

HOT RACKETS INTER CLUB TENNIS LEAGUES

MATCH PLAY PROCEDURE (Updated 11/2/20)

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

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Results must be entered **BY THE WINNING CAPTAIN** on to the Hot Rackets web site on www.hotrackets.co.uk/admin
The entered results must be received within **72 HOURS (3 DAYS)** of the match date.

IF THE MATCH RESULTS ARE NOT RECEIVED WITHIN 72 HOURS THIS COULD RESULT IN THE WINNING TEAM HAVING ALL 3 POINTS DEDUCTED. ALSO, A POSSIBLE DEDUCTION OF ALL RUBBERS, SETS & GAMES ACHIEVED IN THIS MATCH. THEREFORE, THE WINNING TEAM COULD HAVE A NIL RESULT ENTERED AGAINST THEM FOR THIS SPECIFIC MATCH.

1. The leagues are separated as Ladies Doubles and Men's Doubles.
At the end of the season the TWO top teams in each division will be promoted to the next higher division. (not applicable to divisions 1A & 1B, ONE top team from each division A & B will be promoted) The bottom TWO teams will be relegated to the next lower division.
2. Divisions will generally consist of approximately six, seven or eight teams maximum, this could vary subject to the number of teams entering. Teams play each team within their division once only.
Home & away matches vary as to the number of teams within a division
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.
3. Each club team will consist of two pairs (four players), a number 1 pair and a number 2 pair. Both pairs in each club team will play each other as follows:
First Round - first two rubbers, 1 v 2 and 2 v 1.
Second Round - second two rubbers, 1 v 1 and 2 v 2.
Therefore, matches will always consist of a minimum of four rubbers. A Third Round and a fifth rubber (QUICK FIRE SHORT SET 5th RUBBER), must be played only if the match is tied at two rubbers each.
4. The first and second round, four rubbers will be played as the best of 3 sets. The first 2 sets will be the normal six game sets with 7-point tie breaks if necessary. If a deciding third set has to be played this will be a 10-point 'Champions' tie break, first team to 10 points and by 2 clear points. This will then decide the winners of the rubber being played.
5. As there is a total of FOUR rubbers being played there is the possibility of a draw i.e. two rubbers each. So, in the event of a 'tied match' (2 rubbers each). A THIRD ROUND FIFTH RUBBER CONSISTING OF ONE 'QUICK FIRE' SHORT SET 5th RUBBER MUST BE PLAYED TO DECIDE THE OVERALL CLUB WINNER OF THE MATCH.
AS THERE ARE NO DRAWN MATCH RESULTS IN HOT RACKETS, THERE MUST BE A WINNING TEAM, THEREFORE THE 'QUICK FIRE' SHORT SET 5th RUBBER MUST BE PLAYED, AND NOT A 10 POINT TIE BREAK. IF A 10 POINT TIE BREAK IS PLAYED THE MATCH WILL BE ENTERED BY HOT RACKETS AS A VOID MATCH, WITH NIL POINTS, NIL RUBBERS, NIL SETS & NIL GAMES AGAINST BOTH TEAMS.
6. THE 'QUICK FIRE' SHORT SET 5th RUBBER: The 'quick fire' short set is an exciting and fast way of concluding and winning the match. As this is just ONE final DOUBLES rubber with just ONE short set, it will involve just two players from each club, therefore both club teams will decide amongst themselves which two players will play together in the 'quick fire' short set.
THE PLAYERS MUST BE CHOSEN AS FOLLOWS:
ONE FROM THE NUMBER 1 PAIR, AND ONE FROM THE NUMBER 2 PAIR.
So, both teams will have a **combination of players from their Number 1 and Number 2 teams.**
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 follows: 1 Rubber – 1 Set – 6-0 in Games.
7. PLAYING THE 'QUICK FIRE' SHORT SET 5th RUBBER: Normal tennis scoring and play will apply i.e. spin for serve or end etc and normal tennis scoring apart from the deuce points. In this set the '**Short Deuce**' point applies or as it is known the '**sudden death**' deuce. If you reach deuce **then the next point wins the game**, so there is no advantage point. **The receivers will choose which player is to receive serve.**
The **first team to 6 games** is the winner, so you could get a 6-5 result, **you do not need to win by 2 clear games.**
The two main differences in the 'Quick Fire' Short Set is, **THE FIRST TEAM TO 6 GAMES IS THE WINNER, ALL DEUCE POINTS ARE PLAYED AS A SHORT DEUCE, THE NEXT POINT WINS THE GAME.** If there are any queries regarding the 'quick fire' short set please phone or email Tony Scott on:
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8. Please record match results as follows; a normal 7-point tie break is 7-6. A 10-point Champions tie break is shown to the winning team as 1-0 which is recorded as one game, one set and one rubber.
9. In the event of playing the 'Quick Fire' short set 5th Rubber to decide the match winners, please record on the score sheet as, games achieved by both teams (e.g. 6-5) 1 Set & 1 Rubber to the winners.
10. There is a maximum of 8 appearances for any player within one club during one season
11. 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 & agree an exceptional situation, if this is not agreed, then the normal rules will apply.
Clubs not reporting/complying with this rule could result in the applicable match/es, with a loss of a match win, points, rubbers, sets, games.
12. Teams will receive **3 POINTS FOR A WIN** and **ONE POINT FOR A LOSS**. Points will determine a team's position within their division. If teams are equal on points then their divisional positions will be determined by the team who have accumulated either the highest number of rubbers, or sets, or games, in this order of priority. This method will also determine final league positions at the end of the season.
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.
13. In the unlikely event that the final divisional positions show two team's level on all of the above criteria regarding points through to games, then the winner of their 'head to head' match will be placed in a higher divisional position.
14. 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.**
SCORE SHEETS CAN BE PRINTED FROM THE HOT RACKETS WEBSITE. GO TO THE HOME PAGE, CLICK ON SCORE SHEET & RULES, THEN CLICK ON THE SCORE & RESULTS SHEET BOX
15. If a **PLAYER IS INJURED** and has 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.
16. 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.
17. Lady players cannot play in a Men's team, also Men players can't play in a Ladies team. The Hot Rackets League is set up as separate Ladies & Mens doubles divisions/teams. If this rule is not applied, the team that allows a Lady to play in the Men's team and/or a Man in a Ladies team, that team will lose the match and a walkover will be given to their opponents.
18. All home teams must provide after match drink & food refreshments. The content is up to the home team but as a minimum should include tea, coffee, soft cold drinks, snacks and/or sandwiches, biscuits, cakes etc.