



# JUNIOR PREMIER INTERCLUB HANDBOOK

2024-25 Season

All Interclub enquiries to:

[nic@canterburytennis.co.nz](mailto:nic@canterburytennis.co.nz)

[tenniscanterbury.org](http://tenniscanterbury.org)

# WELCOME TO JUNIOR PREMIER INTERCLUB

## We wish all teams the best for the coming season

In order to play fair games of competitive tennis, please ensure that you and your team are familiar with Tennis Canterbury's Interclub Rules at the back of this handbook.

## Entering results in Match Hub

Winning Team Captains/Supervisors:

- Enter results by 5pm Tuesday following the tie.
- Use Captains Login at tennis.org.nz
- FIND players not in team lists, by searching Surname and All Clubs.
- Tennis Canterbury will create a Match Hub code for new players. Provide Full Name (and Date of Birth for Juniors) in the Note for Administrator box.
- Any problems, use the HELP feature, or leave a note for Tennis Canterbury in the Note for Administrator box.
- Points are calculated automatically for Junior Grades.

## Team Contact List

Name	Phone	Email

# SCORESHEET



Date \_\_\_\_\_

Team A \_\_\_\_\_

Team B \_\_\_\_\_

	Players
1	
2	
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	Players
1	
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	Won by	Score
Round 1	Singles: 1 vs 1	
	Doubles: 2 & D vs 2 & D	
Round 2	Singles: 2 vs 2	
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# JUNIOR PREMIER INTERCLUB RULES

## Introduction

1. Tennis Canterbury manages all aspects of Interclub competition between affiliated Clubs.
2. The following Rules are our framework for fair games of competitive tennis.
3. By entering this competition, all players agree they will play according to these Rules and the ITF Rules of Tennis.
4. Tennis Canterbury will deal with all Clubs and all matters in a fair, prompt and impartial manner.
5. Any need for clarification of these Rules, or any application for dispensation from these Rules must be made by Junior Administrators/Club Officials to Tennis Canterbury.
6. Any alleged breach of these Rules must be raised by Junior Administrators/Club Officials with Tennis Canterbury by 5pm on the Tuesday following the breach.
7. If any dispute is unable to be satisfactorily resolved by Tennis Canterbury, a panel of independent parties may be appointed to consider the matter.
8. The following terms are used in these Rules:
  - Rubber: one individual Singles or Doubles match.
  - Tie: the total rubbers between one team and another team.

## Conduct

9. Good sporting behaviour is integral to Interclub competition.
10. All Players, Coaches, Parents and Supporters must be fair, considerate and respectful of others.
11. Poor behaviour such as dishonest line calls, swearing, throwing racquets, over-cheering opponents mistakes, time wasting etc, may result in ties being defaulted and/or players being removed from the competition.

## Junior Interclub Competition

12. The Junior Interclub season comprises 4 separate competitions:
  - Fridays pre-Christmas
  - Saturdays pre-Christmas
  - Fridays post-Christmas
  - Saturdays post-Christmas
13. Each competition runs for 7 weeks, and dates of play will be determined once all entries are received.
14. Competition formats vary depending on the number of teams in a division:
  - 8 team divisions play a 7 week round-robin, with no playoffs.
  - 7 team divisions play a 7 week round-robin, with 1 bye and no playoffs.
  - 6 team divisions play a 5 week round-robin, with semi-finals and a final.
  - 5 team divisions play a 5 week round-robin, with 1 bye, semi-finals and a final.
  - 4 team divisions play a 6 week home-and-away round-robin, and a final.

## Junior Interclub Grades

15. There are 6 Junior Interclub Grades:
  - Premier Secondary: Secondary School Years 9, 10, 11, 12, 13
  - Premier Primary: Primary School Years 6, 7, 8
  - Open: DOB: 1/4/2006 – 31/3/2010
  - 14 & Under: DOB: 1/4/2010 – 31/3/2012
  - 12 & Under: DOB: 1/4/2012 – 31/3/2014
  - 10 & Under: DOB: On or after 1/4/2014
16. There are multiple divisions in the 10U, 12U, 14U and Open Grades. Tennis Canterbury will allocate teams into divisions based on Match Hub player rankings and number of entries in each Grade.

## Supervision

17. In all Grades except Open, teams must be accompanied by an adult Team Supervisor, who must remain with the team until the completion of the tie or the tie will be defaulted.
18. Supervisors are responsible for the overall welfare of team members during matches.
19. Supervisors must have a sound working knowledge of the rules.
20. Supervisors are not permitted to coach players or intervene in matches, except in the case of misconduct, or where players cannot resolve a situation themselves.
21. Supervisors may assist in keeping score in the 10U and 12U Grades only, but only if both players have requested this.

## Team Entry

22. A team may only be entered by a Club affiliated to Tennis Canterbury.
23. Hybrid teams (with players from multiple Clubs) may be entered with approval from Tennis Canterbury.
24. Entries must be submitted by the advertised closing date for each competition.
25. At least 4 players must be named when entering a team, except for Premier Primary and Premier Secondary Grades, where only 3 players need to be named.
26. Players can only be entered into their appropriate age grade, and dates of birth must be provided.
27. Email addresses for all players or parents/guardians must be provided.
28. All players must have a reasonable standard of play, be familiar with the rules, and know how to score.
29. Teams may add players throughout the season, however new or fill-in players must meet the Player Eligibility criteria (see below) and be approved by Tennis Canterbury.
30. Competition winners are automatically eligible to play in a higher division, while teams finishing last may be relegated.

## Player Eligibility

31. Players must be financial members of Clubs affiliated to Tennis Canterbury.
32. Players can only play Junior Interclub for one Club in a season, but may play Senior Interclub for another Club.
33. Junior players aged 14 and below, who wish to play Senior Interclub, must also play Junior Interclub (unless they are playing Senior Premier).
34. Players can only play for one team in a division, e.g. if a Club has 2 teams in one division, the player cannot play for both teams.
35. For all Grades, except Premier Primary and Premier Secondary, fill-in players must be either from a lower division in the same age grade, or from any division in the next youngest age grade.
36. In Premier Primary Grade, fill-in players can only play if they are in Primary School.
37. In Premier Secondary Grade, fill-in players can only play if they are in Secondary School.
38. Using an ineligible player will result in that team losing their tie 6-0 and all points will be awarded to the opposition.

## Playing Format - Premier Primary and Premier Secondary

39. Teams are made up of 3 players.
40. Ties consist of 2 Singles and 2 Doubles rubbers.
41. 2 players play 1 Singles and 1 Doubles rubber, and 1 player plays 2 Doubles rubbers.

# JUNIOR PREMIER INTERCLUB RULES

42. Singles rubbers are long deuce. Doubles rubbers are short deuce, with the receiving pair nominating who shall receive the serve.
43. Both Singles and Doubles rubbers are 2 short sets (first to 4 games, must win by 2 games; if 4 games all, play a 7-point tiebreak) with a 10-point match tiebreak if 1 set all.
44. No let rule applies. If a ball touches the net on a player's serve and lands in, the point continues.

## **Playing Format - 14 & Under and Open**

45. Teams are generally 4 players, however teams can field a 5th player who can play as a substitute in either 1 Singles or 1 Doubles rubber.
46. Ties consist of 4 Singles and 2 Doubles rubbers.
47. Singles rubbers are long deuce. Doubles rubbers are short deuce, with the receiving pair nominating who shall receive the serve.
48. Both Singles and Doubles rubbers are 2 short sets (first to 4 games, must win by 2 games; if 4 games all, play a 7-point tiebreak) with a 10-point match tiebreak if 1 set all.
49. No let rule applies. If a ball touches the net on a player's serve and lands in, the point continues.

## **Playing Format - 10 & Under and 12 & Under**

50. Teams are generally 4 players, however teams can field a 5th player who can play as a substitute in either 1 Singles or 1 Doubles rubber.
51. Ties consist of 4 Singles and 2 Doubles rubbers.
52. Singles rubbers are long deuce. Doubles rubbers are short deuce, with the receiving pair nominating who shall receive the serve.
53. Both Singles and Doubles rubbers are 1 full set (first to 6 games, must win by 2 games; if 6 games all, play a 7-point tiebreak).
54. No let rule applies. If a ball touches the net on a player's serve and lands in, the point continues.

## **Short Handed Teams**

55. For all Grades, except Premier Primary and Premier Secondary, if a team is 1 player short, the bottom Singles and Doubles rubbers will be defaulted.
56. In Premier Primary and Premier Secondary Grades, if a team is 1 player short, 2 singles and 1 doubles will be played and recorded in match hub, however, the short-handed team will default the competition points for both doubles. The opposition team can choose which players to use in each rubber.
57. If it is known before starting time that a team will be short, notification to the opposition Team Supervisor should be made as soon as possible.
58. When a team is more than 1 player short, the tie will be defaulted.
59. If a team has to default a tie, it must be advised to the opposition Team Supervisor and Tennis Canterbury as soon as possible.
60. Any team defaulting more than twice in a season may be withdrawn from the competition.

## **Playing Order – Premier Primary and Premier Secondary**

61. Before play begins, Team Supervisors must swap handbooks with player names and playing orders for the first round of rubbers.
62. Singles playing order must be based on Match Hub points as they appear online on the day of play. If two players have the same number of points, they can play in either order.

63. Fill-in players must have less Singles Match Hub points than all other team members playing on that day.
64. If a player plays in the incorrect position, both Singles rubbers will be awarded to the opposition.
65. Any player may play as the Doubles-Only player.
66. After play, Team Supervisors must sign the opposition handbook.

### **Playing Order – 10 & Under, 12 & Under, 14 & Under and Open**

67. Before play begins, Team Supervisors must swap handbooks with player names and playing orders for the first round of rubbers (Singles or Doubles, whichever is being played first).
68. Teams must set their playing order at the start of the season, but can change this order once during the season by notifying Tennis Canterbury.
69. The top Singles player must play in the top Doubles rubber.
70. Fill-in players must play in the bottom Singles and Doubles position and record their date of birth in the handbook.
71. If a team is using 5 players, they all must be listed before play begins.
72. After play, Team Supervisors must sign the opposition handbook.

### **Courts and Balls**

73. All ties must be played at the assigned courts unless agreed to by Tennis Canterbury.
74. Where 4 courts have been allocated to a tie, Singles rubbers must be played first.
75. Wilson US Open Balls must be used for all Grades, except 10U who use Wilson Green Dot balls.
76. Each team shall supply 50% of the required new balls for each tie (2 pairs each team).

### **Scheduled Start Time**

77. Players must be at the allocated courts ready to play at the scheduled start time. If a player is late, play must start within 15 minutes of the scheduled start time, or that rubber is defaulted. If a player is late, play must start within 15 minutes of the scheduled start time, or that rubber is defaulted.
78. If late players arrive within 30 minutes of the scheduled start time, they may play their remaining rubbers, however if they arrive later than this, all rubbers they were listed for will be defaulted.
79. If rubbers in earlier ties are still being played, the oncoming teams must allow these rubbers to be completed. However, all players still must be at the court, ready to play at the scheduled start time.

### **During Play**

80. Breaks at change of ends must not exceed 1 minute.
81. Breaks at the end of each set must not exceed 2 minutes.
82. Players are only permitted to fill a drink bottle or take a toilet break at the conclusion of a set unless agreed to by their opponent.
83. Play cannot be recorded or photographed without the consent of the players and/or parents.
84. On court coaching is not permitted.
85. Servers should announce the score before each point.
86. Players must call their own lines.
87. Points should not be replayed, if a receiving player is unsure if a ball is in or out, it must be called in.

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88. Players may ask their Team Supervisor for an Adjudicator if they feel lines are not being called fairly.
89. Adjudicators can be players or Supervisors from either team, but cannot be a parent of a player in that rubber.
90. Adjudicators can assist in keeping the score and can make decisions on disagreements. They are not referees and they do not call lines unless there is a dispute.

## Player Injury

91. If a player is injured before or during a rubber and forced to retire, the incomplete rubber will be defaulted, and the injured player cannot play any other rubbers in the tie.
92. Any un-played rubbers involving the injured player will be defaulted unless a 5th player (who has been listed at the start of the tie) can play. The defaulted rubber will be the one the injured player was listed for with un-played or incomplete sets scored 6-0 (or 4-0 in Premiers).

## Wet Weather

93. Tennis Canterbury will make wet weather cancellation calls 60 minutes prior to scheduled start times and will post cancellations on the Tennis Canterbury Facebook page. If significant rain is falling, these calls may be made earlier.
94. If no cancellation call has been made by Tennis Canterbury, and it starts raining within the 60 minutes prior to start time, Team Supervisor may agree to a cancellation.
95. If Team Supervisors don't agree that the tie should be cancelled, then all players must still be at the allocated courts ready to play at the scheduled start time, otherwise they will be defaulted.
96. If Team Supervisors then don't agree that play is possible within 30 minutes of the scheduled start time, the tie is cancelled and points are shared.
97. If it starts raining during play, Team Captains must agree that it is safe to play on, or wait an agreed time, otherwise the tie is abandoned.

## Competition Points

98. 2 points are awarded for each rubber won in a tie.
99. Match tie breaks count as 1 set (and as 1 game in a count back).
100. 4 bonus points are awarded for winning the most rubbers in a tie. The winning Team Supervisor must enter results in Match Hub by 5pm Tuesday following the tie, otherwise no bonus points will be awarded.
101. If rubbers are tied, the bonus points are awarded to the team who has won the most sets. If still tied, points are awarded to the team who has won the most games. If still tied, bonus points are shared.
102. If a tie is rained out before play begins, all points are shared.
103. If a tie is abandoned after it begins and 50% or less of the rubbers are completed, points for the completed rubbers stand, points for incomplete and un-played rubbers are shared and the win bonus for the tie is shared.
104. If a tie is abandoned after it begins and more than 50% of the rubbers are completed, points for the completed rubbers stand, points for incomplete and un-played rubbers are shared, and if there is a clear winner, they receive the winning bonus. If there is no clear winner, the win bonus is shared.
105. There are no points for a bye.

106. If a competition comprises round-robin followed by section play, points earned during the round-robin are carried through to section play.
107. If a season cannot be completed, and more than 50% of the competition has been played, the team with the most points will be deemed the winner, otherwise no winner will be declared.

#### **Divisions with Playoffs**

108. If teams finish the round-robin on equal points, the final order will be determined by the results of head-to-head ties. If unable to determine the final order by this method, the order will be determined by the total number of sets won during the season. If still tied, then by random draw.
109. If a semi-final is unable to be played, the team who finished highest in the round-robin will progress to the final.
110. If a final is unable to be played, the winner will be the team who finished highest in the round-robin. If teams were tied, then the title is shared.
111. To be eligible to play in any semi-final or final, a player must have played at least 2 times for that team in the current competition.
112. If unable to field a full team of eligible players for a playoff, a team may use a maximum of 2 replacements (only 1 in Premier Primary and Premier Secondary) but only if they:
  - meet the Tennis Canterbury Player Eligibility criteria (see above),
  - have less Singles and Doubles Match Hub points than that team's lowest named player on game day,
  - have not played 3 or more times in a higher grade,
  - have not been named in a higher grade team, and
  - are approved by Tennis Canterbury before the tie begins.
113. Teams cannot field 5 players if a replacement player is used for a playoff.
114. Tennis Canterbury will determine the location for all playoffs.

#### **Divisions without Playoffs**

115. If teams finish the round-robin on equal points, the final order will be determined by the results of head-to-head ties. If unable to determine a winner by this method, the title will be shared.

## Improving Business Efficiencies

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- Touch panels, digital signage displays, video walls & TV's
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- Video conferencing and digital Signage solutions
- High quality & reliability



### Office MFDs & Printers

- Award winning range
- High quality document production
- Intuitive system and cloud services integration
- Superior cyber security defences



### Powerful Software Solutions

- Introduce digital transformation with intuitive Document and Information management
- Eliminate "duplication of effort" and "manual data capture" by automating mundane processes
- Harness the power & efficiencies of AI



### Voice & Data

- We are the largest independent implementer of 3CX VOIP systems in NZ
- Sharp provide clients with fully supported, end to end IP Voice and Managed Network Services
- Cloud hosted PBX with reliability call quality available anywhere anytime
- No upfront costs with a per line and not per user pricing model



### Visitor Management System

- Standalone kiosk with voice instruction and facial recognition capabilities
- Mini kiosk for alternative visitor interaction
- Configure backend software with different visitor types and their workflows
- Accurate visitor authentication means tracking inbound and outbound activities (populate time sheets)
- Cloud hosted software and databases enables access, tracking and authenticating across multiple locations



### Label/Wide Format Print

- Short run label printing on demand,
- Produce high quality labels in-house including white toner, laminate and a variety finishes
- A2 – A0 Colour, Wide Format printing. From plans and graphics to image reproduction

## Contact Sharp Christchurch

Zane Etches, Sales & Solutions Manager - Southern Region



zetches@sharp.net.nz



03 964 6876



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