

UniSport Australia Guideline

Tennis - teams

Men and Women

UniSport tennis competitions are conducted in accordance with the rules of the [International Tennis Federation](#) (ITF) except where these differ from UniSport competition guidelines; in which case the latter shall take precedence. Reference should also be made to the UniSport breach of competition requirements guideline for penalties related to breaches.

The Competition Management reserves the right to interpret the below rules as they see fit. They also reserve the right to amend any rule laid out below if it is deemed to be in the best interest of the competition.

1. Team/squad size

- Minimum registered players – 4
- Maximum registered players – 6
- Maximum cross registrations – 3

2. Competition rules

2.1. Order of Merit (team seeding)

- i) Captains/ Managers shall declare their team order of merit in regard to their singles playing order at least 48 hours before the commencement of the competition.
- ii) It is at the discretion of the team captain and/or Manager to set the seeding order as they see fit.
Note: It is strongly advised to place your team in order of strength. UTR can be used as a guide.
- iii) The team order of merit must stay the same for the entirety of the pool ties.
- iv) Captains will have the chance to change their teams seeding order following the completion of the round ties, prior to progression matches. The competition manager will inform teams of the deadline for submission. If this deadline is not met, original seedings will remain. The order will then stay the same for the entirety of the competition.
- v) Any player in breach of the order of merit as per 2.2 shall have their rubber forfeited.
- vi) The competition management reserve the right to alter the order of merit as they see fit if it is deemed to be in the best interest of the competition.

2.2. Order of Play

- a) Each team shall nominate three singles players prior to the commencement of the tie, and two doubles combinations shall be nominated at the conclusion of the third singles rubber.
- b) Any three players may play the singles rubbers and any combination of players may play the doubles rubbers, subject to the following guidelines:
 - i) Singles players must play in seeded order i.e. highest seeding plays as no.1, next seed plays as no.2, lowest seed plays as no.3
 - ii) Doubles combinations may be any combination of seeds as long as the highest seeded player plays in the number 1 doubles slot i.e. #1 & #4 may play top doubles, while #2 & #3 may play second slot
 - iii) No player may play more than one singles rubber per tie or more than one doubles rubber per tie, however any player may play in both a singles and a doubles rubber or either a singles or a doubles rubber.

2.3. Competition format

- a) The tie shall consist of three singles rubbers and two doubles rubbers consisting of the following:
 - i) No. 1 singles A vs no. 1 singles B
 - ii) No. 2 singles A vs no. 2 singles B
 - iii) No. 3 singles A vs no. 3 singles B
 - iv) No. 1 doubles A vs no. 1 doubles B
 - v) No. 2 doubles A vs no. 2 doubles B
- b) All rubbers shall be played as best of two sets under Short Set rules – see Appendix 1. Excluding Semi-final and medal rubbers (see 2.3.c)
 - i) If a rubber reaches one set all, a match tiebreaker (10 points) will be played.
 - ii) Dead rubbers shall be played during all preliminary round ties.
- c) All semi-final and medal rubbers shall be played as best of 3 sets under the Short Set rules – see Appendix 1.
 - i) Dead rubbers are optional during semi-final and medal ties. They may be abandoned by mutual agreement between the captains.
- d) At the scheduled completion time of the tie, any rubber that is still in process will complete the game currently being played. If after completing that game, the rubber is still not concluded the following shall apply:
 - i) If one player/doubles combination has won 1 set, that player/doubles combination will be awarded the rubber. If this is not the case or if the rubber has not commenced then each team will be given one point for the rubber.
 - ii) If neither team has won three rubbers, the points for the tie will be split two points each plus the number of rubbers won
- e) New balls shall be provided for all singles rubbers only in all preliminary round ties i.e. six new balls per tie.
- f) All rubbers in semi finals and medal ties shall receive new balls i.e. ten new balls per tie. Dead rubbers may be played with used balls.
- g) Scorecards shall be provided for each tie.
- h) Umpires shall be provided at the organiser's discretion.
- i) New balls may be provided at the organiser's discretion if the court surface creates undue wear on the balls.

2.4. Tie duration

- a) The tie shall be played in a continuous session with minimal breaks between rubbers.
- b) Each tie will be limited to less than or equal to 2 and a half hours duration with the exception of the semi-final and medal matches.
- c) Players will be allowed five minutes warm up commencing from the scheduled start time. If the opposing player is not ready to warm up at the start time, then a player may use one of their team mates to warm up.
- d) The match will commence at the end of the five minute warm up period.
- e) Doubles rubbers will commence immediately after the conclusion of all singles rubbers unless agreed by both captains to start earlier.

2.5. Pool point scoring

- a) Competition points for each tie shall be awarded as follows:
 - i) 1 point for each rubber won (max 5) plus
 - ii) Tie winning team: 3 points (min 6pts / max 8pts)
 - iii) Draw/washout: 4 points per team
 - iv) Tie losing team: 1 point (min 1pt / max 3pts)
 - v) Forfeiting team: 0 points
- b) Incomplete ties shall be scored as a draw and each team given four points each.
- c) A drawn tie situation may not occur unless it is deemed to be a washout or incomplete for reasons outside of tournament control.
- d) In the event that two or more teams have the same number of competition points at the completion of the preliminary pool rounds, the higher placed team(s) will be decided when the first of the following criteria in order, favours one team:
 - i) Team winning the tie when/if the teams played each other in the preliminary rounds
 - ii) Number of matches won
 - iii) Number of games won
 - iv) The percentage of games won versus games lost across all pool matches
 - v) Incomplete rubbers which may occur due to poor light, weather conditions or other reason shall be treated as a draw/washout unless, one player/doubles combination has won 5 games and is leading by at least three games then that player/doubles combination will be awarded the rubber.

3. Team duties

- 3.1. Team duty requirements for tennis are:
 - a) Chair umpiring duties (if required) will be outlined to teams by the competition manager at the competition venue
- 3.2. The person fulfilling the team duty requirements can be any competent person associated with the team or university and does not necessarily have to be a player e.g. team manager.
- 3.3. Teams that do not fulfil team duties will be fined as per the UniSport guideline - breach of competition requirements.

4. Uniform requirements

- 4.1. The specific uniform requirements for tennis are as per the national sporting organisation standard ([Tennis Australia attire guide](#)) with the following UniSport uniform requirements:
 - a) Clean and tidy tennis attire
 - b) Non-marking footwear must be worn for hard court matches

5. Forfeits

- 5.1. Tennis is run under the UniSport guideline – breach of competition requirements.
- 5.2. A forfeit will be declared 15 minutes after the scheduled start of play time for the tie where either team is unable to commence play.
- 5.3. The forfeit score is five matches, 40 games and eight points to nil (0).

Previous rule amendments

August 2001 | July 2004 | April 2005 | August 2005 | March 2011 | May 2012 | May 2014 | February 2015 | April 2017 | March 2018 | May 2019 | March 2020 | Sept 2023

*All competitions will be held in accordance with the UniSport competition guidelines.

Appendix 1 – Short Set Rules

The competition format will be played as per ITF rules, except where these differ from Short Set variations below; in which case the latter shall take precedence.

Preliminary round matches will be the best of two Short Sets, with semi-final and medal matches being the best of 3 Short Sets. Both instances conclude with a 10 point Match Tie Break if necessary.

1. Rules

- 1.1. Summary
 - a) Each set is the first to 4 games
 - b) Tiebreak at 4 games all – first to 7 points
 - c) If the score reaches four games all, a seven point Tie Break is played
 - d) If a match is one set all, a ten point Match Tie Break is played
 - e) If a semi final or medal rubber is one set all, a full third Short Set is played
 - f) If a semi final or medal rubber reaches four games all in the third set, a ten point Match Tie Break is played