



Tennis Queensland Secondary School Team Tennis Competition 2016 Rules and Guidelines



1 Eligibility

- 1.1 Each school will be eligible to nominate unlimited teams each of 4-5 players.
- 1.2 Each player shall be nominated as a member of one team only and his/her participation will be confined to the team in which he/she is registered.
- 1.3 In the State Final all students in each school, including those from defeated B teams, will be eligible to nominate for a place in their school team.
- 1.4 Age eligibility – **All players must be seventeen years (born in 1999) or younger. This age requirement has been adopted to fit in with the eligibility rules of the annual national event and the biennial international competition.**
- 1.5 All players must be bona-fide students of the school.

2 Format

- 2.1 The event will be conducted as two separate events - Girls' Secondary Schools Team Tennis Competition and Boys' Secondary Schools Team Tennis Competition.
- 2.2 All schools, which nominate will be grouped according to the Department of Education sporting regions as near as possible.
- 2.3 The committee will organise the draw for each respective regional final.

3 Competition Rules

- 3.1 The team will consist of a maximum of 5 players for each match.
 - Players are to be ranked in order of singles ability 1 - 4.
 - Doubles pairs are also to be ranked 1 and 2, but may consist of any combination of players.
 - Singles rankings and doubles rankings and pairings must be nominated before the commencement of each "match".
- 3.2 Match Format
 - A match will be played over 6 sets in the following order:
 - Two sets of doubles (1 v 1, 2 v 2)
 - Four sets of singles (1 v 1, 2 v 2, 3 v 3, 4 v 4)
 - Each set will be played using Fast4 format at a Regional final level.
 - Singles sets may be called in any order.
 - The right to serve or receive first in each set will be decided by the spin of a racquet at the beginning of each set.
- 3.3 For the regional finals 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:
 - 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. 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.
 - c. 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.
- 3.4 At the commencement of the ties, the 4-5 nominated players will be ranked by the team manager. This ranking shall be maintained throughout the tie. The Tournament Director or Assistant Tournament Director prior to the commencement of any match must approve any change, including replacements.
If a team plays out of order, the team will forfeit the sets for those players who played out of order.
- 3.5 Laws of the Game & Code of Conduct
 - With the inclusion of these rules all matches will be conducted in accordance with Laws of the Game & Code of Conduct as adopted by Tennis Australia
- 3.6 All sets will be played as non-umpired matches in accordance with the guidelines provided.
- 3.7 The scores for all sets must be recorded during the sets on the scorecards provided.
- 3.8 Point Scoring System - One point for each singles and doubles set.

3.9 Determining a Match winner

Matches will be decided firstly in favour of the team winning the most rubbers (points).

If the rubbers are equal, then the team winning the greater number of games will be the match winner.

In the event that the sets and games are equal, the result will be decided by playing a **FAST4 tie-break doubles game**. Any two players from a team may combine to contest this "shoot-out". The choice to serve or receive (or choice of ends) will be determined by the spin of a racquet.

- 3.10 If in the event of injury or sickness, the player will forfeit the set. Injury time can only be taken once per set. Games, which have been won, will count if needed.
- 3.11 Withdrawal of a player - In the event of the withdrawal of a player due to illness or injury during the match, that player may be replaced in the remaining sets at the concurrence of the two managers.
- 3.12 Postponement of Play - If matches are postponed due to inclement weather, those matches must be completed before the next round of matches is commenced.
- 3.13 The Tournament Director reserves the right to alter any conditions above according to extreme extenuating circumstances.

4 Costs

Schools nominating for the Tennis Queensland Secondary Schools' Team Tennis Competition will be responsible for all costs associated with travelling to the applicable Regional final. Entry fee per team is \$60. Costs for travel to the State finals in Rockhampton is borne by each individual team.

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.