

2017 Inter-State Challenge Fast4 Tennis Rules & Regulations

The 2017 Inter-State Challenge Tennis Tournament will be played as per 2016 conditions. Fast4's Rules & Regulations will be as follows:

Scoring: Scoring is 1, 2, 3 Game

Play Lets: if the ball hits the net cord on a serve and bounces in the correct service box, play will continue. In doubles, either of the receiving pair can play the let (e.g. the receiver's partner can move across and return the serve).

No-AD Scoring: at 3-3, "next point wins" the game. Receiver chooses which side the point is played.

Tiebreaker at 3 games all:

- a) First to 5 points
- b) 2 points serving each (starting deuce side)
- c) Change ends once only after 4 points
- d) If Tiebreaker reaches 4-4, "next point wins" the set, with the player who is currently serving, receiving another serve. However, the receiver(s) choose which side the point is played.

Example:

- ⇒ Player A – 2 points serving
- ⇒ Player B – 2 points serving
- ⇒ Change ends
- ⇒ Player A (or C in doubles) – 2 points serving
- ⇒ Player B (or D in doubles) – 2 points serving
- ⇒ If TB reaches 4-4, player who is currently serving, receives another serve. Receiver(s) choose which side the point is played.

4 Game Set: first to 4 games wins the set

Team Requirements:

- Minimum team size is 4 players, maximum team size is 8 players
- In the event that a player has to be replaced due to injury or illness before or during a match:
 - ⇒ The Substitute player must be of the same or lower ranking than the original player
 - ⇒ The substitution occurs in the match in which the illness/injury occurred
 - ⇒ No other matches shall be altered
 - ⇒ The game continues from the point at which the substitution is made

Match Format:

- A round of play consists of 4 x singles matches, 4 x doubles matches
Eg: Round 1a – 4 x singles
Round 1b – 2 x doubles (Pair 1 v Pair 1, Pair 2 v Pair 2)
Round 1c – 2 x reverse doubles (Pair 1 v Pair 2, Pair 2 v Pair 1)
- Players to be ranked in order of ability R1 – R8
- Teams to nominate players to compete in each round prior to match start
- Singles: to be played against players of similar abilities eg: R1 v R1, R2 v R2
- Doubles: pairs can be made up of a mixture of players, pairings to stay same for the round – Pair 1 & Pair 2
- Team Score: sets/games
Eg: *Team 1* 6 sets/28 games def *Team 2* 2 sets/15 games
- In the event of a tie occurring, pairs 1, 2 and 3 will play a tie break.



Player Conduct

- It is a players' obligation to call all balls on their side, to assist the opponent with clarification of calls when requested and to call against themselves any ball that is clearly out on the opponent's court.
- If a player has any doubt as to whether a ball is out or good, the player must give the opponent the benefit of the doubt and play the ball as good. A let should not be played.
- When returning service, the partner of the receiver is to call the service line. The receiver is to call the centre and sidelines.
- Any call must be made instantaneously. It needs to be made before either an opponent has hit the return or the return has gone out of play.
- If an "out" call is realised to be good, the call should be corrected prior to the commencement of the next point
- Spectators are not permitted to make line calls.
- If players cannot agree on the score, they should calmly discuss the points/games that they disagree upon. Each team shall keep the points/games agreed upon. For example, if 1 team claims the score is 3 - 2 and the opponent claims the score is 2 - 3, because they cannot agree, the game should continue from 2 - 2. This is because they both agree both teams have won at least 2 points in the game.
- When a game is in dispute, the same principle shall apply. When play resumes, the player who received in the last game that was played will serve in the next game.
- Players are prohibited from checking the mark of the ball on their opponent's side of the court.
- To retrieve a ball from another court, to return a ball to another court or to walk behind a court, the point in progress must first be completed.