



## Sydney Badge Tennis Rules Men's and Women's Grade Matches

*(Wording in italics applies specifically to women's matches)*

### 1 Match Rules

All matches will be played according to the rules of tennis together with any guidelines applicable to procedures, etiquette etc, as endorsed by Tennis NSW (TNSW). Interpretation of the above is vested in TNSW and the Sydney Badge Committee.

In the event any player or team is in breach of these Rules and Conditions, the breach may be drawn to the attention of the offending player/team immediately the breach is detected and acted on forthwith. If a breach related to play is only detected some time after the breach occurs, the match shall stand up to the time of detection.

The Sydney Badge Committee may subsequently adjudicate accordingly.

The Autumn Badge competition is a (doubles competition) played by teams of four players, which may be entered by Clubs, Associations, Individuals and TNSW clubs. All players of teams must be registered members of TNSW to be eligible to play.

Supplementary Spring Badge Competition Rules will be published from time to time on the website.

### 2. Team Entry Conditions - 4 player events:

- i. Registered teams MUST consist of at least 5 (five) members and the first 5 members listed on the team entry sheet will be used to grade the team into the appropriate Grade/Section. (N.B parts *ii.* & *iii.* of this rule).
- ii. Two of these 5 players must participate in 50% of the competition matches and the other 3 of these 5 players must participate in a minimum of 33% of the matches.
- iii. Any team in breach of Rule 2ii. Will be deducted 10 points at the completion of the final preliminary round of competition play.
- iv. Teams are to consist of a maximum of 8 players. A player can be removed from the team during the competition and be replaced (upon Badge Committee grading approval) with another player if required. The player removed will however no longer be eligible to participate in that team for the remainder of the competition.
- v. Final gradings will be determined at the Challenge meeting where all clubs should have representatives present.
- vi. Finals series eligibility see Rule 17 xii.



### Team Entry Conditions - 2 player events:

- i. Registered teams **MUST** consist of at least 3 (three) members and the first 2 members listed on the team entry sheet will be used to grade the team into the appropriate Grade/Section.
- ii. Teams are to consist of a maximum of 8 players. A player can be removed from the team during the competition and be replaced (upon Badge Committee grading approval) with another player if required. The player removed will however no longer be eligible to participate in that team for the remainder of the competition.
- iii. Finals series eligibility – any player having played in a minimum of 33% of 'played matches' is eligible for the finals series. Note: washouts, byes and forfeits do NOT count as 'played matches'.

### 3. Events/Grades/Sections/Fees

There shall be no more than three (3) grades each with as many Sections as entries warrant.

- i. The Grade Committee shall decide in which section any team shall compete. The Grade Committee may at its discretion refuse the nomination of any players or team without an obligation to give a reason. At any stage of the competition the Grade Committee may require any player to be regarded, where in its opinion, the player was significantly under-graded due to erroneous or omitted data accompanying that player's nomination. In the case of players who become subject to this rule, the Grade Committee has the right to forfeit any sets won by the player where such action is deemed to be appropriate..
- ii. A player who has competed in three (3) or more matches in any one section/team cannot thereafter play in a lower section/team. In the event that a competition consists of more than 14 rounds then the permitted number of matches increases to four (4).
- iii. A player once classified shall not play in a lower Grade/Section or Team.
- iv. No player can play in both timeslots on any given Saturday.
- v. The Grade Committee may at any time suspend a player from participation in Grade Matches for unsatisfactory conduct considered by it to warrant such suspension. Any charge against a player must be made in writing and forwarded to the Sydney badge administrator within seven days of the match being played. The reported player shall be notified in writing of such charge within seven days of the receipt of the charge by the Sydney Badge Administrator. The player will have the right to appear before the Grade Committee to answer any charges and the person or a representative of a Club making the charge shall also be in attendance.

#### *Entries/Fees*

- vi. All Badge team entries shall be entered directly into the TNSW online competition system.
- vii. Entry fees shall be determined by Sydney Badge Committee. This fee will be revised and published annually.
- viii. The entry fee shall be forwarded to TNSW and MUST be received by the entry closing date.



#### 4. Reserves & Player late Registrations

- i. A reserve MUST NOT have an iPR higher than that of the average team iPR used to initially grade the team in the competition. A list of initial team iPR's will be provided to all club delegates.
- ii. No registered player will be allowed to play in more than one team in one section. (*This rule is not applicable to women's competition however clearance must be obtained from the Grade Committee before playing in another team-other than the one registered*).
- iii. The registration of reserves (after initial team submissions) must be passed by the Grade Committee who will then enter the reserve directly into the Xpoint system with all player information and details as supplied by the club delegate.
- iv. All communications from the Grade Committee will be sent to clubs and / or delegates in writing, preferably by email. Details will be kept in a 'communication record' compiled by the Grade Committee. Once entered in the communications record they will be deemed to have been received by the relevant parties.
- v. Only nominated club delegates or their authorized alternate shall communicate with the respective nominated Competition Administrators. Communications from team captains or players is not acceptable.
- vi. No player shall play in any one competition for more than one Club. (except ladies PL reserves)
- vii. Each team to nominate a Captain who MUST provide an email address and telephone. The nominated Captain must also agree to have his/her phone number published on the competition website as a point of contact for other team captains.
- viii. The opposing Captain shall be notified before play commences that a new nominated player is in the team.
- ix. A team playing an unregistered TNSW player may be compelled to forfeit any match in which such player competed.

Note: Player registrations requests can be made prior to playing by sending an email to [sydneybadgetennis@tennis.com.au](mailto:sydneybadgetennis@tennis.com.au)

Please include the player's

- a. Name,
- b. email address,
- c. phone number
- d. Team name & number
- e. Grade/section requested
- f. iPR (rating) if known.

#### 5. Courts:



- i.* All surface types must be nominated and approved with team registration and this information will be available in the 'Venues' section of the Xpoint system along with relevant parking and courts information which also must be provided .
- ii.* Only grass courts or other approved surfaces are to be used for all matches. Rebound Ace, Plexi-cushion, Plexipave and any generic products of equivalent standard shall be approved by the relevant Grade Committee. Courts must be properly equipped (including a centre net strap), kept in good order, and prepared ready for play prior to the scheduled starting time. Approval for use of outside courts used by member clubs is required to be revalidated on an annual basis. Where subject to agreement with another association, such agreement must be renewed upon expiring.
- iii.* An attempt should be made to publish all roster overflow and wet weather courts on the Xpoint site by providing these details to the Badge committee as soon possible (email info to [sydneybadgetennis@tennis.com.au](mailto:sydneybadgetennis@tennis.com.au) The address and, if possible a telephone number of the court is to be included.
- iv.* Not less than five days notice will be given by the home club to the opposing Team Captain of the location of any roster overflow court.
- v.* For roster wet weather courts: the club will advise the visiting Team Captain as soon as the decision is reached that the wet weather court is to be used and with sufficient time to allow the visiting team to organize to be at the wet weather court.
- vi.* Each club must adhere to a fixed procedure for the allocation of courts for all matches. Matches may only be played on courts to which they are allocated by this procedure. The use of outside courts for semi finals, finals and grand finals is not permitted unless the number of home teams exceeds the number of club courts, or when home courts are unplayable.

## 6. Facilities/Playing Attire

The home team shall provide:

- i.* A clean dressing room and toilet facilities and hot shower for 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.

### Playing Attire

- i.* All players must wear correct tennis attire and comply with the dress regulations of the Home Club.(see home club specifications page 10)

Failure to do so will debar players from taking part in the match.

## 7. Autumn Saturday Badge Dual Court Format (A&B)

- ii.* A team competition of 2 or 3 rounds with semi's, finals and grand finals as previously, valid for all grades.



- iii. Teams play on 2 courts for a fixed time in two sessions of equal time that being 2.5 hours each
- iv. Therefore Match 1 – 12pm to 2.30pm and Match 2 – 2.35pm to 5.05pm
- v. Matches commence as advised on the draw which is published on the XPOINT website by going to [www.xpointssports.com/region/274/home](http://www.xpointssports.com/region/274/home)
- vi. NOTE: hit-ups are included in the allowed time.
- vii. For matches played on dual court basis hit-up time is 5 minutes at the commencement of the match. Practice serves only may be taken before the reverse two sets of a match.
- viii. Session (A) players must leave the courts immediately at the conclusion of their match in order to allow the next match Session (B) to commence.
- ix. Clubs with an odd number of available courts may use a single court to play a traditional format match (C). The finish times will be advised on the draw.

## 8. Premier League Men's and Women's matches

- i. Matches are played in the second session (B) except where it is played on a single court. These Premier League matches can be continued past 15 minutes after sunset ONLY if both captains agree and without the use of lights.

## 9. Time / Late arrival for Dual courts

- i. For dual court matches the first set will be forfeited if a team does not have a pair ready to play 5 minutes after the starting time. The second set will be forfeited 25 minutes (incl. warm up) after the first set is forfeited (i.e. 30 minutes after starting time). Any team that does not have a pair ready to play at the conclusion of the first rubbers or, at the latest, 60 minutes after the scheduled starting time, will forfeit such remaining sets. This rule will apply to both courts/rubbers.
- ii. ORDER OF PLAY for dual court matches will be as follows: The home team nominates which of their pairs plays first on each of the courts and the visiting team matches those pairs. The visiting team nominates which of their pairs plays the reverse two sets of the match on the two courts.
- iii. Unless a Club nominates a particular team/s to play all single court matches, the Grade Committee will draw the single court matches based on the advice of court availability from the Club.
- iv. Matches cannot be forfeited prior to the time at which the courts are declared playable or unplayable for the day
- v. Sets cannot be forfeited prior to the time a forfeit is exercisable.
- vi. Both courts used in a dual court match MUST be at the same centre or location.

COURT SURFACE – Teams playing on two courts will use courts with the same surface for both courts where possible.

## 10. Wet Weather – Time for notification.

WET WEATHER determination for DUAL COURT MATCHES

- i. Notification for Session (A) matches MUST be done by 10.45am
- ii. Notification for Session (B) matches MUST be done by 1.15pm.

## 11. Injury



- i. In the event of any player becoming incapacitated through injury or illness during the progress of the match, all remaining sets must be forfeited.

## 12. Lights

Under no circumstances can a match be continued under lights except in semi finals, finals and grand finals where agreement is reached between the opposing Captains to do otherwise

## 13. Match time limits

- ii. When a set reaches five (5) games all (*six (6) games all for Thursday Ladies*), the 12 point Tie Break system shall apply.
- iii. In the event of a team being able to field only one pair, that pair must play their four sets and forfeit the remainder.
- iv. Matches cannot be forfeited prior to the time at which the courts are declared playable or unplayable for the day
- v. Sets cannot be forfeited prior to the time a forfeit is exercisable.
- vi. Clubs should preferably use a bell or an air horn to indicate the end of session times.
- vii. Matches shall cease at the allotted time, the point in progress should be completed but no new point can be commenced. This also applies to tiebreaks.

### *Thursday Ladies Competition*

- i. Visitors have the choice of courts and which opposing pair they will play. The home team must have both pairs present at the commencement of play. Where only 1 court is used Rule 14b applies. The choice of ends and the right to be Server or Receiver in the first game shall be decided by toss. (Home team to toss.) The toss shall be made for each individual tie or 2 sets. The pair winning the toss may choose or require their opponents to choose:
  - a. The right to be Server or Receiver, in which case the other pair shall choose the end; or
  - b. The end, in which case the other pair shall choose the right to be Server or Receiver.

## 14. Single Court Matches (C)

- i. For single court matches each match shall be played by teams of 2 pairs each of whom shall play two consecutive sets against the other pairs. The home team nominates their first pair to play. The hit-up time will be 5 minutes at the beginning of each two sets. After the first pairs play the opening two sets, the second pairs play each other. The visiting team then has the right to nominate which of its pairs play next. Play will be, at all times, continuous with no more than five (5) minutes break between the 2nd and 3rd sets for the pair participating in four consecutive sets.
- ii. For single court matches the captain of the home team may, if permitted by the home team captain's club, offer the use of another available court of the same surface at the same complex in order to complete the match. This offer can either be accepted or rejected by the Visiting Captain provided the playing time does NOT exceed the normal allotted match time of 5 hours in total.

### FORFEITS – TIME – LATE ARRIVAL – SINGLE COURT MATCHES

### Rule 14b. SINGLE COURT MATCHES





Teams must have a pair ready to commence playing the first point of the first set not later than the appointed starting time. (The starting time for each competition is displayed on the page of the draw.) If a team does not have a pair ready to play 15 minutes after the starting time they shall forfeit the first set, and if after a further 15 minutes they still do not have a pair they shall forfeit the second set. If no pair is available 45 minutes after the starting time, the match shall be forfeited. Any team not having their second pair ready to play at the conclusion of the first two sets shall forfeit the third set and then not having a pair after a further 15 minutes will forfeit the fourth set. Starting times and any specific conditions are listed on the page on which the draw is shown.

### WET WEATHER – TIME FOR NOTIFICATION – SINGLE COURT MATCHES

For single court Saturday matches: In the event of play being doubtful due to inclement weather affecting the playing surface of the court, a decision must be made by 10:45 am, the responsibility resting with each club to ensure court information is readily available for visiting teams. It is recommended that clubs with grass courts only, have arrangements for approved alternative outside courts in the event of inclement weather and the nominated Sydney badge tennis administrator be notified of these arrangements prior to the commencement of competition.

## 15. Badge Event Formats

The format for each Badge competition will be reviewed by the Sydney Badge Committee.

## 16. Competition team Gradings

The grading of teams entered into the Sydney Badge competition will initially be done by using the 'average iPR' of the first 5 players listed on the entry form. This average team iPR will then be used to sort the teams in order from the highest rated team to the lowest rated team from which they can be placed into PRELIMINARY GRADES. Please note that the grading committee uses this as a guide only and all final team gradings will be determined through the Challenge meeting process as described below.

### CHALLENGE MEETING PROCEDURE

- Chairman reads out the Teams for the Grade/Section.
- Chairman asks for challenges for that Grade/Section.
- Delegates challenge – 2 minutes for challenging team per challenge.
- Defending team responds – 2 minutes per challenge.
- Challenging team has the right of reply – 2 minutes per challenge.
- Questions of either team by Delegates through the Chairman.
- Vote by Delegates on the challenge.
- Any challenge to the Preliminary Grading of a Team will only be entertained on the Team IPR for the first five players listed on the Team Entry Sheet.

It is very important to make your challenges in the correct Grade/Section. Each Team only receives one challenge opportunity for the night. For example, if a team challenges more than one Section higher from where they have been provisionally graded and lose then they cannot challenge again in the next Section up from where they have been provisionally graded.

## 17. Match Points Allocation

For Autumn Badge all matches shall be decided by sets and, if sets are equal, by games. Ten (10) points shall be allotted for each match. These points shall be allocated as follows:



- i. For the Match – 2 Points to winning team including those won on forfeit.
- ii. For sets – 1 Point for each set won.
- iii. ½ Point to each team for each set unplayed or unfinished set.
- iv. Except for unplayed matches, both Captains must sign the result form.
- v. At the end of the preliminary rounds the position of the teams in each division shall be decided on points. In the event of two or more teams being equal in points, their relative positions shall be decided by the percentage of sets won or in the event of them being equal, by the percentage of games won. In Autumn Badge the leading 4 teams will then play semi finals, the winners of which will play the final.
- vi. In Autumn Badge the minor premier (i.e. the team with a lead of at least ½ point at the end of the preliminary rounds) if defeated in semi final or final matches, shall have the right to challenge the winner of the final to decide the winner of the section.
- vii. The draw for the semi finals, finals and grand finals shall be as follows (home team mentioned first):
- viii. Semi Finals: 1 v 4; 2 v 3
- ix. Finals: Main Autumn Badge : Highest placed team plays HOME final
- x. Finals: Spring Badge: Highest placed team plays HOME final. Note: There is no Grand Final in Spring Badge.
- xi. Grand Final – Autumn Badge: Minor premier v winner of final – location to be decided by SBT. (Note: Grand finals are not played in Spring Badge Competition)
- xii. **FINALS SERIES PLAYER ELIGIBILITY – 4 player events**
  1. a player must have played in a minimum of 4 matches or 33% of the played matches in an 8 team/2 round competition. For an 8 team/1 round event 2 matches or 33% is required. (Note: byes/forfeits/wet weather NOT COUNTED as played matches).
  2. Two of the players competing in the finals series must be drawn from the list of the first 5 players used for grading the team on the entry form.
  3. In extreme circumstances grading committee approval can be sought along the same guidance rules as ladies rule 17a. (below)

**Rule 17a. Women's matches - player eligibility**

*The following will apply in interpreting player eligibility:*

- i. *In the event of a team not having four eligible players available for semi finals, finals or grand finals, a player may be borrowed from a lower team, but cannot have played in a semi final or final in that grade, and the player to be borrowed has played at least three matches for her original team.*
- ii. *For cases where the lowest graded team does not have four eligible players available for semi finals, finals or grand finals, members of that club not in that team and not from a higher grade may be nominated to the Grade Committee. The Grade Committee would then determine the eligibility for each player.*
- iii. *Permission to borrow players for semifinals, finals and grand finals must be obtained from the Grade Committee.*
- iv. *If any ineligible player takes part in a semi final, final or grand final, the match will be forfeited to the non-offending team.*

**18. Finals Series special conditions:**





**18a.** In the case of Autumn Badge Semi-finals, Finals and Grand Finals, if the sets and games are equal, the match will be declared a draw and replayed at the same venue the following week.

**18b.** Spring Badge if Finals are unplayed (washed out) or drawn where a result has not been achieved, the team who has finished the Preliminary rounds with the higher point score, will be deemed the winner. No match will be rescheduled.

## 19. Match Balls

All matches will be played with the brand of ball as named by Sydney Badge Tennis. The balls used will be in accordance with the ball sponsorship contract. HEAD ATP or CHAMPIONSHIP balls are currently the balls to be used. The Home Team shall supply the balls for each match; not less than six (6) for Grade 1, not less than four (4) for all other grades. In matches on rebound ace courts new balls will be provided every 2 sets.

- Premier League matches have 4 balls per court per match ( and also rebound ace courts)
- All grade 1 matches have 3 balls per court
- All other matches have 2 balls per court.

## 20. Result Lodgment:

The Captain or a member of the WINNING Team is responsible for entering the results on the XPOINT system. This is **MUST** be completed within 48 hours of match conclusion.

To enter results go to: [www.xpointports.com/region/274/home](http://www.xpointports.com/region/274/home)

Login using your email address and password:

Click on..... 'My Xpoint' ! 'My Matches' This now gives you access to:

- i. Under the heading 'Awaiting Results' click on 'Enter Results Icon' then (step 1) either accept player ranks or add substitute player by typing their name in the database link below.  
Note: if a player doesn't appear after typing their name in the box, they have not been officially registered in the Badge competition and the competition administrator must be notified.
- ii. Drag & drop players into the correct team position then 'Save Ranks'. (Note: Use the small symbol next to a player's name to drag & drop their position in the team for that match)
- iii. Select either 'Normal' or 'Washout/Unfinished' or 'Home Team Forfeit' or 'Away Team Forfeit'. Then enter all individual full or partial set scores & click 'Save'.  
Note: unplayed sets to be left blank. Winning team member to enter result online (can be executed off smartphones and tablets).

Once the result is entered all players (with registered email addresses) who participated in the match are automatically sent a "confirmation/dispute link" which is active for 48 hours. If a dispute is registered the system automatically sends the player who lodged the result an email to forward the result card to the Competition Administrator for verification and action if required.

If no dispute is registered within 48hours the match result as entered is automatically 'confirmed'.



## ii. Scorecard Printing

Must be printed by the HOME captain and be available at the match for completion and signing.

Login using your email address and password:

Click on..... 'My Xpoint' ! 'My Matches'

Under the heading 'Upcoming Matches' click on 'Scorecard Icon' & print. You can select 'blank' or 'pre-filled scorecards' – it is usually best to print blank cards as opponents names are not usually known prior to the match.

Note: The Home team Captain or Player must print the scorecard prior to match.

## Rule 21- Match recontesting

The Grade Committee shall have the power to order any match to be re-contested and to name the time and the court for playing any such match.

## Rule 22 – Final Rulings

Any questions arising in these Competitions as to the interpretation or application of these Rules shall be decided by the Grade Committee, whose decision shall be final.

## Rule 23 - Forfeits

- i. If any team forfeits or fails to meet its engagement without, in the opinion of the Grade Committee, sufficient cause being shown, the Club entering such team may be fined \$50 for each match forfeited. The opponents of such team shall score ten points as for a win by eight sets, forty-eight games, and the forfeiting team nothing, as for a lost match. Should however, any sets be played, the score of such sets shall stand and points awarded accordingly. The remaining sets shall be scored six games to nothing against the faulting team and points awarded to the other team provided it is ready to fulfill its engagement.
- ii. Should any team entirely fail to meet its engagement twice, i.e., forfeit all eight (8) sets then, subject to analysis of the circumstances, as determined by the Grade Committee, it may be debarred from further competition and if debarred all points scored for and against such team shall be cancelled. If any team part forfeits twice, the Grade Committee will adjudicate accordingly and if the team be debarred from further competition, all points scored for and against the team shall be cancelled.

## Rule 24 - Prizes

- i. Competition prizes will be determined by the Sydney Badge Committee. In addition, up to seven 'Badges' will be given to the winning team of each section; the members to receive the Badges to be nominated by their Club.
- ii. Players returning best averages for preliminary rounds will be recognized in TNSW publication.

## Rule 25 – Club details

- i. Should any Club change its location, but retain its name and the majority of its members, this Club shall retain its previous wins.



- ii. Should any Club change its name, but retain its location and a majority of its members, this Club shall retain its previous wins.

### Rule 26 – Heat Rule (applicable to all matches)

During a Badge Competition match play will be suspended while the air temperature at the venue is 35 degrees centigrade or above. Both team captains may agree to lift the suspension if they consider the conditions at the venue do not warrant it. If play is suspended due to the application of the Heat Rule, captains may agree to abandon the match if the extreme heat conditions continue for more than 30 minutes from the time of the suspension.

Clubs MUST provide a thermometer which will enable temperature assessment for the purpose of this rule. The thermometer must be outside and in a similar area to courts for this rule to be applied.

### Rule 27 – Footfaults

It is desirable that players should pay special attention to the observance of the ITF Footfault rules, which read as follows:

Immediately before commencing to serve the Server shall stand with both feet at rest behind the baseline and within the imaginary continuation of the centre mark and side-line, Therefore, until the service has been delivered he shall:

- a. Not change his position by walking or running.
- b. Not contact the baseline or the court inside the baseline before the ball is struck.

A foot-fault may only be called by a baseline umpire or central umpire.

### Sydney Badge Tennis- Ladies Thursday Competition

Rules as set out for SYDNEY BADGE TENNIS LADIES badge competition apply.

- a. Start time 10AM. (regardless of 1 or 2 courts) However if both captains agree a 9.30am start can be arranged where only 1 court is available. (see also natural grass section)

#### FORFEIT TIME – LATE ARRIVAL

First Set forfeited if pair not available at 10.15am. Second set at 10.30am match forfeited at 11am if play cannot proceed. All available sets that can be played must be played.

#### NATURAL GRASS COURTS

Natural Grass: a 10.30AM start may be arranged – opposition must be notified one week prior to the match and play must start at 10.30 sharp.

A set will be forfeited if a team does not have a pair ready 5 minutes after the 10.30am starting time second at 10.45am – match at 11am. As above.



### WET WEATHER DETERMINATION

- b. In the event of play being doubtful due to inclement weather affecting the playing surface of the court, a decision must be made and communicated to the opposing Captain by 8.30am.
- c. Inclement: Decision must be made by 11am
- d. Heat Rule: See rule 26

### VISITORS HAVE ALL THE CHOICES

Therefore if a match starts on 1 court, then reverts to 2 courts

- a. The visitors have the choice of which pair they wish to play against in the first set – the team captains can arrange by phone prior to the match which pair the opposition wish to be at the court available for the first set.
- b. If only one court will be available ALL day – then rule 14b applies.
- c. It is encouraged for all clubs to supply TWO courts if at all possible even if the surfaces are different.

### SUBSTITUTES – INJURY

In the event of any player becoming incapacitated through injury or illness during the progress of the match, all remaining sets must be forfeited.

### RESULT LODGEMENT:

SEE Rule 19

### SHOES AND ATTIRE

Killara: No one is allowed to play on the courts unless wearing regulation tennis dress. Players may wear predominantly white or pastel coloured clothing only including predominantly white or pastel coloured footwear. Men's shirts must have collars, Coloured jumpers, cardigans or tracksuit tops are permitted. Players are permitted to wear tracksuit pants which must be predominantly white or pastel coloured.

Hunters Hill: Regulation tennis attire must be worn at all times. Clothing should be white, predominantly white, pastel or the club uniform. Footwear should be white or predominantly white and suitable for lawn courts. Men's shirts must have a collar.

The Royal Sydney Golf Club: Shirts, shorts, shoes etc. must be basically white in colour. While white tracksuits are preferable, visiting Badge Tennis players, men and women, may wear a non-white tracksuit (of one colour) while waiting to play. While tennis may be played in coloured jumpers or cardigans, white is preferred. No denim e.g., jeans whilst on premises. No objection to small manufacturer's identification motifs or small personal monograms on garments. No children under 12 allowed on the premises.

The following clubs allow coloured tennis clothing. Men's shirts should have collars: Beecroft, Cheltenham, Longueville, Macquarie University, Manly, Marrickville, Mosman, Neutral Bay, Roseville, Strathfield, Sydney, Sydney University, Western Suburbs and White City



Just because a manufacturer markets a shoe as a 'tennis shoe' it cannot be taken for granted that it complies with individual club standards. Hunters Hill, Killara, Marrickville, Mosman, Royal Sydney, Strathfield, University of Sydney, Western Suburbs and White City Clubs advise that footwear which damages natural grass and/or other surfaces will not be permitted on their courts. Other clubs may also have restrictions. It is up to you, the players, to comply with their rules.

Strathfield Club do not permit the wearing of any pimple soled, abrasive or non- conventional shoes on synthetic grass or grass.

All players are asked to co-operate when visiting the above Clubs and prevent the possibility of forfeit.

## Tennis Australia Tennis Etiquette and Rules for Non-Umpired Matches

### 1. Rules 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. Etiquette

- 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.