

HOT RACKETS INTER CLUB TENNIS LEAGUES

MATCH PLAY PROCEDURE (Updated 15/2/18)

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

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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 RESULTS 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.

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 seven/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
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 will 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 RUBBER IS 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 MUST BE PLAYED**
6. **THE 'QUICK FIRE' SHORT SET 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:** 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:
Home: 01992 308837 Mobile: 07748 229424 [email:tonyscott48@ntlworld.com](mailto:tonyscott48@ntlworld.com)
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 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.

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10. There is a maximum of 8 appearances for any player within one club during one season
11. 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.
12. In the unlikely event that the final divisional positions show two teams 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.
13. 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.

