

## A) TEAM COMPOSITION TEAM COMPOSITION

1. There will be four players in each team. They will form three doubles pairs and each pair will play the opposing pairs, i.e.
  - 1<sup>st</sup> Tie (1&4 v 1&4, 2&3 v 2&3),
  - 2<sup>nd</sup> Tie (1&2 v 1&2, 3&4 v 3&4),
  - 3<sup>rd</sup> Tie (1&3 v 1&3, 2&4 v 2&4), using 2 courts.

Team names must be listed in order of merit. Substitutes must play at no 4 unless by prior arrangement.

## B) CONTESTS

1. Normal rules of tennis apply. **Start time is 7:00pm sharp.**
2. Each match will be the first to 8 games won with a tie break played if the score reaches 7 all.
3. Second deuce rule - A sudden death point will be played on the second deuce of any game. This means that on the second deuce, a sudden death point will decide which team wins the game in progress. Receiving pair will decide which player receives the sudden death serve.
4. Maximum hit up prior to each match - 5 minutes.
5. Contests to finish no later than 10pm.

To ensure that this rule is adhered to, the following procedures will apply:

If the lights go out only the completed games are counted and if the scores are even i.e. 4-4, draw and if the score is uneven 4-3 the team with four games wins the match and the score becomes 8-7.

6. Late arrivals

If a team arrives late 5 minutes after start time, they start the match as normal on arrival. However, at the completion of the scheduled 3 hours play, any uncompleted matches are automatically awarded to the team who was on time to play.

If a team member arrives 15 minutes after start time that pairing can start, (without a warm up) but must stop when the first pairing has completed their doubles set. Eg: if the score is 2/1 the team with two games, win the set and the score becomes 8/7.

If a player arrives late 30 minutes that doubles pairing is defaulted.

7. Event length: Teams will play in at least 7 scheduled rounds.

Start and end dates will be set at the start of the year. Prize giving will take place at the end of each school term. In order to finish events on time all matches will be played on the dates scheduled. If rounds are cancelled due to wet weather 2 weeks will be allocated for catchup games. Catch up games will be played in order of original scheduling.

Teams will be credited for following term for any lost rounds due to wet weather.

**C) COMPETITION POINTS**

1. One point shall be awarded for each match won and one further point shall be awarded to the winning team.
2. In the event of 3 matches all, games will be taken into account to determine the winning team.
3. In the event of 3 matches all and games won being the same, a half bonus point will go to each team, i.e. 3 ½ points per team.

**D) GENERAL**

1. Supply of balls – Each team is to supply one pair of new Tecnifibre X-One or Slazenger Hardcourt Tennis Balls, available from Pro Shop.
2. Result sheets - each competition round will be available (from the Notice board in the foyer by the Pro Shop) for team captains prior to commencement. No points will be awarded unless result sheet is left in honesty box (next to entry door), immediately after play.
3. A draw schedule and results will be on display in the Foyer to the left of the Stairs or at the Pro Shop throughout the competition.
4. Entry Fee is \$250 per team payable and collected by Thump Sports Ltd.
5. Player Eligibility – players of beginner to intermediate level (D12-D6) are welcome in our Wednesday competition. Intermediate to advanced players (D8-D1) are welcome in our Thursday competition. If in doubt please check with the competition referee or with the opposing team for permission to play a player outside the recommended levels.
6. In the event of any disputes, decision of the competition referee, Shane Jackson will be final.
7. Weather cancellations will be made by 5.30PM.
8. If the weather is doubtful please ring the cancellation phone on 04 567 2988 or visit:  
<http://huttvalleytennis.co.nz/competitions.php>