



VicTennis Rules

Players

1. All players must be VicTennis members and fully paid-up members of a Monday night team (exceptions apply only with the written consent of the VicTennis president).
2. After the third week of competition all teams must submit to the committee a team list in which players are ranked in order of merit. That ranking will apply for the remainder of the season, including finals.

Matches in general

3. The draw will be determined by the committee prior to the commencement of the season.
4. For any match, warm-up period starts at 7pm. If a set is not ready to commence by 7.15pm the offending team will automatically forfeit:
 - a. 1 game of that set, then
 - b. 1 additional game of that set for every additional 5 minutes late (to a maximum of 3 games), until
 - c. 7.30pm when, if the offending team still is not ready to commence the set, that entire set is forfeited.

In the event of a dispute under this rule, both team captains may write to the Secretary of VicTennis within 48 hours of the completion of the match, and the committee members not competing in that match will determine the dispute within 7 days of receiving those written accounts.

- 4A If on the night of a match a player is injured in the first set or fails to attend the court (an 'unavailable player'), a substitute player from the same team may play in the unavailable player's place with the consent of the opposing captain so long as the substitute player can attend the venue by the later of 8pm or when the 2nd round of sets as specified in rule 7 is due to commence.
5. Prior to the commencement of play, the team captains must ensure score sheets are completed with full names of players listed in correct rankings and commencement time.
6. For any match, there are 4 players in each team, ranked in order of merit first to fourth. Team members must play in their order of rank subject to rule 4A; failure to do this will result in loss of points from those sets.
7. Six doubles sets are to be played between pairings of: first and third-ranked

- players and second and fourth-ranked players (1st round of sets); first and second-ranked players and third and fourth ranked players (2nd round of sets); first and fourth-ranked players and second and third-ranked players (3rd round of sets).
8. The sets are to be played first to 8 games (at 7-7 a tie-breaker of first to seven, two-advantage is played to decide the set). Matches are decided on sets won and then, if equal sets, games won. For all rounds two points are awarded to the winning team and each team receives 1 point for every set won. 4 points will be awarded for a tie or if a washout is declared prior to any set being won.
 9. Normal court etiquette rules apply. If you consider an opponent's actions to be contrary to etiquette as provided for in the 'Tennis Australia Modified Rules for Matches Without a Chair Umpire', a copy of which is attached to these rules, approach your own captain so he can discuss this with the opposing team captain. Discussions regarding such matters should be kept between team captains and then, if need be, team captains and the VicTennis Committee.
 10. The home team (the team mentioned first on the draw) is to provide supper. In finals matches other than the Grand final, both competing teams are to provide supper.

Wash-outs and black-outs

11. Prior to 6pm on a Monday competition day a wash-out may be declared at the discretion of either the centre management or the committee if the courts at any venue are flooded and/or are unable to be played on. If a wash-out under these terms is declared, it applies to all matches at all venues. Rule 8 applies to award 4 points to all affected teams.
12. If no wash-out has been declared under rule 11 and matches cannot commence play or after commencement of play are interrupted for 20 minutes because of heavy and persistent rain, a venue captaincy group must be convened comprising all captains (or acting captains) at the venue and that group can decide by a clear majority (i.e. more than half) to declare a wash-out at the venue. If there is not a clear majority of captains in favour of a wash-out being declared, players must remain at the venue until play can recommence or a clear majority of captains agree to declare a wash-out at the venue. A partial wash-out at a venue (i.e. for only some matches but not others) cannot be declared.
13. If a wash-out is declared under rule 12 and neither team is in an unbeatable position, each team receives a point for each set it has won and shares the remaining available points including the winner's extra points as determined by rule 8.
14. If a wash-out is declared under rule 12 and there is one team that can not lose (e.g. a team that has won the 4 completed sets before a wash-out), then that team is treated as the winner and receives the winner's extra points as determined by rule 8. In these circumstances the points for the sets that have not been concluded because of a wash-out are to be shared equally.
15. Any black-out (e.g. caused by serious equipment malfunction, persistent power outage or council curfew) will be deemed by this rule to have the immediate effect of a wash-out being declared for the affected matches.

16. At Malvern Tennis Centre, due to the current 10.00pm council curfew, any sets commencing at or after 9.10pm must observe 'sudden death' deuce scoring. This means that at deuce in any game, the receiving team chooses to receive the point on the deuce or advantage side and the game is won by the winner of that point.

The Ladder

17. Competition ladder (team ordering) will be determined by total points won and then, in the event of a tie, the total games won as a percentage of the total games lost. If, at the conclusion of the 'home and away' season two teams are tied on equal points and equal percentage to two decimal points (e.g. both teams have a percentage of 103.72) their order is determined by higher ranking the team which won the match when those two teams last played each other and a clear result (other than a tie or a washout) was reached.
18. Every player will have their total sets won/lost and total games won/lost recorded against their name for all sets and games played within their own team. This record will be used to determine their winning percentage at the conclusion of the 'home and away' season. If a player fills in for another team, irrespective of grade, the sets and games played by that player will not be recorded against their name. If a player retires during a set due to injury, this will count as a loss against their name and a win against their opponent's name. Any un-played sets will not count towards the total sets and games won/lost of the injured player, but will count towards the opponent and affected team's total sets and games won/lost.

Fill-ins and player eligibility

19. Subject to rule 22, fill-in players are only to be drawn from players from other teams in the same grade unless exceptional circumstances exist and prior permission is obtained from VicTennis.
20. Fill-in players should be the same ranking or below (e.g. if a no. '2' is required all players ranked '2' and below can fill in). A team can only be strengthened during the season after all other options have failed (e.g. no players of equivalent ranking or below are available after reasonable enquiry). Teams cannot be strengthened during the finals except in agreement with relevant captains and the VicTennis Committee.
21. A grade players (5 and 6 ranked players only) can be asked to fill in for a B grade team during the season (never in finals) but only if no other B grade players are available after reasonable enquiry and the A grade player must play as a no. '1'. B grade players may be asked to fill in for A grade teams.
22. A team must have no more than one fill-in player playing for it in a finals match, except in agreement with relevant captains and the VicTennis Committee. The fill-in player will be determined by the VicTennis Committee, in its absolute discretion, from available and willing competition players. In making that determination the committee will attempt as far as possible to select a fill-in comparable to the lowest ranked unavailable team player. (For example if players ranked 3, 4 and 5 are unavailable, the committee will attempt to source a player

comparable in ability to player ranked 5.) No VicTennis Committee member whose own team is playing in the relevant finals match will take part in a committee's determination under this rule.

23. A player needs to have played in at least 3 matches with his team through the season to be eligible to play in the finals and at least one of those three matches must have been in one of the final five rounds of the season.

Fees, teams and competition management

24. Competition fees for each player must be paid by or on behalf of each player by the end of the first week of the season or penalties, including point deduction and team suspension, may apply at the discretion of the VicTennis Committee.
25. Subject to rule 25, the following principles govern team composition:
 - a. Each team comprises five or six players;
 - b. The custom is that the players comprising a team from the prior season can, if they wish, remain together in that team for the following season;
 - c. At or near the end of a season, players can request that the VicTennis Committee moves them either laterally to another team in the same grade or to a team in a different grade, and where it is possible and appropriate an effort will be made by the committee to facilitate that move;
 - d. If prior to the commencement of a season an additional player or players are required for any team to make-up six players, priority is generally given to: (1) those who have made a request under 24c, (2) the pool of people who have notified the VicTennis Committee that they wish to be placed on a waiting list, (3) past players who have not played in the preceding season and who have given notice to the VicTennis Committee that they wish to play again;
 - e. Team composition should be finalised no later than 14 days prior to the commencement of the season by a captain consulting with the VicTennis Committee.
26. The VicTennis Committee has final say on all matters of team composition to ensure balanced and appropriate competition, both within grades and between grades.
27. As far as possible, players should be given an equal amount of court time in their own team roster, which should be determined and agreed upon by all members of a team before the season commences. It is recommended that for the matches of the home and away season each team is composed of two players ranked 1, 2 or 3 in the team list and two players ranked 4, 5 or 6 in the team list.
28. If there is an odd number of teams in any competition, the final round of the draw will be a repeat of the previous round when the lowest ranked team in the grade had its first bye.

Finals

29. The finals are played over a three week season: Semi-Finals (week one), Preliminary Finals (week two); Grand Final (week three).
30. Semi-finals: According to the Competition ladder at the conclusion of the 'home and away' season the 3rd-ranked team plays the 6th-ranked team (first semi-final) and the 4th-ranked team plays the 5th-ranked team (second semi-final): the winners qualify for the preliminary finals and the losers are eliminated. The 1st and 2nd ranked teams have a bye.
31. Preliminary Finals: the lowest ranked (according to the competition ladder at the conclusion of the 'home and away' season) winner of the semi finals plays the 1st ranked team (first preliminary final) and the other winner of the second semi final plays the 2nd ranked team (second preliminary final): the winners qualify for the Grand Final and the losers are eliminated.
32. If any final is declared washed-out by the President of VicTennis (or his delegate) and there is a team that can not lose (e.g. a team that has won 4 sets before a wash-out), then that team is treated as the winner.
33. If any final is declared washed-out by the President of VicTennis (or his delegate) and rule 31 does not apply (e.g. because no team has won 4 or more sets) the match is to be restarted at the point in each set the match was halted. The restart will be the following Monday night or such other time as determined by the Vic Tennis Committee in consultation with the relevant team captains. It is expected (even if fill-ins have been used in the washed-out match under Rule 21) that the identity of the players used when the match restarts must not be altered except with the written permission of the President of VicTennis (or his delegate).
34. In the event of a tied finals match at the conclusion of six sets (each team has equal sets and equal games) the captains must each nominate two players to play in a single deciding super tie-break set which is won by the first team to 10 points, with two-advantage played from nine points all.

Additional rules

35. VicTennis adopts the International Tennis Federation 'Rules of Tennis 2009' at www.itftennis.com/shared/medialibrary/pdf/original/IO_38810_original.PDF and the 'Tennis Australia Rules for Matches played Without a Chair Umpire', a copy of which is attached to these rules. For the purpose of the Tennis Australia Rules, the Referee for any match except the Grand Final is the home team's captain (or acting captain) in the VicTennis Competition match played (or scheduled to be played) on the adjacent courts. For the Grand Final the referee is the President of VicTennis, or if the President is a member of a team competing in the Grand Final, a person delegated prior to the match by the President and notified to both captains of the competing teams.
36. These rules and any additional or modifying rules will be posted on the official VicTennis website.

Tennis Australia Modified Rules for Matches Without a Chair Umpire

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

- Each player is responsible for all calls on his/her side of the net, however it should be noted that a Courts Supervisor or Referee is permitted to reverse an incorrect line call.
- If in doubt, the player must give the benefit of the doubt to his/her opponent.
- A service “Let” may be called by either player/team.
- Foot faults may only be called by an Official either allocated for that purpose or a person performing a Chair Umpire function. Players may be requested to correct their foot faulting problem by a Referee or Court Supervisor. The receiver may not call a foot fault against the server.
- The receiver must play to the reasonable pace of the server.
- All “out” or “fault” calls should be made promptly after the ball has bounced and loudly enough for the opponent to hear.
- If a player 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 player made an incorrect “out” call earlier in the match. In these circumstances, the player who called “out” loses the point.
- The server should call the score before each 1st serve, loudly enough for his/her opponent to hear.
- If players cannot agree on the score, they should calmly discuss the points/games that are disputed. If they then cannot reach agreement they should only replay the number of points/games that are in dispute i.e. two players cannot agree on whether the score is 40-30 or 30-40, but they do agree that they have won two points each. The game shall continue from 30-30. When the game score is in dispute the same principles apply with all agreed games standing and only disputed games being replayed.
- When a player 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.
- Any hindrance caused by a player that is ruled deliberate by the relevant official will result in the loss of a point.
- 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 player 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.
- If at the completion of a match, the players involved realise that the scoring format used is incorrect, the match result shall stand provided all players have left the court enclosure.
- If the mistake is realised before the players have left the enclosure, the correct scoring format should be used to finalise the match. If this is not possible (ie the match has progressed beyond the point where the correct scoring format can be implemented), then the score based on the incorrect format stands.

- If a player is unhappy with his/her opponent's actions or decisions, he/she should call the Referee (or assistant) immediately. This may include any disputes regarding Lets, Foul Shots or Not Up situations where players cannot reach agreement.

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Etiquette

- When ball persons are not available, all balls on your side of the net are your responsibility, to pick up and, where appropriate, return directly to the server.
- The receiver should not return the first service if it is an obvious fault – let it go by or ground it.
- Do not enlist the aid of spectators, including parents, coaches, etc, in making line calls, or attempting to determine the score or other on-court matters.
- 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.
- Wait until a point is over before walking behind a court where a match is in progress.
- To retrieve a ball from another court or to return a ball to another court, wait until the players have completed a point.
- Do not stall, sulk, complain nor practice gamesmanship.
- 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.
- Overt celebration directed at an opponent may be considered intimidation, and therefore unsportsmanlike conduct.
- 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.