ Doubles 2 tie break sets of first to 6, if 5 all then set to 7 (i.e. win by 2), if 6 all tie break to 7. All games sudden death deuces with receiving pair to decide who receives. If one set all then a 10 point match tie break is played as 3rd set.
- ~ Singles – 2 tie break sets of first to 6, if 5 all then set to 7 (i.e. win by 2), if 6 all tie break to 7. All games long or standard deuces. If one set all then 3rd set is a super tie break (10pt).

### **Intermediate & College Grade (mixed gender teams allowed 2 per team)**

- For Intermediate/College age players. This is a participation grade for players that want competition but not at the championship grade.

#### **Format:**

- ~ Singles and doubles, 2 tie break sets of first to 6, if 5 all then set to 7 (i.e. win by 2). If one set all then a 10 point match tie break is played as 3rd set. Normal full deuce for singles.
- ~ Doubles Sudden death deuce with receiver to choose.

### **Draw A (mixed gender teams allowed 2 per team)**

#### **Format:**

- ~ Each team to provide 2 Wilson balls
- ~ Singles played first followed by doubles
- ~ Doubles 2 tie break sets of first to 6, if 5 all then set to 7 (i.e. win by 2), if 6 all tie break to 7. All games sudden death deuces with receiving pair to decide who receives. If one set all then a 10 point match tie break is played as 3rd set.
- ~ Singles – 2 tie break sets of first to 6, if 5 all then set to 7 (i.e. win by 2), if 6 all tie break to 7. All games long or standard deuces, If one set all then a 10 point match tie break is played as 3rd set.

### **Draw B (mixed gender teams allowed 2 per team)**

#### **Format:**

- ~ Each team to provide 2 green dot balls (Wilson logo visible)
- ~ Singles played first, followed by doubles
- ~ Doubles will play 2 sets of first to 4. If 3 all then set to 5 (i.e. win by 2), if 4 all tie break to 7. All games sudden death deuce with receiving pair to decide who receives. If one set all then a 10 point match tie break is played.
- ~ Singles 2 sets of first to 4. If 3 all then set to 5 (i.e. win by 2), if 4 all tie break to 7. All games long or standard deuce. If one set all then a 10 point match tie break is played.

### **Draw C (mixed gender teams allowed 2 per team)**

#### **Format:**

- ~ Each team to provide 2 green dot balls (Wilson logo visible)

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- ~ Singles played first, followed by doubles
- ~ Doubles will play 2 sets of first to 4. First player to 4 wins, can win by one game eg 4/3. One set all is a draw. All games sudden death deuces with receiving pair to decide who receives. NO tie break for this grade.
- ~ Singles 2 sets of first to 4. First player to 4 wins, can win by one game eg 4/3. One set all is a draw. All games long or standard deuce.

## Definitions:

- A match shall mean an individual singles and doubles.
- A contest shall mean to of 6 matches between two teams.
- A round shall mean the total contests in a grade schedule on a particular weekend

**Start time:** 8am warm up for 8.30am start for all grades, numbers depending we may introduce a 10.30am round.

**Prior to Christmas** This year we will return to a pre Xmas and post Xmas competition. Teams will be placed into leagues of 7 or 8 to allow for a full round prior to Xmas. There may be some grade that this is not possible, teams will be notified of this at the start of the season.

## Rules

1. All players 17 years and under on the 31 October 2018 are eligible for junior interclub.
2. Players cannot play for more than one club in any one competition.
3. If fill ins are used from other clubs this will count for top dog points but not team points.

## Defaults

1. Should a team default, the opposing team manager must be advised as soon as possible. Also advise NBTA and clearly state which team receives the default win.
2. If by mutual agreement and without holding up the format of the draw your match maybe rescheduled within a period of up to 2 weeks.
3. Where possible a replacement player may be called in to take your place, but they MUST not be a higher ranked player or from the same league/division.
4. If a team cannot field a full team within 30 minutes after commencement time of the competition then that team will have that match recorded as a default, and receive no team points, however Top Dog points will still apply if matches played. If players notify they are on their way then common sense decision will prevail.

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5. Defaulting a team without fielding a full team. It is the Managers job to notify the opposing team re the default by no later than **7.00 pm Friday** night failure to do so will result in a \$ 30.00 late default.
6. In the case of injury for any rounds, especially championship rounds or final playoff rounds, a fill in must be of equivalent or a lesser standard. This is a matter of fair play, and fair play judgment needs to be exercised by all teams
7. When a default occurs the procedure will be – Captains to enter the result as a default in the dropdown window at the base of the results table along with an explanation written into the notice box. At the end of the round the team that was available will receive the average points they received from the total of their games added to their final score. This can only be added by the administrator at the end of the round or league.

## Wet Weather

1. NBTA will not be cancelling contests. Team Managers must make contact with each other, make the decision and discuss postponement options. Please notify NBTA that the contest has been postponed.
2. Every endeavour should be made for teams to play any postponed contest before the last competition round. Team Managers of a rained-off contest should look to arrange the rescheduling of the contest within 2 weeks. If it is not possible for both teams to reschedule at a mutually agreeable time before this date, then the reserve day on week 8 can be used (15<sup>th</sup> December). In this instance notify NBTA.
3. For teams that get rained off part way through a contest there are two scenarios. Organise to play the remaining matches with the week, if this is not possible:
  - If a team has already won, then the remaining matches are shared e.g. 4 matches to 0 will be 5 to 1.
  - If a win has not been achieved, the remaining matches are to be rescheduled otherwise result will be three matches all with no bonus point achieved.
  - If the match is postponed, the home team of the originally schedule match has venue preference. If their club courts are not available then the opposing team should look into availability of their club courts and, if unavailable, a neutral venue would then need to be sought.

## Injured Player

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Should a player get injured in a match, that player may be replaced in a subsequent match providing the replacement player is ranked lower than the injured player and is available at the venue to play.

### Self-umpiring code

All matches are self-umpired, unless either player requests an adjudicator. Self –umpired means you call the lines on your side of the court only. If you are unsure whether a ball is in or out it must be **called in**. If you feel you are being unfairly treated please ask one of the team managers for an adjudicator. Further ruling for self-umpired matches see [www.tennisnelson.co.nz](http://www.tennisnelson.co.nz)

### Teams to provide

Each team must provide 2 new or good used balls (**Wilson ONLY**). Junior Grade may play with green dot balls (low compression balls).

### Results

The winning team is the team who won the majority of matches. If matches are equal a countback of sets is made and if the sets are equal a countback of games is made to determine the winner. If all is equal the match is a draw.

All grades will be registered on Configure Rankings. Results need to be logged onto Configure Rankings by the Monday following the game by the winning team's Manager or Club Junior Convenor.

### Scoresheets

Scoresheets can be downloaded from the Junior Interclub section on the NBTA website [www.nelsontennis.co.nz](http://www.nelsontennis.co.nz). In the case of a discrepancy in the results loaded on Configure Rankings, NBTA may require the specific result sheet to be forwarded. Results sheets to be signed by both Team Managers.

### Disputes

Any matters not provided for in the rules shall be resolved by the Team Managers in the first instance, and then the respective Clubs Junior Convenor. If the dispute cannot be resolved, the matter shall be dealt with by NBTA, whose decision is final.

### Tennis player etiquette

Below are some guidelines with regards to tennis etiquette.

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### Do

- Be honest with your calls. If unsure the ball must be called in.
- Make sure the ball bounces before calling it in or out.
- Make sure your opponent is ready before serving.
- Call the score so your opponent can hear before the start of the next point if you are the server.
- Leave your racquet on the court if you have to leave for any reason and explain to your opponent why you are leaving. Taking your racket indicates you are abandoning the match.

### Do not

- Hit back serves if serve is obviously out
- Walk behind a court when a point is in progress
- Throw your racquet or swear is not acceptable behaviour on the tennis court.

You have 20 seconds between the end of one point and the beginning of the next. You should be ready to serve or receive inside that time. You have one minute break between the change of ends for a drink and rest.

### When taking part in tennis always .....

- Enjoy yourself, you may not win every time
- Play within the rules
- Work at achieving your personal best
- Respect the referee and umpires
- Respect your opponents and their supporters
- Be a gracious winner or dignified loser
- Play hard but play fair

### Parents, Coaches and Spectators (From Tennis NZ Rules and Regulations)

Parents, coaches, friends and spectators are part of the “support team” for players. During matches your principal function is to let the players play and enjoy themselves while giving them, encouragement in the normal sporting manner.

### DO

- Applaud good play and winning shots by both teams
- Keep outside the court area (behind fences and off the court surface)
- Accept the decisions of adjudicators and the line calls of players.
- Liaise with the team manager if you feel there is a problem arising on court.

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### Do not

- Communicate with players verbally or by signal during a match (including change of ends).
- Call the lines from outside the court-the players call their own lines.
- Coach players from the side lines

### Team Manager Duties

1. To organise the team (and travel arrangements) by the Thursday before the tie.
2. Check draw/website and points table regularly.
3. To stay with the team throughout the entire contest.
4. Ensure that there is a good standard of behaviour from the players and that tennis attire is worn.
5. Advise opposing team manager if a different person (stand in manager) is accompanying the team for that weekend's game. Also provide a contact number for this person.
6. To liaise with the opposing team manager if a problem arises on court before intervening.
7. Complete the result sheet providing first and last names of players (essential for Configure Rankings).
8. Contact Junior Convenor or NBTA if there are any unresolved issues or to report any undesirable behaviour.

### Conventional Tie Break

1. A conventional tiebreaker is played with the score is equal at the end of the set, e.g. 4-4 in a short set or 6-6 all playing first to 7 (best of 13 games).
2. The conventional tiebreaker is played first to 7 points, but must have a two-point margin e.g. 7-5. The tiebreaker continues until there is a 2-point margin if the point gets to 6-6.
3. The first server of the tie break is the receiver from the previous game.
4. The first server serves 1 point only from the deuce side (right side of the court). From the second point onwards the servers serves 2 points each till the completion of the tiebreak.
5. When the total points played adds up to an odd number the service is on the ad side (left side of the court) e.g. if the score is 3-\*2 the service changes hands and the new point is started on the left side of the court. When the total number of points adds up to an even number the service is on the deuce side (right side of the court).
6. When the points played add up to 6 or a multiple of 6 the players change ends. The server remains the same, as the total score is an even number.
7. The tie breaker is counted as one game so the person who served first in the tiebreak will be the receiver in the first game of the set if one is required.
8. The recorded score at the end of the match or set is 7/6()-points scored in the tiebreaker recorded in brackets. If the tiebreaker is played at 4-4 the final score is 5-4().

### Doubles

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The format is the same as the singles tiebreak. The person who's turn to serve will serve the first point. After that players will serve 2 points in the same rotation order as they served previously in the match.

### Super Tie Break

A match tie break (super tie break) follows the same rules as the conventional tiebreak above (numbers 3-6), but it is the first to 10 points with a margin of 2.

### Team Managers Submitting Interclub Results Using "Configure Rankings"

All grades are to submit results on Configure Rankings by the Wednesday following the match.

1. Connect to the Internet.
2. Go to [www.tennis.org.nz/resultslogin.asp](http://www.tennis.org.nz/resultslogin.asp) or look for the Team Managers login link on the Nelson Bays Tennis website at [www.nelsontennis.co.nz](http://www.nelsontennis.co.nz) (junior tennis interclub section)
3. You will now see a login window. Enter the Configure Rankings player code you have been linked to and password and click '**login**'. If you do not have a password, or have forgotten it, then click the '**request new password**' button. A new password will be immediately emailed to you.
4. After logging in you will see the Interclub Results Header window. Select the round number from the drop down list then select the opposition team. Click the '**capture result**' button.
5. Next you will see the Interclub Results window. Enter the date and your match results. There is a Help button that provides instructions. Click the '**update**' button to submit the results. The contest results and points are calculated automatically. Any errors here will be highlighted in red. If you cannot find a player, or have any problems that you cannot fix, then detail this within the '**notes to Administrator**' box. The results will be saved even if they are incomplete or have errors, although the date of match must be specified. After completing the results click the '**exit**' button,
6. Use the '**display points table**' button to see the current standing and review any match results.
7. Please note : For whole contest default or completely rained off matches please submit result direct to NBTA [diana@tennison.co.nz](mailto:diana@tennison.co.nz) the administrator will manually input the result.