

HOT RACKETS INTER CLUB TENNIS LEAGUES

LEAGUE RULES 2018 (Updated 2/4/18)

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

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Any matter arising from the Hot Rackets competition which are not specifically covered by these regulations, or challenging the existing regulations, shall be dealt with by the present competition referees/administrators officiating the Herts LTA 3 pair competition & the Herts Hot Rackets 2 pair competition, whose decision shall be final.

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, unless a new date is agreed by Hot Rackets. At the end of the season the top 2 teams in each division will be promoted to the next higher division. This applies to all divisions except Division 1A & 1B, only the top team from each division will be promoted to the Premier division. The bottom 2 teams in all divisions will be relegated to the next lower division.
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 tennis balls per match (4 per team). The new tennis balls must be any listed ITF approved tennis balls as per the latest/up to date ITF approved tennis list.
4. The 'FIRST' match fixture dates/times will be arranged and confirmed by the 'Hot Rackets' League.
Either captain's should contact each other to confirm any fixture date/time, preferably two weeks before the match date.
 - 4.1 The original 'FIRST' fixtures/times organised by the Hot Rackets League, can be changed by either club if the match date/time is not convenient. **This must be by mutual agreement between both captains/clubs.** The team creating ANY match date/time change must give no less than **TWO WEEKS** notice before the original match date, of ANY rearranged match/time to their opponents, any thing less could be deemed as a WALKOVER to their opponents.
TO CLAIM ANY WALKOVER IS AT THE DISCRETION OF THE CAPTAIN OF THE TEAM THAT WAS READY TO PLAY, THEREFORE ONLY THE CAPTAIN OF THE TEAM READY TO PLAY CAN MAKE A DECISION TO CLAIM THE WALKOVER OR AGREE TO RE-ARRANGE A 'SECOND' OR 'THIRD' MATCH DATE.
 - 4.2 The rearranged 'SECOND' fixture/time will then become the main fixture/time.
If the rearranged 'second' match is not played for any other reason apart from bad weather a WALKOVER could be claimed by the team that was ready to play. (Subject to Rule 4.4)
If the 'THIRD' rearranged match date is not played by the end of the season, for any reason, including bad weather, then a WALKOVER could be given to the team ready to play the rearranged 'SECOND' fixture/time. (Subject to Rule 4.4)
 - 4.3 For any match date/time that is rearranged, it is the responsibility of the team captain effecting the change to contact their opponents within TWO WEEKS from the cancelled date and rearrange a convenient match date/time with their opponents to suit both teams. Any time over two weeks could result in a walkover being given to the opponents.
 - 4.4 If ANY fixture is not played, cancelled or abandoned for any reason, & that match is not rearranged & played by the agreed Hot Rackets final fixtures date, & a match result cannot be agreed/or is disputed by both teams. A decision (subject to the non played circumstances) regarding the result will be made by the competition referee/s officiating the Hot Rackets League. If a decision cannot be agreed in favour of any of the two clubs involved, the match will be declared a 'Void Match' whereby neither teams will receive any points, rubbers, sets, or games.
5. If a match is cancelled/abandoned due to bad weather, or cancelled for any other reason, **BOTH CAPTAINS MUST EMAIL THE NEW AGREED FIXTURE DATE & START TIME IMMEDIATELY TO TONY SCOTT**
 - 5.1 If a new fixture date/start time is not agreed immediately between both captains, **THEN BOTH CAPTAINS MUST EMAIL TONY SCOTT AND CONFIRM THAT A NEW MATCH DATE/TIME IS TO BE RE-ARRANGED**
6. If two teams from the same club end up in the same division, the match between both teams must be played as the **FIRST MATCH OF THE SEASON.** Neither teams from that club can play any other teams in their division until their first match is completed.
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, with all previous scores relating to rubbers, sets & games being eliminated and the new match to start afresh from nil scores.
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.

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9. Teams will receive **3 POINTS FOR A WIN** and **1 POINT FOR A LOSS**. Points will determine a team's 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 7 point tie break is recorded as 7-6 in games. In the case of a 5th 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.
A TEAM WITH A WALKOVER AGAINST THEM WILL NOT RECEIVE ANY POINTS FOR THAT MATCH
THEIR OPPONENTS WILL RECEIVE – 3 POINTS – 4 RUBBERS – 8 SETS – 48 GAMES.
10. Results must be 'uploaded' **BY THE WINNING CAPTAIN** to the Hot Rackets web site on www.hotrackets.co.uk/admin
The 'uploaded' results must be received within **72 HOURS (3 DAYS)** of 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. 3 Points - 48 Games - 8 Sets - 4 Rubbers
- 10.1 Both captains should check the completed Electronic Score Sheet regarding their played matches, on the Hot Rackets web site - Administration Panel through www.hotrackets.co.uk/admin (details of how to do this are on the Step by Step Guide/load match-scores-that have been sent to all captains/administrators). **Any match score discrepancies/disputes should be sent to Tony Scott, with a copy of the paper score sheet.**
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 SIGHT OF THE SIGNED PAPER SCORE SHEETS.**
12. There is a maximum of eight 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 5th Rubber (QUICK FIRE SHORT 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 5th set score as: 6-0 in games – 1 Set – 1 Rubber.
- 14.1 If a match is drawn at 2 rubbers each you must play a match deciding 5th Rubber (QUICK FIRE SHORT SET)
If for any reason (apart from bad weather) that both teams agree not to play the 5th Rubber and call the match a draw, this will be classed by Hot Rackets as a VOID MATCH and neither teams will receive any points. The previous rubbers, sets & games played in the match will not be counted for both teams and will be shown as nil rubbers, nil sets, and nil games.
The match will be recorded and shown in their division as a VOID MATCH with nil points, nil rubbers, nil sets and nil games being awarded to both teams.
This is to confirm that in Hot Rackets matches, all matches are played to create a match winning team/club, and that no matches can be completed as a draw.
15. Junior players can play for their club in Hot Rackets League matches. The minimum age of a junior player is 14 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.
THE TEAM WITH A WALKOVER AGAINST THEM WILL NOT RECEIVE ANY POINTS FOR THAT MATCH. THEIR OPPONENTS WILL RECEIVE – 3 POINTS – 4 RUBBERS – 8 SETS – 48 GAMES.

17. Teams not entered in the competition in the previous year shall be placed in either sub division of the lowest group, except where the competition referee/s administrator/s consider that the standard of play of any such team warrants its placing in any vacancy/position that may occur in any higher group.
18. Any team having two walkovers awarded against them in one season can be relegated one or two divisions regardless of their final divisional position. Any team having three walkovers against them in one season can be refused entry from the competition for the next season. The decisions are at the discretion of the referee/s/administrator/s of the competition and are subject to the reasons and circumstances for the walkovers being awarded.
19. In all Hot Rackets matches it is the AWAY TEAM that changes courts after the first round, rubbers 1 & 2, therefore the HOME TEAM will stay on the same courts for the first & second rounds & all rubbers.
If a match deciding 5th Rubber (QUICK FIRE SHORT SET) is played this will be played on any court agreed between both teams.
20. If a Game/Set/Rubber is affected due to a player/s being injured and having to retire & take no further part in the Set/Rubber or Match. If the Set being played when the player was injured is not completed, then the Set score is frozen as the games completed in that Set only. Therefore at the time of the injury whatever the score was (for example if the Set score was 3-2 in games) in the In-completed Set, this would be the score that is entered on the score sheet for that Set only, and the Set is awarded to the team that could have completed the Set.
Any un-played Sets/Rubbers that the injured player could not take part in would be recorded as 6-0 to the team that could play the Set/s/Rubbers.
Any Set/s/Rubbers that were completed prior to the player/s Injury would be entered as normal, as to the completed score of that/those Set/s/Rubbers.
21. Only TWO TEAMS from the same club can play in One Division.
Therefore if a team from the same club gain promotion, that team could not be promoted to the higher division if this creates three 'same club teams' in that division.

