

UniSport Australia Guideline

Tennis - teams

Men and Women

UniSport tennis competitions are conducted in accordance with the rules of the [International Tennis Federation](#) (ITF) and Tennis Australia's [FAST4 rules](#) 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.

1. Team/squad size

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

2. Competition rules

2.1. Seeding

- a) Captains shall declare their team in seeded order according to their UTR rank in singles (with 0.5 leeway- 0.25 either way) play prior to the commencement of the competition.
 - i) Captains will have the chance to change their teams seeding order following the completion of the round ties, prior to progression matches, but must remain in UTR order with 0.5 leeway for a captain's call. The competition manager will inform teams of the deadline for submission and have final decision on approval of the seeding order. If this deadline is not met, original seedings will remain.
- b) 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 match.
- c) Any three players may play the singles matches and any combination of players may play the doubles matches, 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 match per tie or more than one doubles match per tie, however any player may play in both a singles and a doubles match or either a singles or a doubles match.

2.2. 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 preliminary round rubbers shall be played as best of two sets under the FAST4 Rules variations in Appendix 1.
 - i) If a rubber reaches one set all, a match tiebreaker (7 points) will be played.
 - ii) Dead rubbers shall be played during all preliminary round matches.
- c) All semi-final and medal match rubbers shall be played as best of 3 sets under the FAST4 Rules variations in Appendix 1.
 - i) Dead rubbers are optional during semi-final and medal matches. 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 match 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 matches only in all preliminary round matches i.e. six new balls per tie.
- f) All matches in semi finals and medal matches 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.

2.3. Tie duration

- a) The tie shall be played in a continuous session with minimal breaks between matches.
- 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 matches will commence immediately after the conclusion of all singles matches unless agreed by both captains to start earlier.

2.4. Pool point scoring

- a) Competition points for each tie shall be awarded as follows;
 - i) 1 point for each match 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 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 matches 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 match.

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

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



Appendix 1- FAST4 Tennis Rules

The competition format will be played as per Tennis Australia's [FAST4 rules](#), except where these differ from UniSport variations below; in which case the latter shall take precedence.

Preliminary round matches will be the best of two FAST4 sets, with semi-final and medal matches being the best of 3 FAST4 sets with a 7 point Match Tie Break.

1. Rules

1.1. Summary

- a) Each set is the first to 4 games
- b) Short tiebreak at 3 games all – first to 5 points
- c) No lets
- d) No Ad scoring

1.2. Short tiebreaks

A short tiebreak is a tiebreak played as the first to five points with the deciding point at 4-4

- e) The player whose turn it is to serve at the commencement of the tiebreak (Player A) will serve two 2 points.
- f) The opposing player (Player B) will then serve two points.
- g) Players will only change ends after the first four points have been played.
- h) Player A will then serve two points.
- i) Player B will then serve the following two points and if the score reaches 4-4 then Player B will serve the final point of the tiebreak (receiver choosing the service side).

1.3. No service lets

- a) No service lets will be played - meaning if the ball hits the net cord on a serve and lands/bounces within the correct service box then play will continue.
- b) In doubles an "in let" serve can be returned by either player on the receiver's end.

1.4. No advantage scoring

- a) All rubbers will be played using no advantage scoring with the receiver choosing the service side when the game reaches deuce.