

2026 TENNIS VICTORIA COUNTRY WEEK RULES

1. All matches shall be played under the Country Week Conditions of Participation, ITF Rules Tennis as adopted by Tennis Victoria except where altered by the regulations, policies, and conditions as followed, Tennis Australia's Procedures for Matches without a Chair umpire, and the Tennis Australia Code of Behaviour Policy and Disciplinary Policy. The Sports Medicine Australia Extreme Heat Policy in conjunction with The Tennis Australia National Extreme Weather Policy shall apply when making decisions on heat management for the safety of players. A copy of these documents is available via the Country Week website: www.tennis.com.au/vic/countryweek
2. Team entries are completed through the Match Centre online software with each player entering with their Competitive Player profile (CPP).
3. Each team may register up to ten players. Each player must be registered through Match Centre. Any team playing a non-nominated player in any match shall forfeit the set(s) that this player has played.
4. Teams may nominate their section, but the final grading is at the discretion of [Tennis Victoria](#).
5. A nominated player cannot play in a lower grade than the team they are nominated for unless prior permission has been obtained from [Tennis Victoria](#).
6. Players are to nominate for one team. A player having played three matches with a team in that grade is then tied to that team only. Said player can play up in a higher-graded team but not in a lower-graded team or in another team in that same grade.
7. Within each match, teams can nominate between 4-6 players.
8. The players for Rubber #1 and Rubber #2 must be listed on the scoresheet prior to the commencement of any matches. Players for Rubber #3 and Rubber #4 aren't required to be written on the scoresheet until these Rubbers are due to commence.
9. The format of each team match is played with the following doubles combinations:

Rubber 1: Player 1+2 v Player 1+2
Rubber 2: Player 3+4 v Player 3+4
Rubber 3: Player 1+2 v Player 3+4
Rubber 4: Player 3+4 v Player 1+2

The 5th and 6th player, if utilised, can substitute in any position for Rubber #3 and Rubber #4.
10. As per the fixture, the first named team on a scorecard is the Home team and the other team is the Away team. For finals, the home team will be the highest placed team.
11. All rubbers in all grades shall play an 8-game set. If scores are level at 7 all, a tie-break (first to 7 points with a 2pt advantage) is played. Long deuce (Advantage deuce) will be played. This applies to all rounds and all finals matches. Please note for finals Condition No.21

To substitute an injured player

12. As teams have the ability to play up to 6 players per match, and those players aren't required to be listed until the completion of Rubber #1 and #2, players can be substituted under these rules. Teams cannot play 7 players per match under this rule. Any substitution must fall within the 6-player rule. Any exemption to this rule is at the discretion of Tennis Victoria.

Playing Order

13. The 5th and 6th player can substitute in any position for Rubber #3 and Rubber #4.

a. The below is an example of what

Rubber 1: Player 1+2 v Player 1+2

Rubber 2: Player 3+4 v Player 3+4

Rubber 3: Player 1+6 v Player 5+4

Rubber 4: Player 3+5 v Player 6+2

General

14. If a team is 10 minutes late reporting to the Tournament Box for their match, the team at fault shall lose 1 game for each 5 minutes that they are late. If they are more than 30 minutes late, the team at fault shall lose the first set 8-0. If a team is unable to field a complete team (4 available players named on the scorecard for that round), 60 minutes after the scheduled time of play, that team shall forfeit the match and no points shall be awarded to that team. The other team will be credited 4 sets, 32 games and the match.
15. If a default (including a team withdrawal) occurs, their opponents shall be awarded the win (6 points on the ladder) and shall be credited with 4 sets, 32 games and the match will apply for that teams' players for finals eligibility. This decision is at the discretion of the Tennis Victoria.
16. All round matches will be of 3 hours 15 minutes in duration. E.g. 8:30am to 11:45am. When time is called by the Tournament Box, matches are to finish (the game or tiebreaker currently being played is to be completed only). Prior to the end of each round, a 15-minute warning will be announced. In the case of inclement weather (rain or heat etc.), Tennis Victoria has the discretion to reduce the time allocated for each round. (Refer to clause 1).
17. Teams must only use the courts allocated for that match. Where possible, an extra court may also be used for some matches as advised by the Tournament Box before play commences. Extra courts are to be shared with all teams within the section. Share courts will be allocated by Tennis Victoria prior to the matches beginning. Extra court cannot be utilized by the same match for two consecutive rubbers unless it is unable to be used by others in the section.
18. The winner of each match shall be decided by the number of sets won, and if equal on sets, then by the number of games won. A point shall be awarded for each set won and two points awarded for winning the overall match (6 points maximum if you win everything). At least one set must be completed to award the overall win. If a match is incomplete (due to inclement weather or any reason determined by Tennis Victoria), points will be awarded for any completed sets and points will be halved for any incomplete sets. No point(s) shall be awarded for a bye. If no winner can be determined at match completion time, the 2 points will be split between both teams.
19. At the conclusion of each match, the captain of the winning team will confirm the scores with the opposition captain and will then return the signed completed scorecard and balls to the allocated Tournament Box. Should an addition or any other error be discovered by the Tournament Box, the Tennis Victoria will call one or both Team Captains to the Tournament Box to resolve any error.
20. In the event of any teams in a grade being equal on points at the conclusion of the rounds, the ladder shall be decided, by the percentage of sets won over sets lost. If equal, then percentage of games won over games lost. If still equal, then the head-to-head result of the teams will be used to determine the placing. Should no head-to-head result exist, one pair nominated by each team shall play a 7-point tie-break to decide the higher placed team. All nominated players for this tie-break must meet the eligibility to participate in the semi-finals.

21. In the semi-finals and finals only, in the event of a drawn outcome, one nominated pair from each team shall play a first to 7-point tie-break to decide the winner of the match.
22. To be eligible to participate in semi-finals or the final, a player must have played in a minimum of three matches with that team. Players must only play in semifinals or finals with one team.
23. In all finals matches, should inclement weather interfere and cause matches to be abandoned after they have commenced if a result has not been achieved, the team finishing higher on the ladder will be declared the winner.
24. Should any finals be abandoned before commencing, the team who finished higher on the ladder after the rounds shall be declared the winner.
25. All semi-final and finals matches will be played to a result only. I.e., when a team has scored enough sets/games won that it is impossible for the other team to win, the match is complete.
26. Tennis Victoria will provide match balls for all matches and share courts, and scorecards for each round. The match balls provided by Tennis Victoria must be used for all matches.
27. Team names, and logos displayed on tennis uniforms must be appropriate and not contravene Tennis Victoria or Event sponsors. This decision will be at Tennis Victoria's discretion.
28. Tennis Victoria have absolute power and discretion relating to the Country Week competition or any matter arising from or in connection with Country Week, including:
 - a. Demand information from any player or team.
 - b. Demand the replay of any match wholly or in part, and to alter or extend the place, day or time for the playing of any match.
 - c. Suspend or disqualify a team or player.
 - d. Impose penalties whether by fine, suspension or disqualification or by forfeiture of points for any non-compliance or breach of any of these Rules.