



Sydney Badge Tennis Rules Autumn Competition



1 General

- 1.1 The Sydney Badge Autumn Competition (**Badge Competition**) is managed and administered by Tennis New South Wales Limited (**TNSW**).
- 1.2 All participants in Badge Competition, including players, coaches and officials (**participants**) are bound by these rules and regulations and Tennis Australia's national policies and by-laws including, without limitation, the Uniform Tennis Anti-Corruption Program, the Tennis Australia Code of Behaviour (including its reference to spectator behaviour and interference), the Tennis Australia Member Protection Policy and the Tennis Australia Anti-Doping Policy (each a **Policy**).
- 1.3 In addition all participants must at all times act in the best interests of TNSW and the Badge Competition and not at any time engage in conduct which brings or has the potential to bring a participant, the Badge Competition, TNSW or the sport of tennis into disrepute or which is or would have the tendency to be contrary to or prejudicial to the best interests, image or values of the Badge Competition or TNSW.

2 Tennis Sydney Badge Committee

- 2.1 The Tennis Sydney Badge Committee (**TSBC**) is the committee that administers the Badge Competition and has the power to make final decisions in respect of the conduct of the Badge Competition.
- 2.2 If any player or team is alleged to be in breach of these rules and regulations, the alleged breach should be drawn to the attention of the alleged offending player or team as soon as it is detected and the parties should try and resolve the matter on the spot. If the parties are unable to resolve the matter, notice should be provided to the TSBC of the dispute in accordance with these rules.

3 Badge Competition

- 3.1 The Badge Competition is the oldest tennis competition in the Sydney metropolitan area. It caters for tennis players of varying ages, levels and abilities.
- 3.2 Badge Competition is made up of a number of grades and sections. Each grade is made up of a number of sections. Each section is made up of approximately 8 teams that play against each other in a weekly doubles competition. Generally speaking, the higher the grade and section, the higher the standard of tennis.



3.3 Premier League is the highest grade of Badge Competition.

4 Team Entry

4.1 A team may only be entered into the Badge Competition by a club, association or individual that is registered with, and affiliated to, TNSW.

4.2 Team entry form applications must be submitted to the TSBC by the entry closing date approved and advised by the TSBC. The team entry form application must set out the names of all of the players in the team.

4.3 The TSBC shall determine the entry fees for entry into the Badge Competition. This fee will be revised and published annually. The entry fee must be forwarded to TNSW and must be received with the team entry application form by the entry closing date as determined by the TSBC.

4.4 The TSBC has the sole and ultimate discretion in whether to accept a team's application for entry into Badge Competition. Without limiting that discretion, the TSBC may refuse a team's entry for reasons including, but not limited to:

- (a) a player in the team is currently suspended by Tennis NSW or another tennis authority;
- (b) a team has an outstanding financial liability to the TSBC, TNSW or another tennis authority;
- (c) a player is ineligible to play under these rules and regulations or a Policy; or
- (d) in the opinion of the TSBC, a team or player is not of good character, or is likely to bring the badge competition into disrepute.

5 Team Composition

5.1 In an application form, a team must nominate for registration with the TSBC at least five, and up to a maximum of ten players. The first five players nominated on a team's application form make up the first team (**First Team**).

5.2 Each player in a team must be registered with TNSW. Each team must nominate one player to act as team captain (**Team Captain**).

5.3 A player in Badge Competition must only be registered in one team.

6 Grading

6.1 The TSBC, using the methodology set out in clause 6.2 and subject to adherence to the challenge procedure set out in clause 7, shall have ultimate authority to decide the composition of teams in each grade and section of Badge Competition.

6.2 The TSBC shall grade teams into various grades and sections using the IPR grading system. The TSBC shall collect and record the IPR of each member of a team's First Team and use these IPRs to calculate the average IPR of the First Team (**Team Average IPR**). The teams with the highest Team Average IPR



will be provisionally graded into higher grades and sections of Badge Competition (**Preliminary Grading**).

6.3 A team may face a challenge to its Preliminary Grading at the Challenge Meeting as set out in rule 7.

7 Challenge Meetings

7.1 After the TSBC publicizes the results of the Preliminary Grading to the teams in Badge Competition, the TSBC must hold a challenge meeting (**Challenge Meeting**).

7.2 The TSBC must give teams in Badge Competition at least 14 days' notice of the date, time and location of the Challenge Meeting.

7.3 All teams in the badge competition may attend the Challenge Meeting. At the Challenge Meeting a team may:

- (i) challenge its Preliminary Grading and request that it be moved to either a higher or lower grade or section of badge competition; or
- (ii) challenge another team's Preliminary Grading (**Challenged Team**) and request that the Challenged Team be moved to either a higher or lower grade or section of badge competition,

(each, a **Challenge**).

7.4 The TSBC is responsible for chairing and running the Challenge Meeting. The procedure at the Challenge Meeting is as follows:

- (i) Chairman reads out the teams for the section.
- (ii) Chairman asks for Challenges for that section.
- (iii) If there is a Challenge, team presents the basis of the Challenge (maximum time of 2 minutes)
- (iv) Defending team responds to Challenge: (maximum time of 2 minutes)
- (v) Challenging team has right of reply: (maximum time of 2 minutes)
- (vi) Questions of either team through the Chairman.
- (vii) Vote by Delegates on the Challenge.

7.5 Any Challenge to the Preliminary Grading of a team must only be made on the basis of the Average Team IPR.

7.6 Each team may make one Challenge only at the Challenge Meeting.

7.7 After following the procedure set out in rule 7.4, the TSBC has ultimate authority and discretion to determine whether to uphold or reject the Challenge.

7.8 Following the Challenge Meeting, the TSBC must publish as soon as practicable the amended list of teams each grade and sections of Badge Competition.

8 Re-grading



- 8.1 The TSBC reserves the right, in its ultimate discretion, to regrade any player or team, where in its opinion, the player or team was significantly under-graded.
- 8.2 If clause 8.1 applies, the TSBC has the right to forfeit any matches or rubbers played by the player or team where such action is deemed to be appropriate by the TSBC in its ultimate discretion.

9 Reserves and Unregistered players

Reserves

- 9.1 Upon request by a team, the TSBC may permit a player registered in Badge Competition to fill in for another team (**Reserve**). A player cannot play as a Reserve unless the TSBC has provided prior written approval. The TSBC has ultimate discretion to determine whether to provide such approval. Without limiting that discretion, the TSBC should consider the following principles when exercising its discretion:
- (a) A player registered in Badge Competition cannot play as a Reserve for a team in a lower grade or section if the player has played three matches or more in the higher grade or section.
 - (b) A player registered in Badge Competition can only play for one club.
 - (c) A player registered in Badge Competition must not play as a Reserve for a team in a higher grade and/or section if the player's individual IPR rating is higher than the Team Average IPR of the team in which the player is seeking to fill in for.

Unregistered players

- 9.2 If a team wishes to field a player that is not registered with TSBC, it must send a registration request to the TSBC.

Note: Player registrations requests can be made prior to playing by sending an email to sydneybadgetennis@tennis.com.au (More information can be found in Entry Guidelines)

- 9.3 The TSBC has the ultimate discretion to determine whether to allow the unregistered player to play in the Badge Competition. If the TSBC allows the unregistered player to play in the Badge Competition, it must register the player in accordance with its usual practices and procedures (**Late Registration**).
- 9.4 Without limiting discretion set out in clause 9.2, a Late Registration must not have an individual IPR rating higher than the Team Average IPR of the team for which the player is seeking to play for.
- 9.5 If a team plays an unregistered player, the TSBC may, at its sole discretion, compel that team to forfeit any match in which the unregistered player competed.

10 Match Format

- 10.1 Each Badge Competition match is to be contested by a team of four players.



10.2 Each team will nominate two doubles pairs from its team of four players. A doubles pair cannot be varied once the match has started.

10.3 A Badge Competition match will consist of four doubles rubbers. Each doubles pair will play against both doubles pair from the opposing team. For example:

Team 1(Pairing A) v Team 2(Pairing A)
Team 1(Pairing A) v Team 2(Pairing B)

Team 1(Pairing B) v Team 2(Pairing B)
Team 1(Pairing B) v Team 2(Pairing A)

(each, a **rubber**)

10.4 Each rubber is a two set match. Tie break is played at six (6) games all in each set. A rubber is completed at the end of the second set, even if the rubber is tied at one set all.

11 Match fixturing

11.1 Where possible, matches are to be played on two courts (**Dual Court Match**).

11.2 Dual Court Matches are to be played for a fixed period of time, being 2.75 hours, in two sessions during the day as follows:

The first session shall be from 12pm to 2.45pm (**Session A**).

The second session shall be held from 2.50pm to 5.35pm (**Session B**).

Subject to the exception set out in clause 11.8, a match is completed at the end of the session time above, regardless of whether all the rubbers have been played or finished.

11.3 Matches commence as advised on the draw which is published on Match Centre <http://leagues.tennis.com.au/>

11.4 Hit-ups times are included in the abovementioned session times. Hit up time should not take longer than 5 minutes for each rubber, including practice serves.

11.5 Session A players must leave the courts immediately at the conclusion of their match in order to allow Session B to commence.

11.6 Subject to approval from the TSBC, a single court may be used to play a match (**Single Court Match**). Single Court Matches commence at 12pm and finish at 5:35pm.

Order of play

11.7 The order of play is as follows:



Dual Court Matches: The home team nominates which of their pairs plays on each of the courts. The visiting team matches those pairs. The visiting team nominates which pairs are to switch courts in the reverse rubbers.

Single Court Matches: The home team nominates their first pair to play the first rubber. The visiting team nominates their first team to play. The second rubber shall be played by the pairs yet to play. The visiting team then has the right to nominate which of its pairs plays the first reverse rubber (the third rubber). The other reverse doubles match is the fourth rubber. Play must be, at all times, continuous with no more than five (5) minutes break between rubbers.

If a second court becomes available during the Single Court Match, the teams should use the second court unless there are exceptional circumstances.

- 11.8 Where there are lights on-site, Session B of Dual Court Matches and Single Court Matches can continue after 5:35pm until the completion of the match.

12 Match Scoring

- 12.1 A team scores one point for each set won. The team with the greater number of sets won will be declared the winner of the match.
- 12.2 If at the completion of the match not all rubbers have been finished or played, but subject to the applicability of rule 13.2 below, each team will be awarded 0.5 points for each unfinished or unplayed set.
- 12.3 If at the conclusion of the match, the number of sets won by each team is equal, the team that has won the greater number of completed games will be declared the winner. If the number of games won is equal, then the match shall be declared a draw.
- 12.4 The winning team, (whether by winning more sets, games, forfeit or otherwise) will be awarded two (2) bonus points.
- 12.5 There is a maximum of ten (10) points available for each match. For the avoidance of doubt, if a team won each set of each rubber it would be awarded 8 points for 8 sets won plus 2 bonus points. If the match is drawn (ie each team wins the same number of sets and games), the two bonus points will be shared with each team receiving one bonus point.
- 12.6 The ladder for each section will be ordered based on the highest total points won. For the avoidance of doubt, total points won will be determined using the following formula:
- Total Points won = 1 x point for each set won + 0.5 points for each unfinished or unplayed set + two bonus points for each match won + 1 point for each match drawn.
- 12.7 If two or more teams are equal in points on the ladder, their ranking will be decided by the following:



- (i) The team with a higher percentage of sets won (that is, sets won/sets played x 100%) (**Percentage of Sets Won**) will be ranked higher on the ladder.
- (ii) If the Percentage of Sets Won is equal, the team with a higher percentage of games won (that is, games won/games played x 100%) (**Percentage of Games Won**), will be ranked higher on the ladder.

13 Player injury

- 13.1 If a player is injured during a match and forced to retire from a rubber, the injured retiring player cannot return to court and play any other rubber in the match.
- 13.2 All incomplete or unplayed sets at the time a player is injured will be forfeited and all points for the incomplete or unplayed sets will be awarded to the non-retiring pair.

14 Cancellation of matches (inclement weather)

- 14.1 In the event of wet weather:
 - (i) for Session (A) and Single Court Matches, Team Captains should confer by 10:45am, and
 - (ii) for Session (B) Team Captains should confer by 1:15pm,to make a provisional call as to whether the match can proceed (**Preliminary Conference**).
- 14.2 Unless the Team Captains cancel the match at the Preliminary Conference, all players must meet at the venue for the start of the match.
- 14.3 The Team Captains must make a final decision regarding whether to cancel the match 30 minutes after the start time of the match (Session A and Single Court Matches = 12:30pm, Session B = 3:20pm).
- 14.4 If the match is cancelled due to inclement weather (**Wash Out**), each team shall receive five points.
- 14.5 No rubber can commence later than 45 minutes after the match's scheduled start time. If the match has not commenced within this time period, the match will be declared a Wash Out.

15 Defaults by team players

- 15.1 Where a team or a doubles pair is not ready to play 5 minutes after the start time of the match, the first set of the rubber (or rubbers) will be forfeited. If a team or doubles pair is not ready to play 30 minutes after the start time of the match, both the first and second set of the rubber (or rubbers) will be forfeited.
- 15.2 Any team that does not have at least one pair ready to play 45 minutes after the scheduled starting time, will forfeit the entire match (**Default**).



- 15.3 If any team Defaults or fails to meet its engagement without, in the sole opinion of the TSBC, sufficient cause being shown, the club entering such team may be fined up to \$50. The opponents of such team shall score ten points and be awarded eight sets and forty-eight games. The defaulting team will be awarded zero points, zero sets and zero games.
- 15.4 Should any team Default or part forfeit twice during the regular season then, subject to analysis of the circumstances by TSBC, the team may be debarred from further competition at the sole discretion of the TSBC. If debarred from Badge Competition all points scored for and against such team shall be cancelled.
- 15.5 In the event of a team fielding only one pair, that pair may play their two rubbers. The remaining rubbers will be forfeited. The score of such sets played shall stand and points awarded in accordance with the completed results. The remaining sets shall be forfeited and scored six games to nil against the defaulting team.

16 Recording results

- 16.1 A member of the home team must print and have available at the match a scorecard for completion and signing.
- Annexure B sets out instructions for printing scorecards and using the League Manager system.
- 16.2 Immediately after the completion of each rubber (whether or not a match result is determined) the official scorecard must be completed and signed by a member of each team.
- 16.3 In the event of a match not being commenced or being incomplete, the score sheet shall be completed as far as practicable and must include each nominated player's name and the score (if any) of each completed or incomplete rubber as well as the reasons for the match not being commenced or completed.
- 16.4 All results are to be entered in the official competition software by a member of the winning team. Results must be entered within 24 hours of match conclusion (5pm Sunday).
- 16.5 Once the winning team has entered match results, the losing team must **confirm** or **Dispute** the results within 24 hours of the results being lodged by the winning team.

17 Courts

- 17.1 Each team must register with the TSBC: (i) a venue and (ii) the court surface at the venue for its home matches (**Home Venue**).
- 17.2 The TSBC may request, and the team must provide, any information deemed necessary by the TSBC to determine whether to approve the venue and court surface, including but not limited to, the location of the courts, the number of courts, court surface information and parking at the venue.
- 17.3 All courts at the Home Venue must be properly equipped (including a center net strap), kept in good order, and prepared ready for play prior to the scheduled starting time.



- 17.4 If a team wishes to use outside or indoor courts as an alternative location for wet weather or overflow, these courts must also be registered and approved by TSBC prior to the commencement of each season of Badge Competition (**Off Venue Courts**).
- 17.5 Unless another time frame is agreed by the Team Captains, if a team wishes to use the Off Venue Courts for a match, it must give the opposing team at least 7 days' notice.
- 17.6 Both courts used in a Dual Court Match must be at the same venue. Teams playing Dual Court Matches should use courts with the same court surface where possible.
- 17.7 The use of Off Venue Courts for semifinals, and finals is not permitted unless the number of home teams exceeds the number of courts at the Home Venue, or when the courts are unplayable at the Home Venue.

18 Facilities and playing attire

- 18.1 The home team shall provide:
- (i) A clean dressing room and toilet facilities for opposing team players.
 - (ii) An acceptable standard of hospitality both during and after the match. (Provision of food and drinks at conclusion of a match is accepted and expected practice for badge tennis.
- 18.2 All players must wear correct tennis attire and comply with the dress regulations of the home team. Failure to do so may result in players being unable to play their match and those players forfeiting their rubbers.

19 Match Balls

- 19.1 All Badge Competition matches must use at least three balls per court.
- 19.2 The TSBC will nominate the brand of balls to be used. Each Home Team must use only the brand of balls nominated by the TSBC at home matches.

20 Finals

- 20.1 At the end of the regular season of Badge Competition, the top four ranking teams on the ladder (after any deductions for a breach of rule 20.3 below are made) will qualify for the finals.
- 20.2 Positions on the ladder are decided by points won less any deductions for a breach of rule 20.3.
- 20.3 A team will be deducted 10 points at the completion of the final regular season round of competition if:
- (i) Two players in the First Team did not play in at least 50% of Played Matches during the regular season; and



- (ii) The other three members of the First Team did not play in at least 33% of Played Matched during the regular season.

The definition of Played Matches is set out in clause 21.1.

20.4 In the event of two or more teams being equal in points at the end of the regular season, their positions on the ladder shall be decided by the Percentage of Sets Won, or in the event of them being equal, by the Percentage of Games Won as per clause 12.7.

20.5 The finals schedule for each section of Badge Competition is as follows:

Week 1 – Semi-finals: 1st v 4th (**Semi-Final 1**) and 2nd v 3rd (**Semi-Final 2**) (*home teams listed first*)

Week 2 – Final: Winner Semi-Final 1 v Winner Semi-Final 2 (*home team is highest ranked team on the ladder as at the end of the regular season of Badge Competition*)

20.6 If any finals match is drawn (ie both teams win same number of sets and games), the team that finished higher on the ladder as at the end of the regular season of Badge Competition shall be declared the winner of the match.

21 Finals Eligibility

21.1 Notwithstanding anything in rule 20.3, to be eligible to play in any finals match a player must have played in a minimum of 33% of the Played Matches.

For the purposes of this rule and rule 20.3, a Played Match is when a player plays in a regular season round of the Badge Competition but does not include any byes, Wash Outs or Defaults.

21.2 A team participating in a finals match must field at least two players from the First Team.

21.3 Upon application by a team, the TSBC has the power to grant an exemption to rule 21.1 or 21.2. At the absolute discretion of the TSBC, TSBC may:

- (i) grant the exemption requested; or
- (ii) compel the team to forfeit one or more rubbers of the final; or
- (iii) compel the team to forfeit the final.

22 Prizes

22.1 Prizes for Badge Competition (if any) will be determined by the TSBC in its absolute discretion.

23 Powers of the TSBC

23.1 The TSBC shall have the widest and most absolute power and discretion relating to the Badge Competition or any matter or issue arising from or in connection with the Badge Competition and without limiting the foregoing it shall have the power and discretion to:

- (i) demand from any team any information of any nature relating to any matter or thing arising from any match;
- (ii) prohibit a player or team from registering for the Badge Competition;



- (iii) suspend or disqualify a player or team from the Badge Competition as a result of a player's conduct or behaviour arising from or in connection with a match; and
- (iv) impose penalties on any player or team, whether by fine, suspension or disqualification or by forfeiture of points for any non-compliance or breach of any of these rules and regulations, including any Policy.

23.2 If a player is alleged to have breached these rules or a Policy, the allegation against the player must be made in writing and forwarded to the TSBC within seven days of the match being played. The reported player shall be notified in writing of such allegation within seven days of the receipt of the allegation by the TSBC. The player will have the right to appear before the TSBC to answer any allegations and the person or a representative of a Club making the allegation may also be in attendance. Subject to the provisions of natural justice, the TSBC shall hear and determine, in its absolute and sole discretion, whether the allegation against the player is substantiated, and if so, what penalties should apply.

24 Dispute Resolution

- 24.1 Subject to these rules any dispute between a team and/or participants must be referred for determination to the TSBC in writing and must contain a precise statement of the issue(s) in dispute, the relevant facts giving rise to the dispute, and be sent to the other party.
- 24.2 The TSBC must, within seven days of the date of request for such adjudication by any party, request any response to the dispute from the other party.
- 24.3 The TSBC has the power to adjudicate any dispute referred to it for determination in any way in its absolute discretion but subject to the principles of natural justice, these rules and regulations and any Policy (if relevant).

25 Heat Policy

- 25.1 The TA Heat Policy applies to all Badge Competition matches.

26 Interpretation of these rules and regulations

- 26.1 Any question arising from or in connection with the interpretation or construction of these rules and regulations shall be determined by the TSBC in its absolute discretion.
- 26.2 TNSW may alter or amend these rules and regulations from time to time without prior notice. If updated, TSBC will endeavour to distribute the updated version of the rules to all teams.

27 Miscellaneous

- 27.1 Only nominated club delegates or their authorized alternate shall communicate with the TSBC. The TSBC will not respond to any communications from team members or Team Captains.
- 27.2 Each Team Captain agrees to provide an email address and telephone number to the TSBC for publication on the competition website as a point of contact for other Team Captains.
- 27.3 All players must comply with the etiquette of play for non-umpired matches as set out in Annexure A.



Annexure A - Tennis Australia Tennis Etiquette for Non-Umpired Matches

1. Etiquette for Non-umpired Matches

- a. Each player is responsible for all decisions in his/her half of the court. He/she should be completely honest on all 'calls' but if in doubt, he/she should give his/her opponent the benefit of the doubt and play the ball as good. You should not play a 'let'.
- b. It is the obligation to call all balls at your end, 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.
- c. Any 'out', 'let' or 'fault call must be made immediately, (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. 'Lets may be called by any of the participating players
- d. If you call the ball 'out' and realise it was good, you should correct your call, and award the point to your opponent.
- e. In doubles, when returning service, the partner of the Receiver should generally call the service line. The Receiver should generally call the centre and service lines.
- f. If players cannot agree on the score, they should go back to the last score on which there was agreement and resume play from that point.
- g. Players are prohibited from checking the mark of the ball on their opponent's side of the Court, unless invited by their opponents to do so. Ball mark inspections are only allowed on clay courts.
- h. Where a ball interrupts play, either by rolling/bouncing onto the Court, and/or creating a visible interruption behind the court a let should be played.
- i. If a player hinders his/her opponent it can be ruled involuntary or deliberate.
 - i. When a player has created an involuntary hindrance (ball falling from opponent, hat falling off, etc the first time a 'let' should be called; the second time the players should be told that any such hindrance thereafter will be ruled deliberate.
 - ii. Any hindrance caused by a player that is ruled deliberate will result in the loss of the point.

2. General conduct of play

- a. All balls on your side of the net are your responsibility, to pick up and where appropriate return directly to the Server.
- b. The Receiver should not return the first service if it is an obvious fault – let it go by or ground it.
- c. Do not enlist aid of spectators in making line calls, or attempting to determine other on-court matters.
- d. To avoid controversy over the score, the Server should announce the game score before starting a game and the point score of each point.
- e. Wait until a point is over before walking behind a Court where a match is in progress.
- f. To retrieve a ball from another Court or return a ball to another Court, wait until the players have completed the point.
- g. Do not stall, sulk, complain or practice gamesmanship.

* 'Calls' should be verbal and clearly audible to the opponent, followed by a signal if necessary.



Annexure B – Procedure for registering results on League Manager

Entering results

To enter results go to: <http://leagues.tennis.com.au/>

Login using your email address and password:

You can only enter results for matches in which you are a player in the team and your Tennis Account has been linked.

To enter results go to your Dashboard:

1. Scroll to your 'Previous Matches', select View Scorecard
2. Once the scorecard displays, select Edit Scorecard and enter match results accordingly.
3. Once a player has entered the match results, select Save Scorecard

Confirming results

Once the winning team has entered match results, the losing team will then need to **confirm** or **Dispute** the results.

Following the previous steps 'Entering Match Results (Home Team)', the away team will need to view the scores entered and **Confirm** or **Dispute** the results.

Printing scorecards

Login to My Tennis using your email address and password:

1. Scroll to Upcoming matches and select **View** for the relevant match
2. Once the match is displayed, to print select the **Print Scorecard** icon to print the scorecard.