



## Competition Rules – TENNIS

### 1. TEAM ENTRY

1.1 The following grades are offered.

- **Premier League** (formerly Premier League and Premier League Reserves) This is the shield grade.
- **Division 1** – can confidently serve, return serve and rally with forehand and backhand.
- **Division 2** – slower serve, few double faults, forehand and developing backhand.
- **Division 3** – learning to play tennis. Evidence of serve, forehand and backhand but is inconsistent with rally and return of serve.
- **Division 4** – learner. Weak service, loopy forehand and backhand. Few rallies occur, learning to score.

1.2 Team Numbers

1.2.1 Premier League consists of 8 players. Teams can have up to 9 players.

1.2.2 All other teams consist of 6 players. Teams can have up to 7 players.

1.3 Teams are open regardless of year level.

1.4 Schools need to provide a minimum of 2 courts for every 2 teams entered in the Saturday competition. 3 is preferable. 4 courts are required to host Premier League round on Monday nights.

1.5 Premier League Tennis can be played on either hardcourt, synthetic or grass surfaces.

### 2. UMPIRING

2.1 Players can request an umpire.

### 3. MATCH RULES

#### 3.1 Premier League

3.1.1 Premier League will play 4 doubles and 8 singles.

3.1.2 Premier League must play a 6-game set.

3.1.3 Premier League will play a 7-point tiebreaker at 5-all.

3.1.4 In Premier League, doubles games must be seeded. Seeds 1-4 may play in any combination against the opponents seeded 1-4. Seeds 5-8 will play against the opposition seeds 5-8. There will be no crossover of doubles between the top 4 and bottom 4 seeds.

#### 3.2 Divisions 1-4

3.2.1 Matches will start at 8am, therefore players should arrive at 7.45am.

3.2.2 Divisions 1-4 will play 3 doubles and 6 singles.

3.2.3 Divisions 1-4 may shorten sets in order to finish games by 10am if required. Players should understand whether they are playing to 4 or 6 games before they begin.

3.2.4 Divisions 1-4 will play a 7-point tiebreaker at either 5-all or 3-all.

3.2.5 In Division 4 grade, the second serve may be made from the service line and/or served underarm.

## 4. 4. RESULTS

4.1 A shield is awarded in Premier League grade only.

4.2 All results from the preceding week's matches must be submitted to Clipboard by 48 hours post-fixture in order for accurate Premiership Tables to be published in a timely manner.

4.3 For IGSSA Premiership tables, three points will be awarded for a win, one for a draw and zero for a loss.

### 4.4 Incomplete Matches

4.4.1 Wash outs: If a match is washed out part way through, there needs to be at least 4 of the 6 sets completed for a winner to be announced. Otherwise, the match will result in a tie, with 0-point differential.

4.4.2 If a Premier League match is unable to commence for reasons beyond the control of either team, then every reasonable effort should be made to reschedule. If a mutually agreeable reschedule date between the participating schools cannot be reached, then the match result will be a tie, with 0-point differential.

4.4.2 Byes: In the event of a bye, the team drawn to have a bye will be awarded three points.

4.4.3 Forfeits: In the event of a forfeit, the non-offending team will be awarded three points and the maximum winning margin. The offending team will be awarded zero points and the maximum losing margin.

A team must have at least 6 players to take the court otherwise a forfeit loss results with maximum set and game score applied. A scratch match should be played.

If a team has only 7 players, the 8<sup>th</sup> single is a 0-6 forfeit loss, and the 4<sup>th</sup> double is a 0-6 forfeit loss.

If a team has only 6 players, the 7<sup>th</sup> and 8<sup>th</sup> single are 0-6 forfeit losses, and the 4<sup>th</sup> double is a 0-6 forfeit loss.

4.5 If **half or more** games from an IGSSA Division are unable to be completed in a single Shield round, then **all games** from that round in that Division will be considered a draw, with a 0-point differential. For the avoidance of doubt, for example, if there are six scheduled Shield games in a round, and three are unable to be completed, then all games in that round are considered a draw.

4.6 A 1 v 2 Final will be scheduled with the top 2 teams (finalists) playing for the shield in the nominated shield grades. The winner of the 1 v 2 Final will be awarded the shield.

4.6.1 Finalists will be determined by total points initially (i.e., win/loss tally) and then SD (Score differential) if points are equal but a split needs to be made.

4.6.2 If a finals fixture is tied at the end of all matches, then the split method is sets won, then games won, then play 2 x doubles if required.

4.6.3 If no finals fixture can be played and team(s) are on tied points in shield grades at the end of the season, the shield winner will be identified using the following criteria:

- i. Head-to-Head – Calculate the premiership points for fixtures played between *each team involved in the tie* only. The school with the most Head-to-Head premiership points wins the shield (providing equal number of Head-to-Head games between tied teams exist). If there is still no

clear winner from Head-to-Head calculation, then:

- ii. Score Differential – Calculate the score differential for all fixtures played. The team with the greatest score differential will be awarded the shield. If there is still no clear winner from the score differential, then:
- iii. The shield will be shared between all teams on tied points.

4.6.4 GRAND FINAL ONLY – Team sheets (seedings) MUST be submitted to the IGSSA Executive Officer by 12pm on Match Day for circulation to both schools.

4.6 The IGSSA First Singles trophy will be awarded to the player with the most shield matches won over the season. If one or more players are tied on matches won, the games score differential will determine the winner.

## **5. 5. EQUIPMENT**

5.1 Match quality balls are to be supplied for all grades by the home team.

