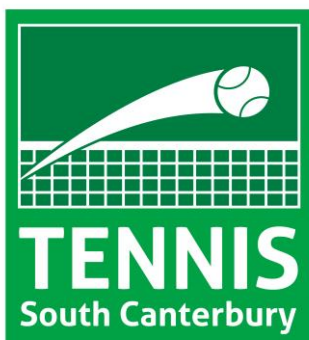




Tennis South Canterbury Open & Junior Interclub Guidelines



Tennis South Canterbury
27 Benvenue Ave, Timaru, 7910.

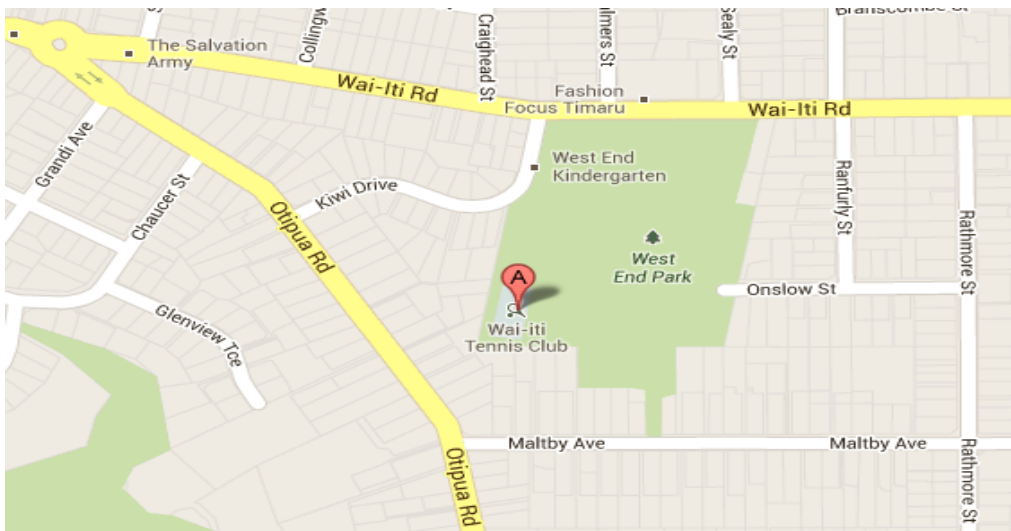
Phone: 03 688 6045

VENUES

TRUST AORAKI TENNIS CENTRE - 27 Benvenue Avenue, Timaru



WAI-ITI TENNIS CLUB - Maltby Avenue, Timaru



HIGHFIELD TENNIS CLUB - Spring Road, Timaru



See below for further maps.

2023/24 OPEN & JUNIOR INTERCLUB GUIDELINES

Please note carefully where and what time your team is playing each week.

Junior Interclub matches start at 9:00am (unless otherwise stated after the venue below)

Open Interclub matches start at 1:30pm on Saturday & 6:30pm on Thursdays

VENUES: (See inside covers for maps or check the TSC website)

Trust Aoraki Tennis Centre, Highfield (off Spring Road), Claremont, Temuka Domain, Waihi Prep School, Geraldine High School, Aorangi Courts (Morgans Road).

CANCELLATIONS:

Juniors: A text will be sent to Club Junior Convenors approximately 7:30am on Saturday morning and the [Tennis South Canterbury](#) Facebook page will be updated.

Open: Contact will be made with the Senior Convenor and a weather call will be made.

www.tennissouthcanterbury.co.nz

Facebook: Tennis South Canterbury

REGISTRATION & MATCH HUB

Team lists will be entered at the beginning of the season and new players are required to fill in an individual registration form. This form has been emailed to all clubs and is available from www.tennissouthcanterbury.co.nz This needs to be sent to the TSC Operations Manager at the beginning of the season. All Grades will be registered on Match Hub and team results can viewed on: www.tennis.org.nz

Tennis Club Contact list as 2023/24 Season

| | | | |
|--|-----------------------------------|------------------------------|---|
| TSC Operations Administrator | Anna Telfer | 027 503 7932 | coordinator@tennissouthcanterbury.co.nz |
| TSC Senior Convenor | Irene Emond | 027 280 5725 | emondirenegeorge@xtra.co.nz |
| TSC Junior Interclub | Connor Brosnahan | 0220645048 | Conbroz1@gmail.com |
| Wai-iti Junior/Senior | Daniela Zavallone | | Daniela.zavallone@gmail.com |
| Highfield – Junior Highfield - Senior | Anitra Callon Johnny Stockwell | 0210738109 | antony_anitra@xtra.co.nz jonny_stockwell@hotmail.com |
| Temuka | Carol Prue | 0276360363 | caroljprue@gmail.com |
| Waihi | Trish Cameron | 027 438 3565 | tc@waihi.school.nz |
| Hilton/Geraldine Junior Senior | Murray Bradshaw Jenna Chapman | 027 693 9940 027 468 1588 | murlyn6971@gmail.com geraldinetennis@outlook.co.nz |
| Claremont Junior Senior | Anna Telfer Bruce Eggleton | 02102754204 027 432 5441 | a_telfer@yahoo.co.nz bruceeggleton@rocketmail.com |
| Albury Junior/Seniors | Aaron McCall | | dalzell@ezykonec.co.nz |

2023/24 OPEN INTERCLUB GUIDELINES

Each player must be an affiliated member of a South Canterbury Club. A non-affiliated player MAY ONLY play 3 ties. Clubs are to submit a team list at the beginning of the season and try to use those players each week, and each player needs to be registered to play (i.e. Interclub Registration form completed). If teams are aware they may be short, it is helpful to let the other team know by 8pm Thursday and they might be able to assist in finding a fill in player (if you are unable to). Teams could still play with three players – some games are better than none.

- Order the team from the best ability down according to Match Hub S-bands.

The team sheet must be completed before commencing play and should not be changed. Please include details of Date, Round, Venue and full team names.

Each team must provide two **Wilson** new or good condition used balls (ie. Wilson brand name visible). **Wilson** is the Tennis South Canterbury sponsor and must be used at all Tennis South Canterbury events.

Competition Format:

The Open Interclub format is doubles only. Each team will play 3 rounds of doubles matches within the tie as per score sheet. With 8 teams entered, there will be 2 Round Robins (7 rounds) each team playing each team twice and then a play-off to determine the placings.

Scoring & Rules:

The scoring format for Open Interclub is as follows:

- Short sets to 4, if 3-3 play to 5, if 4-4 play a tiebreak
- 3rd set is a super tiebreak to 10 if one set all
- Normal deuces for all matches.
- Self-umpiring rules apply with fair play at all times. The line calls ought to be the player's responsibility with the principle of: "If in doubt, call it good." That is, when the ball is on the line it is in and if in doubt whether or not the ball touches even the edge of line then it is good.
- Team Points will be awarded for each match won, plus a bonus 2 points for the overall winning team. For example, out of 6 matches played the score could be 4-2. The winning team would get 4 points plus 2 for the win = 6. The losing team would get 2 points - every match counts and earns a point. If it is a 3 - 3 draw (doubles only) then a count-back of all the sets played is first completed and if that is still a draw then a count-back of games played takes place to determine a winner. This usually sorts it out and the 2 bonus points will be awarded to the winning team. If the score still remains a drawn then the bonus points will be split and both teams will get 4 points each.
- If you play a non-affiliated player on more than 3 occasions the team will lose all points. Please record on the score sheet beside the non-affiliated players name (NA) and the Coordinator will keep a register of games played by this player.

Please enter results online on the Match Hub site at www.tennis.org.nz or email to the Operations Manager at: coordinator@tennissouthcanterbury.co.nz (no result = no points). It may be useful to keep a copy of the score sheet for later reference.

Please read on to see information around Defaults & Deferring Ties to accommodate tennis fixtures.

2023/24 JUNIOR INTERCLUB GUIDELINES

Please note carefully where and what time your team is playing each week.

Junior Interclub matches start at 9:00am (unless otherwise stated after the venue below)

SUPERVISORS ROLL

- Each team is to provide an adult supervisor who must be available until all the matches are completed. It is encouraging to the other team members if all players remain until the end.
- Teams are mixed gender and may have up to 6 players. Usually 4 play and the extra players stand down as reserve/s but sometimes an extra player might play either singles or doubles only, so others get a game.
- Order the team from the best ability down in singles. Doubles partnerships can be made up of any combination, as long as *the strongest (highest ranked) player plays in the # 1 doubles position*.
- The team sheet must be completed before commencing play and should not be changed. The doubles games are usually played first.
- Each team must provide two **Wilson** new or good condition used balls (ie. Wilson brand name visible). **Wilson** is the Tennis South Canterbury sponsor and must be used at all Tennis South Canterbury events.
- Tennis South Canterbury will provide balls for A Grade teams only – Clubs to provide balls for their B & C Grade registered teams – hardcourt balls for B Grade, Green Dot balls for C Grade.
- Each team must be at the allocated court on time. If a player is not there 15 minutes from match start time, they may be defaulted if no other games can be played on the allocated courts. We want players to play so teams should try and get a player even at this late time. In the case of a missing player, the remaining players play in the 1, 2, 3 position and the 4 singles and 2 doubles are recorded as “D” for default. (Note: A team may still win with only 3 players).

PARENTAL INTERFERENCE

Parental interference in matches is not allowed and in line with TNZ tournament guidelines, we respectfully request, that parents watch matches from at least one court away from their player with zero communication between the parent and player concerned.

If, in the event of a dispute, the players in question cannot resolve the problem by discussing it *respectfully* with each other, the correct process to follow is to place their racket on the court, and speak to their Team Manager only. These are the only people that should become involved in any discussions – no other parental input is needed nor allowed. It should not be a “group” discussion of parents, simply one Team Manager and the player concerned and their opposition to discuss the situation in a calm and respectful manner.

For any issues with this guideline, Junior Convenors - please contact Tennis South Canterbury directly.

If this guideline is adhered to, there should be no issues with parents involving themselves in a situation where their input is not needed.

PLAYERS “FILLING IN” FOR HIGHER GRADES

On occasion, there may be a requirement for a player to “fill in” for a higher grade – ie a B Grade player may be needed to fill a gap in an A Grade team – *important to note*, players can play/fill in up a grade (guideline below), they cannot play/fill in down a grade.

The requirement of playing players in order of ability still applies – the strongest (highest ranked S-Band) player MUST play at the top of the order – no exceptions.


This scenario of a B Grade player filling in for an A Grade team (or C Grade player up to B Grade) is **now allowable on TWO occasions only** for any one player during a term – and it would be assumed that a player playing up a grade would fill the lower spots of the higher grade team (dependent on S Band rankings).

Should any one player play up a grade on **more than** two occasions during a term, that player will then be deemed of sufficient ability to play in the higher grade and **WILL NOT** be permitted to return to the lower grade.

For any issues with this guideline, Junior Convenors – please contact Tennis South Canterbury directly.

FILLING IN THE SCORE SHEET

Please ensure all parts of the sheet are filled in, especially the date, round and winning team’s name (full name including grade) and the score. The players first and last name in the singles is essential for recording purposes.

A ASB **B** Grade Tennis Junior Interclub 

Date: 9/02/2013 Round: 1 Venue: Temuka

Team A Temuka B1 Team B Wai-iti B2

| Singles | | Tick one | | | | cross one | |
|---------|--------------|----------|------|---------|---|--------------|----------------|
| | Team A Names | Won | Lost | Against | | Team B Names | Score (x or 9) |
| | | | | | | | A B |
| 1 | Harry Brown | ✓ | | Against | 1 | Tracy Ace | 9 5 |
| 2 | Lisa Smith | | ✓ | Against | 2 | Matty Slice | 6 9 |
| 3 | Bob Grey | | ✓ | Against | 3 | Al Serve | 8 9 |
| 4 | Joe Mcfly | ✓ | | Against | 4 | Sam Smash | 9 7 |

Doubles: Any combination but 1. plays in 1. spot

| | Team A Names | Won | Lost | Against | | Team B Names | Score (x or 9) |
|---|--------------|-----|------|---------|---|---------------|----------------|
| 1 | Harry / Bob | | ✓ | Against | 1 | Tracy / Matty | 1 9 |
| 2 | Lisa / Joe | ✓ | | Against | 2 | Al / Sam | 9 6 |

Winning team Wai-iti B2 Score 3-3 Count back if 3-3 draw 42-45

Signed [Signature] Signed [Signature]

Handwritten notes: "add up if 3-3 draw" (vertical on right), "Full Name" (vertical on left), "cross one" (above right), "Tick one" (above left)

TENNIS ATTIRE

- Players are to wear tidy sports clothes – tennis clothing or club uniform if available and non-marking sports shoes.

WHEN TAKING PART IN TENNIS

- Enjoy yourself even if you do not win
- Play within the rules
- Work at improving something different each week
- Respect your opponents and supporters
- Be a gracious winner and dignified loser
- Strive to give 100 percent effort

SCORING & RULES

- Self-umpiring rules apply with fair play at all times (see attached page).
- Points will be given for each match won, plus a bonus 2 points for the overall winning team. For example, out of 6 matches played the score could be 4-2. The winning team would get 4 points plus 2 for the win = 6. The losing team would get 2 points - every match counts and earns a point. If it is a 3 - 3 draw then a count back of all the games played takes place to determine a winner. This usually sorts it out and the 2 bonus points will be awarded to the winning team. If the score still remains drawn then the bonus points will be split and both teams will get 4 points each. In the case of a BYE or Default, 8 points are awarded to that team.
- If a team borrows a player from the opposing team to complete matches, the matches that the borrowed player plays in are default wins to the opposing team.
- In the event of a Countback – please take note of the process below:
 - If it is 3 match wins each – next step is to count the number of sets won for each team
 - NB: If in the event of a third set Super tiebreak being played – this counts as **1 set** to the winning team
 - If, at the end of counting sets, the number of sets won is even between the two teams – the next step is to count games.
 - Add up the number of games won for each team
 - NZ: if in the event of a third set Super tiebreak being played – this is now counted as **1 game** to the *winning team* (and 0 for the losing team)
 - For example – if the score was 4-1, 2-4, 10-3 – then this would be counted as:
 - Winning team: 4 + 2 + 1 = 7 games
 - Losing team: 1 + 4 + 0 = 5 games

Please enter results online on the Match Hub site at www.tennis.org.nz or email to the Operations Manager at: coordinator@tennissouthcanterbury.co.nz (no result = no points). It may be useful to keep a copy of the score sheet for later reference.

The winning team/club is responsible for entering results onto Match Hub site.(for a captains log in email admin@tennissouthcanterbury.co.nz

A GRADE – No Let Serve rule to be played

- All Singles and Doubles matches are played as follows:
 - Two tiebreaker sets to 6
 - 3rd set is a super tiebreak to 10 if one set all
 - Singles – Normal Deuce, Doubles – Short Deuce
- **TIEBREAKERS** are played point for point to ten, with first serve starting on the even side (right) of the court and playing one point. Each person then serves for two points starting from the odd side (left), swapping ends every six points. If it is tied up at 9-9, the winner is the first to get two points ahead.

B GRADE – No Let Serve rule to be played

- All Singles and Doubles matches are played as follows:
 - Short sets to 4, if 3-3 play to 5, if 4-4 play a tiebreak (to 7 – see below)
 - 3rd set is a match tiebreak to 7 if one set all
 - Singles – Normal deuce, Doubles - Short deuces
- All double games are played with short deuce – ie. 40-40 (deuce) next point wins the game. (Receiver can choose what side to receive from at a deuce).
- **TIEBREAKERS** are played point for point to seven, with the first server starting on the even side (right) of the court and playing one point. From then on each person serves for two points starting from the odd side (left), swapping ends every six points. If it is tied up at six all, then the winner is the first to get two points ahead
- Servers should be able to serve over arm at this level

C GRADE – No Let Serve rule to be played

- All C grade games are played with low compression (green dot) balls.
- All singles and Doubles are played first to 7 – Tiebreaker at 6-6
- All Singles games are normal deuce – Double games are played with short deuce – ie. 40-40 (deuce) next point wins the game. (Receiver can choose what side to receive from at a deuce).
- Encourage over arm serves for the first serve at the very least. If C grade players are troubled by their second serve, then an over arm throw should be used to begin play (this develops the service action and will help in the long term). The third option is an under arm serve (no bounce).

DEFAULTS

Any team unable to play is to advise the opposition by Thursday 8.00pm. A default after this time could incur a penalty (if repeated). The team defaulted to gets 8 points. Remember, a team can play with 3 members as long as it is 1, 2, 3. It is courteous to let the opposition team know you are one player down.

DEFERRING TIES TO ACCOMMODATE TENNIS FIXTURES

Where a team has two or more representative players away for a SC Representative Team fixture, then a game may be played on an alternative day or venue that is mutually agreeable between both teams. In the event where teams cannot reach a decision the matter is referred to the TSC Operations Manager to determine the time and place the match is to be played.

Any rescheduled matches **MUST** be completed the **WEEK** before the end of pool play ie the week before Finals commence.

TENNIS PLAYER ETIQUETTE

- Be honest with your calls - if unsure the ball must be called in.
- Make sure the ball bounces before calling it in or out.
- Check that your opponent is ready before serving.
- Call the score so your opponent can hear *before* the start of each point if you are the server.
- Leave your racket on court if you have to leave for any reason and explain to your opponent why you are leaving (toilet/get a referee). Taking your racket indicates you are abandoning the match.
- Start each point with two balls and if you are returning a ball to the server it should be returned under the net or bounce twice before reaching your opponent.
- Do not hit back if the serve is obviously out.
- Walk behind a court when a point is in progress.

New Zealand Tennis Self Umpiring Code

New Zealand Tennis has adopted the following policy for self-umpiring of national events:

Matches shall not be umpired and players shall call their own lines. Every player has the right to appeal to the referee who will observe play and may appoint an umpire if necessary. Singles finals and other feature matches should have an umpire whom (unless the person is a qualified umpire), will call the score and adjudicate on disputes but the players will continue to call all lines.

ON-COURT RULES FOR MATCHES PLAYED WITHOUT UMPIRES

- All calls on your side of the net are your responsibility (ie. you cannot ask an opponent for a let (ie. a replay) because you do not agree with their call). If you have any doubt as to whether a ball is out or good, you must give your opponent the benefit of the doubt and play the ball as good. You should not play a let. "If in doubt, call it good," is the motto. That is, when the ball is on the line it is in and if in doubt whether or not the ball touches even the edge of line then it is good.
- The server should start each point with two balls and call the score loudly and clearly. The server at the beginning of each new game should also call the game score. Game scores must also be recorded on each end change and at the end of each set.
- Do not hit the serve on the full or the point is the servers.
- Do not return a serve after it has been called a fault. Ground it behind you or on your side of the net, otherwise put it in your pocket.
- Any 'out' call must be made instantaneously (ie. made before either an opponent has hit the return or the return has gone out of play); otherwise, the ball continues in play. The call should be made both verbally and by using a hand signal.
- If you call a ball out, then realise it was good, you should correct your call and award the point to your opponent.
- If the ball touches a player before bouncing the point is awarded to the other player.
- You have 20 seconds between the end of one point and the beginning of the next. You should be ready to serve or receive inside that time. You can have a 90 second break between the change of ends of a drink and a rest.
- Do not enlist the aid of spectators, including parents, in making calls. If in doubt, call it in.

- If players cannot agree on the score the referee is to be called. The referee will discuss the relevant points or games to find out the points or games that the players agree on. All points or games, which the players agree on stand and only those in dispute, will be replayed.
- Foot faults are not allowed but cannot be called by the opposition. If an opponent persists in foot-faulting after being warned, the Referee should be informed. An adjudicator may be appointed.
- Be courteous to your opponent, do not stall, sulk, complain or practice 'gamesmanship' (*the art of winning games by using various ploys and tactics to gain a psychological advantage.*)
- If a dispute cannot be settled, then a player can put his/her racket down on the court and go and get the referee or tournament manager.

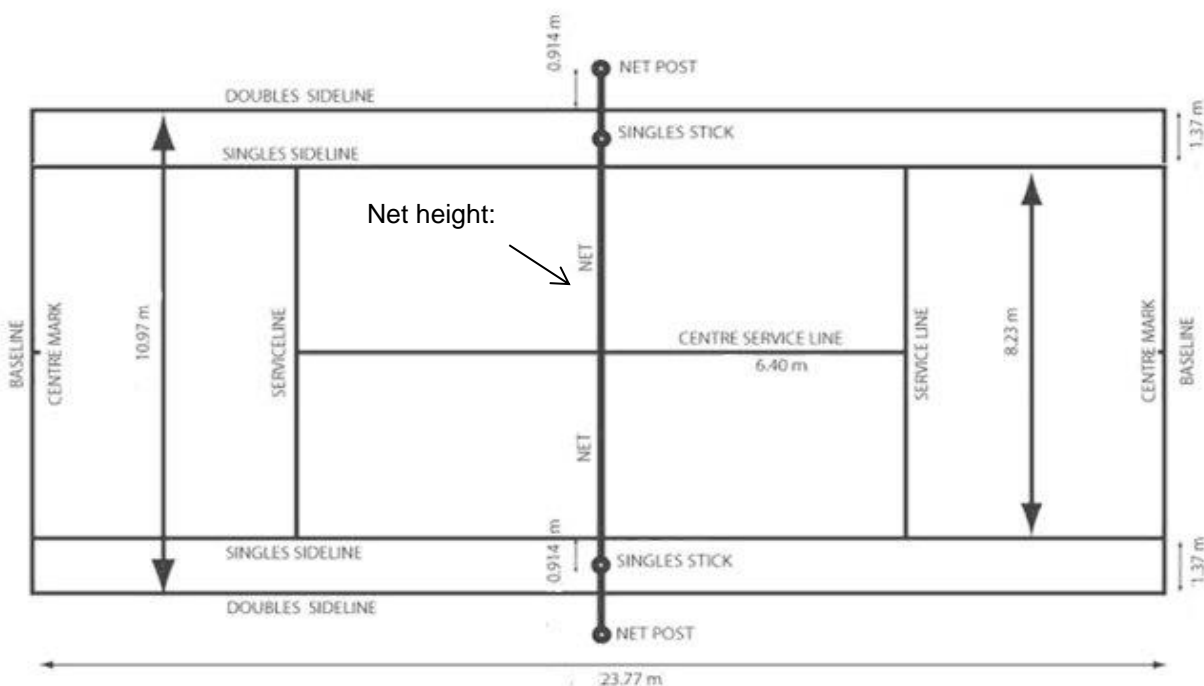
In this instance, one of two things will happen:

- The Official will stay and observe, and if satisfied there is no problem, do nothing; OR
- The Official will stay and observe and if necessary, after warning an offending player, a Chair Umpire will be appointed.

RULE 20 STATES THAT:

A PLAYER LOSES THE POINT IF:

- The player volleys the ball and fails to make a good return even when standing outside the Court OR
- In playing the ball, the player deliberately carries or catches it on his racket or deliberately touches it with his racket more than once;
- OR
- The player or the racket, whether in the player's hand or not, or anything which the player is wearing or carrying, touches the net, posts, singles sticks, cord or metal cable, strap or band, or the ground within the opponent's court at any time while the ball is in play;
- OR
- The player volleys the ball before it has passed over the net;
- OR
- The ball in play touches the player or anything that the player is wearing or carrying, except the player's racket in hand or hands;
- OR
- If the ball touches a player before bouncing the point is awarded to the other player.



MATCH HUB

Tennis New Zealand Player Grading System

OVERVIEW

Match Hub is based upon the same grading concepts that originated with NZ Squash. The rankings are a grading list of all competitive tennis players in New Zealand. The grading is based on results (points) in head to head matches.

MAIN BENEFITS OF INTERCLUB COMPETITION USING MATCH HUB SYSTEM

- Encourages and enables more competitive play.
- Provides an added incentive for players to improve and ultimately reach their potential.
- Allows for talent identification.
- Allows for a Grade's points table to be viewed on the internet.
- Decreases variability in grades for the 2019/20 Interclub competition.
- Means more evenly matched grades according to player grading.
- Assists Junior Convenors in the selection of teams for the 2019/20 season.

WHO IS REGISTERED ON MATCH HUB?

All players will be registered on Match Hub and will have their own player code. To find out your code go to www.tennis.org.nz and do a search of your name.

WHAT RESULTS WILL COUNT ON MATCH HUB?

Both singles and doubles match results will count. A player will have BOTH a singles and doubles ranking. To enter results on Match hub for your winning team you will need a Captains Log in. You can request one from the office at Tennis South Canterbury on admin@tennissouthcanterbury.co.nz

PRIVACY

The only personal details shown on the website are the players name, association and club. You may request for your playing history to be blocked from public view, here you will still appear in the grading list but your results will not be viewable. Please contact TSC if you would like your player history blocked.

Match Play Pointers

- Don't abuse your tennis racket or tennis balls. Don't use abusive language. By being on your best behaviour, you will always be in control of yourself and not risk subjecting yourself to warnings, code violations, point penalties, or even defaults. By not showing any emotion, you can also avoid giving your opponent extra confidence. Remember, you will almost always play better when you are in control of yourself.
- Don't rush yourself. Take your time between points so that you can focus and be sure to drink water every time you change sides.
- Always pick up balls on the court so that you don't trip and so that you can stay focused on your play. Do not serve unless you have two tennis balls.
- When you are serving, always call the score loudly and clearly before you serve each point.
- Most matches are won or lost due to too many unforced errors. Keep the ball in play!
- By hitting the ball deep into your opponent's court, you will keep him or her on the defensive and make him or her hit the ball short back to you. To help you hit with depth, hit the ball at least a metre over the net and beyond the service line.
- Try to get your first serve in as often as possible - by doing so, you will keep your opponent more off balance and perhaps win some easy points. Take your time; bounce the ball.
- If your first serve is not working, then consider using your second serve as your first serve until you regain your confidence.
- By focusing on hitting your shots, you will have a better chance to win points. If you focus on winning, you won't focus on how to hit your shots. Remember, play your game.
- Try getting an early lead in the match. If you get an early lead, don't let up. If you get behind in the match, never give up. Remember, the match isn't over until the very last point is played.
- Always remember that tennis is a great game and a lot of fun. You're out there to have fun. Enjoy yourself!

GUIDELINE FOR PARENTS, COACHES, SUPPORTERS & SPECTATORS

During matches the function of the "support team" is to let the players play and enjoy themselves while giving them encouragement in the normal sporting manner.

DO

- Applaud good play and winning shots by both players
- Keep outside the court area when possible (behind fences and off the court surface)
- Accept the decisions of officials and the line calls of players

DO NOT

- Communicate with players verbally or by signal during a match (including end changes)
- Call the lines from outside the court - players call their own lines if an umpire is not officiating.
- If you do communicate with the players or interfere in a match in progress, this will be dealt with by the tournament officials in the following manner as outlined in the NZ Tennis Code of Conduct.
 1. You will be warned
 2. If the situation continues, you will be asked to leave the vicinity of the court and/or venue
 3. Failure to comply with the above will result in the Point Penalty system in the Code of Conduct being applied to the player you support. This may lead to the player's disqualification from the tournament/competition.

Results

| RND | OPPOSITION NAME | WIN/LOSS | RESULT |
|-----|-----------------|----------|--------|
| 1 | | | |
| | | | |
| 2 | | | |
| | | | |
| 3 | | | |
| | | | |
| 4 | | | |
| | | | |
| 5 | | | |
| | | | |
| 6 | | | |
| | | | |
| 7 | | | |
| | | | |
| 8 | | | |
| | | | |

For up-to-date information, results, calendar and tournament entries go to:

www.tennissouthcanterbury.co.nz



INTERCLUB PLAYER REGISTRATION FORM

For the purpose of recording results on the National Database, we require each player to register when they play Interclub. Please see the section titled Configure Rankings at the start of this booklet for further details.

Your results can be checked by visiting: <http://www.tennis.org.nz>

If you have been in a local tournament, many of you will already have a 'code' to play. If you don't want the public to see your results tick the "opt out" box.

If you are a new player, a Configure Ranking code will be created for you and noted on the Registration Form.

| | | | |
|----------------------------------|----------------------|--|--|
| Competitors Name | | | |
| Date of Birth | | Male / Female | |
| Phone (optional) | Landline: Mobile: | | |
| E-mail (optional) * | | | |
| Club name | | | |
| Team Name/Grade | | Junior / Adult | |
| Match Hub Code (if known) | | Cross (X) this box to opt out of displayed results | |


* *Providing your email address will put you on the list for up-to-date news on competitions and tournaments (be among the first to hear)*

Parent/Caregiver Sign: Date:

Clubs are responsible to collect this registration form and store in a secure place.

Clubs are to use this information to submit the team entry form for Interclub to TSC

Coordinator at: coordinator@tennissouthcanterbury.co.nz or

Tennis South Canterbury, PO Box 660, Timaru 

Temuka Tennis Club – Domain Avenue, Temuka



Waihi Preparatory School – Harrison Road



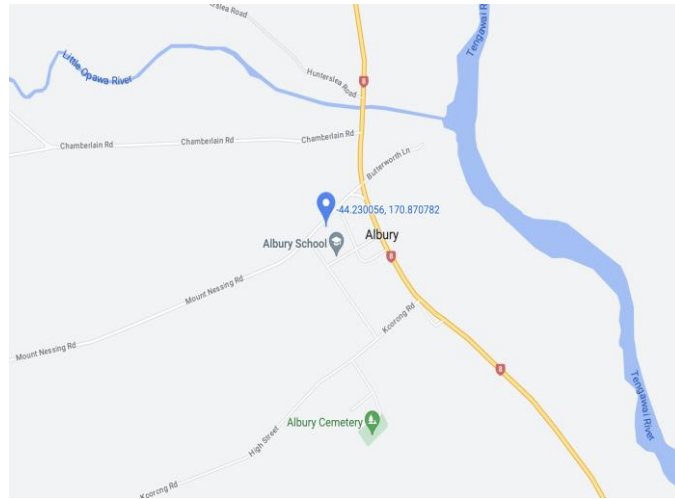
Geraldine Tennis Courts (B) & Geraldine High School (A)

Wright Street & MacKenzie Street



Albury Tennis Courts

Mt Nissing Road



Claremont Tennis Courts

Claremont Road

