



30+ MIDWEEK DOUBLES INTERCLUB HANDBOOK

2024-25 Season

All Interclub enquiries to:

nic@canterburytennis.co.nz

tenniscanterbury.org

WELCOME TO 30+ MIDWEEK DOUBLES 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:

- Enter results by 5pm Friday 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.
- Any problems, use the HELP feature, or leave a note for Tennis Canterbury in the Note for Administrator box.
- Points are added manually by Tennis Canterbury.

Team Contact List

Name	Phone	Email

SCORESHEET



Date _____

Team A _____

Team B _____

	Players
1	
2	
3	
4	

	Players
1	
2	
3	
4	

Won by

Score

Round 1	1 & 3 vs 1 & 3		
	2 & 4 vs 2 & 4		
Round 2	1 & 2 vs 1 & 2		
	3 & 4 vs 3 & 4		

Winner _____ by _____ to _____ (rubbers)

If tied on rubbers: _____ to _____ (sets) If tied on sets: _____ to _____ (games)

Team Captains Signatures

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RF

Wilson

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30+ MIDWEEK DOUBLES 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 Club Captains/Presidents to Tennis Canterbury.
6. Any alleged breach of these Rules must be raised by Club Captains/Presidents 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 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 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.

Team Entry

12. A team may only be entered by a Club affiliated to Tennis Canterbury.
13. Hybrid teams (with players from multiple Clubs) may be entered with approval from Tennis Canterbury.
14. Entries must be submitted by the advertised closing date.
15. At least 4 players must be named when entering a team.
16. Email addresses for all players must be provided.
17. Teams may add players throughout the season, however new players must meet the Player Eligibility criteria (see below) and be approved by Tennis Canterbury.
18. Tennis Canterbury will allocate teams into divisions based on Match Hub player rankings, performance in previous seasons and number of entries in each grade.
19. Competition winners are automatically eligible to play in a higher grade, while teams finishing last may be relegated.
20. Dates of play will be determined once all entries are received.

Player Eligibility

21. Players must be financial members of Clubs affiliated to Tennis Canterbury.
22. Players can only play for one Club in a season.
23. 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.

24. Once a player plays 4 matches during the current season in one grade, they cannot play in a lower grade for the rest of the season.
25. For the last 3 rounds of the competition, any new or fill-in player must have less Match Hub Doubles points than the other team member playing on that day.
26. Using an ineligible player will result in that team losing their tie 4-0 and all points will be awarded to the opposition.

Playing Format

27. Teams consist of 4 Men or 4 Women players.
28. Ties consist of 4 Doubles rubbers.
29. All rubbers are short deuce, with the receiving pair nominating who shall receive the deciding point.
30. All rubbers are 2 tiebreak sets, with a 10-point match tiebreak if 1 set all.
31. Service lets apply. Serve to be re-taken if a let is hit.

Short Handed Teams

32. If a team cannot field a full team, the tie will be defaulted.
33. If a team has to default, it must be advised to the opposition Team Captain and Tennis Canterbury as soon as possible.
34. Any team defaulting more than twice in a season may be withdrawn from the competition.

Playing Order

35. Before play begins, Team Captains must swap handbooks with player names and playing order.
36. The playing order must be based on Match Hub Doubles points as they appear online on the day of play.
37. If two players are on the same points, they can play in either order.
38. Round 1: (1+3 v 1+3) and (2+4 v 2+4) and Round 2: (1+2 v 1+2) and (3+4 v 3+4).
39. If a player plays in the incorrect position, that rubber will be awarded to the opposition.
40. After play, Team Captains must sign the opposition handbook.

Courts and Balls

41. Only one type of court surface should be used unless mutually agreed by both teams.
42. All ties must be played at the assigned courts unless agreed to by Tennis Canterbury.
43. Wilson US Open Balls must be used for all ties.
44. Each team shall supply 50% of the required new balls for each tie.

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Scheduled Start Time

46. 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 their first rubber is defaulted.
46. 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, the tie will be defaulted.

During Play

47. Breaks at change of ends must not exceed 1 minute.
48. Breaks at the end of each set must not exceed 2 minutes.
49. 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.
50. Play cannot be recorded, or photographed without the consent of the players.
51. On court coaching is not permitted.

Player Injury

52. 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.
53. Any unfinished or un-played rubbers involving the injured player will be defaulted with un-played or incomplete sets scored 6-0.

Wet Weather

54. 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.
55. If no cancellation call has been made by Tennis Canterbury, and it starts raining within the 60 minutes prior to start time, Team Captains may agree to a cancellation.
56. If Team Captains 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.
57. If Team Captains then don't agree that play is possible within 30 minutes of the scheduled start time, the tie is cancelled and points are shared.
58. If an entire grade is scheduled to play indoors, those ties will not be cancelled and will be played.

Competition Points

59. Competition format will be round-robin with no finals.
60. 2 points are awarded for each rubber won in a tie.
61. 4 bonus points are awarded for winning the most rubbers in a tie. The winning Team Captain must enter results in Match Hub by 5pm Friday following the tie, otherwise no bonus points will be awarded.
62. If rubbers are tied, the bonus points are awarded to the team who has won the most games. If still tied, bonus points are shared.
63. If a tie is rained out before play begins, all points are shared.
64. If a tie is abandoned after it begins and 1 or less 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.
65. If a tie is abandoned after it begins and 2 or more 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.
66. There are no points for a bye.
67. 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.
68. If teams finish the competition on equal points, the winner will be determined by the results in head-to-head ties. If these are split, the winner will be determined by the number of sets won in those ties. If still tied, then on the total games won in those ties. If still tied, the title will be shared.

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