

Junior Team Tennis 2012 – Spring Rules

Administration

Rule 1

League competitions shall be administered by the League Management Committee (LMC) in accordance with the rules of tennis of the International Tennis Federation as the same may be modified by these Rules from time to time.

Rule 2

(A) The LMC, which is appointed annually by the Council of the Hong Kong Tennis Association (HKTA), shall comprise a Chairman, a League Secretary, and not less than 8 additional members from among the Tennis Convenors or members of the Member Clubs.

(B) The LMC shall be responsible for the:-

- (i) registration of players and teams,
- (ii) grading of individual players,
- (iii) division of teams,
- (iv) establishment of League schedules of play, and
- (v) publishing of a League Handbook or its equivalent on the Internet, the results of play and the interpretation of Rules

(C) The LMC shall also be responsible for the arbitration of disputes between players/teams/Clubs on League matters and on conduct. The LMC may either upon receipt of a complaint or at its own instigation convene a meeting of the LMC (which shall regulate its own proceedings and at which a quorum shall be four) to deal with any of the above matters and any other matters relating to the League and shall have power to:-

- (i) suspend players/teams/clubs from the League;
- (ii) expel players/clubs from the League and / or
- (iii) refuse entry of a club or player to a future League; and/or
- (iv) take any other action as the Committee thinks fit.

(D) All communications relating to in Rules 2(B) and 2(C) must be directed by Member Clubs to the LMC through their Tennis Convenors. The LMC will communicate with the Member Clubs by sending their correspondence to the Tennis Convenors and one other person nominated by each Member Club from time to time.

Entries

Rule 3

(A) The league shall be a unisex league and be divided into the following divisions:

(i) **A (Advanced)**

All players should be age 18 and under (i.e. born in 1994 or after). No player ranked in top 20 of the Hong Kong Junior Boys' Singles rankings and top 10 of the Hong Kong Junior Girls' Singles rankings in the age groups 18 and under shall be accepted.

(ii) **B (Intermediate)**

All players should be age 18 and under (i.e. born in 1994 or after). No player ranked top 20 in the Hong Kong Junior Boys' Singles rankings and top 10 in the Hong Kong Junior Girls' Singles rankings in the age groups 18 and under and top 10 in the Hong Kong Junior Boys' Singles rankings of the age group 14 and under shall be accepted.

(iii) **C (Beginners, age14 & under)**

All players should be age 14 and under (i.e. born in 1998 or after). No player ranked top 20 in the Hong Kong Junior Boys' Singles rankings and top 5 in the Hong Kong Junior Girls' Singles rankings of the age group 14 and under and top 10 of the Hong Kong Junior Boys' Singles rankings in the age group of 12 and under shall be accepted.

(iv) **D (Beginners, age 12 and under)**

All players should be age 12 and under (i.e. born in 2000 or after). No player ranked in top 20 of the Hong Kong Junior Boy's Singles rankings and top 10 of the Hong Kong Junior Girls Singles rankings in the age groups 12 and under and top 20 of Hong Kong Junior Boys' Singles rankings and top 10 in the Hong Kong Junior Girls' Singles rankings of the age group 10 and under shall be accepted.

(B) Any Division may be sub-divided into Groups as may be warranted by the number of entries. Any Division not sub-divided shall be considered to have one Group.

(C) All matches shall be scheduled to be played on Fridays (excluding postponed match).

Eligibility of Teams

Rule 4

(A) The competitions shall be open to all HKTA Member Clubs, all Corporate Patrons and other registered sports clubs, association / organisations with adequate tennis playing facilities which have been approved by the League, and to individual teams. The LMC shall have the discretion to refuse any entry, subject to final appeal to the HKTA Council by the aggrieved party.

(B) No teams shall be eligible to play until the entrance fee as stipulated in the entry form has been paid. No player shall be eligible to play for a team unless registered with the LMC within the time limits from time to time stipulated by the LMC and no registration shall be accepted unless accompanied by such sum as shall from time to time be stipulated by the LMC as the League entry fee.

Eligibility of Players

Rule 5

- (A) Each player in the League must at the time of his/her registration by his/her club as a member of a team, be aged 18 or under, 14 or under, 12 or under (by the end of the current calendar year) as appropriate. Each player must also be a subscribing member of the HKTA whose membership fee is not in arrears.
- (B) Players may only register with one club team in any division. **They may play in a higher division for their own club subject to Rule 5(C).**
- (C) Subject to Rule 5(B) players with lower grading may play in a higher Division provided that once he/she has played in a higher Division more than twice in a season he/she may not then play again in the lower Division in that season.

Registration of Teams

Rule 6

- (A) Each eligible team shall forward an entry form nominating at least EIGHT players to be registered as a nucleus of that team for that season. Clubs/teams must submit the **FULL NAMES** of the players in English and Chinese (if applicable) along with their **HKID Card Nos. / Travel Document Nos. / Birth Certificate Nos., Date of Birth, Rankings assigned by Captains and HKTA Membership Nos.** with expiry date, if known. Team Captains are responsible for ascertaining the eligibility of players representing their respective teams.
- (B) Clubs/team captains shall rank all team players in terms of their singles ability on the entry form: i.e. the player ranked 1 will be the team's best singles player, the player ranked 2 is the second best and so on. Any changes to the published ranking must be submitted before the first match of the season. After that the rankings will remain for the league season. The LMC reserves the right to adjust any player's singles ranking. Each team shall appoint a non-playing captain, who should be over the age of 18, and notify the LMC of his/her name and telephone number.
- (C) The players in each individual team submitted by a club must be clearly specified. A player can only be registered for one team in one season. A player may not withdraw his registration from one team and apply to be registered with another team after commencement of the League season.
- (D) A player may not play for different Clubs in the League during the same season.
- (E) A player may not play for different teams in the same Division during the same season.
- (F) Captains must accompany their team to all matches or inform the LMC prior to the commencement of the match the name and contact number of their substitute. Failure to abide by this rule may result in the team being suspended from the league.

Additional Player

Rule 7

The LMC will only entertain applications for additional players within 14 days after commencement of the league season and the LMC may adjust the ranking of the players in the team as a result of the additional players joining the team. Any application received after the league handbook has been printed may be charged with an administration fee of

HK\$100 for the processing of each additional player, or such other sum as may be determined by the LMC from time to time.

(Note:-This rule does not apply to physical inability sustained by a player during a match, for which NO replacement is allowed for that match.)

Fixture List

Rule 8

- (A) The date and location of every League match to be played shall be fixed by the LMC. The Fixture list shall be drawn up with details of participating teams, names and telephone numbers of each team captain, and copies thereof shall be made available to each participating team.
- (B) If any team shall find it inconvenient to entertain two or more visiting teams simultaneously, the home team shall be responsible to find an alternative venue

Tennis Balls

Rule 9

The Home Team must provide new balls for scheduled fixture. Such balls may be of any standard make complying with the regulations of the International Tennis Federation.

Rules of Play

Rule 10

- (A) For all League fixtures, the home team shall provide not less than two and not more than three courts for the match but in either event shall provide the same number of courts that are stated in the club list and make the match courts available for practice no later than 6:00 p.m. The first game of the match on each provided courts shall commence at 6:15 p.m., the official starting time. If any players are not ready on court to commence the first round of play at the official starting time, the first set shall be forfeited to the opposing team. The second round of play must commence immediately after the first round. If a team is not ready to play, the set will be forfeited to the opposing team immediately.
- (B) ***All matches are to finish at 9:00p.m except where both captains agree and courts are available on that night.*** Captains are encouraged to start matches on time to ensure adequate playing time. Subject to Rule 16 the team winning the most sets will be the winner.
- (C) Courts with floodlights must be used throughout the match. **The lights should be turned on as soon as requested by either captain.** If any courts and/or floodlights shall become unavailable for match play after commencement of a fixture, the unfinished set and all subsequent sets to be played on those courts shall be forfeited to the Away Team. This rule shall apply unless the Home Team subsequently submits to the LMC through the Tennis Convenor that the cause of unavailability is due to unexpected circumstances beyond the control of the Home Team and such submission is accepted by the LMC.
- (D) The match should be played on the same surface throughout. If a change of surface is necessary during the course of the match, prior agreement of the opposing team

- captain must be obtained.
- (E) The Home Team has the obligation to provide courts. In the event that one or both of such courts are unavailable the home team may arrange to play at another venue, subject to the following:
- (i) The home team must inform the away team and the LMC of any proposed changes (with adequate reason) in writing at least one week in advance of such changes.
 - (ii) The LMC will decide whether to accept or reject the request and will notify the two teams of its decision in writing at least four days prior to the fixture date.
 - (iii) In the event that the away team disagrees with any proposed changes or the LMC does not approve of the change of courts, then the scheduled match shall be forfeited to the away team, unless the original courts are made available for play as scheduled.
- (F) Notwithstanding Rule 11(A), in all HKTA officiated matches the team captains are required to submit to the HKTA official the names of their players 10 minutes before the official starting time.

Format of Play

Rule 11

- (A) Both captains shall list their players (in Singles and Doubles) in consistent FULL NAMES along with their HKTA Membership Card simultaneously prior to the commencement of a match. After that time no change of name will be permitted on the score-sheet. Any score-sheet received by the league secretary that does not state names, HKTA Membership Number and full scores may be returned to both captains and may not be recorded until a properly completed score-sheet is received.
- (B) Substitutions may be made, subject to agreement by the opposing captain, on the understanding that any sets won by the substituted players must be forfeited to the opposing team. Names of the substitutes must be clearly indicated on the score-sheet.
- (C) Declared players in all league fixtures are required to produce HKTA Membership Card for verification purposes when requested by the captain (or his delegate) of the opposing team or a LMC official. Failure to do so may render the player(s) ineligible for the tie.
- (D) Each team will consist of 6 players.
- (E) The match format will consist of six singles matches and three doubles matches. The six singles players will form the three pairs to play in the doubles.
- (F) For singles, play will consist of ONE tiebreak set.
- (G) For doubles, play will consist of ONE-tiebreak set.
- (H) A match will be played in the following sequence and manner (Team A vs Team B):
Each of the numbers A1, B1 etc. represents an individual player e.g. A3 is Player 3 from Team A.
- (i) The highest ranked singles players on the evening from both teams shall play each other. The second highest ranked singles players from both teams shall play each other and so forth.
 - (ii) There are no restrictions on how to pair up the three doubles teams.

- (iii) When rubber 5 or rubber 6 is completed, one of the three doubles matches shall commence on that court immediately. If two of the three remaining rubbers can commence at the same time, the home team shall decide which rubber shall be played first, e.g. if rubber 8 and rubber 9 are both ready to play, then the home team can decide which rubber to be played first. If the home team chooses to play rubber 9 first, then rubber 8 will be played on the next available court and rubber 7 will be played last.

If a club provides two courts for the match, the match should be played in the following sequence:-

	Court 1	Court 2	
Commence at 6:15 p.m			
1 st Round (Singles)	A1 vs B1 (Highest ranked singles players on the night from both teams) <i>Rubber 1</i>	A2 vs B2 (2 nd Highest ranked singles players on the night from both teams) <i>Rubber 2</i>	1 set each
Followed by			
2 nd Round (Singles)	A3 vs B3 (3 rd Highest ranked singles players on the night from both teams) <i>Rubber 3</i>	A4 vs B4 (4 th Highest ranked singles players on the night from both teams) <i>Rubber 4</i>	1 set each
Followed by			
3 rd Round (Singles)	A5 vs B5 (5 th Highest ranked singles players on the night from both teams) <i>Rubber 5</i>	A6 vs B6 (6 th Highest ranked singles players on the night from both teams) <i>Rubber 6</i>	1 set each
Followed by			
4 th Round (Doubles)	A Doubles Team 1 vs B Doubles Team 1 <i>Rubber 7</i>		1 set each
	A Doubles Team 2 vs B Doubles Team 2 <i>Rubber 8</i>		1 set each
	A Doubles Team 3 vs B Doubles Team 3 <i>Rubber 9</i>		1 set each

If the club provides three courts for the match, the match should be played in the following sequence:-

	Court 1	Court 2	Court 3	
Commence at 6:15 p.m				
1 st Round (Singles)	A1 vs B1 (Highest ranked singles players on the night from both teams) <i>Rubber 1</i>	A2 vs B2 (2 nd Highest ranked singles players on the night from both teams) <i>Rubber 2</i>	A3 vs B3 (3 rd Highest ranked singles players on the night from both teams) <i>Rubber 3</i>	1 set each
Followed by				
2 nd Round (Singles)	A4 vs B4 (4 th Highest ranked singles players on the night from both teams) <i>Rubber 4</i>	A5 vs B5 (5 th Highest ranked singles players on the night from both teams) <i>Rubber 5</i>	A6 vs B6 (6 th Highest ranked singles players on the night from both teams) <i>Rubber 6</i>	1 set each
Followed by				
3 rd Round (Doubles)	A Doubles Team 1 vs B Doubles Team 1 <i>Rubber 7</i>	A Doubles Team 2 vs B Doubles Team 2 <i>Rubber 8</i>	A Doubles Team 3 vs B Doubles Team 3 <i>Rubber 9</i>	1 set each

However if both team captains agree to ensure that matches commence on time the sequence of the singles rubbers may be altered.

Scoring

Rule 12

- (A) A total of 9 sets will be played (6 sets of singles and 3 sets of doubles) in each match. No-ad deuce games (see definition below) will be played in each set, and a 7 point tie-break will be played at 6 games all. The winning team is the team that wins the highest number of sets.
- (B) The winning team will be awarded one League point.
- (C) Any sets played by incorrect sequence ranked player, those winning sets shall be forfeited to the opponent team.
- (D) Any sets scored by an ineligible or unregistered player who has been declared and agreed to by the opposing captain shall be forfeited to the opposition. When an ineligible or unregistered player has not been declared by the player/captain but still plays then the whole match will be forfeited 0-9 to the opposition, and the offending player may render himself/herself liable to suspension by the LMC.

Score-sheet

Rule 13

- (A) The captain of the winning team shall submit a score-sheet signed by both captains to reach the LMC on or before Monday following the match won by his team.
- (B) Any match not reported may result in the forfeiture of the victory.

(C) Score sheets must include all players' full names and HKTA Membership No.

Continuity of Play

Rule 14

- (A) Play shall be continuous from the first point of each set until the set is concluded. Play shall never be suspended, delayed, or interfered with for the purpose of enabling a player to recover his strength or his wind. When changing sides, a maximum of one and half minutes shall elapse from the cessation of the previous game to the beginning of the next game, the exception being that there will be no break at the end of the first game of each set. After the first game of each set, the players will change ends but will not rest, which is similar to the change of ends in a Tie-break. No coaching of any player by any person is allowed when a match is in progress, but discussion among declared players of the same team is permitted during game breaks and set breaks.
- (B) Play may be suspended once in every set due to injury. A one-time three (3) minutes injury time shall be allowed for that condition. Inability to resume play after 3 minutes shall result in forfeiture of the set.
- (C) Players shall not concede a Walkover Set without valid reasons. Failure to observe this rule may render a player liable to disciplinary action by the LMC and may result in forfeiture of all the sets won by the player in the fixture.
- (D) The Home Team shall be responsible for providing two courts with floodlights in accordance with the provision of Rule 10(A) and to enable uninterrupted match play until the fixture is completed. If any courts and/or floodlights shall become unavailable for the match play after commencement of a fixture, the unfinished set and all subsequent sets to be played on those courts shall be forfeited to the Away Team. This rule shall apply unless the Home Team subsequently submits to the LMC through the Tennis Convenor that the cause of unavailability is due to unexpected circumstances beyond the control of the Home Team and such submission is accepted by the LMC.

Inclement Weather

Rule 15

- (A) In the case of inclement weather before a match starts: -
- (i) For un-officiated matches, when no agreement has been reached between the Captains of both teams to postpone the match, all scheduled players from both teams will have to attend the venue and wait to see if the match can be held. When both teams are at the ground, a match can commence if the Captains of both teams agree to do so. If there is no agreement between the Captains but a majority of all player participating in the match are of the opinion that the match should commence or be postponed as the case may be then the match shall so commence or be postponed. If there is a tie, and the match cannot commence within 30 minutes of the starting time, the match shall be postponed.
 - (ii) For playoff matches, the LMC shall decide whether the match shall be played or not.

- (B) The following shall apply to any match in which play has commenced but is subsequently suspended because of inclement weather making the courts unfit for play:
- (i) No match shall be suspended, or recommence after suspension unless agreed by the Captains of both teams provided that if there is no agreement between the Captains but a majority of all players participating in the match are of the opinion that the match should be suspended, or recommence as the case may be then the match shall be so suspended, or recommence. If the match cannot recommence within 30 minutes from the time of suspension, the match shall subject to sub-clause B(ii)(a) be postponed.
 - (ii) If a match is so postponed, the following rules shall apply:
 - (a) At the time of stoppage of play the team winning at least 5 sets shall be declared the winner and one League point shall be awarded to the winning team. The final result of the respective set won by the teams shall be counted in the calculation for a playoff or position in any Division (refer to Rule 19).
 - (b) If neither team has won 5 sets when play is suspended, the match shall be completely replayed, subject to the right of either Captain to agree to forfeit any of the remainder of the unfinished and unplayed sets at the time of discontinuance to the opposing team.
 - (iii) Except as provided in Rule 15 any team unilaterally failing to continue a match will forfeit the entire match and one League point shall be awarded to the opposing team.
- (C) The following shall apply to playoff matches, in which play has commenced but is subsequently suspended because of inclement weather making the courts unfit for play:
- (i) The on-court official appointed by the LMC shall decide whether the match shall be suspended, or shall recommence or shall be postponed
 - (ii) If a match is so postponed, the postponed date and venue will be decided by the LMC.

Suspension of Play due to Insufficient Court Hours

Rule 16

The following rules shall apply to any match in which play has commenced but is subsequently stopped at 9.00 p.m.:

- (A) At the time of stoppage of play the team winning at least 5 sets shall be declared the winner. The final result of the match shall be counted in the calculation for a playoff or position in any Division.
- (B) If neither team has won 5 sets when play is stopped, the match shall be completely replayed, subject to the right of either Captain to agree to forfeit any of the remainder of the unfinished and unplayed sets at the time of discontinuance to the opposing team.

Postponements

Rule 17

- (A) Participating teams should try their best to complete their League matches on scheduled dates in accordance with the fixtures dates stipulated in the League Handbook. However, if it is not possible for one or both teams to play a match on the scheduled date, a postponement may be arranged by the two teams if both team Captains agree to the postponement. Any postponed playoff match shall be played at a venue and on a date to be decided by the LMC.
- (B) When the courts on which the match is to be played are, in the opinion of the Home Team Captain unfit for play, the Home Team Captain should immediately notify in writing the Away Team Captain and the LMC of such unavailability. However if the Away Team Captain contests this decision, a written complaint can be lodged with the LMC who shall then conduct an inquiry. After the inquiry, if the LMC is of the opinion that the Home Team has misrepresented the reason(s) for postponement, the Home Team will then be deemed to be in breach of this postponement rule and a Walkover Match shall be awarded to the away team.
- (C) The Captains of both teams shall inform the LMC in writing on or before Monday following the match if a match has been postponed or cannot take place for whatever reason, as well as when a new match date has been mutually agreed by both Captains.
- (D) The Captains should try to agree to play all postponed matches within 2 weeks from the original fixture dates, but in any case not later than one week after the last fixture match of their Group or Division of the League. All matches played after the deadline will be disregarded for the purposes of counting League points and sets won as mentioned in Rules 19.
- (E) The Home Team Captain should notify the LMC immediately if he/she fails to agree to reschedule a postponed match with the Away Team Captain within the LMC stipulated postponement period. The LMC shall then fix a date for this rescheduled match by giving to both Teams not less than one week's prior written notice, whereupon the Home Team Club shall host this match on the rescheduled date. Failure of either team to compete on the rescheduled date will result in forfeiture of the fixture match to the other team. If both teams fail to compete on the rescheduled date, no League point shall be awarded to either team.
- (F) In the event that a fixture match is not played within 2 weeks from its original fixture date, or that the match is not played within one week after the last fixture match of the League season, or that both team Captains have failed to inform the LMC within 48 hours of the original fixture date of the match's postponement status, then the LMC shall regard both teams to have forfeited the match and no League point shall be awarded to either team.

Walkover Matches & Walkover Sets

Rule 18

- (A) The LMC discourages walkovers. Teams entered for the League season are expected to play each and every match in accordance with the schedule stipulated in the League Handbook. Captains must ensure that all team members are informed of this commitment. The LMC also discourages a team from conceding the remaining unplayed sets after it has won or lost 5 sets in a match.

- (B) A Walkover Match may be claimed by a team when either:
- (i) the team is informed in writing by the opposing team that it will not be playing the match and/or will concede a Walkover Match, or
 - (ii) after the team has refused to agree to a request for postponement by the opposing team and the opposing team has failed to turn up for the match, or
 - (iii) the opposing team has failed to provide proof of identity of its declared players (refer to Rule 11(C)).
- (C) Subject to 10 (A) a Walkover Set may be claimed by a team when any opponent in the set has failed to produce his identity proof, or is a declared ineligible player (Refer to Rule 11 A, B &C)
- (D) A team wishing to claim any Walkover Sets or a Walkover Match must lodge a written claim to the LMC and the opposing team Captain on or before Monday following the match, citing reasons for the claim. In the case of only one team being present on court after 45 minutes of the scheduled Official Starting Time, a written claim by the claiming team must cite reasons for the claim and put the full names of the players along with their signatures and Hong Kong Identity Card Nos./Travel Documents Nos./TA Membership Nos. onto a blank League score sheet. To contest this claim, the Captain of the opposing team must inform the LMC in writing within 7 days of the Walkover match stating full reasons for not conceding the Walkover.
- (E) All Walkover claims must be approved by the LMC. The LMC shall consider each claim and make appropriate rulings to award entire matches or sets thereof on a case-by-case basis.
- (F) Once a Walkover Match is awarded by the LMC, a League point will be awarded to the claiming team, but the score of the Walkover Match will not be counted towards the calculation of winning percentage as provided in Rule 19(C)(i).
- (G) Once a Walkover Set is awarded by the LMC, the claiming team will be deemed to have won that set against its opponents.
- (H) Any team conceding more than one Walkover Match with no valid reasons during the League season will be liable to disciplinary action by the LMC. This action may include suspension of every registered member of that team from HKTA League competitions for one full season within a 12-month period following the end of the current League season.

Rule 19

- (A) Trophies will be awarded to winners and runner-up in each division.
- (B) The divisional champions shall be decided as follows:
- (i) The winner of a Group, (or the Champion of a Division if there is only one Group) shall be the team that has been awarded the highest number of League points.
 - (ii) If there are two Groups, there will be a cross playoff. The winner of Group 1 will play the runner-up of Group 2 and vice-versa. If there are co-winners in any group a draw will be conducted by the LMC before the semi-finals to determine which team will play the winner of the other group and which team will play the runner-up of the other group. The winners of these semi-final playoff matches will then play in the final to determine the Divisional Champion. There will be no playoff for third

and fourth places.

- (iii) If there are more than three Groups in a Division, the LMC will decide on a playoff format and notify all contesting teams of its decision within 3 weeks after the commencement of the League season.
- (C) In case of a tie in League points, the following shall apply:
- (i) With only one Group, the winner of the League match between those two teams shall be the champion of the Division. In cases where two rounds of round-robin matches have been played, if there is a tie in League points won by two teams and each team wins once in their two head to head League matches, the team that wins the higher total number of sets in the two matches between them shall be the champion. If there is a tie in the total number of sets won, the team that wins the higher total number of games in the two matches between them shall be the champion. If there is a tie in the total number of games won, both teams will be declared as the co-champion.
- If there is a tie in League points won by 3 or more teams, the team that has the highest winning percentage of the matches played among the relevant teams shall be the champion. The winning percentage will be calculated according to the following formula:-
- $$\frac{\text{Sets Won}}{\text{Total Scheduled Sets}} \times \frac{100}{1}$$
- Should there still be a tie after calculation of the winning percentage, the winner of the League match between the two relevant teams shall be the champion. The rules in this sub-clause will be similarly applied to determine the runner up of the Division.
- (ii) Similarly, with more than one Group, if there is a tie in League points won by two teams in one Group, the winner of the League match between those two teams is the Group winner. In cases where two rounds of round-robin matches have been played, if there is a tie in League points won by two teams and each team wins once in their two head to head League matches, the team that wins the higher total number of sets in the two matches between them shall be the Group winner. If there is a tie in the total number of sets won, the team that wins the higher total number of games in the two matches between them shall be the Group winner. If there is a tie in the total number of games won, both teams will be declared as the co-winner.
- If there is a tie in League points won by 3 or more teams, the team that has the highest winning percentage of the matches played among the relevant teams shall be the Group winner. The winning percentage will be calculated according to the formula mentioned in Rule 19(C)(i). Should there still be a tie after calculation of the winning percentage, the winner of the League match between the two relevant teams shall be the Group winner. The rules in this sub-clause will be similarly applied to determine the runner up of the Group.
- (D) All playoff matches shall be played at a venue and on a date to be decided by the LMC. The written notification of the playoff will be sent to the involved teams. Prize presentations will take place immediately after the match.

Rule 20

Team Captains should observe the rules regarding the eligibility of players, the reporting of match results and arrangements for postponed matches. The LMC may invoke any rules related to such matters without giving prior warning.

IMPORTANT NOTICE

SCORE SHEET

The captain of the winning team should submit score sheets to the LMC within 3 days of each match to:-

League Secretary
Hong Kong Tennis Association
Room 1021, Olympic House,
1 Stadium Path, So Kon Po,
Causeway Bay, Hong Kong
Tel.: 2504 8266
Fax: 2894 8704

ADDITIONAL INFORMATION

NO-AD SCORING

If both players/teams have won three points each, the score is “Deuce” and a deciding point shall be played. The receiver(s) shall choose whether to receive the service from the right half or the left half of the court. In doubles, the players of the receiving team cannot change positions to receive this deciding point. The player/team who wins the deciding point wins the “Game”.

CLUB RULES CONCERNING MOBILE PHONES

Mobile phones may not, under any circumstances, be used by visiting players or spectators when playing at a club which forbids their use.

According to the rules of some clubs any person, whether a member or non-member, may be immediately asked to leave the premises. If, during a match, therefore, a visiting player infringes a club’s rules regarding mobile phones and is asked to leave the premises, this player is deemed to have forfeited any remaining games in a set and all of his other un-played sets.

The LMC expects all players to observe the rules of host clubs. Convenors and captains should ensure that their players are fully aware of the points made above.

CODE OF BEHAVIOUR FOR PLAYERS

The code is not part of the Official ITF Rules of Tennis. **It is a guide for unofficiated matches.** The highest standard of sportsmanship is expected from every player. Violators of this code or its spirit are subject to disciplinary action by the LMC.

1. **Courtesy.** Tennis is a game that requires cooperation and courtesy from all participants.
2. **Counting points played in good faith.** All points played in good faith stand.
3. **Player makes calls on own side of the net.** A player calls all shots landing on, or aimed at, the player's side of the net.
4. **Opponent gets benefit of doubt.** When a match is played without officials, the players are responsible for making decisions, particularly for line calls.
5. **Ball touching any part of line is good.** If any part of the ball touches the line, the ball is good. A ball 99% out is still 100% good.
6. **Ball that cannot be called out is good.** Any ball that cannot be called out is considered to have been good. A player may not claim a let on the basis of not seeing a ball.
7. **Requesting opponent's help.** When an opponent's opinion is requested and the opponent gives a positive opinion, it must be accepted. If neither player has an opinion, the ball is considered good.
8. **Out calls corrected.** If a player mistakenly calls a ball "out" and then realizes it was good, the point shall be replayed if the player returned the ball within the proper court.
9. **Partners' disagreement on calls.** If doubles partners disagree about whether their opponents' ball was out, they shall call it good. It is more important to give your opponents the benefit of the doubt than to avoid possibly hurting your partner's feelings by not overruling.
10. **Audible or visible calls.** No matter how obvious it is to a player that the opponent's ball is out, the opponent is entitled to a prompt audible or visible out call.
11. **Opponent's calls questioned.** When a player genuinely doubts an opponent's call, the player may ask: "Are you sure of your call?" If the opponent reaffirms that the ball was out, the call shall be accepted. If the opponent acknowledges uncertainty, the opponent loses the point. **There shall be no further delay or discussion.**

12. **Spectators never to make calls.** A player shall **not** enlist the aid of a spectator in making a call. No spectator has a part in the match.
13. **Prompt calls.** A player shall make all calls promptly after the ball has hit the court. A call shall be made either before the player's return shot has gone out of play or before the opponent has had the opportunity to play the return shot.
14. **Lets called when balls roll on the court.** When a ball from an adjacent court enters the playing area, any player shall call a let as soon as the player becomes aware of the ball. The player loses the right to call a let if the player unreasonably delays in making the call.
15. **Touches, hitting ball before it crosses net, invasion of opponent's court, double hits, and double bounces.** A player shall promptly acknowledge if:
 - a ball touches the player;
 - the player touches the net;
 - the player touches the player's opponent's court;
 - the player hits a ball before it crosses the net;
 - the player deliberately carries or double hits the ball; or
 - the ball bounces more than once in the player's court.
16. **Balls hit through the net or into the ground.** A player shall make the ruling on a ball that the player's opponent hits:
 - through the net; or
 - into the ground before it goes over the net.
17. **Server's request for third ball.** When a server requests three balls, the receiver shall comply when the third ball is readily available. Distant balls shall be retrieved at the end of a game.
18. **Foot Faults.** A player may warn an opponent that the opponent has committed a flagrant foot fault. However, no player can call flagrant foot faults.
19. **Talking during a point.** A player shall not talk while the ball is moving toward the opponent's side of the court. If the player's talking interferes with an opponent's ability to play the ball, the player loses the point.
20. **Feinting with the body.** A player may feint with the body while the ball is in play. A player may change position at any time, including while the Server is tossing the ball. **Any movement or sound that is made solely to distract an opponent, including, but not limited, to waving the arms or racket or stamping the feet, is not allowed.**
21. **Grunting.** A player should avoid grunting and making other loud noises. Grunting and other loud noises may bother not only opponents but also players on adjacent courts.

22. **Service calls in doubles.** In doubles the Receiver's partner should call the service line, and the Receiver should call the sideline and the centre service line. Nonetheless, either partner may call a ball that either clearly sees.
23. **Service let calls.** Any player may call a service let. The call shall be made before the return of serve goes out of play or is hit by the Server or the Server's partner. **Any let shall be called promptly.**
24. **Receiver readiness.** The Receiver shall play to the reasonable pace of the Server. The Receiver should make no effort to return a serve when the Receiver is not ready. If a player attempts to return a serve (even if it is a "quick" serve), then the Receiver (or Receiving team) is presumed to be ready.
25. **Server announces score.** The Server shall announce the game score before the first point of the game and the point score before each subsequent point of the game.
26. **Disputes.** Disputes over the score shall be resolved by using one of the following methods:
 - count all points and games agreed upon by the players and replay only the disputed points or games;
 - play from a score mutually agreeable to all players;
27. **Retrieving stray balls.** Each player is responsible for removing stray balls and other objects from the player's end of the court.
28. **Catching a ball.** If a player catches a ball before it bounces, the player loses the point regardless of where the player is standing.
29. **Clothing and equipment malfunction.** If clothing or equipment, other than a racket, becomes unusable through circumstances outside the control of the player, play may be suspended for a reasonable period.
30. **Placement of towels.** Place towels on the ground outside the net post or at the back fence. Clothing and towels should never be placed on the net.

THE OFFICIAL ITF RULES OF TENNIS CAN BE FOUND ON THE ITF WEBSITE:
www.itftennis.com.

DRESS

Every player should dress and present himself / herself for play in a suitable manner. Clean and customarily acceptable tennis attire should be worn.

UNACCEPTABLE ATTIRE

Sweatshirts, marking shoes, gym shoes, dress shirts, or any other inappropriate attire should not be worn during a match.

CODE OF BEHAVIOUR FOR CAPTAINS

The highest standard of sportsmanship is expected from you and your players! Violators of this code or its spirit are subject to disciplinary action by the LMC.

The Rules of Tennis must be observed at all times.

Captains can give words of encouragement to his/her players between points and during change-over. However, he or she must not give coaching advice during a match.

Captains can provide guidance to players of both teams on scoring and rules of tennis. However, you must not get involved in making line calls.

CODE OF BEHAVIOUR FOR PARENTS AND SPECTATORS

The highest standard of sportsmanship is expected from you! Violators of this code or its spirit are subject to disciplinary action, by the LMC.

The Rules of Tennis must be observed at all times.

Your role is clearly restricted to that of passive observer with no involvement of any kind during the match. You may applaud good tennis play but should applaud good play from both sides, not just your own team. You must never clap a mistake, such as a double fault. Do not get involved in making line calls.

You must stay outside the court area, i.e. beyond the back fence and the side fence (if any) of the courts.