



All Stars Tennis Competition Rules



1 General

- 1.1 The All Stars Tennis Competition (**All Stars**) is managed and administered by Tennis New South Wales Limited (**TNSW**).
- 1.2 All participants in the All Stars, including players, coaches and officials (**participants**) are bound by these rules and regulations and Tennis Australia's national policies and by-laws including, without limitation, the Uniform Tennis Anti-Corruption Program, the Tennis Australia Code of Behaviour (including its reference to spectator behaviour and interference), the Tennis Australia Member Protection Policy and the Tennis Australia Anti-Doping Policy (each a **Policy**).
- 1.3 In addition all participants must at all times act in the best interests of TNSW and the All Stars and not at any time engage in conduct which brings or has the potential to bring a participant, the All Stars, TNSW or the sport of tennis into disrepute or which is or would have the tendency to be contrary to or prejudicial to the best interests, image or values of the All Stars or TNSW.

2 Tennis Sydney Committee

- 2.1 TNSW administers the All Stars and has the power to make final decisions in respect of the conduct of the All Stars.
- 2.2 If any player or team is alleged to be in breach of these rules and regulations, the alleged breach should be drawn to the attention of the alleged offending player or team as soon as it is detected and the parties should try and resolve the matter on the spot. If the parties are unable to resolve the matter, notice should be provided to TNSW of the dispute in accordance with these rules.

3 All Star conferences

- 3.1 The All Stars will be comprised of a single pool of eight mixed teams.
- 3.2 Teams will be placed into a round robin draw with each team scheduled to play a match against each other team once.



4 Entry into All Star competition

- 4.1 An entity seeking to enter a team into the All Stars must be a club or association that is registered with, and affiliated to, TNSW.
- 4.2 Each entity must submit a nomination form to TNSW. The form must include the names of the proposed players (**Team List**) and specify a team captain (**Team Captain**).
- 4.3 Teams must be comprised of between four and six players (Match day Team)
- 4.4 Teams can have a maximum of 10 players on their squad list.
- 4.5 There must be at least two male and two female players in each team.
- 4.6 A player must be 14 years of age or older as at 1 January 2016 in order to be eligible to play in All Stars competition.
- 4.7 A team entry may not be accepted if the club or association entering the team has outstanding fines or owes other monies to TNSW.
- 4.8 TNSW has the sole discretion to determine the teams to be entered into the All Stars.
- 4.9 Subject to this clause 4.8 and clause 6, once a nomination form has been submitted, a team may not, in any match, play a player who is not on their Team List. In exceptional circumstances a team may make a formal application to TNSW to play a player not on the Team List or for additional players to be added to its Team List. The decision on whether to grant such an exemption is at the total discretion of TNSW.

5 Match Formalities

- 5.1 Each All Stars match is comprised of four (4) singles, two (2) doubles rubbers and two (2) mixed doubles rubbers.
- 5.2 Each team must field a minimum team of four (4) players (two (2) male and two (2) female) and maximum team of six (6) players (three (3) male and three (3) female) in a match.
- 5.3 Team Captains must nominate the order of merit for their male players (Male A and Male B) and female players (Female A and Female B).
- 5.4 Once nominated, there is to be no change to this order during the match.
- 5.5 Mixed doubles pairs do not have to be nominated until the conclusion of the doubles rubbers.

6 Match Format

- 6.1 Unless otherwise approved by TNSW, each match will be played in the following order:

Court 1

Court 2

**Singles:**

Team 1 Male A v Team 2 Male A

Team 1 Female A v Team 2 Female A

Team 1 Male B v Team 2 Male B

Team 1 Female B v Team 2 Female B

Doubles:

Team 1 Males v Team 2 Males

Team 1 Females v Team 2 Females

Mixed Doubles:

Mixed doubles 1

Mixed Doubles 2

- 6.2 A player can compete in one (1) singles rubber, one doubles rubber and one mixed doubles rubber. For the avoidance of doubt, a player is not allowed to play in both mixed doubles rubbers. A player can also compete in one (1) match only if they choose (where the other two (2) team mates of the same gender compete in the other two (2) matches).
- 6.3 The maximum time permitted for a hit-up before commencement of each rubber is five (5) minutes, including serves from each player. Each player must be ready to commence play within thirty (30) seconds of the conclusion of the warm-up.
- 6.4 All rubbers will be played as the best of two (2) short sets (first to four (4) games) with a short tiebreak (first to five (5) points, sudden death at four (4) points all) played at three (3) games all. The player whose turn it is to serve at the commencement of the tiebreak will serve two (2) points (Serving First Player). The opposing player will then serve two (2) points (Serving Second Player). Serving First Player (or their team mate in doubles) will then serve two (2) points. Second Serving Player (or their team mate in doubles) will then serve the following two (2) points. If the score reaches 4-4, Second Serving Player (or their team mate in doubles) will serve the final point of the tiebreak with First Serving Player choosing which side the ball will be served. Players will change ends only after the first four (4) points have been played.
- 6.5 If sets are even at the conclusion of the second set, a short tiebreak as described in rule 8.3 will be played to determine the winner of the Rubber. This deciding tiebreak will count as one (1) set and one (1) game won for scoring purposes. (such as under clauses 7.3, 7.4, and 7.6).
- 6.6 All rubbers will be played using no-ad scoring, with the receiver choosing the service side when the game reaches deuce.
- 6.7 No service lets will be played, meaning if the ball hits the net cord on a serve and lands (bounces) within the correct service box, play will continue. In doubles, if the ball hits the net cord on the serve and lands (bounces) within the correct service box, either player can return the ball (eg; the ball hits the net cord and drops over the net, the non-receiver can move across and return the serve).
- 6.8 When the players change ends at the end of a game and during a tiebreak game, play shall be continuous and the players shall change ends with players having to be ready to play within 60 seconds of the previous games completion. Players are not permitted to sit down during the change of ends during a set.

7 Scoring matches

- 7.1 For each rubber win, one (1) point will be awarded to the winning team. At the conclusion of the match, the team with most rubbers won will be awarded with two (2) bonus points. There is a maximum of ten (10) points available for each Match.



- 7.2 If at the completion of the match not all rubbers have been finished or played, but subject to the applicability of rule 12.2 below (player injury), each team will be awarded 0.5 points for each unfinished or unplayed rubber.
- 7.3 If at the conclusion of the match, the number of rubbers won by each team is equal, the team that has won the greater number of completed sets will be declared the winner. If the number of sets won is equal, then the team that has won the greater number of games will be declared the winner.
- 7.4 If the number of games won is equal, the match shall be declared a draw and each team will be awarded five points.
- 7.5 The ATL Conference ladder will be sorted by 'Points Ratio', which is the allocated points, divided by the number of matches played. For the purpose of this rule 7.5, matches played will include matches that are declared a Wash Out.
- 7.6 If two or more teams are equal in 'Points Ratio' on the ladder, their ranking will be decided by the following:
- (i) The team with a higher percentage of sets won (that is, sets won/matches played x 100%) (**Percentage of Sets Won**) will be ranked higher on the ladder.
 - (ii) If the Percentage of Sets Won is equal, the team with a higher percentage of games won (that is, games won/games played x 100%) (**Percentage of Games Won**), will be ranked higher on the ladder.

For the purposes of this rule, matches that are declared a Wash Out will be excluded from calculation.

8 Player injury

- 8.1 If a player is injured during a match and forced to retire from a rubber, the injured retiring player cannot return to court and play any other rubber in that match.
- 8.2 All incomplete or unplayed sets at the time a player is injured will be forfeited and all points for the incomplete or unplayed sets will be awarded to the non-retiring pair.

9 Cancellation of matches (inclement weather)

- 9.1 In the event of wet weather, Team Captains should confer by 8:30am to make a provisional call as to whether the match can proceed (**Preliminary Call**).
- 9.2 Unless the Team Captains cancel the match at the Preliminary Call, all players must meet at the venue for the start of the match.
- 9.3 The Team Captains must make a final decision regarding whether to cancel the match 30 minutes after the start time of the match.



- 9.4 If the match is cancelled due to inclement weather (**Wash Out**), the match shall be declared a draw and each team shall receive five points.
- 9.5 No rubber can commence later than one hour after the match's scheduled start time. If the match has not commenced within this time period, the match will be declared a Wash Out.

10 Defaults by team players

- 10.1 Where a team fails to appear for a match at the scheduled commencement time of the Match, the Match shall be deemed defaulted and the team not in default shall be awarded all rubbers, sets and games and all the points for the match (**Team Default**).
- 10.2 Any player not in attendance at the scheduled commencement time of the match, or within 5 minutes of the start time of their rubber, the player shall have his/her rubbers defaulted. The remaining rubbers of the match must be played and shall be commenced as soon as practicable. The score of such rubbers shall stand and points awarded in accordance with the completed results.
- 10.3 In the event of a Team Default, TNSW may, in its sole discretion, fine a team in the amount of \$50.
- 10.4 If a team Team Defaults twice during the regular season then, subject to analysis of the circumstances by TNSW, the team may be debarred from further competition at the sole discretion of the TNSW.

11 Recording results

- 11.1 A member of the home team **must** print and have available at the match a scorecard for completion and signing.
- Annexure B sets out instructions for printing scorecards and using the League Manager system.
- 11.2 Immediately after the completion of each rubber (whether or not a match result is determined) the official scorecard **must** be completed and signed by a member of each team.
- 11.3 In the event of a match not being commenced or being incomplete, the score sheet shall be completed as far as practicable and must include each nominated player's name and the score (if any) of each completed or incomplete rubber as well as the reasons for the match not being commenced or completed.
- 11.4 All results are to be entered in the official competition software by a member of the winning team. Results **must** be entered within 24 hours of match conclusion (5pm Sunday).
- 11.5 Once the winning team has entered match results, the losing team must **confirm** or **Dispute** the results within 24 hours of the results being lodged by the winning team.

12 Courts

- 12.1 Each team must register with TNSW: (i) a venue and (ii) the court surface at the venue for its home matches (**Home Venue**).



- 12.2 TNSW may request, and the team must provide, any information deemed necessary by TNSW to determine whether to approve the venue and court surface, including but not limited to, the location of the courts, the number of courts, court surface information and parking at the venue.
- 12.3 All courts at the Home Venue must be properly equipped (including a center net strap), kept in good order, and prepared ready for play prior to the scheduled starting time.
- 12.4 If a team wishes to use outside or indoor courts as an alternative location for wet weather or overflow, these courts must also be registered and approved by TNSW prior to the commencement of the All Star season (**Off Venue Courts**).
- 12.5 Unless another time frame is agreed by the Team Captains, if a team wishes to use the Off Venue Courts for a match, it must give the opposing team at least 7 days' notice.
- 12.6 Both courts used in a match must be at the same venue and on the same court surface.

13 Facilities and playing attire

- 13.1 The home team shall provide:
- (i) A clean dressing room and toilet facilities for opposing team players.
 - (ii) An acceptable standard of hospitality both during and after the match. (Provision of food and drinks at conclusion of a match is accepted and expected practice for badge tennis.
- 13.2 All players must wear correct tennis attire and comply with the dress regulations of the home team. Failure to do so may result in players being unable to play their match and those players forfeiting their rubbers.

14 Match Balls

- 14.1 All 'All Star' matches must use three new balls for each singles match per court. No new balls during matches or for doubles matches.
- 14.2 TNSW will nominate the brand of balls to be used. Only the brand of balls nominated by TNSW may be used in All Star matches.

15 Finals

- 15.1 No finals to be played. The team with the most amount of points on the ladder will determine the winner.

16 Prizes

- 16.1 Prizes for All Stars will be determined by TNSW and may be varied from time to time at the absolute discretion of TNSW.



- 16.2 The winning All Star team will be awarded \$2000 in Prizemoney. The runners up will be awarded \$1000 in prizemoney. The 3rd placed team will be awarded \$250 in prizemoney.

17 Powers of TNSW

- 17.1 TNSW shall have the widest and most absolute power and discretion relating to All Stars or any matter or issue arising from or in connection with All Stars and without limiting the foregoing it shall have the power and discretion to:
- (i) demand from any team any information of any nature relating to any matter or thing arising from any match;
 - (ii) prohibit a player or team from registering for All Stars;
 - (iii) suspend or disqualify a player or team from All Stars as a result of a player's conduct or behaviour arising from or in connection with a match; and
 - (iv) impose penalties on any player or team, whether by fine, suspension or disqualification or by forfeiture of points for any non-compliance or breach of any of these Rules and Regulations, including any Policy.
- 17.2 If a player is alleged to have breached these rules or a Policy, the allegation against the player must be made in writing and forwarded to TNSW within seven days of the match being played. The reported player shall be notified in writing of such allegation within seven days of the receipt of the allegation by the TNSW. The player will have the right to appear before TNSW to answer any allegations and the person or a representative of a team making the allegation may also be in attendance. Subject to the provisions of natural justice, TNSW shall hear and determine, in its absolute and sole discretion, whether the allegation against the player is substantiated, and if so, what penalties should apply.

18 Dispute Resolution

- 18.1 Subject to these rules any dispute between a team and/or participants must be referred for determination to TNSW in writing and must contain a precise statement of the issue(s) in dispute, the relevant facts giving rise to the dispute, and be sent to the other party.
- 18.2 TNSW must, within seven days of the date of request for such adjudication by any party, request any response to the dispute from the other party.
- 18.3 TNSW has the power to adjudicate any dispute referred to it for determination in any way in its absolute discretion but subject to the principles of natural justice, these rules and regulations and any Policy (if relevant).

19 Heat Policy

- 19.1 The TA Heat Policy applies to all All Star matches.

20 Interpretation of these rules and regulations

- 20.1 Any question arising from or in connection with the interpretation or construction of these rules and regulations shall be determined by TNSW in its absolute discretion.



- 20.2 TNSW may alter or amend these rules and regulations from time to time without prior notice. If updated, TSBC will endeavour to distribute the updated version of the rules to all teams.

21 Miscellaneous

- 21.1 Only nominated club delegates or their authorized alternate shall communicate with TNSW. TNSW will not respond to any communications from team members or Team Captains.
- 21.2 Each Team Captain agrees to provide an email address and telephone number to TNSW for publication on the competition website as a point of contact for other Team Captains.
- 21.3 All players must comply with the etiquette of play for non-umpired matches as set out in Annexure A.



Annexure A - Tennis Australia Tennis Etiquette for Non-Umpired Matches

1. Etiquette for Non-umpired Matches

- a. Each player is responsible for all decisions in his/her half of the court. He/she should be completely honest on all 'calls' but if in doubt, he/she should give his/her opponent the benefit of the doubt and play the ball as good. You should not play a 'let'.
- b. It is the obligation to call all balls at your end, to help your opponent make calls when the opponent requests it, and to call against yourself (with the exception of a first service) any ball that you clearly see out on your opponent's side of the net.
- c. Any 'out', 'let' or 'fault' call must be made immediately, (i.e. made before either an opponent has hit the return or the return has gone out of play); otherwise the ball continues in play. 'Lets' may be called by any of the participating players
- d. If you call the ball 'out' and realise it was good, you should correct your call, and award the point to your opponent.
- e. In doubles, when returning service, the partner of the Receiver should generally call the service line. The Receiver should generally call the centre and service lines.
- f. If players cannot agree on the score, they should go back to the last score on which there was agreement and resume play from that point.
- g. Players are prohibited from checking the mark of the ball on their opponent's side of the Court, unless invited by their opponents to do so. Ball mark inspections are only allowed on clay courts.
- h. Where a ball interrupts play, either by rolling/bouncing onto the Court, and/or creating a visible interruption behind the court a let should be played.
- i. If a player hinders his/her opponent it can be ruled involuntary or deliberate.
 - i. When a player has created an involuntary hindrance (ball falling from opponent, hat falling off, etc the first time a 'let' should be called; the second time the players should be told that any such hindrance thereafter will be ruled deliberate.
 - ii. Any hindrance caused by a player that is ruled deliberate will result in the loss of the point.

2. General conduct of play

- a. All balls on your side of the net are your responsibility, to pick up and where appropriate return directly to the Server.
- b. The Receiver should not return the first service if it is an obvious fault – let it go by or ground it.
- c. Do not enlist aid of spectators in making line calls, or attempting to determine other on-court matters.
- d. To avoid controversy over the score, the Server should announce the game score before starting a game and the point score of each point.
- e. Wait until a point is over before walking behind a Court where a match is in progress.
- f. To retrieve a ball from another Court or return a ball to another Court, wait until the players have completed the point.
- g. Do not stall, sulk, complain or practice gamesmanship.

* 'Calls' should be verbal and clearly audible to the opponent, followed by a signal if necessary.



Annexure B – Procedure for registering results on League Manager

Entering results

To enter results go to: <http://leagues.tennis.com.au/>

Login using your email address and password:

You can only enter results for matches in which you are a player in the team and your Tennis Account has been linked.

To enter results go to your Dashboard:

1. Scroll to your 'Previous Matches', select View Scorecard
2. Once the scorecard displays, select Edit Scorecard and enter match results accordingly.
3. Once a player has entered the match results, select Save Scorecard

Confirming results

Once the winning team has entered match results, the losing team will then need to **confirm** or **Dispute** the results.

Following the previous steps 'Entering Match Results (Home Team)', the away team will need to view the scores entered and **Confirm** or **Dispute** the results.

Printing scorecards

Login to My Tennis using your email address and password:

1. Scroll to Upcoming matches and select **View** for the relevant match
2. Once the match is displayed, to print select the **Print Scorecard** icon to print the scorecard.