
BAYSIDE REGIONAL TENNIS ASSOCIATION

BY-LAWS FOR THE CONDUCT OF NIGHT TENNIS COMPETITION

1. The ITF Rules of Tennis, as adopted by Tennis Victoria, Tennis Australia's Procedures for Matches Without Chair Umpires (where no chair umpires are used for a match), Tennis Australia's Code of Behaviour (as applicable to Member Associations' weekly competitions) and Tennis Australia's Disciplinary Policy shall apply to all matches, except where hereafter modified.

2. Competitions offered shall consist of:

No 1 Open Sets– Four a side (men and women players in any combination)

Matches shall consist of six six-game sets in which each player shall play with each other member of the team against corresponding pairs from the opposing team. In each set a 12-point tiebreak shall be played at 6-games all. The majority of sets shall decide the match, sets being equal games to decide.

No 2 Mixed Sets – Two Women & Two Men

Matches shall consist of six six-game sets, i.e., each mixed pair shall play each opposing pair and there shall be a men's set and a ladies' set. In each set a 12-point tiebreak shall be played at 6-games all. In all matches, the majority of sets shall decide the match, sets being equal games to decide.

No 3 Women's Sets – Four a side

Matches shall consist of six six-game sets in which each player shall play with each other member of the team against corresponding pairs from the opposing team. In each set a 12-point tiebreak shall be played at 6-games all. The majority of sets shall decide the match, sets being equal games to decide.

3. Registration of Players

- 3.1 At the commencement of each season, each team entry must be entered into the Association's online competition system, including a list of players to be registered for the season. Players nominated thereafter shall not play with any other team / club in the nominated competition without the sanction of the Association.
- 3.2 Additional registrations may be made prior to play on the scoresheet on the night of play witnessed by captain / team member of the opposing team. The team / club shall be held responsible for the action of any player already registered who signs another registration and shall be dealt with as the Association may think fit.
- 3.3 The Association shall have the power to enquire into the absence of registrations of any team / club, and such team / club proved in default shall forfeit the match. All games pertaining to an unregistered player shall be forfeited, and the scores as adjusted shall be recorded for the purpose of percentage.
- 3.4 The Association has the right to grade players, and no player shall participate in matches in a section lower than approved by the Association. No emergency after grading can strengthen a team.
- 3.5 No player shall compete in more than one Association fixture listed in the same round.

- 3.6 Matches shall be deemed to be played on the date of the original fixture.
- 3.7 No player having participated in a total of four (4) matches in higher grades during one season shall be eligible to play thereafter in lower grade fixtures during that season without the sanction of the Association.

In the event of a Club being represented by more than one team in any grade, no player who has participated in four (4) matches in one team shall be eligible to play thereafter in the other.

- 3.8 No player excepting with special permission of the Association shall be eligible to play in the semi-finals or final matches unless they have played in three (3) matches during the current season, two (2) of which must be played prior to the last three (3) home and away matches.

4. Transfers

- 4.1 Applications by players desirous of playing with another team / club after the grading of teams shall be made via email to the Competition & Online Coordinator. Any player who is refused a clearance by a team / club shall have the right of appeal to the Association.

5. Details of Play

- 5.1 Appropriate attire and footwear shall be worn in all matches.
- 5.2 The time from commencing all night tennis matches shall be 7.00pm.
- 5.3 In the event of the non-appearance of a team, or one or more members of a team, after 30 minutes of the appointed starting time, the match shall be declared lost by the team in default. All remaining sets must be played for the awarding of points and percentage.
- If both teams are in default, the match shall be cancelled.
- 5.4 The home team shall provide four new balls of a brand approved by Tennis Victoria for each match.
- 5.5 Home teams must provide at least two (2) courts per match, unless approved by the Association.
- 5.5 Multi lines or dual-lined courts cannot be used for competition play.
- 5.7 All matches shall cease at 10.30pm, or earlier if courts have earlier council curfew restrictions. Such restrictions shall be notified to the Association when entering a team(s).

6. Scoring

- 6.1 Teams shall be awarded four points for a win and two points for a drawn/undecided match, and in addition will be awarded one point for each set won and half a point for each set not completed.
- 6.2 In the event of teams being equal on points for a win on completion of the home and away matches, their position on the premiership ladder shall be determined by the percentage of games for and against.
- 6.3 In the event of a forfeit, the team receiving the forfeit shall be awarded points for all sets and the win but will not receive any percentage.

- 6.4 Each team shall record the scores, and at the conclusion of the match each captain shall sign the Result Sheet. The match result must be entered online by the home team by 7.00pm on (1) business day after the match.
- 6.5 If the match result has not been received by the Record Secretary within five (5) business days after the schedule match, all points will be awarded to the visiting team.
- 6.6 Matches shall be played as per the fixture and the dates strictly observed. If both teams agree, the start time and / or venue may be amended for home and away matches subject to the approval of the Record Secretary no later than 1 hour before the original scheduled start time.
- 6.6 Any team making default by failing to play any three matches without good and sufficient cause, to be judged by the Association, or any team / club having been disqualified by the Association shall be deemed to have retired from the competition, and all points or scores for or against any team / club deemed to have retired from the competitions shall be deleted from the records.

7. Substitutes

- 7.1 An approved substitute shall be allowed to take the place of any player who is prevented through illness or injury sustained during play, provided that such substitute shall not take the place of any player in a set that has commenced. Such substitute shall be in attendance within 15 minutes.
- 7.2 Injury time allowed during any match shall not be more than 10 minutes.
- 7.3 Substitutes shall not strengthen a team.

8. Finals Matches

8.1 Eight Team Section Competition

At the completion of the home and away matches, the four leading teams shall play off in the semi-final matches.

The first team shall play the fourth team, and the second team shall play the third team. The winners of these two matches will play off in the grand final.

8.2 Six Team Section Competition

At the completion of the home and away matches, the first team shall play the second team in the grand final.

- 8.3 Semi-finals and grand final locations shall be determined by the Association.
- 8.4 In the event of a tie in a finals match, two pairs shall play a 12-point tie break game and points added to determine the winner. In the event of a further tie, the procedure shall be repeated until a result is determined. The tie break pairs and opponents can be played in any combination by those players who have participated in the match.
- There can be no draw in a finals match. In the event of a match not being decided, the appropriate Record Secretary shall be informed of the position and any mutual agreement regarding completion.

8.5 Finals matches delayed due to stress of weather must be played on the next “match” night (i.e., for Tuesday night competition on the very next Tuesday night) or earlier by mutual agreement. The only exception is to be gazetted public holidays, not school holidays. Any mutually agreed time must be adhered to. If a team subsequently cannot play after agreeing to the reschedule it is considered a forfeit.

9.6 If the season has not been concluded by the reserve grand final date, the highest ranked remaining team shall be declared the premier.

10. Adverse Weather

10.1 Wet Weather

10.1.1 If, at the time of commencing play, or at any time during the match, the opposing captains are in disagreement as the fitness of the courts for play, both teams shall remain in attendance until the opposing captains are agreed that no further play is possible for the night. The maximum wait time shall be thirty (30) minutes from the time players leave the court surface. All reasonable efforts should be made to resume playing a match.

10.1.2 If an executive member of the home club, acting reasonably, determines that the playing on the surface is a danger to players or court surface, the match shall immediately cease. All sets won or incomplete to that point shall be recorded.

10.1.3 In all situations, if the match has not been decided, there shall be no further play and the details of games played shall be recorded for the purpose of points and percentage.

10.1.4 In the case of wet nights, the home team captain may contact the away team’s captain, to determine if their courts are playable on that night. If both teams agree to abandon play for the night, each team shall enter their players names in the Association’s online system by using the “By Phone” icon on the right-hand side of the scoring page and then click on washout.

10.2 Thunderstorms

10.2.1 When thunderstorms threaten, team captains should ensure that all players and spectators, where possible, are inside safe shelter during a thunderstorm. Where lightning can be seen or thunder heard, there is already a risk. Team captains should use the 30-30 lightning rule.

If the time between seeing lightning and hearing thunder is less than 30 seconds (a "flash-to-bang" of 30 seconds), the storm is within 10 km, and you must seek immediate, safe shelter (building or car, not under trees). After the storm seems to pass, wait another 30 minutes after the last thunder or lightning before resuming play, as trailing clouds still pose a risk.

10.3 Heat

10.3.1 If the temperature should reach thirty-five (35) degrees Celsius at the appointed starting time, or thereafter, play must cease. Notwithstanding the foregoing, play may cease below this temperature with the consent of both team captains. The physical wellbeing of players is paramount in making this decision.

10.3.2 For the purpose of this By-law, the temperature used is as provided by the Bureau of Meteorology (BOM), either on their app or on their website, and according to the BOM weather station closest to the venue.

10.4 High Winds

- 10.4.1 High winds have the potential to create dangerous conditions for players and spectators. Where these winds create unreasonable risks, the team captains may suspend the matches until the winds abate.

Indications of risk displayed would be on court furniture or fixtures disturbed, fences damaged, items being blown onto the court, or the force of the wind threatening player health.

10.5 Smoke

- 10.5.1 Smoke is a by-product of a number of other extreme conditions, including weather, and can create a risk to people with certain conditions i.e. asthma and heat conditions. The team captains should be aware of these extreme conditions and take necessary steps to suspend or cancel play.

- 10.6 If by reason of stress of weather or other good and sufficient cause a match has not been commenced or if commenced has not been decided on the date laid down, there shall be no further play, and the details of any games shall be recorded for the purposes of percentage.

Notwithstanding anything to the contrary of this rule all semi-finals shall be continued at a time and date to be fixed by the Committee until a result has been reached.

11. Trophies

- 11.1 Members of the premier and runners up teams shall be awarded a trophy.

- 11.2 In addition, the following special trophy will be awarded:

The **Vince Vaughan Memorial Shield** will be awarded to the team with the best performance over the season for the Tuesday night open / men's competition.

12 Disputes

- 12.1 The Association shall have the power to inquire into all disputes arising out of or in connection with fixture matches, and its decision shall be final.

- 12.2 Any team / club with a dispute shall within three days after the completion of the match in dispute, forward a statement in writing by a team / club executive on the matter to the Association Secretary. The Association Secretary shall if deemed necessary call on the disputing team / club to appear before the executive, who shall, after hearing the evidence, decide thereon.

- 15.3 The Association shall have the power to decide all questions arising out of Association matches and tournaments not provided for in these By-Laws.

16. Power to Amend

- 16.1 The Committee of the Association may make changes to these By-Laws as provided under Section 19 of the Rules of the Bayside Regional Tennis Association Inc. Member clubs wishing to propose changes to these By-Laws should forward such change proposal to the Secretary of the Association, who will table the proposal at the next committee meeting.

Appendix 1 Playing a Tie-Breaker

Who serves first in a set tie breaker?

If you are playing a tiebreaker, follow these steps:

The player due to serve the 13th game (in six (6) game sets and 17th game in eight (8) game sets) serves the first point into the opponent's deuce court.

After the first point, the serve goes over to the other player to serve, who then serves the next two points, serving first into the ad court (right hand side) and then into the deuce court.

In doubles, keep the same serving rotation that occurred during the match.

A 12-point tie-break is first seven (7) points with a margin of two (2) (played as the ending 13th game), and a 10-point tie-break is first to ten (10) points with a margin of two (2) (played as substitute for a 3rd set), when playing best of three sets.

Visually the Tie Break may look like this.

1st POINT A: 1 B: 0	2nd POINT A: 1 B: 1	3rd POINT A: 2 B: 1	4th POINT A: 3 B: 1	5th POINT A: 4 B: 1	6th POINT Change ends A: 4 B: 2
7th POINT A: 4 B: 3	8th POINT A: 4 B: 4	9th POINT A: 4 B: 5	10th POINT A: 4 B: 6	11th POINT A: 5 B: 6	12th POINT Change ends A: 5 B: 7