



By submitting an entry you agree to abide by the terms and conditions as set out in the Rules & fact Sheet.

Sydney Badge Rules (Autumn & Spring)

1 General

- 1.1 The Sydney Badge Autumn Competition (**Badge Competition**) is managed and administered by Tennis New South Wales Limited (**TNSW**).
- 1.2 All participants in Badge Competition, including players, coaches and officials (**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 Behavior (including its reference to spectator behavior 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 Badge Competition and not at any time engage in conduct which brings or has the potential to bring a participant, the Badge Competition, 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 Badge Competition or TNSW.
- 1.4 TNSW administers the Badge Competition and has the power to make final decisions in respect of the conduct of the Badge Competition.
- 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 the TNSW of the dispute in accordance with these rules.

2 Badge Competition

- 2.1 The Badge Competition is the oldest tennis competition in the Sydney metropolitan area. It caters for tennis players of varying ages, levels and abilities.
- 2.2 Badge Competition is made up of a number of grades and sections. Each grade is made up of a number of sections. Each section is made up of approximately 8 teams that play against each other in a weekly competition. Generally speaking, the higher the grade and section, the higher the standard of tennis.
- 2.3 **For example** grades will run 1.1, 1.2, 1.3, 1.4 and 1.5. Then 2.1, 2.2, 2.3, 2.4 and 2.5. Then 3.1 etc.



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- 2.4 In addition to the above grade a Premier Division for the top level players is offered for 6 teams.

3 Team Entry

- 3.1 A team may only be entered into the Badge Competition by a club, association or individual that is registered with, and affiliated to NSW.
- 3.2 Team entry form applications must be submitted to TNSW by the entry closing date. The team entry form application must include all the names of the players in the team.
- 3.3 TNSW will determine the entry fees for entry into the Badge Competition. This fee will be revised and published annually. The entry fee must be paid to TNSW by advertised date.
- 3.4 TNSW has the sole and ultimate discretion in whether to accept a team's application for entry into Badge Competition. Without limiting that discretion, the TNSW may refuse a team's entry for reasons including, but not limited to:
- (a) a player in the team is currently suspended by Tennis NSW or another tennis authority;
 - (b) a team has an outstanding financial liability to TNSW or another tennis authority;
 - (c) a player is ineligible to play under these rules and regulations or a Policy; or
 - (d) in the opinion of the TNSW a team or player is not of good character, or is likely to bring the badge competition into disrepute.

4 Team Composition

- 4.1 On the application form, a team must nominate for registration a minimum of **five (5)**, and up to a maximum of ten (10) players. **The first five (5) players** listed (1 to 5) on the team's application form must be the teams strongest five (5) players. (this is what the teams grading is based on). Players listed 6 to 10 by definition would be known as reserves.

For Premier League Men refer to separate rule 5.2

- 4.2 Each player in a team must be registered with TNSW. Each team must nominate one player to act as team captain (**Team Captain**).
- 4.3 A player in Badge Competition must only be registered in one team.



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5 Premier League Men

5.1 Teams may elect to have separate singles and doubles players. For example four doubles players only and four singles players only per match day Teams may also elect to have players playing both doubles and singles.

5.2 Team Composition

Are to provide their full team ranked from 01st to 10th and highlight the 5 players who will be meeting the minimum match requirements outlined in Rule 20. This must be submitted to Sydney Badge prior to Round 1 commencing.

5.3 Doubles

- 2 doubles rubbers to be played. First to 6 games, t/b @ 5-5 with 3 point deuce then swap pairs and repeat
- No graded pairs as no need to when reverse doubles will be played
- Same 4 doubles players must play both doubles rubbers on the same day.

5.4 Singles

- 2 sets of first to 6 games, t/b @ 5-5 with regular deuce
- If 1 set all, play a 10 point t/b – with a lead of 2 points (e.g.13-11)
- Venues without lights will be affected by the timing of matches so will need to finish by 5.05pm so potentially will need to either start earlier or have 4 courts available at 3pm for all 4 singles to go on at the same time). OR not play home matches – this will need to be advised to Sydney Badge prior to the draw being published.

5.5 Rankings

Teams should be grading their players from strongest to weakest based on singles ability. Ranking players from 1 to 10 however, highlight the 5 players who will be meeting the minimum match requirements outlined in **Rule 22**. This must be submitted to Sydney Badge prior to round 1 commencing.

5.6 Order of play

- Allocate 2 courts per match
- **1.30pm start** and will play out matches until completed.
- Venues without light may need to start earlier or use additional courts for singles rubbers – this will need to be confirmed with opposition 7 days prior to the match
- Start with doubles to allow the juniors to play school tennis in the morning and travel to badge for a singles at approx. 2:30pm



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| | Court 1 | Court 2 |
|------------------|-----------------------|-----------------------|
| 1.30pm | Doubles 1 v Doubles 1 | Doubles 2 v Doubles 2 |
| 2.15pm (approx.) | Doubles 1 v Doubles 2 | Doubles 2 v Doubles 1 |
| 3.00pm (approx.) | Singles 1 v Singles 1 | Singles 3 v Singles 3 |
| 4.30pm (approx.) | Singles 2 v Singles 2 | Singles 4 v Singles 4 |
| 6.00pm (approx.) | Socialising | |

5.7 Match Scoring

Will receive 1 point per rubber won and the team with the greater number of rubbers won will be declared the winner of the match.

5.8 Finals Eligibility

a) Outside of the highlighted 5 original player's requirements, any of the remaining 5 players in the team can compete in a final as long as they have completed a minimum of three (3) matches.

b) Must field at least two (2) players from their highlighted five (5) nominated players.

5.9 Finals

- Finals played at SOPTC to build atmosphere
- Badge dinner/cocktail in Function Rooms
- Present winning teams with trophy/cheque/ribbon/etc.

6. Premier League Women

6.1 Teams may elect to have separate singles and doubles players. For example four doubles players only and two (2) singles players only per match day. Teams may also elect to have players playing both doubles and singles.

6.2 Team Captains are responsible for nominating playing order before commencement of first rubber.

6.3 Mix and Match Order of play

| Court 1 | Court 2 |
|---|---|
| P1 v P1 – Singles, First to 6 | P3 & P4 v P3 & P4 – 2 sets of Doubles, First to 6 |
| P2 v P2 – Singles, First to 6 | P2 & P3 v P2 & P3 – 2 sets of Doubles, First to 6 |
| P1 & P4 v P1 & P4 – 2 sets of Doubles, First to 6 | |

6.4 Doubles Order of Play will be as per standard Badge Rules



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6.5. **Singles format** will be 1 full sets (first to 6) with a tie break played at 5 all.

Doubles format. As per previous years. 2 full sets to 6 with a tie break played at 5 all.

Mix n Match (singles / doubles (as below)

- Player 1 (1 set singles + 2 sets of doubles)
- Player 2 (1 set singles + 2 sets of doubles)
- Player 3 (4 sets of doubles)
- Player 4 (4 sets of doubles)

6.6 Matches to commence at 12noon and 2:50pm (as per point 12)

6.7 Finals Eligibility

Notwithstanding anything in **rule 21**, to be eligible to play in any finals match a player must have played in a minimum of **three (3)** of Matches.

For the purposes of this rule, a played match is when a player plays a season of Badge Competition but does not include any byes, Wash Outs or Defaults.

7. Grading

7.1 TNSW shall grade teams into various grades and sections using the National Rating system as well as taking into account team performances in the previous year. TNSW will use the National Rating from Match Centre for the first players (nominated) in the team. The teams with the highest Team Average National Rating, subject to previous year's performances, will be provisionally graded into higher grades and sections of Badge Competition. TNSW shall have ultimate authority to decide the teams in each grade and section of Badge Competition

7.2 A team wishing to appeal its Preliminary Grading must do so in the 4 days after the preliminary grading has been released as set out in Rule 6.

8 Grading Appeal

8.1 Following TNSW publication of the Preliminary Grading for teams participating in Sydney Badge, any team wishing to appeal their grading must do so within four (4) days of it being published.

8.2 Any team wishing to Appeal their grading must email their appeal to sydneybadgetennis@tennis.com.au within 4 days of the preliminary grading being published and should include the following:

- (i) the request for it to be moved to either a higher or lower grade or section of badge; or
- (ii) evidence supporting the request i.e. team results, player rankings, ratings & recent performances



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- 8.3 TNSW will release the **FINAL** Grading to all Badge Captains within seven (7) to ten (10) days following the preliminary grading.

9 Re-grading

- 9.1 TNSW reserves the right, in its ultimate discretion, to regrade any player or team, where in its opinion, the player or team was significantly under-graded.
- 9.2 If clause 7.1 applies, TNSW has the right to forfeit any matches or rubbers played by the player or team where such action is deemed to be appropriate by TNSW in its ultimate discretion.

10 Reserves and Unregistered players

Reserves

- 10.1 Upon request by a team, the TNSW may permit a player registered in Badge Competition to fill in for another team (**Reserve**). A player cannot play as a Reserve unless the TNSW has provided prior written approval. TNSW has ultimate discretion to determine whether to provide such approval. Without limiting that discretion, the TNSW should consider the following principles when exercising its discretion:
- (a) A player registered in Badge Competition cannot play as a Reserve for a team in a lower grade or section if the player has played three matches or more in the higher grade or section.
 - (b) A player registered in Badge Competition can only play for one club.
 - (c) A player registered in Badge Competition must not play as a Reserve for a team in a higher grade and/or section if the player's individual National Rating is higher than the Team Average National Rating of the team in which the player is seeking to fill in for.
 - (d) The strongest five (5) players ratings (**players listed 1 to 5 on the registration form**) are added together, then divided by five (5) to work out the teams average national rating.

Unregistered players

- 10.2 If a team wishes to field a player that is not registered with TNSW, it must send a registration request to the TNSW.

Note: Player registrations requests can be made prior to playing by sending an email to sydneybadgetennis@tennis.com.au (More information can be found in Entry Guidelines)



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- 10.3 The TNSW has the ultimate discretion to determine whether to allow the unregistered player to play in the Badge Competition. If the TNSW allows the unregistered player to play in the Badge Competition, it must register the player in accordance with its usual practices and procedures (**Late Registration**).
- 10.4 Without limiting discretion set out in clause 8.2, a Late Registration must not have an individual IPR rating higher than the Team Average IPR of the team for which the player is seeking to play for.
- 10.5 If a team plays an unregistered player, the TNSW may, at its sole discretion, compel that team to forfeit any match in which the unregistered player competed.

11 Match Format (excluding Premier League)

- 11.1 Each Badge Competition match is to be contested by a team of four (4) players.
- 11.2 Each team will nominate two doubles pairs from its team of four players. A doubles pair cannot be varied once the match has started.
- 11.3 A Badge Competition match will consist of four doubles rubbers. Each doubles pair will play against both doubles pair from the opposing team. For example:

Team 1 (Pairing A) v Team 2 (Pairing A)
Team 1 (Pairing A) v Team 2 (Pairing B)

Team 1 (Pairing B) v Team 2 (Pairing B)
Team 1 (Pairing B) v Team 2 (Pairing A)

- 11.4 Each rubber is a two set match. A standard tie break is played at five (5) games all in each set. A rubber is completed at the end of the second set, even if the rubber is tied at one set all.

12 Match fixtures (excluding Premier League)

- 12.1 Where possible, matches are to be played on two courts (**Dual Court Match**).
- 12.2 Dual Court Matches are to be played for a fixed period of time, being 2.75 hours, in two sessions during the day as follows:

The first session shall be from 12pm to 2.45pm (**Session A**).

Matches held on natural grass 11:30am – 2:15pm (**Session A**).

The second session shall be held from **2.50pm to 5.35pm (Session B)**.

Matches held on natural grass 2:20pm – 5:05pm (**Session B**).



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Subject to the exception set out in clause 10.8, a match is completed at the end of the session time above, regardless of whether all the rubbers have been played or finished.

- 12.3 Matches commence as advised on the draw which is published on Match Centre <http://leagues.tennis.com.au/>
- 12.4 Hit-ups times are included in the abovementioned session times. Hit up time should not take longer than 5 minutes for each rubber, including practice serves.
- 12.5 Session A players must leave the courts immediately at the conclusion of their match in order to allow Session B to commence.
- 12.6 Subject to approval from the TNSW, a single court may be used to play a match (**Single Court Match**). Single Court Matches commence at 12pm and finish at 5:35pm.

Order of play

- 12.7 The order of play is as follows:

Dual Court Matches: The home team nominates which of their pairs plays on each of the courts. The visiting team matches those pairs. The visiting team nominates which pairs are to switch courts in the reverse rubbers.

Single Court Matches: The home team nominates their first pair to play the first rubber. The visiting team nominates their first team to play. The second rubber shall be played by the pairs yet to play. The visiting team then has the right to nominate which of its pairs plays the first reverse rubber (the third rubber). The other reverse doubles match is the fourth rubber. Play must be, at all times, continuous with no more than five (5) minutes break between rubbers.

If a second court becomes available during the Single Court Match, the teams should use the second court unless there are exceptional circumstances.

- 12.8 Where there are lights on-site, Session B of Dual Court Matches and Single Court Matches can continue up **until 5:35pm**, however as per 10.2 a match is complete at the end of the session time, regardless of whether all rubbers have been played or finished. If a club has lights, they must be used so match can be played **till 5:35pm**.



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13 Match Scoring

13.1 a) A team scores one point for each set won. The team with the greater number of sets won will be declared the winner of the match.

b) **Premier League Men** – will receive 1 point per rubber won and the team with the greater number of rubbers won will be declared the winner of the match.

13.2 If at the completion of the match not all rubbers have been finished or played, but subject to the applicability of rule 13.2 below, each team will be awarded 0.5 points for each unfinished or un-played set. **For example:** if score is 4-3in last rubber and time has run out, each team will be awarded .05 points.

13.3 If at the conclusion of the match, the number of sets won by each team is equal, the team that has won the greater number of completed games will be declared the winner. If the number of games won is equal, then the match shall be declared a draw.

13.4 The winning team, (whether by winning more sets, games, forfeit or rubbers in Premier League Men's) will be awarded two (2) bonus points.

13.5 a) There is a maximum of ten (10) points available for each match. For the avoidance of doubt, if a team won each set of each rubber it would be awarded 8 points for 8 sets won plus 2 bonus points. If the match is drawn (i.e. each team wins the same number of sets and games), the two bonus points will be shared with each team receiving one bonus point.

b) **Premier League Men's** will be 8 points (4 x singles, 2 x doubles, and 2 x bonus points)

13.6 a) Teams are awarded five (5) points for a bye.

b) Premier League Men's will be awarded four (4) points for a bye.

13.7 a) The ladder for each section will be ordered based on the highest total points won. For the avoidance of doubt, total points won will be determined using the following formula:

Total Points won = 1 x point for each set won + 0.5 points for each unfinished or un-played set + two bonus points for each match won + 1 point for each match drawn.

b) **Premier League Men's** will be rubbers won. 1x point per rubber won + 0.5 for each unfinished or un-played rubber + 2 bonus points for the match won (1 point for drawn matches)



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- 13.8 a) If two or more teams are equal in points on the ladder, their ranking 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.
- b) **Premier League Men's** will be higher percentage of rubbers won. If the percentage of rubbers won is equal, the team with the highest percentage of sets won.

14 Player injury

- 14.1 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 the match.
- 14.2 All incomplete or un-played sets at the time a player is injured will be forfeited and all points for the incomplete or un-played sets will be awarded to the non-retiring pair.

15 Cancellation of matches (inclement weather)

- 15.1 In the event of wet weather Team Captains should communicate with each other at the latest **two (2) hours** before match is scheduled to determine whether match which will proceed.
- 15.2 Unless the Team Captains cancel the match at the prior to match (clause 13.1) all players must meet at the venue for the start of the match.
- 15.3 The Team Captains must make a final decision regarding whether to cancel the match 30 minutes after the start time of the match (Session A and Single Court Matches = 12:30pm, Session B = 3:20pm).
- 15.4 If the match is cancelled due to inclement weather (**Wash Out**), each team shall receive five points.
- 15.5 No rubber can commence later than 45 minutes after the match's scheduled start time. If the match has not commenced within this time period, the match will be declared a Wash Out.



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16 Defaults by team players

- 16.1 Where a team or a doubles pair is not ready to play 5 minutes after the start time of the match, the first set of the rubber (or rubbers) will be forfeited. If a team or doubles pair is not ready to play 30 minutes after the start time of the match, both the first and second set of the rubber (or rubbers) will be forfeited.
- 16.2 Any team that does not have at least one pair ready to play 45 minutes after the scheduled starting time, will forfeit the entire match (**Default**).
- 16.3 If any team Defaults or fails to meet its engagement without, in the sole opinion of the TNSW, sufficient cause being shown, the club entering such team may be fined up to \$50. The opponents of such team shall score ten points and be awarded eight sets and forty-eight games. The defaulting team will be awarded zero points, zero sets and zero games.
- 16.4 Should any team Default or part forfeit twice during the regular season then, subject to analysis of the circumstances by TNSW, the team may be debarred from further competition at the sole discretion of the TNSW. If debarred from Badge Competition all points scored for and against such team shall be cancelled.
- 16.5 In the event of a team fielding only one pair, that pair may play their two 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 games to nil against the defaulting team.

17 Recording results

- 17.1 A member of the home team must print and have available at the match a scorecard for completion and signing.

Annexure B sets out instructions for printing scorecards and using the League Manager system.
- 17.2 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.
- 17.3 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.



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- 17.4 All results are to be entered into Match Centre www.leagues.tennis.com.au by a member of the winning team. Results must be entered within 24 hours of match conclusion (5pm Sunday).
- 17.5 Once the winning team has entered match results, the losing team must **confirm** or **Dispute** the results within 24 hours of the results being lodged by the winning team.

18 Courts

- 18.1 Each team must register with the TNSW: (i) venue and (ii) the court surface at the venue for its home matches (**Home Venue**).
- 18.2 The TNSW may request, and the team must provide, any information deemed necessary by the TNSW to determine whether to approve the venue and court surface, including but not limited to, the location of the courts, the number of courts, court surface information and parking at the venue.
- 18.3 All courts at the Home Venue must be properly equipped (including a center net strap), kept in good order, and prepared ready for play prior to the scheduled starting time.
- 18.4 If a team wishes to use outside or indoor courts as an alternative location for wet weather or overflow, these courts must also be registered and approved by TNSW prior to the commencement of each season of Badge Competition (**Alternate Venue Courts**).
- 18.5 Unless another time frame is agreed by the Team Captains, if a team wishes to use an alternative Venue for a match, it must give the opposing team at least 24 hour's notice.
- 18.6 Both courts used in a Dual Court Match must be at the same venue. Teams playing Dual Court Matches should use courts with the same court surface where possible.
- 18.7 The use of Alternate Venue Courts for semifinals, and finals is not permitted unless the number of home teams exceeds the number of courts at the Home Venue, or when the courts are unplayable at the Home Venue with TNSW approval.



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19 Facilities and playing attire

19.1 The home team shall provide:

- (i) A clean dressing room and toilet facilities for opposing team players.
- (ii) An acceptable standard of hospitality both during and after the match. (Provision of food and drinks at conclusion of a match is accepted and expected practice for badge tennis.

19.2 All players must wear correct tennis attire and comply with the dress regulations of the home team. Failure to do so may result in players being unable to play their match and those players forfeiting their rubbers.

20 Match Balls

20.1 All Badge Competition matches must use at least three balls per court. No new balls are required to be provided during the match.

20.2 TNSW preferred brand of balls is **Wilson**. Alternatively any TA approved brand of balls may be used for Badge Competition matches.

20.3 **Premier League Men's** will require 3 balls per rubber, totaling 18 new balls per match.

21 Finals

21.1 At the end of the regular season of Badge Competition, the top four ranking teams on the ladder (after any deductions for a breach of **rule 22** below are made) will qualify for the finals.

21.2 Positions on the ladder are decided by points won less any deductions for a breach of rule 21.3.

21.3 A team will be deducted 10 points at the completion of the final rounds if:

- (i) Four (4) players have **not** played a minimum of seven (7) matches
- (ii) The definition of Played Matches is set out in **rule 22.1**
- (iii) **Premier League Men's** – must have 2 players compete in 50% of (five) matches and the other 3 highlighted players compete in 33% of (three) matches.



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21.4 In the event of two 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 12.7.

21.5 The finals schedule for each section of Badge Competition is as follows:

Week 1 – Semi-finals: 1st v 4th (**Semi-Final 1**) and 2nd v 3rd (**Semi-Final 2**) (*home teams listed first*)

Week 2 – Final: Winner Semi-Final 1 v Winner Semi-Final 2 (*home team is highest ranked team on the ladder as at the end of the regular season of Badge Competition*)

21.6 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 Badge Competition shall be declared the winner of the match.

22 Finals Eligibility

22.1 a) Notwithstanding anything in **rule 21**, to be eligible to play in any finals match a player must have played in a minimum of **five (5)** of Matches.

For the purposes of this rule, a played match is when a player plays a season of Badge Competition but does not include any byes, Wash Outs or Defaults.

22.2 A team participating in a finals match must field at least two (2) players from their nominated strongest five (5) players.

22.3 Upon application by a team, the TNSW has the power to grant an exemption to rule 21.1 or 21.2. At the absolute discretion of the TNSW, TNSW may:

- (i) grant the exemption requested; or
- (ii) compel the team to forfeit one or more rubbers of the final; or
- (iii) compel the team to forfeit the final.

23 Prizes

23.1 Prizes for Badge Competition (if any) will be determined by the TNSW in its absolute discretion.



24 Powers of the TNSW

- 24.1 The TNSW shall have the widest and most absolute power and discretion relating to the Badge Competition or any matter or issue arising from or in connection with the Badge Competition 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 Badge Competition;
 - (iii) suspend or disqualify a player or team from the Badge Competition as a result of a player's conduct or behavior 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.
- 24.2 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 the TNSW within seven days of the match being played. The reported player shall be notified in writing of such allegation within seven days of the receipt of the allegation by the TNSW. The player will have the right to appear before the 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, the 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.

25 Dispute Resolution

- 25.1 Subject to these rules any dispute between a team and/or participants must be referred for determination to the 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.
- 25.2 The TNSW must, within seven days of the date of request for such adjudication by any party, request any response to the dispute from the other party.
- 25.3 The 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).



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26 Heat Policy

- 26.1 The TA Heat Policy applies to all Badge Competition matches - <https://www.tennis.com.au/nsw/clubs/policies-and-guidelines>

27 Interpretation of these rules and regulations

- 27.1 Any question arising from or in connection with the interpretation or construction of these rules and regulations shall be determined by the TNSW in its absolute discretion.
- 27.2 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.

28 Miscellaneous

- 28.1 Only nominated club delegates or their authorized alternate shall communicate with the TNSW. The TNSW will not respond to any communications from team members or Team Captains.
- 28.2 Each Team Captain agrees to provide an email address and telephone number to the TNSW for publication on the competition website as a point of contact for other Team Captains.
- 28.3 All players must comply with the etiquette of play for non-umpired matches as set out in Annexure A.



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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.



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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.



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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.



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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.