



Brisbane International Schools Challenge Rules (orange and green)



1. All decisions made by the match committee and/or Event Director are final. Penalties can be handed out at any time including retrospectively as seen fit by the Match Committee and/or Event Director.
2. Team managers must attend the pre-event managers meeting. Each team is required to have a separate team manager.
3. Teams can have a minimum of 4 and maximum of 5 members of either male or female or a combination of both male / female.
4. All players must be in year 5 or below for the orange ball event and in year 6 or below for the green ball event (school year 2018).
5. A player is not allowed to play in more than 1 event in the current qualifying year ie red, orange and green ball event. Breaching this rule will result in forfeiting the respective sets.
6. All Team players should be ranked in order of their singles ability.
7. Team rankings must stay in the same for the entirety of the regional final, but can be changed before the state finals should the team qualify.
8. Team lists in rank order must be submitted in accordance with the deadlines set on the entry form prior to both regional and state finals.
9. Doubles pairings can be in any combination but the highest ranked singles player, when playing doubles, must play in the number 1 doubles combination.
10. If teams have more than 4 players then substitutions can be made within a match respecting the playing order. See Annex 2
11. Each match where possible will be given two courts to play (refer to rule 1).
12. Order of play and time allocation. If there are enough courts and there is time, matches will include 4 singles and 2 doubles rubbers. If that is not the case only two doubles rubbers will be played.

Option 1		Option 2	
Court 1	Court 2	Court 1	Court 2
No 1 Singles No 3 Singles No 1 Doubles	No 2 Singles No 4 Singles No 2 Doubles	No 1 Doubles	No 2 Doubles

13. Teams are required to be ready to play at least 15 minutes before their allocated starting time. There is no warm up time on court before play commences.
14. When a match is in progress, if a required player is not ready to play the following will be allocated
3 minutes late = 1 game allocated to the opposition
6 minutes late = 2 games allocated to the opposition
9 minutes late = 3 games allocated to the opposition

More than 9 minutes late the opposition will claim the rubber and have a winning score of 4 – 0 . This will be at the discretion of the Event Director who will consider all alternatives.

15. Each rubber shall consist of one FAST4 set.
16. The Event Director can decide to use a timed format in order to be able to finish the qualification. The following rules will apply in this case:
 - a. After the designated time as announced by the Event Director, the event organiser or delegated personnel will call “last point”. Players will complete the point and the next listed players will get ready to go on the court and start play.
 - b. For each rubber scores will be put down as a FAST4 set. For more information on the FAST4 Format please refer to the annex.
 - i. If the set is completed before time is up, play will continue. However, only the completed first set will be considered as the final result.
 - ii. If the set is not completed the score of the completed games will be considered as the final result. In the case where both teams win an equal amount of games the rubber will be considered a draw.
17. Each court will be given 3 tennis balls. Balls will remain in use until the Event Director decides to change them.
18. Team managers are required to complete the team score card. The score sheet should be updated after each rubber. Both managers must check and sign to see agreement of results and playing order.
19. At the end of each match, score sheets are signed by both team managers and are to be given to the Event Director.
20. The winning team is the team with the highest number of rubbers won. If rubbers won are equal then the winning team will be decided on the highest number of games won. If still equal the match will be considered a draw.
21. In a knock-out game a FAST4 doubles tie break will be played. Any two players from a team may combine to contest this “shoot-out”. The server will be decided by Spin the Racquet.
22. The winning team will be allocated 2 points. In case of a draw each team will be allocated 1 point each. The losing team will be allocated 0 points.
23. Managers and parents are only allowed on court at the discretion of the Event Director.
24. Results will be posted on the competition website leagues.tennis.com.au after the event.
25. All players, managers and spectators must comply with the Code of Conduct and Etiquette Rules (see Annex) .
26. In the case of any injury team managers should make the Event Director aware immediately who will then assess the situation.

Annex 1: FAST4 format

1. All matches will be played using the FAST4 Format (first to 4 games) with a short tiebreak (first to five (5) points, sudden death at four (4) points all) played at three (3) games all.
2. A short tiebreak is a tiebreak played as the first to five (5) points, sudden death at 4-4. The player whose turn it is to serve at the commencement of the tiebreak (Player A) will serve two (2) points. The opposing player (Player B) will then serve two (2) points. Player A (or team mate of Player A in doubles) will then serve two (2) points. Player B (or team mate of Player B in doubles) will then serve the following two (2) points. If the score reaches 4-4, Player B (or the team mate of Player B in doubles) will serve the final point of the tiebreak with Player A choosing which side the ball will be served. Players will change ends only after the first four (4) points have been played in the tiebreak.
3. All singles and doubles matches will be played using no-advantage scoring, with the receiver choosing the service side when the game reaches deuce.
4. 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 (e.g.; the ball hits the net cord and drops over the net, the non-receiver can move across and return the serve).
5. 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.

Annex 2: Order of Merit

1. At all times, unless substituted, the highest ranked player on the team list must play in the 1 singles and/or the 1 doubles rubbers.
2. If the Highest ranked player is substituted for the 1 singles and/or the 1 doubles rubbers than the 2nd highest ranked player on the team list will be required to play that rubber(s).
3. Players can play in any order for doubles rubbers, but rule 1 & 2 must be followed at all times.
4. When substituted the remaining players need to move up accordingly and play in the listed order.
5. No player can play above a higher ranked player in a singles rubber.
6. See table below for reference on substitutions and match ranking order.

Team playing order for singles rubbers					
Not Playing	1st ranked	2nd ranked	3rd Ranked	4th Ranked	5th Ranked
Singles Rubber 1	2nd	1st	1st	1st	1st
Singles Rubber 2	3rd	3rd	2nd	2nd	2nd
Singles Rubber 3	4th	4th	4th	3rd	3rd
Singles Rubber 4	5th	5th	5th	5th	4th

7. If a team plays out of order, the team will forfeit the sets for those players who played out of order

Tennis Queensland

Etiquette Guide

Brisbane International Schools
Challenge
and

Queensland Secondary Schools Teams
Tennis



Vision

The vision for Tennis Queensland Competition pathways is to provide safe and enjoyable environments, encouraging the long-term participation of all young players and to provide a positive experience at all levels.

To achieve this vision, all parties involved need to adhere to the etiquette rules outlined below.

Players

It is expected that every effort is made by Parents, Managers, Coaches, Teachers, Officials and friends to create a safe and enjoyable environment for players to participate. Out of respect for these efforts, it is expected that you adhere to, not only the rules and code of conduct but also these Etiquettes outlined below.

Behaviour

- Conduct yourself at all times in a positive and honest manner.
- Always play to the best of your ability.
- Play fairly and by the rules – gamesmanship, complaining nor time wasting will not be tolerated.
- Respect those around you, including team-mates, the opposition, officials, coaches/managers and spectators.
- Talk to someone you trust or the club member protection officer if you are unhappy or uncomfortable with anything or anyone.
- **ALWAYS** accept an Officials final decision. Understand that you have the right to question the original decision not the right to disrespectfully argue with the Tournament Director or Officials decision after the final decision has been made.
- Read, understand and follow the rules and Code of Conduct.
- Always shake the oppositions hand(s) after each rubber played.
- Complement the opposition on good play.
- Wait until a point is over to walk behind a match court or retrieve your ball from that court.

Verbal Calls

- Players are, at all times, to make loud and clear calls. The calls should be loud enough that their opponent can hear in any conditions, in particular, the wind.

Line calls

- Out calls should only be called when a player is 100% sure the ball is out. Calls should be made immediately. Remember, if you have to think about it, it was probably in.
- Be mindful that a ball can compress or hit and roll and therefore leave the court in a different place to where it bounced or touch more of the ground (including the line) than it may appear.
- Players are to make all of the line calls on their side of the net. However, if an opponent has called a ball in on their side of the net because they are not sure, but you are sure it is out, then good sportsmanship dictates you concede the point.
- Never ask anyone else if a ball was in or out, especially someone off the court.

Speed of play

To ensure a fast and fun match the following should be adhered to:-

- Players should have 2 balls before they start serving. Please wear shorts, skirts, skorts with pockets, bike pants or have some way to hold a second ball on your person.
- When returning, let first serve faults go pass without hitting the return shot.
- After a point, return balls back to the server directly. This means don't deliberately hit the ball in the opposite direction. Make every effort possible to roll the ball back to where the server is due to start the following point.

Scoring

- The server must call the score before each game and each point. It is, however good practice for all players to call the score to confirm.
- Don't argue the score from the back of the court. If you don't agree with the score that is called, approach the net and discuss the issue calmly. Count the points you agree on and replay only those you don't. If an agreement can't be reached call for an official.
- Don't ask anyone off the court for the score.

Support Team

Parents, coaches, managers, teachers and spectators are part of the "support team" for junior players. During matches your principal function is to let players play and enjoy themselves while giving them encouragement in the normal sporting manner. Emphasise the importance of effort and having fun, rather than the score. Tell your child how proud you are of them and enjoy watching regardless of the game's outcome.

Parents

As a parent you should leave the stress and tension of daily life behind when going to your child's tennis match. Concentrate on how to make the day enjoyable for them, and always set a positive example.

Please consider the following:-

- Remember that children participate in sport for their enjoyment, not yours.
- Encourage children to participate, do not force them.
- Focus on your child's efforts and performance rather than whether they win or lose.
- Keep your emotions in check. Encourage children to play according to the rules and to settle disagreements without resorting to hostility or violence.
- Never ridicule or yell at a child for making a mistake or losing a competition.
- Remember that children learn best by example. Appreciate good performance and skillful plays by all participants.
- Support all efforts to remove verbal and physical abuse from sporting activities.
- Respect officials' decisions and teach children to do likewise.
- Show appreciation for volunteers, coaches, officials and administrators. Without them, your child could not participate.

- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
- Understand that parents are responsible for spectators (or entourage), pertaining to their player.
- Sit/stand away from fences so as not to intimidate the players.
- Be respectful to all those around including other parents.
- Leave administrative and operational matters to managers, players and officials.

Coaches, Manager's & Teachers

As a leader you will be seen as a role model for players. It is imperative that you adhere to and enforce the Code of Conduct as well as the Etiquette Rules. Educate players to play, think and behave positively on and off the court. This is all crucial for their development and long term participation.

Please consider the following:-

- Read, understand and adhere to the Rules and don't practice gamesmanship.
- Display and promote high standards of behaviour.
- Promote Fair Play.
- Always respect the match officials' decisions.
- Never engage in public criticism of the match officials.
- Never engage in offensive, insulting or abusive language or behaviour.
- Never engage in bullying, intimidation or harassment.
- Understand your role and repercussions for your mistakes.
- Educate those under your control in regards to the rules and Code of Conduct and Etiquette.