

# HOT RACKETS INTER CLUB TENNIS LEAGUES

## LEAGUE RULES 2012 ( Amended 12/8/2011)

(All rules are subject to confirmation by League Referee Tony Scott)

[www.hotrackets.co.uk](http://www.hotrackets.co.uk)    [email:tony.scott48@ntlworld.com](mailto:tony.scott48@ntlworld.com)

1. All league matches will commence in APRIL and will finish in SEPTEMBER.  
All final fixtures must be completed by the last weekend in September.
2. All matches preferably to be played at weekends i.e. Saturdays or Sundays. Matches can be played during the week if it is agreeable to both clubs and teams. Matches will normally commence at 1pm (weekends) or at any other time agreeable to both clubs and teams.
3. The home team must supply 8 new balls per match. That is two cans (four balls per can) of Slazenger Ultra Vis Tennis Balls.
4. Match fixture dates will be arranged and confirmed by the 'Hot Rackets' League.  
Both captains should contact each other to confirm the set fixture date at least two weeks before the match date. It is normal for the home team captain to make the initial contact  
If a match date is not convenient to any team it is the responsibility of the team captain affecting the change to rearrange a convenient match date with their opponents to suit both teams. **IF THE ORIGINAL MATCH DATE IS CHANGED THE CAPTAIN OR PERSON OF THE CLUB INITIATING THE CHANGE MUST EMAIL THE NEW FIXTURE DATE & START TIME IMMEDIATELY, TO TONY SCOTT.**
5. If a match is postponed or abandoned due to bad weather the Home Team Captain must email Tony Scott immediately with the new match date and start time.
6. If one team wishes to change a match date, that team must give no less than TWO WEEKS notice of a rearranged match to their opponents, any thing less can be deemed as a walkover to their opponents.  
A TEAM CAN REARRANGE A MATCH DATE ONCE ONLY (apart from bad weather)
7. If while a match is being played it is abandoned due to bad weather the score will stand as a result ONLY IF ONE TEAM HAS WON 3 RUBBERS. This is the only way a team can claim a winning result. Any other score at the time of the match being abandoned will result in the match being replayed on a new agreed date.  
Matches being played can only be abandoned because of bad weather using Rule 7, and cannot be abandoned for any other reason. If this happens then the team who could complete the match will claim the match as a win.
8. If a player or players are not on court and ready to play 30 minutes after the agreed start time then the opposing team captain can claim the first set of the affected rubbers. The score being claimed as 6-0. If the player or players are not on court and ready to play 60 minutes after the agreed start time the opposing team captain can claim the first rubber by default. The score being claimed as 6-0. 6-0.
9. Teams will receive 3 POINTS FOR A WIN and 1 POINT FOR A LOSS. Points will determine a teams position within the league. At the end of the season if teams are on equal points then the final positions will be determined by the team who have accumulated either the highest number of rubbers, or sets, or games, in that order of priority. A 10 point tie break decider counts as 1 game, 1 set and 1 rubber. A normal 7 point tie break is recorded as 7-6 in games.  
In the case of a 5<sup>th</sup> Rubber 'Quick Fire Short Set' being played this will be recorded as games achieved by both teams (e.g. 6-5) 1 Set & 1 Rubber to the winner. The winner of this short set is the first team to 6 GAMES, so you do not have to win by 2 clear games, therefore if the score is 5-5 the winner of the next game wins the rubber by 6-5. As short deuces apply in this set, the receivers will choose which player is to receive serve.
10. Results must be 'uploaded' on a computer **BY THE WINNING CAPTAIN** to the Hot Rackets web site on [www.hotrackets.co.uk/admin](http://www.hotrackets.co.uk/admin) The 'uploaded' results must be received within 72 HOURS (3 DAYS) after the match date. **IF THE MATCH RESULT DETAILS ARE NOT RECEIVED WITHIN 72 HOURS THIS COULD RESULT IN THE LOSING TEAM RECEIVING A WALKOVER.** i.e. 48 Games – 8 Sets – 4 Rubbers
11. Both captains must print off a blank paper hard copy of the Score & Result Sheet and complete their own copies during the match. Both captains must sign both score sheets on the completion of the match. Please make sure both score sheets details are Identical. **ALL PAPER SCORE SHEETS SHOULD BE KEPT BY THE CAPTAINS FOR AT LEAST ONE MONTH AFTER THE LAST MATCHES AT THE END OF THE SEASON, IN CASE THERE ARE ANY MATCH SCORE DISCREPANCIES AGAINST THE FINAL RESULTS. WE CANNOT FINALISE ANY QUERY WITHOUT SITE OF THE SIGNED PAPER SCORE SHEETS.**

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12. There is a maximum of 8 appearances for any player within one club during one season. Players must be a member of the club or tennis facility they are playing for & can only play for one club in the 'Hot Rackets' league during one season.
13. All home teams must provide after match drink and food refreshments. The content is up to the home team but as a minimum should include tea, coffee, cold drinks, snacks and/or sandwiches, biscuits, cakes etc.
14. If a match is drawn at 2 rubbers each you must play a match deciding 5<sup>th</sup> Rubber (QUICK FIRE SET).  
As this is just one set involving two players from each club, both teams will decide amongst themselves and choose ONE PLAYER FROM THEIR NUMBER 1 PAIR & ONE PLAYER FROM THEIR NUMBER 2 PAIR.  
**If for any reason one team cannot field a team using this combination then this team will forfeit the match to the other team, who will claim the match as winners, claiming the 5<sup>th</sup> set score as: 6-0 in games – 1 Set – 1 Rubber.**
15. Junior players can play for their club in Hot Rackets League matches. The minimum age of a junior player is 14 years Years of age, the maximum age is 16. (From 17 years of age they would be classed as an adult)  
There is a maximum of two junior players per club team, per match. Therefore within the team's two pairs, two juniors can play but they must play with an adult player (17 years of age and over).  
Which would be as follows: TEAM 1-ONE ADULT & ONE JUNIOR, TEAM 2-ONE ADULT & ONE JUNIOR.  
Exceptions could be agreed as to playing a junior below minimum age, and a team wishing to put two juniors together. **THIS MUST BE AGREED WITH THE OPPONENTS CAPTAIN, PRIOR TO THE MATCH DATE & NOT ON THE MATCH DAY**  
**IT IS ONLY THE OPPOSING CAPTAIN OR LEAGUE REFEREE WHO CAN DECIDE TO ACCEPT AND AGREE AN EXCEPTIONAL SITUATION, IF THIS IS NOT AGREED THEN THE NORMAL RULES WILL APPLY.**
16. Regarding Walkovers, THE TEAM CLAIMING THE WALKOVER must enter the Walkover result on the Electronic Score & Result Sheet, and must also enter BRIEF DETAILS IN THE NOTES SECTION of the Electronic Score & Result Sheet, of why the match was claimed as a Walkover.

