

# UQTC MONDAY PAIRS FIXTURES - RULES SUMMARY

PLAYING RULES	The ITF Rules of Tennis shall apply in all matches, unless modified herein. The Rules can be downloaded from the ITF Website ( <a href="http://www.itftennis.com/abouttheitf/rulesregs/rules.asp">www.itftennis.com/abouttheitf/rulesregs/rules.asp</a> ).												
PLAYING TIME	Play commences at 7 p.m. SHARP and concludes at 8:45 p.m. SHARP (irrespective of the score) <b>or</b> play commences at 8:45 p.m. and concludes at 10:30 p.m. SHARP (irrespective of the score) – as scheduled in the Fixture Draw. N.B. For the Final, play commences at 7 p.m. and concludes at 9 p.m. Matches must be played at the times and on the days specified in the Fixture Draw.												
LATE START	Teams can be penalised for being late. If a team is not ready to play at 7 p.m. or 8:45 p.m. as scheduled, the opposition <u>may</u> claim the 1 <sup>st</sup> set after 5 minutes. Other sets can be claimed 15 minutes after a forfeited set or 5 minutes after a completed set. Any forfeit <u>must</u> be claimed immediately (and recorded as such on the result card) or not at all.												
HOME TEAM	The Home Team provides the court (the UQ Tennis Club pays the court hire to UQ Sport) and the scorecard & a pen or pencil. Scorecards are available from the UQ Tennis Clubhouse. Pencils & pens are <u>not</u> provided by the Club.												
VISITING TEAM	The Visiting Team provides three new balls (supplied by the Club at the season start).												
WET WEATHER	Contact the UQ Tennis Centre Pro Shop (Ph 3365 6933) to check on the state of the court in case of wet weather. Generally, a decision will not be made until about an hour before the scheduled starting time. Do not phone the Tennis Club.												
BYES	If there is a bye in your grade, you are able to use your home court for a team practice when you have a <u>Home</u> bye. Please let the UQ Tennis Pro Shop know (Ph 3365 6933) if you are <u>not</u> going to use your court when you have a Home bye so that it can be hired out for social play. There is no practice court for an Away bye.												
TEAM MATCH	2 Players only per match (any gender). A match consists of 3 sets. The match is won by the team winning the greater number of games (or sets, if the games are tied). A match equal on sets and games completed is a Draw. If all sets are not finished, the match result is decided by the number of games and sets played, provided 2 sets have been completed. If 2 sets have not been completed, the match is deemed to be unplayed unless one team has an unbeatable lead.												
ORDER OF PLAY	The order of play shall be (unless varied by mutual consent): Players - P1 & P2 <table><tr><td><i>Home Team</i></td><td><i>v</i></td><td><i>Visiting Team</i></td></tr><tr><td>P1</td><td></td><td>P1</td></tr><tr><td>P2</td><td></td><td>P2</td></tr><tr><td>P1 &amp; P2</td><td></td><td>P1 &amp; P2</td></tr></table>	<i>Home Team</i>	<i>v</i>	<i>Visiting Team</i>	P1		P1	P2		P2	P1 & P2		P1 & P2
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P1		P1											
P2		P2											
P1 & P2		P1 & P2											
ENDS & SERVE	Choice of ends and right to serve are decided by the toss of a coin. For the first set, the team winning the toss may choose or require their opponents to choose: (i) the right to serve or receive first in the first set, in which case the other team shall choose the end; or (ii) the end, in which case the other team shall choose the right to serve or receive. In subsequent sets, ends and serve in the first game alternate. Players do not change ends during a set.												
HIT-UPS & BREAKS	Hit-ups before a set are limited to 3 minutes. There shall be no hit-ups after each player has completed his/her first set. Players may not take breaks during a set. Play shall be continuous in each set with a maximum of 20 seconds allowed between points. A maximum break of 2 minutes is allowed between sets.												
SETS	A set is won by the pair first to win 6 games. A 9-point Tie-Break is played to decide any set where the score reaches 5-all.												
TIE BREAK	At 5-all, the player whose turn it is to serve, serves two points and, thereafter each player shall serve two points in rotation and in the same order as previously in the set. This continues until one pair reaches 5 points. If the score reaches 4-all, the player who has just served shall serve the deciding point to the court nominated by the receiver.												
DEUCE	A sudden-death point is played to decide a game if the score reaches deuce TWICE. The sudden-death point is served to the court nominated by the receiver.												
UMPIRING	Players are required to call their own lines and keep the score. Please refer to the copy of Tennis Australia's <i>Tennis Etiquette and Rules for Non-Umpired Matches</i> .												

FILL-IN PLAYERS	<p>Prior to Finals, teams can use fill-in players provided at least one player is a registered member of the team. Fill-in players can be obtained (i) from a team in the same grade or a lower grade in the UQTC Monday Pairs competition and (ii) from players of a suitable standard not registered in the UQTC Monday Pairs competition (Emergency Players). A player registered in the UQTC Monday Pairs competition may fill-in for other teams on up to 4 occasions per season.</p> <p>Each team is allowed to use an Emergency Player on up to 4 occasions per season for free. Any additional Emergency Players must pay an emergency registration fee of \$1 per match (to be paid by 5 p.m. on the Tuesday following the match).</p> <p>No Emergency Player may be used more than twice by the same team and no Emergency Player may play more than three matches without registering for the competition. Emergency registration fees do not count towards the payment of registration fees.</p> <p>Details about fill-in players must be written on the back of the scorecard (i.e. first name, surname &amp; fixture grades). Where prior approval of the Emergency Player has not been obtained, all sets played by the new player shall be forfeited if the registration is not subsequently approved by the UQTC.</p>																					
ADDITIONAL REGISTRATIONS	<p>Additional registrations will only be considered upon the receipt of an application form and after the payment of all fees owing.</p>																					
FORFEITING	<p>Teams should not forfeit. However, if a team has to forfeit, it must notify the opposition as soon as possible. The team winning on forfeit must lodge a result card.</p>																					
RESULT CARD	<p>The winning team is responsible for lodging the result card. In the case of a draw or wet match, the Home team is responsible for lodging the result card. For the first 9 matches, the result card must be lodged with the UQTC by 5 p.m. on the Tuesday following the match for full points to be awarded. Points are deducted for late cards from the team responsible for lodging the result (1 point per week late or part thereof). <i>N.B. For the final match of the second round on 26 October, the result must be lodged by 11 p.m. on Monday 26 October. Both teams may receive zero points for any result not lodged by 11 p.m. on Monday 26 October.</i></p> <p>Result cards can be left at the UQ Tennis Club Office or left in the UQTC result box under the Clubhouse when the Office is closed (or send to UQ Tennis Club, P.O. Box 6005, St Lucia, Qld 4067; Fax 3870 5002; E-Mail <a href="mailto:monday@uqtc.org.au">monday@uqtc.org.au</a>).</p> <p><b>Result cards must be filled in legibly showing the date, team names, first name &amp; surname of each player, the score for each set and the match result.</b> The card must be signed by both captains to verify that the result is correct as shown on the card.</p> <p>Teams should keep a copy of all results in case the result card goes astray or the winning team fails to lodge it.</p>																					
POINTS	<table border="0" style="width: 100%;"> <tr> <td style="padding-right: 10px;">Played:</td> <td style="padding-right: 20px;">Winning team</td> <td>4 points + 0.1 points for each game won.</td> </tr> <tr> <td></td> <td>Losing team</td> <td>2 points + 0.1 points for each game won.</td> </tr> <tr> <td></td> <td>Draw</td> <td>3 points + 0.1 points for each game won</td> </tr> <tr> <td>Forfeit:</td> <td>Winning team</td> <td>5.8 points</td> </tr> <tr> <td></td> <td>Forfeiting team</td> <td>0 points</td> </tr> <tr> <td>Bye:</td> <td colspan="2">average of points for total matches played</td> </tr> <tr> <td>Unplayed:</td> <td colspan="2">average of points for total matches played</td> </tr> </table> <p><i>Points Tables will be displayed on the notice boards under the Clubhouse.</i></p>	Played:	Winning team	4 points + 0.1 points for each game won.		Losing team	2 points + 0.1 points for each game won.		Draw	3 points + 0.1 points for each game won	Forfeit:	Winning team	5.8 points		Forfeiting team	0 points	Bye:	average of points for total matches played		Unplayed:	average of points for total matches played	
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SEASON	<p>Teams will be graded into divisions of 6 teams and will play two rounds over 10 weeks (i.e. each team will play every other team in its division twice).</p>																					
FINALS	<p>The leading two teams on points in each division will play-off in a Final to determine the competition Champions. Teams must contact the UQ Tennis Club to find out the final points, positions and Finals draw. Finals will be played from 7 p.m. to 9 p.m. Balls for Finals will be supplied on the night.</p> <p>Only registered players who have played in at least two decided matches, for the team in which they are registered, are eligible to play for that team in Finals without the express permission of the UQTC. Additional registrations can count matches played as an Emergency Player for eligibility to play in Finals. Forfeits and unplayed matches do not count towards eligibility to play in Finals.</p> <p>If a Finals match is drawn after all sets have been played, the winner shall be decided by an ITF Tie-Break between the Doubles pairs, with choice of ends and right to serve decided by the toss of a coin (i.e. first to 7 points with a 2 point margin).</p> <p>Trophies for winners and runners-up are presented at the conclusion of the Finals. Teams in Finals should stay for the Trophy Presentation.</p>																					
COMPLAINTS	<p>Protests and complaints must be lodged in writing within 5 days of the completion of the match (or by 11 p.m. on 26 October for the match played on 26 October). Protests about the result of a match must be accompanied by a deposit of \$5.</p>																					