

BRISBANE INTERNATIONAL SCHOOLS' CHALLENGE RULES

1. Teams can have between 4 and 5 members of either male or female or a mixture of both.
2. All players must be in grade 5 or below for the orange ball event and in grade 6 or below for the green ball event (school year 2016).
3. A player is not allowed to play in both, orange and green ball event.
4. Team players need to be ranked in order of their singles ability.
5. Doubles pairings can be in any combination but the number 1 ranked singles player when playing doubles must play in the number 1 doubles combination.
6. If teams have more than 4 players then all or some can be rotated within a match respecting the playing order.
7. Each match where possible will be given two courts to play.
8. 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

9. 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.
10. 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 Tournament Director who will consider all alternatives.
11. Each rubber shall consist of one FAST4 set.
12. The Tournament 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:

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- a. After the designated time as announced by the tournament director, the event organiser or delegated personnel will call "last point". Players will complete the point and the next 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 for the final result.
 - ii. If the set is not completed the score of the completed games will be considered as the final result. In case both players won an equal amount of games the rubber will be considered a draw.
13. Each court will be given 3 tennis balls. Balls will remain in use until the event organiser decides to change them.
14. Team managers are required to complete the team score card. The score sheet should be updated after each rubber. Both managers must check to see agreement of games.
15. At the end of each match, score sheets will be completed by both team managers and once signed will be given to the organising committee.
16. The winning team is the team with the most rubbers won. If rubbers are tied then the winning team will be decided on games won, if still tied the match will be considered a draw.
17. In a knock-out game a deciding point will be played between the No1 Doubles pairs to decide the match winner. The server will be decided by Spin the Racquet.
18. 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.
19. Managers and parents are not allowed on the courts.
20. Results will be posted on the competition website leagues.tennis.com.au after the event.
21. Any of the above conditions may be changed on the discretion of the Tournament Director.

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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.