

2017 SUNSHINE COAST TENNIS LEAGUE RULES AND
REGULATIONS EFFECTIVE AT 2 NOVEMBER 2017



1. General

- 1.1 The Sunshine Coast Tennis League (SCTL) is centrally governed and promoted by Tennis Queensland (TQ). All participants in the SCTL are bound by the ITF Rules of Play and TA's national policies including, without limitation, the Uniform Tennis Anti-Corruption Program, the TA Code of Behaviour (including its reference to spectator behaviour and interference), the TA Member Protection Policy and the TA Anti-Doping Policy.

2. Definitions

SCTL Commission: The committee administering the SCTL, which shall have all final decisions in respect of the conduct of the SCTL.

SCTL Conference Manager: The person in charge of the SCTL competition.

MA: Member Association, the governing body of tennis within each respective State and a member of TA.

Match: The tie played between two teams.

Rubber: The individual singles or doubles contest within a Match.

3. SCTL Conferences and Divisions

- 3.1 Teams in the SCTL will be placed into a round robin draw with each team scheduled to play a Match against each other once in the round robin stage.
- 3.2 All Matches will be played at the time and court specified in the SCTL Conference fixture.
- 3.3 There will be three separate divisions: Premier League, Division 1 and Junior Division.
- 3.4 There will be one trial division of Hot Shots Red Ball – 8 and under (2017) Ref Annex 1

4. Team Lists / Player Eligibility

- 4.1 At the beginning of the season teams shall consist of a minimum of 3 male and 1 female players per gender.
- 4.2 Teams may apply to the SCTL Conference Manager to play wildcard (WC) player(s) in a Match. Teams will be allocated 1 WC when there are 5 teams total in the division & 2 WC when there are 6 teams total in the division. A wild card player is considered a player who is on a team list for a team in any of the following leagues – BTL, GCTL, NTL & FNTL.
- 4.3 Teams are allowed to add any number of additional players to their team list during the season. An additional player is a player who is not on any SCTL team list and is not a WC player.
- 4.4 Players are not allowed to play in multiple divisions on the same day. Each franchise can apply for one exemption to this rule per season.

- 4.5 Teams must submit their wildcard, additional player and exemption (as per 4.2 – 4.4) applications no later than 24 hours prior to the Match with the desired spot in the order of merit. The SCTL Commission will decide on the wildcard and the final spot in the order of merit before commencement of the match.
- 4.6 If approved, the wildcard player will be added to the team list after the match and will not be considered a wildcard player from there on.
- 4.7 Only one wildcard player of any gender can play for a team in each round including the finals.
- 4.8 A player will not be approved if the player is on a Team List of any other SCTL team.
- 4.9 Only players born in 2001 (16 years old) or younger are eligible to play in the SCTL Junior Division
- 4.10 Only players born in 2002 (15 years old) or older are eligible to play in the SCTL Division 1.
- 4.11 Teams can apply to the SCTL Conference Manager for players to be added to their team list who do not meet the above criteria. The SCTL Commission will decide on applications based on the standard of play to protect the quality and integrity of the competition.
- 4.12 To be eligible to play in the SCTL Finals Matches, the player must have participated in at least **Two (2)** SCTL Conference Matches for the same team unless otherwise approved by the SCTL management for the greater good of the competition.
- 4.13 Any prospective US college player must declare themselves as an amateur to TQ prior to participating in the SCTL. Player payments earned by the player will be withheld by TQ in line with the National Collegiate Athletic Association (**NCAA**) Amateur regulations.

5. Match Formalities

- 5.1 Each SCTL Conference Match is comprised of 1 men's doubles, 3 men's singles, 1 women's singles and 1 mixed doubles rubbers.
- 5.2 Team coaches/managers are required to fill in the official Match nomination form and hand it to the Match coordinator no later than five (5) minutes prior to the first rubbers commencing. All potential reserves or doubles players must be nominated on the Match Nomination Form; however, there is no obligation for these players to play that round. **All players must be onsite at the time of nomination.**
- 5.3 Singles players have to play in order as stated in the team list.
- 5.4 Any player can only play a maximum of one singles and one doubles rubber.
- 5.5 Mixed Doubles and Doubles pairs do not have to be nominated until the conclusion of the singles rubbers. Teams will have a maximum of five (5) minutes from the conclusion of the final singles rubber to nominate (Mixed) Doubles pairings and their order; however, all mixed doubles players must have been nominated in the Match Nomination Form.

- 5.6 A player will forfeit a Rubber if the player is not available to play 15 minutes after the rubber is called.

6. Match Format

- 6.1 Each Match will be played in the following order:

<u>Rubber</u>	<u>Court 1</u>	<u>Court 2</u>
No. 1/2	No. 1 Singles Men	No. 1 Singles Women
No. 3/4	No. 2 Singles Men	No. 3 Singles Men
No. 5/6	Men's Doubles	Mixed Doubles

- 6.2 The maximum time permitted for a hit-up before commencement of each rubber is three (3) minutes, including serves from each player. Following the Rubber warm up, players are not permitted to sit down. They may go back to their chair for a drink and conference with their coach; however, the player must be ready to play within thirty (30) seconds of the conclusion of the warm-up.
- 6.3 All Rubbers will be played as the best of three (3) short sets (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.
- (a) For division 1 and Junior division the third set will be replaced by a short tie-break.
- 6.4 Short tiebreak is a tiebreak played as the first to five (5) points, sudden death at 4-4. For doubles, 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.
- 6.5 All Rubbers will be played using no-advantage scoring, with the receiver choosing the service side when the game reaches deuce.
- 6.6 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).
- 6.7 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.

- 6.8 At the end of each set there shall be a set break of a maximum of ninety (90) seconds (**Set Break**). The Set Break maximum time starts from the moment that one point finishes until the next first service is struck. Players **are** permitted to sit down at the end of a set.
- 6.9 No break is permitted between the conclusion of the first singles Rubbers and the following singles Rubbers. A maximum of five (5) minutes is permitted between the conclusion of the final singles Rubber and the commencement of the warm-up of the doubles Rubbers.
- 6.10 If a code violation is issued after the final point of the Match has concluded, this penalty (point, game, set or Match) will be transferred to the adjacent court and team member or the following Match for the offenders team (whichever is more immediate).

7. Method of Scoring Matches

- 7.1 For each completed Rubber won, one (1) point will be awarded to the team winning the Rubber. At the conclusion of the team Match, the winning team will be awarded with four (4) bonus points, the losing team will be awarded one (1) bonus point. There is a maximum of eleven (11) points available for each team Match. Bonus points for the losing teams will not be awarded if the losing team forfeits.
- 7.2 The team with the greater number of completed Rubbers won will be declared the winner of the Match.
- (a) If the number of Rubbers won is equal, the team that has won the greater number of completed sets will be declared the winner.
 - (b) If the number of sets won is equal, then the team with the greater number of completed games won will be declared the winner.
 - (c) If the number of games won is equal, then the Match shall be a draw and all outstanding points will be shared equally.
- 7.3 Bonus points for incomplete matches, rubbers or sets will be split evenly. A match is deemed incomplete (and therefore without a winner) as long as both teams have a mathematical chance of winning the match at the time the play is suspended. Points for completed rubbers will still be awarded.

8. Player Injury during a Match

- 8.1 If a player is injured and forced to retire from a Match the team may play a player from their reserves/doubles list on the Match Nomination Form for the outstanding rubbers. The injured retiring player cannot come back in and play any other Rubber.
- 8.2 If a team is unable to field a doubles pair due to a player retiring, this Rubber will be forfeited and all points associated with winning a Rubber will be awarded to the non-retiring pair.

9. Cancellation of Matches

- 9.1 ~~Where, prior to Match day, the SCTL Conference Manager forms the view that due to the inclement weather, or for any other reasonable reason, a Match cannot be commenced, each team shall be awarded 5.5 points. The SCTL Conference Manager will make every effort to make contact with the team captain and/or the team manager and/or the team coach to advise the teams of any abandonment~~
- 9.2 All players must attend the courts unless they were notified by the SCTL Conference Manager prior to Match day that the Match would not proceed. In the event a player fails to arrive at the venue as required, that player's Rubbers shall be in default, even if the courts are not ready for play.
- 9.3 In the event that the Match day coordinator, forms a view that a Match cannot commence, continue or be completed by reason of inclement weather, or for any other reasonable reason, the coordinator will attempt to relocate the Match to another court. If all reasonable efforts to relocate are unsuccessful, the coordinator has the power to abandon the Match. In these circumstances:
- (a) if the Match has not commenced, the coordinator shall declare a draw and each team shall be awarded 5.5 points.
 - (b) if the Match has commenced:
 - (i) for each completed Rubber won, one (1) point will be awarded to the team that won the Rubber; and
 - (ii) for any incomplete Rubber, half (0.5) a point will be awarded to each team.

10. Recording of results of Matches

- 10.1 The match day coordinator will record all Match-ups on the official scoresheet before providing this to the teams to record the results.
- 10.2 Immediately after the completion of all Rubbers (whether or not a Match result is determined) the official score sheet must be completed and signed by the managers of each team and the coordinator or the SCTL Conference Manager.
- 10.3 In the event of a Match not being commenced or being incomplete, the score sheet shall as far as practicable be completed and must include each nominated player's name and the score (if any) of each completed or incomplete Rubber and state the reasons for the Match not being commenced or completed. In the event of a Match not being commenced, the coordinator will be responsible for the score sheet administration.
- 10.4 All results are to be entered in the competition planner by SCTL Conference management no later than twenty-four (24) hours following the Match, unless approved by TQ.

11. Defaults by teams/players

- 11.1 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.
- 11.2 Any player not in attendance at the scheduled commencement time of either the singles, doubles or mixed doubles Rubber shall have his/her Rubber defaulted unless otherwise determined by the game coordinator at his or her absolute discretion. The remaining Rubbers of the Match must be played and shall be commenced as soon as practicable.
- 11.3 Where a player is defaulted during a Rubber for reasons other than punctuality, that player shall also be defaulted from any further Rubbers that he/she was originally nominated to play in that Match. The result shall be recorded in the same way as a retirement due to injury where all games played shall be retained and the remaining games will be forfeited and credited to the player not in default.

12. Playing Courts

- 12.1 The SCTL Conference Manager will be responsible for the allocation of courts for Matches in cooperation with the hosting club.
- 12.2 The coordinator may approve additional courts for play if he/she deems it necessary for the completion of a Match whether it is under lights or change of court surface.

13. Match tennis balls

- 13.1 TA approved tennis balls must be used for all SCTL Matches. TQ will provide sufficient balls for all ties.
- 13.2 Three (3) new balls will be provided for each Singles Rubber of each team Match. No new balls will be provided during the Match.

14. Players' uniforms

- 14.1 Each player on each team must have a Matching tennis uniform (shirt). Teams are also encouraged to include other clothing items as part of their uniform (such as shorts, skirts, tracksuits and polo shirts).
- 14.2 No player, coach or team manager is permitted on-court if they are not in team uniform and all squad members must be in team uniform when in attendance at their teams' Match (even if they are not playing).

15. On-court coach

- 15.1 Each team can have one (1) on-court coach courtside for each Rubber.
- 15.2 There can only be one (1) on-court coach for each team courtside for each Rubber in progress; however, all players listed on the Match Nomination Form are also permitted to sit courtside, provided they are in full team uniform.

- 15.3 Once courtside, an on-court coach may:
- (a) enter the court during a Rubber either before the commencement of the Rubber, at a change of ends or at the completion of a set;
 - (b) provide support and mentoring to his/her player(s); and
 - (c) sit courtside next to the player's chair or as directed by an official on a chair or similar whilst a Rubber is in progress.
- 15.4 The on-court coach may only talk directly to his/her player(s) at the change of ends or the completion of a set. The on-court coach cannot under any circumstances communicate with the opposing team player(s), the opposing player's on-court coach or any official.
- 15.5 The coordinator may remove an on-court coach without formal warning for a single incident of misconduct.
- 15.6 If an on-court coach is removed from a Rubber they may be replaced by another on-court coach from the official Match Nomination Form.
- 15.7 On-court coaches will remain subject to the TA Code of Behaviour and may also be awarded an on-site code violation if their behaviour breaches the code. Any violation of the TA Code of Behaviour will result in the penalty being applied to the player on court.

16. SCTL Conference Finals Matches

- 16.1 All teams in the SCTL competition at the completion of the round robin Matches will advance to the SCTL finals. The top two teams will play for first place (**Grand Final**), the third and fourth placed teams will compete for third place (**3rd Place Match**) and fifth and sixth placed team play for fifth place (**5th Place Match**).
- 16.2 If a tie break is needed to determine the top four teams, the following process will apply (which is the same as the sorting of the SCTL ladder):
- (a) if teams have the same amount of Championship Points and Points Ratio then the higher placed team will be the team that has won more Matches;
 - (b) if still tied, then the higher placed team will be the team that has a higher percentage of Rubbers won over Rubbers played;
 - (c) if still tied, then the higher placed team will be the team that has a higher percentage of sets won over sets played;
 - (d) if still tied, then the higher placed team will be the team that has a higher percentage of games won over games played;
 - (e) if still tied, then the higher placed team will be the team with higher number of games won;
 - (f) if still tied, then the higher placed team will be the team that won the Match between the two teams in the round robin pool Match; and

- (g) if still equal, the SCTL Conference Manager will arrange for a coin toss to take place to determine the higher team placing.

- 16.3 If either of the SCTL Finals Matches are affected by inclement weather and the coordinator determines (at his or her absolute discretion) that a Match is unable to be completed, the teams are able to come to an agreement on a different time and/or date and/or venue that is conducive with the SCTL Conference Manager.
- 16.4 If the Conference manager declares that the Final Matches are unable to be completed, the team that finished higher on the ladder will be declared the winner.
- 16.5 In the case that a SCTL Conference Finals Match is rescheduled, teams will be able to complete a new Match Nomination Form for any Rubber not commenced. If a Rubber has commenced, no changes are permitted to the participating players.

17. SCTL Conference Finals

- 17.1 The prize money for the SCTL Conference Finals Matches (Premier League) is as follows:

- (a) Winner: \$4,000
- (b) Runner up: \$2,000
- (c) Third Place: \$1,000

- 17.2 The winning team of Division 1 will receive prize money of \$500.
- 17.3 At the conclusion of the SCTL Conference Finals Matches, the prize money will be distributed to the designated team contact or club. TQ excludes any liability and takes no responsibility for the distribution of prize money within each team. This is at the sole discretion of the team manager/club/organisation whose details were provided to TQ.
- 17.4 The winning team of the Grand Final (Premier League and Junior division) qualifies for the State League Final to be played at the Brisbane International 2018.

18. Protests

- 18.1 Should a team wish to dispute any matter relating to a SCTL Match, this must be received in writing to the SCTL Conference Manager no later than 5pm of the following business day.

19. Interpretation of rules and regulations

- 19.1 Any question arising from or in connection with the SCTL or as to the interpretation or construction of these Rules and Regulations shall be determined by the SCTL Conference Management in their absolute discretion.
- 19.2 TQ may alter or amend these rules and regulations from time to time without prior notice. If updated, every effort will be made to distribute an updated version of the rules and regulations to all teams

20. Annex 1 - SCTL Red Ball Finals

20.1 All SCTL Hot Shots players and managers will abide by the above rules unless specifically covered in this Annex

20.2 Equipment Specifics

- 21, 23 or 25 inch ANZ Hot Shots racquets for participating players
- Low compression (25%) red tennis balls
- 3m and 5.5m ANZ Tennis Hot Shots net as required
- Drop down lines as required

20.3 Teams

- Teams can be all boys, all girls or mixed gendered of ages 5-8
- 4 players per teams with the option of one (1) substitute
- One team manager or supervisor is required per team to assist in the supervision of matches
- All players to wear team uniforms

20.4 Court Setup

- Red ball tennis court (doubles and singles)
- Doubles court (x2): 5.5m in width by 11m in length; if 6m nets are unavailable join 2 x 3m nets together, alternatively barrier tape may also be used if you have limited nets.
- Singles court (x4): 3m in width by 11m in length (3m net).
- Use drop down lines to mark court area and allow a 1m gap between red courts (if possible)
- Court Setup below for 2 Matches

20.5 Format of Competition for Finals

- Timed numeric scoring
- Each match will run for 15 mins with four x 3 minute rotations of two singles and one doubles rubbers.
- Order of Play

	Court 1 - Singles		Court 2 - Singles		Court 3 Doubles	
Round	Team A	Team B	Team A	Team B	Team A	Team B
1	Player 1	Player 1	Player 2	Player 2	Player 3 & Player 4	Player 3 & Player 4
2	Player 3	Player 3	Player 4	Player 4	Player 1 & Player 2	Player 1 & Player 2
3	Player 1	Player 3	Player 3	Player 1	Player 2 & Player 4	Player 2 & Player 4
4	Player 2	Player 4	Player 4	Player 2	Player 1 & Player 3	Player 1 & Player 3

20.6 Rules of Competition

- To begin, Captains paper, scissors, rock and the winner chooses to serve or receive for the first Round in all rubbers. The serve will then be alternated each round.

- Serve to be a drop bounce hit over the net, with the receiver allowing the ball to bounce once before returning. There is no second serve.
- Players alternate serves, first point starting on the right side of the court.
- If there is a 'Let' (meaning the ball hits the net and goes in) play continues.
- Each point played equals 1 point scored. At the end of each rotation (rubber), the child with the most points will raise their hand (if the game is drawn, both players must raise their hands). Each won or drawn rubber is awarded 1 championship point. The team with the most championship points wins the match.
- No volleys allowed- easy way to remember this is: The ball must bounce.
- Matches are timed (3 min) and scored numerically e.g. 1-0, 1-1, 2-1, 3-1, 4-1 etc.
- Server to call out the score BEFORE each point. If there is a dispute, please replay the point or ask for the Court Supervisor.
- When the siren sounds to end the match, players finish the rally then shake hands. The player with the most points will raise their hand, if there is a draw both players raise hands. The Court Supervisor will then record scores from rubber e.g. 6-2.
- Team Uniform must be worn