

# **Forsyth Barr 2019 Winter Competition Rules**

## **Team Eligibility**

Any Organised group of players.

## **Playing Times**

Commencing Thursday 2nd May 6:30-8:00pm (1<sup>st</sup> Flight) and 8:00-9:30pm (2<sup>nd</sup> Flight).

## **Competition Schedule**

### **Round 1**

May: 2, 9, 16, 23, 30.

### **Round 2**

June: 6, 13, 20, 27

July: 4,

### **Finals**

July: 25

August: 1

### **Reserve days**

August 8, 15

**\*Based on a maximum of 12 teams. Round dates are subject to change if there are fewer teams, and/or any postponement due to weather which will delay the finals\***

## **Format**

- Two grades of 6 teams play a full round robin playing with all teams once.
- The competition will then split into groups for Play Offs (Semi Finals and Finals). Play offs will be determined by the strength of the teams.

## **Draws and results**

Team Captains will be sent a copy of the draw before the competition starts. Please pass on the draw to every member of your team. Updated points table and the draw will be displayed on the main notice board in the club house, emailed to Team Captains and posted on the club website [www.wtc.co.nz](http://www.wtc.co.nz)

## **Refreshments**

- Available during the competition.
- Food will be provided after each flight of matches.

## **Tennis Balls**

New tennis balls will be provided for each flight of matches each week.

## **Prizes**

Cash prizes will be awarded at the conclusion of the competition.

## **Competition Rules**

Rank your teams from 1 to 4 (1 being the strongest) and play in that order for each rubber.

The ranking system can be changed from week to week as it has little effect on the outcome of matches but should be set in the spirit of the competition.

1. Accordingly in the 1<sup>st</sup> rubber the strongest player (1) will pair with player (4). In the 2<sup>nd</sup> rubber (1) will pair with (3) and in the 3<sup>rd</sup> rubber (1) will pair with (2). The playing team of the night together with the player order is to be set out on the results sheet before the start of play.
2. Therefore each contest consists of 6 doubles (2 x doubles matches played over 3 intervals) worth 1 point each. A bonus of 1 point will be awarded to the winning team of the tie.
3. In the event of a 3 matches each tie, a count-back of games will be necessary to determine the result. If those totals are equal then the tie will be declared a draw, and both team will earn 0.5 of a bonus point each.
4. If two teams finish the Round Robin component of the competition on equal points, then the winner of their Round Robin head to head tie will be placed higher on the table. If their round robin head to head result was even, then the team with more bonus points will be placed higher on the points table. If their bonus points are even, then the team with the better games differential will be placed higher on the table.
5. A 5-minute hit up is allowed before the first interval (first doubles matches) of each flight.
6. All matches are to be self-umpired.
7. All disputes are to be referred to the Duty Competition Manager. Their decision will be final.
8. If any team member is more than 5 minutes late they lose that rubber (match).  
If a team cannot field a doubles team for a rubber (match), then the opposing team wins 9 games to 0 games for each rubber (match) not played. Refer rule 14.
9. The second interval starts 30 minutes after the start time of each flight. And the third interval starts 30 minutes after the start of the second interval.
10. Each rubber (match) result is determined on the sounding of the bell, not the conclusion of the point. The completed games score at the sound of the bell will be the score for each rubber (match).
11. Teams will play the Short deuce rule. Receiving team may choose who is to receive the serve on the deciding point of the game.
12. Teams swap ends at the completion of every 4 games.
13. The results sheet must be signed by both Captains and no review of the score of any match will be considered unless it is signed as stipulated.
14. Defaults: A team defaulting a tie will be charged for the opposition team's fees for that round and those fees will be remitted to that opposition team by the tournament organisers.  
The defaulting team will still be liable for their own team fees for that round in the event they default and there is no play (see further explanation below).  
If a team only plays a tie with 2 or 3 players, then the opposing team (with 4 players) wins 9 games to 0 games for each rubber (match) not played.
15. Play Offs – Semi Finals and Finals: Players must play for the team they were originally registered with for the Play Offs (Semi Finals) round and Finals round.  
No player can play in the Play Offs (Semi Finals) round and Finals round unless they have played for the team they were originally registered with in at least 2 ties during the round robin component of the competition.

Further regarding defaults:

(Subject to Rule 14) There is no limit to the number of players playing for any team, although players should be listed on the team entry form.

If there is any difficulty fielding a complete side for a round, Captains are encouraged to contact players on the 'Subs List' in order to field a team. If there is further difficulty fielding a complete team for a round, Captains may contact the organiser who will attempt to provide a relief to supplement the team. Although teams are encouraged to be self sufficient, to avoid defaults, there is no objection on an emergency basis to borrowing a player from another team playing in the other flight, however, this player cannot be the highest level player in a team.

Furthermore, a player can only substitute for another team maximum two times, but can substitute for more than one team.

**Cancellation**

Captains will be advised personally of a postponement by way of a group text message. Alternatively, text Hukaatai on 0279481848 to ask for current status.

Note: These rules may, from time to time, be amended to meet the needs of the competition operations.

**Organiser:**

Waimairi Tennis Club

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