

## SACSSGSA TENNIS RULES

Tennis is conducted under the rules of the Lawn Tennis Association of Australia unless otherwise stated.

### 1. TEAMS

- a) Teams to consist of 4 to 6 players to be ranked in order of ability.
- b) A team must have at least 3 players to take the court or else a forfeit loss results and a scratch match should be played.
- c) If only 3 players, 4th single is forfeit loss and 2nd double is forfeit loss.
- d) Maximum number of players is 6.
- e) If a team is incomplete at the starting time, there is no coin toss, the complete team must serve.
- f) Teams must supply their own basic first aid kit, however a backup kit will be available from the venue coordinator if required.

### 2. PLAYER ELIGIBILITY

- a) Players are only eligible to play one game per day, unless approval is given by the Executive Officer prior to the game and both teams have been notified.
- b) A player is able to be bought up from a lower grade to fill in for a team that does not have enough players to take the court, however this player must not play another game for the day unless approval has been given by the Executive Officer.
- c) A player is not allowed to be bought down from a higher grade to fill in for a team that does not have enough players to take the court unless approval has been given by the Executive Officer and both teams have been notified.

### 3. UMPIRES

- a) Matches are to be umpired by the players on the court.
- b) However if the players are not confident of keeping the score correctly they may get assistance from a non-player who calls the score only.

### 4. MATCHES

- a) Matches to consist of 4 singles and 2 doubles.
- b) Matches begin with both doubles played simultaneously unless neither doubles can be started by allocated time.

- c) The highest ranked player in the team on the day must play in the #1 doubles pair.

Singles -    1 v 1  
                  2 v 2  
                  3 v 3  
                  4 v 4

- d) The time indicated is the match starting time, not the warm up time.  
e) Players must arrive at least 10 min earlier so as to be ready to play at the starting time after filling in the score sheet and warming up.

## 5. RULES

- a) Rotational system for player's number 1-4 so that number 1 does not play first each time. (i.e. Round 1; 1-4, Round 2; 2, 3, 4, 1, Round 3; 3, 4, 1, 2. etc).  
b) The above may be changed if more than 1 court is available and the designated singles player is on court already.

### BALLS:

- All grades: Home teams to provide a new can of 4 Tennis balls
- At the commencement of each point a student must have both balls on their person or one ball, and the other must be off the court and well back from the player serving.
- No balls to be placed on ground beside server.

## 6. SCORING

- a) Singles play 1<sup>st</sup> to 6 games. No tie breaks except Senior A.  
b) Doubles play 1<sup>st</sup> to 6 games. No tie breaks except Senior A.  
c) Match scores to be taken from sets won not games won.  
d) If sets are 3 all, then games count.  
e) Each team is to provide their own score sheets.  
a) In Senior A competition only if games are 5 all then a tie breaker can be played.

## 7. UNIFORM

- a) Correct school sports uniform is to be worn by ALL team members.  
b) No tracksuit pants, jackets or jeans etc are to be worn.  
c) PLEASE NOTE THAT SANDSHOES MUST BE WORN AT ALL TIMES.  
d) Penalty for non-compliance of uniform. 2 games per player out of uniform to be added to oppositions score, at the start of the game.

- e) If hat falls off during play, opposition can claim a distraction, then a point.
- f) NO jewellery to be worn, this includes rings, watches, necklaces and earrings.
- g) Fingernails must be short NOT taped.

**8. VENUE COORDINATOR**

- a) Unlock and lock courts.
- b) Ensure smooth running of competition (copy of rules must be available at venue)
- c) Provide a back-up First Aid Kit.
- d) Ensure that Blood Policy is brought to the attention of Coaches and Umpires and that it is strictly adhered to.

**9. RESULTS**

- a) Host venues are responsible for inputting results onto Google Sheets by 3pm, Monday of the following week. If unable to, please email SACSSGSA
- b) SACSSGSA- Email: [sacssgsa@cesa.catholic.edu.au](mailto:sacssgsa@cesa.catholic.edu.au)

**10. FORFEITS**

- a) The forfeiting school is responsible for contacting the opposition school with regard to a forfeit by 12.00 noon on the Friday of that week as well as contacting the Venue Coordinator and SACSSGSA.
- b) Failure to notify opposition will incur a \$ 75.00 forfeit fine.
- c) Forfeit score is 6-0 sets and no premiership points will be awarded to the forfeiting team.

**11. POINTS ALLOCATION**

- a) 3 points for a win
- b) 2 points for a draw
- c) 1 point for a loss
- d) 3 points for a forfeit win (Score to be 6-0)
- e) 0 points for a forfeit loss (Score to be 0-6)

**12. PLAY OFF**

- a) Final premiership table is determined by the play-offs:  
Winner of 1 v 2 is first  
Winner of 3 v 4 is third  
Winner of 5 v 6 is fifth etc.

- b) If there is a genuine situation of injury before a play off, a team must get approval from the Executive Officer to bring up a player from another team.
- c) Notification to be received by the Executive Officer, Ph 08 8301 6879 or email [laura.gilbert@cesa.catholic.edu.au](mailto:laura.gilbert@cesa.catholic.edu.au) at least 3 days before play off if there is a dispute in the premiership table.
- d) No matches in the play off rounds are to be rescheduled. A \$60.00 fine will apply and a letter to both school principals must be written explaining the reasons, unless there are extenuating circumstances.
- e) All games must be played at their allocated venues.
- f) In Term 4 there are no Play Off rounds and final placing will be determined on the Premiership Tables.