



Super League Rules

1 General

- 1.1 The STL Super League Competition (**Super League**) is managed and administered by Tennis New South Wales Limited (**TNSW**).
- 1.2 All participants in Super League, including players, their parent or members of their entourage (**participants**) are bound by these rules and regulations and Tennis Australia's national policies and by-laws including, without limitation, the Uniform Tennis Anti-Corruption Program, the Tennis Australia Code of Behaviour (including its reference to spectator behaviour and interference), the Tennis Australia Member Protection Policy and the Tennis Australia Anti-Doping Policy (each a **Policy**).
- 1.3 In addition all participants must at all times act in the best interests of TNSW and the Super League and not at any time engage in conduct which brings or has the potential to bring a participant, the Super League, TNSW or the sport of tennis into disrepute or which is or would have the tendency to be contrary to or prejudicial to the best interests, image or values of the Super League or TNSW.
- 1.4 TNSW administers the Super League and has the power to make final decisions in respect of the conduct of the Super League.
- 1.5 If any player or team is alleged to be in breach of these rules and regulations, the alleged breach should be drawn to the attention of the alleged offending player or team as soon as it is detected and the parties should try and resolve the matter on the spot. If the parties are unable to resolve the matter, notice should be provided to TNSW of the dispute in accordance with these rules.

2 Super League

- 2.1 Super League teams will consist of 2 boys and 2 girls per team for the 12/U and 4 boys and 4 girls per team for the 10/U
- 2.2 Teams will play each other for the first four (4) weeks, with the 5th week being finals week to determine the winner for that competition term.
- 2.3 Players playing Super League have the benefit of on-court managers to provide an educational aspect to the competition.

3 League Schedules

- 3.1 Matches are to be played over four (4) courts.
- 3.2 Session times are as follows:
 - 12/U boys and girls Teams 12:30pm to 15:45pm and Squad 12:30pm to 14:05pm
 - 10/U boys and girls Teams 15:50pm to 17:45pm and Squad 14:10pm to 15:45pm
- 3.3 A match is completed at the end of the session time above, regardless of whether all the rubbers have been played or finished.
- 3.4 Matches commence as advised on the draw which is published on Match Centre <http://leagues.tennis.com.au/>
- 3.5 Hit-ups times are included in the above mentioned session times. Hit up time should not take longer than five (5) minutes for each rubber, including practice serves.
- 3.6 Upon completion of your matches, players must leave the courts immediately in order to allow the following session to commence.
- 3.7 The order of play and court schedule will be available each week at the venue. Players are required to check online for their match times each week www.leagues.tennis.com.au

4 Match Format

- 4.1 Each Super League match will consist of four (4) players (2 boys and 2 girls) for 12/U and eight (8) players (4 boys and 4 girls for the 10/U
- 4.2 10 and under will play 55 minute Singles and 55 minute Doubles
 - Format will be Fast4 to align with National Academy Super 10's program
- 4.3 12 and under will play two 45 minute Singles matches (singles and reverse singles) and a 45 minute Doubles match.
 - Format will be 2 sets within time limit.
- 4.4 Players must arrive at least fifteen (15) minutes prior to their scheduled match. The maximum time permitted for a hit-up before commencement of each rubber is five (5) minutes, including serves from each player. Each player must be ready to commence play within thirty (30) seconds of the conclusion of the warm-up.

- 4.5 Players are required to begin play when the whistle blows and to finish play immediately when the whistle blows again. They should then make their way to their next match court(s) within five (5) minutes. Play for the next match will commence five (5) minutes after the previous whistle.
- 4.6 Singles matches will be the best of two (2) tie-break sets (tie-break played at six (6) games all). Should the score be one (1) set all, a match tie-break (first to ten (10) points with a two (2) point advantage) will be played. Doubles will be the same format, but with no advantage scoring (short deuce). If the game is tied at deuce, the players who win the next point win the game. The receivers will have the choice of the receiving side.

5 Finals

- 5.1 At the end of the four (4) weeks of Super League, all teams will compete in a play-off finals round. 1v2 (Super League Final), 3v4.
- 5.2 Positions on the ladder are decided by points won less any deductions for a breach of rule.
- 5.3 In the event of two (2) or more teams being equal in points at the end of the regular season, their positions on the ladder shall be decided by the Percentage of Sets Won, or in the event of them being equal, by the Percentage of Games Won as per clause 8.6.
- 5.4 If any finals match is drawn (i.e. both teams win same number of sets and games), the team that finished higher on the ladder as at the end of the regular season of Super League shall be declared the winner of the match.

6 Match Balls

- 6.1 All Super League matches must use three (3) new balls per court. No additional new balls are required to be provided during the match.
- 6.2 TNSW will nominate the brand of balls to be used. Only the brand of balls nominated by TNSW may be used during Super League matches.

7 Match Scoring

- 7.1 The player/s who wins the most games will be the winner of each rubber and one (1) point will be awarded to the team. A tie-break and a match tie-break will count as one game.
- 7.2 At the conclusion of the match, the team with the most points will be awarded with two (2) bonus points.
- 7.3 In the event of drawn points, the highest amount of games will be used to determine the match winner. In the event of drawn points and games the two (2) bonus points will be split to each team.
- 7.4 The ladder for each section will be ordered based on the highest total points won.

- 7.5 If the match is cancelled prior to play commencing due to activation of TA Extreme Weather Policy (**Wash Out/Heat**), the match shall be declared a draw and each team shall receive four (4) points. Please see TA Extreme Weather Policy for more information.
- 7.6 If two (2) or more teams are equal in points on the ladder, their standings will be decided by the following:
- (i) The team with a higher percentage of sets won (that is, sets won/sets played x 100%) (**Percentage of Sets Won**) will be ranked higher on the ladder.
 - (ii) If the Percentage of Sets Won is equal, the team with a higher percentage of games won (that is, games won/games played x 100%) (**Percentage of Games Won**), will be ranked higher on the ladder.

8 Squad Players

- 8.1 It is the responsibility of the player and his/her guardian to notify the Tennis NSW if they are unable to attend a round with sufficient notice.
- 8.2 Tennis NSW will source a replacement from the Squad Players list if a Team Player is not available to play a particular week.

9 Player injury

- 9.1 If a player is injured during a match and forced to retire from a rubber, the injured retiring player cannot return to court and play any other rubber in that match.
- 9.2 All incomplete or unplayed sets at the time a player is injured will be forfeited and all points for the incomplete or unplayed sets will be awarded to the non-retiring pair.

10 Cancellation of matches (inclement weather)

- 10.1 In the event of uncertainty or wet weather a voice mail message will be updated regularly on the following phone number **9024 7628**. Please see schedule below for update regarding your Session Times:
- 12/U Team Players and Squad players– call **after 10:30am**.
- 10/U Squad Players call **after 12noon**
- 10/U Team Players call **after 1:50pm**
- 10.2 If the match is cancelled due to inclement weather (**Wash Out**), each team shall receive four (4) points.

11 Defaults by team 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 (**Team Default**).
- 11.2 Any player not in attendance at the scheduled commencement time of the match, or within ten (10) minutes of the start time of their rubber, the player shall have his/her first set defaulted, the second set will be defaulted after a further fifteen (15) minutes. The remaining rubbers of the match must be played and shall be commenced as soon as practicable. The score of such rubbers shall stand and points awarded in accordance with the completed results.
- 11.3 In the event of a player No Show, TNSW may, in its sole discretion, fine a player the amount of \$100 or use other disciplinary measures.
- 11.4 If a player has recorded a No Show during the regular season then, subject to analysis of the circumstances by TNSW, the player may be debarred from further competition or subject to further disciplinary measures at the sole discretion of TNSW.
- 11.5 In the event of a team missing a single or two (2) players, the players present may play their own rubbers. The remaining rubbers will be forfeited. The score of such sets played shall stand and points awarded in accordance with the completed results. The remaining sets shall be forfeited and scored six (6) games to nil against the defaulting team.

12 Recording results

- 12.1 Teams will be provided with scorecard each week. The Team Managers will be provided with the scoresheets each week and will be required to collect them upon arrival at the venue. It is the responsibility of both Team Managers to ensure the score card is completed accurately and eligible to read.
- 12.2 Immediately after the completion of each rubber (whether or not a match result is determined) the official scorecard **must** be completed and signed by a member of each team.
- 12.3 Results are to be recorded vertically and NOT horizontally to ensure consistency and they can be interpreted clearly.
- 12.4 In the event of a match not being commenced or being incomplete, the score sheet shall be completed as far as practicable and must include each nominated player's name and the score (if any) of each completed or incomplete rubber as well as the reasons for the match not being commenced or completed.

13 Prizes

Prizes for Super League (if any) will be determined by TNSW in its absolute discretion.

14 Powers of TNSW

- 14.1 TNSW shall have the widest and most absolute power and discretion relating to the Super League or any matter or issue arising from or in connection with Super League and without limiting the foregoing it shall have the power and discretion to:
- (i) demand from any team any information of any nature relating to any matter or thing arising from any match;
 - (ii) prohibit a player or team from registering for the Super League;
 - (iii) suspend or disqualify a player or team from Super League as a result of a player's conduct or behaviour arising from or in connection with a match; and
 - (iv) impose penalties on any player or team, whether by fine, suspension or disqualification or by forfeiture of points for any non-compliance or breach of any of these rules and regulations, including any Policy.
- 14.2 If a player is alleged to have breached these rules or a Policy, the allegation against the player must be made in writing and forwarded to TNSW within seven (7) days of the match being played. The reported player shall be notified in writing of such allegation within seven (7) days of the receipt of the allegation by TNSW. The player will have the right to appear before TNSW to answer any allegations and the person or a representative of a Club making the allegation may also be in attendance. Subject to the provisions of natural justice, TNSW shall hear and determine, in its absolute and sole discretion, whether the allegation against the player is substantiated, and if so, what penalties should apply.

15 Dispute Resolution

- 15.1 Subject to these rules any dispute between a team and/or participants must be referred for determination to TNSW in writing and must contain a precise statement of the issue(s) in dispute, the relevant facts giving rise to the dispute, and be sent to the other party.
- 15.2 TNSW must, within seven (7) days of the date of request for such adjudication by any party, request any response to the dispute from the other party.
- 15.3 TNSW has the power to adjudicate any dispute referred to it for determination in any way in its absolute discretion but subject to the principles of natural justice, these rules and regulations and any Policy (if relevant).

16 Heat Policy

The TA Heat Policy applies to all Super League matches.

17 Interpretation of these rules and regulations

- 17.1 Any question arising from or in connection with the interpretation or construction of these rules and regulations shall be determined by TNSW in its absolute discretion.
- 17.2 TNSW may alter or amend these rules and regulations from time to time without prior notice. If updated, TNSW will endeavour to distribute the updated version of the rules to all teams.

18 Miscellaneous

All players must comply with the etiquette of play for non-umpired matches as set out in Annexure A.

Annexure A - Tennis Australia Tennis Etiquette for Non-Umpired Matches

Matches played without a chair umpire

General rules

All Athletes should be aware of the following basic principles when playing a match without a Chair Umpire:

1. If in doubt, the Athlete must give the benefit of any doubt to his/her opponent, in particular regarding Line calls.
2. Each Athlete is responsible for all calls on his/her side of the net, however it should be noted that a Court Supervisor or Referee is permitted to reverse an incorrect line call. This reversal may be made by the official located within (whilst adjudicating) or outside the court enclosure.
3. If in the opinion of the Court Supervisor or Referee an incorrect line call is a deliberately blatant action, the offending Athlete will automatically lose the point and may receive a code violation for Unsportsmanlike conduct.
4. All "out" or "fault" calls should be made promptly after the ball has bounced and must be loud enough for the opponent to hear.
5. If an athlete incorrectly calls a ball "out" and then realises that the ball was good, the point should be replayed, unless it was a point winning shot or unless that Athlete made an incorrect "out" call earlier in the match. In these circumstances, the Athlete who called "out" loses the point.
6. A service "Let" may be called by either Athlete/team.
7. Foot faults may only be called by an official standing on court or by a chair umpire. Athletes may be requested to correct their foot faulting problem by a Referee or Court Supervisor, who will require the Athlete to make an effort during the match to rectify the problem. The receiver may not call a foot fault against the server.
8. The receiver must play to the reasonable pace of the server. Both Athletes must ensure they restrict their warm-up time, and minimise time between points and at change of ends.
9. To avoid controversy over the score, the server should announce the game score before starting a game and the point score prior to serving for each point, and must be loud enough for his/her opponent to hear.
10. If Athletes cannot agree on the score, they should calmly discuss the points/games that are disputed. All points or games which the Athletes agree on stand and only those in dispute should be replayed i.e. two Athletes cannot agree on whether the score is 40--30 or 30--40 and disagree only on who won the first point in the game. The game shall continue from 30--30, since both Athletes agree that they have won two points each. When the game score is in dispute the same principles applies i.e. two Athletes cannot agree on 4--3 or 3-- 4, and disagree only on who won the second game. The match shall continue from 3-3, since both Athletes agree that they won three games each. The Athlete who received in the last game that was played will serve in the next game. Where there is a score dispute, an athlete must make a reasonable effort to remember the actual score i.e. points/games played.

11. When an athlete has created an involuntary hindrance (ball falling out of pocket, hat falling off, etc.), the first time a "let" should be called and any similar hindrance thereafter will be ruled deliberate.
12. Any hindrance caused by an athlete that is ruled deliberate by the relevant official will result in the loss of a point.
13. Where a ball interrupts play, either by rolling/bouncing onto the court, and/or creating a visible interruption behind the court a let should be played. Either Athlete can call a let in these circumstances provided they do so in a timely manner. Where this is between a 1st and 2nd serve, a second serve only should be played.
14. In a situation where a ball is lying on the court at the commencement of the point (1st or 2nd serve) it will be deemed to be part of the court during the rally. Movement of this ball during the rally does not constitute hindrance.
15. Athletes are entitled to request their opponent to remove the ball from the court prior to the commencement of the point.
16. When ball persons are not available, all balls on your side of the net are your responsibility to pick up and return directly to the server.
17. The receiver should not return the first service if it is an obvious fault --- let it go by or ground it.
18. Either Athlete is allowed to call a foul shot or "not up", providing this occurs in a timely manner.
19. Athletes should only leave the court for a toilet break, or any other reason, with the permission of Referee or Court Supervisor.
20. If at the completion of a match, the Athletes involved realise that the scoring format used was incorrect, the match result shall stand provided all Athletes have left the court enclosure. If the mistake is realised before the Athletes have left the enclosure, the correct scoring format should be used to finalise the match. If this is not possible (i.e. the match has progressed beyond the point where the correct scoring format can be implemented), then the score based on the incorrect format stands. (Refer to the ITF Rules of Tennis section 'Correcting Errors').
21. Where a Code Violation second offence / Point Penalty is determined by the Referee or Court Supervisor this may be applied at any time during the specific game where the offence occurs. If the point penalty cannot be issued during the specific game a code violation second offence will still be issued. It should be noted that any code violation second offence between games is deemed to be part of the following game.
22. Screaming regularly and loudly, whether in relation to winning and/or losing a point is likely to cause interference to play on nearby courts and may be considered Unsportsmanlike Conduct.
23. Constant overt celebration directed at an opponent may be considered intimidation, and therefore unsportsmanlike conduct.

24. If an athlete is unhappy with his/her opponent's actions or decisions, he/she should call the Referee or Court Supervisor immediately.

Etiquette

1. Athletes are expected at all times to shake hands with their opponent(s) at the completion of a match.
2. Do not enlist the aid of spectators, including parents, coaches in making line calls, or attempting to determine the score or other on-court matters.
3. Wait until a point is over before walking behind a court where a match is in progress.
4. To retrieve a ball from another court or to return a ball to another court, wait until the Athletes have completed a point.
5. Do not stall, sulk, complain or practice gamesmanship.
6. In doubles, when returning service, the partner of the receiver should generally call the service line for him/her. The receiver should generally call the centre and side service lines. The call needs to be loud enough to stop their opponents/partner playing.

Annexure B – Procedure for registering results on League Manager

Entering results

To enter results go to: <http://leagues.tennis.com.au/>

Login using your email address and password:

You can only enter results for matches in which you are a player in the team and your Tennis Account has been linked.

To enter results go to your Dashboard:

1. Scroll to your 'Previous Matches', select View Scorecard
2. Once the scorecard displays, select Edit Scorecard and enter match results accordingly.
3. Once a player has entered the match results, select Save Scorecard

Confirming results

Once the winning team has entered match results, the losing team will then need to **confirm** or **Dispute** the results.

Following the previous steps 'Entering Match Results (Home Team)', the away team will need to view the scores entered and **Confirm** or **Dispute** the results.

Printing scorecards

Login to My Tennis using your email address and password:

1. Scroll to Upcoming matches and select **View** for the relevant match
2. Once the match is displayed, to print select the **Print Scorecard** icon to print the scorecard.