

5.0 TUESDAY NIGHT MIXED TRIPLES COMPETITION RULES

(Ratified at 2004 AGM) – (NOTE 5.6 Borrowing - added back in April 2008)

5.1 TEAMS CONSIST of three (3) players – 2 men/1 lady or 2 ladies/1 man. A team may register any number of players additional to the team at the time of entry. Players so registered shall have all the rights and privileges of a team member. (See also General Competition By-laws 1.5, 1.6 and 1.7)

5.2 NOMINATION OF PAIRS - the Home team shall nominate their players A, B and C before the Away team and write it on the reverse of the scorecard before play commences.

5.3 ORDER OF PLAY - a match will consist of six (6) sets of doubles and, unless both captains agree to any other order, the sets will be played as follows: AB v AB; BC v BC; AC v AC, twice. All players named in the team for the match will each play four (4) sets of doubles. Each set will be eight (8) games with deuce games decided by a short deuce i.e. second deuce will be the game point (the receiver shall decide which side is to receive the game point).

5.4 DECIDING FIRST TO SERVE - the right to serve or receive in the first set of a match will be determined by toss. The winner of the toss will have the choice of:

- (a) the right to be SERVER or RECEIVER in which case the other team shall choose the END; or
- (b) the END in which case the other team shall choose to be SERVER or RECEIVER; or
- (c) request the OPPOSING TEAM to make a CHOICE of (a) and/or (b).

Thereafter, the right to choose shall alternate each set. Pairs will change ends after four (4) games in each set.

5.5 RESULT CARD AND BALLS - for ordinary round matches the home team must provide a result card (currently blue) and two (2) new balls of an approved make.

5.6 BORROWING – *in order to avoid forfeits, a team may call upon a player from a team in the same or lower division except that in Elimination Matches a team may not borrow a player from a team involved in an Elimination Match in the same division or from a team involved in an Elimination Match in a lower division (see also Rule 5.7). An approach by a team to a player as set out above must have the approval of that team's captain and is subject to retrospective approval of the Committee. Further, an eligible player present on any given night but not already involved in competition may also be borrowed. Result cards must be clearly marked as such, showing the name and team of the borrowed player.*

5.7 POOL PLAYERS –there will be a reserve pool. Players who wish to be pool players must register their names with the Competition Secretary and be financial TNSW and Association members as at 1st July each year or at first match after that date. Pool players may be borrowed an unlimited number of times by a team and may play in Elimination Matches provided they have played two ordinary round matches. The pool player may play in their division or any number of divisions higher.

5.8 PLAYING TIME - matches shall commence at 7.30 pm. A team not having a pair of players to start the first set within ten (10) minutes of the official starting time, will automatically forfeit that set and thereafter, for each ten (10) minutes that expire after the official starting time, a set shall be forfeited. Consequently, a team so forfeiting four (4) sets will concede the match.

5.9 UMPIRING - for all matches, no umpires will be required unless requested by one or both captains involved. If requested, the home team will umpire the odd-numbered sets and the visiting team the even numbered sets. Where an umpire is in charge, the umpire's decision will be final.

5.10 CONTINUITY OF PLAY - during the progress of a match, play must be continuous and a period of not more than three (3) minutes, including warm-up, shall expire between the finish of play in one set and the commencement of play in the following set. Teams not having a pair to play within three (3) minutes shall forfeit the set concerned and the captains will proceed with the balance of the match. On court warm-ups are only allowed prior to each player's first set.

5.11 DECIDING A MATCH WINNER - matches will be decided on games won against games lost. If, at the conclusion of play, one team has won sufficient games so that it cannot be overtaken on games then that team shall be declared the winner. [In other words, getting to 25 games first guarantees you of the 4 bonus points.] If the games are equal and all sets are completed, the team winning the greater number of sets will be the winner. If the games and sets are equal, the match will be drawn.

5.12 AWARDING OF POINTS - total points for a match will be ten (10) and will be calculated as follows:

- (a) if all sets completed:
 - 1 point for winning a set;
 - 0.5 points for each drawn set;
 - 4 **bonus** points for winning the match.
- (b) if match is incomplete:
 - 1 point for winning a set;
 - 0.5 points for a drawn set;
 - 0.5 points for any sets unplayed or incomplete (where one team has not won 5 games);
 - 4 **bonus** points if one team could not have been overtaken on games had match been completed. Otherwise, share bonus points.

5.13 MATCH RESULT CARDS - certified results of all matches on the prescribed card should be placed in the result box provided by **12 noon** on the day following the match.

A result card must be returned for all matches whether completed, unfinished, wet or forfeited. The winning team will be responsible for the return of the result card for completed matches. The home team will be responsible for the return of the result card for drawn, unfinished or wet matches. In the event of a forfeit, the team receiving the forfeit should lodge a completed result card, naming their players, who will be deemed to have played. When a result card is not received within seven (7) days of the match, the points for the match will be shared.

Result cards must be completed showing the initials and surnames of the players in each set with the first and last names on the reverse side, the results of then sets, the date of the match, the division and type of competition (**TNXT**), the name of the winning team and the sets and games won and lost. All result cards must be certified as correct at the conclusion of play by both captains.

5.14 DEFERRED OR UNFINISHED MATCHES - where weather conditions or the extinguishing of lights prevent matches being played or a decision reached, points will be shared for sets unplayed or for matches not played.

There will be NO deferred matches, and unfinished matches will not be played at a later date, except see Rule 7.16 Elimination Matches. In the event of a wet match, the players nominated on the result card will be deemed to have played. Suspension of play during a match because of adverse weather conditions will rest with the umpire or the team captains. (See also Rule 7.16).

There will be no credit for court hire for unfinished matches.

5.15 MINOR PREMIERS – there will be no Minor Premiers and therefore no challenge rights.

5.16 ELIMINATION MATCHES – there shall be two tosses – the first to decide Home or Away (see also Rule 7.3) and the second to decide the right to serve or receive (see Rule 7.4). (See also By-laws for Elimination Matches).

Matches shall be played to a finish, where lights and weather permit. If, however, lights or deteriorating weather do not permit a result being reached, the match will be taken up at the exact point at a time determined by the Competition Secretary after consultation with team captains.

If the result is a draw, the match will be decided by a 12-point tie-breaker at the completion of the match. Participants shall consist of any pairs from the opposing teams.

5.17 COSTS - The costs of the court and balls for the match will be shared equally between the teams. In the event of a forfeit, the forfeiting team may have court hire only levied against them if court cannot be rehired.

5.18 NO PLAY – Matches will not be set down for play during Christmas and Easter school holidays, or public holidays.

[Ends]

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