

SEISA TENNIS RULES AND REGULATIONS

All matches shall be played under the laws recognized by the Victorian Tennis Association, provided that they do not clash with any of the rules below.

1. Each match is one set with a win being the first team to win 6 games, or to an advantage of two games (i.e., 7-5). At 6-all, a 12-point tiebreaker will be played.
2. Schools' sports uniforms are to be worn with the correctly soled footwear.
3. The overall results will be calculated on the number of sets won by each school. If two schools have won the same number of sets, the total number of games won will determine the winner. If a match is interrupted by rain, all completed sets will count in the final calculation – four complete sets are required to constitute a full result.
4. Senior and intermediate competitions will be replaced by a trial an A and B format. Boys will have an A and B competition; Girls will have a single A competition which will comprise of both intermediate and senior players.

Boys	A Comp - 8 players	B Comp - 8 players (min of 6)
Girls	A Comp - 8 players	

Junior players graded in either competition are permitted to play, however they will be ineligible to play in the JUNIOR Summer competition of Tennis.


5. Previous structure -

Teams are to be of 8 players arranged into 4 pairs (A, B, C, D). i.e., 8 boys and 8 girls. Each School is to nominate their students in order of ranking, from 1 through to 8, for the second group of matches to be played. Games to be played are all doubles matches:

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|---------------------------|-------------------|--------------------|----------------------|
| i. A v A | ii. B v B | iii. C v C | iv. D v D |
| i. 1 & 3 v 1 & 3
6 & 8 | ii. 2 & 4 v 2 & 4 | iii. 5 & 7 v 5 & 7 | iv. 6 & 8 v
6 & 8 |

All players will play two matches of Doubles. Only the results of the above matches will count for the overall results. If a team is unable to field a particular pairing, they will forfeit those matches, incurring a 6-0 loss.

6. Players should at always play within the laws of Tennis and should refrain from reverting to any act of gamesmanship which threatens the true spirit of the sport.
 - i. Behaviour and language must be kept under strict control.
 - ii. Balls must be returned to the server along the ground.
 - iii. It is your obligation to call all balls on your side, to help your opponent make calls when the opponent requests it, and to call against yourself (with the exception of a first service) any ball that you clearly see out on your opponent's side of the net.
 - iv. 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.
 - v. Any "out", "let" or "fault" call must be made instantaneously (i.e., Made before either an opponent has hit the return, or the return has gone out of play) otherwise the ball continues in play.
 - vi. If you call a ball "out" and then realize it was good, you should correct your call.
 - vii. If players cannot agree on the score, they may go back to the last

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- score on which there was agreement and resume play from that point.
- viii. Players are prohibited from checking the mark of the ball on their opponent's side of the court.
 - ix. Wait until a point is over before walking behind a court where a match is in progress.
 - x. To retrieve a ball from another court or to return a ball to another court, wait until the players have completed a point.
 - xi. To avoid controversy over the score, the server should announce the game score before starting a game and the point score prior to serving for each point.
 - xii. Thank your opponent for the match.
 - xiii. In the event of a dispute insoluble by the players, coaches must become involved and reach an agreed solution. Players should be encouraged to work out their own difficulties.
7. Top grade governing body-approved balls should be used for all matches. One pair of new balls shall be supplied to each court for matches by the home team.
 8. No coaching or advice shall be given by anybody during a match.
 9. Substitutes. When a player is prevented through illness, injury, or other good reason from completing a match, then, with approval of both coaches, a substitute may take their position.
 10. However, that pair forfeits the match in progress and the substitute player is able to play in his/her normal matches.
 11. Balls straying onto the playing surface during a point will result in the replaying of that point.
 12. Players should not leave the court during a match. Drinks and refreshments should be kept courtside and only accessed at a change of ends.
 13. It is imperative that sets are completed quickly. Hit-up time is restricted to three minutes for each match.

At least six courts should be made available for the Junior competition, i.e., 6 courts for Year 7/8, 6 courts for Boys A & B and up to 6 courts for Girls A

