

2025 STATE LEAGUE FINAL Championships

**RULES AND REGULATIONS
EFFECTIVE AT 1 DECEMBER 2024**



1. **General**

- 1.1 The Queensland State League Final (**SLF**) is centrally governed and promoted by Tennis Queensland (TQ). All participants in the SLF are bound by the ITF Rules of Play and TA's national policies including, without limitation, the Uniform Tennis Anti-Corruption Program, the TA Code of Behaviour (including its reference to spectator behaviour and interference), the TA Member Protection Policy and the TA Anti-Doping Policy.

2. **Definitions**

SLF Commission: The committee administering the SLF, which shall have all final decisions in respect to all aspects of the SLF. The SFL Commission will consist of 3 Tennis Queensland Competitive play staff members. Decisions of the Commission must be unanimous.

Match Day Coordinator: Person in charge of running the match day

MA: Member Association, the governing body of tennis within each respective State and a member of TA.

Match: The tie played between two teams.

Rubber: The individual singles or doubles contest within a Match.

3. **SLF Competitions**

1. Adult Singles and Doubles – 2-3 players per team – Gender Neutral
2. Junior Singles and doubles – 2-3 players per team – Gender Neutral
3. Adult Doubles Only – 4-5 players per team – Gender Neutral

4. **SLF Format**

- 4.1 Draw sizes will be determined by the SLF Commission based on the number of entrants. Either a single round robin or Pools with Playoffs will be used. Draws will be restricted to between 6 to 10 teams, unless deemed to be for the betterment of the competition.
- 4.2 Teams will be placed into divisions based on standard. This will be determined by the average team UTR. Consideration will also be given to other playing history and number of teams from the competition of qualification. Note: Every effort will be made to ensure teams don't play against other teams from their qualifying competition, however this may not be the case. The SLF commission reserve the right to grade teams as they see fit.
- 4.3 Dates can be found in the fact sheet supplied by Tennis Queensland. The draw including times will be published on Match Centre after teams have confirmed their participation and sent in their nominated players.

5. **Endorsed Leagues**

1. Sunshine Coast, Metro (including Ipswich and Logan) & Gold Coast Regions Only
 1. All interclub competitions that are currently run through the Tennis Australia League Manager software.
 2. All internal club competitions that are run on Tennis Australia League Manager software that offer formats NOT similar to competitions covered under 5.1.1. E.g if a region does not have a singles & doubles interclub competition then any internal competition run on League Manager will be deemed an endorsed league.
 3. The competition must be team based (ie Singles Only and Doubles only league are not eligible).
2. All Other regions –
 1. All competitions currently managed under the Tennis Australia League Manager software.
 2. Is a team-based competition.

6. **Eligible Teams**

- 6.1 Only teams participating in a Tennis Queensland endorsed league can nominate the SLF.
- 6.2 Only teams representing Tennis Queensland affiliated clubs/associations can nominate for the SLF.
- 6.3 The Finalists from each division from any endorsed league (see 4) will be eligible to play the State League Final. This includes any season played in 2023.
- 6.4 Only teams from a doubles only competition are eligible for the SLF doubles competition.
- 6.5 Only teams from either a singles or a singles and doubles (team Based) competition are eligible for the Singles/Doubles SLF competition.
- 6.6 All Junior Teams must have a nominated manager and/or coach.

7. **Eligibility of Players**

- 7.1 All players must have a Competitive Play Profile ID. (ie tennis account). Players must provide their id numbers on the nomination.

7.2 Singles and Doubles Competition Only

1. To be eligible to play in the SLF, the player must be listed in the team as a base player for the season for which they are being nominated for and must have played at least 50% of the matches/rounds in that competition/division.
2. Players are not allowed to play in multiple divisions unless permission is given by the SLF commission.
3. If a team only has 2 registered players, then a wild card can be applied for. Note: Teams can still compete with 2 Players in the Singles Doubles Competition
4. Wild Card players must meet the following criteria.
 1. Have played at least 50% of the matches in the season that the eligible team has been nominated for either in any team in the same division or
 2. Have played at least 3 matches in a lower grade in the season that the eligible team has been nominated for.
 3. Their UTR is lower than the lowest base players UTR from the eligible team.
 4. Only 1 wild card can be granted per team.

7.3 Doubles Only

1. To be eligible to play in the SLF, the player must be listed in the team as a base player for the season for which they are being nominated for and must have played at least 50% of the matches/rounds in that competition/division.
2. Players are not allowed to play in multiple divisions unless permission is given by the SLF commission.
3. If a team only has 4 registered players, then a wild card can be applied for. Note: Teams can still compete with 4 Players in the Doubles Competition
4. Wild Card players must meet the following criteria.
 1. Have played at least 50% of the matches in the season that the eligible team has been nominated for either in any team in the same division or
 2. Have played at least 3 matches in a lower grade in the season that the eligible team has been nominated for.
 3. Their UTR is lower than the lowest base players UTR from the eligible team.
 4. Only 2 wild cards can be granted per team

7.4 Age Limits - All age limits apply as of and including the 28th December.

1. Adult Singles and Doubles – Minimum age is 14yrs.
2. Junior Singles and doubles – Maximum age is 18yrs.

3. Adult Doubles Only – Minimum age is 14yrs.

7.5 Divisions will be determined by the SLF commission based on number of teams and standard.

7.6 Junior teams may be moved at the discretion of the SLF commission into an adult division if it is deemed to be in the best interest of the competition. Such reasons are, for e.g. but not limited to, standard, age etc

8. Match Formalities

8.1 Each SLF Match is comprised of:

1. Adult and Junior Singles and Doubles divisions –
 - a. 2 doubles & 2 singles rubbers
 - b. Players to play in order of merit based on their UTR.
 - c. Any player can play in the double's rubbers.
 - d. The highest ranked Singles player playing singles must play in the Number 1 singles rubber.
 - e. E.g. of combinations for doubles order of merit based on UTR

Doubles 1	Doubles 2
1&2	1&2
1&2	1&3
1&3	1&3
1&2	2&3
2&3	2&3

2. Adult Doubles Only –
 - a. 4 Doubles rubbers.
 - b. Players must play in order of merit based on their UTR.
 - c. Order of merit examples for order of play

R1	1&2 vs 1&2
R2	3&4 vs 3&4
R3	1&3 vs 1&3
R4	2&4 vs 2&4
R5	1&4 vs 1&4
R6	2&3 vs 2&3

- d. R1 & R2 are considered the first round. R3 & R4 are considered the second round. R5 & R6 are considered the 3rd round.
- e. No player can play 2 rubbers in 1 round as described in 8.1.2d
- f. A team can play their 5th player at any stage, but the order of merit must be maintained. E.g. if the 2nd ranked player stands out, than the 3rd ranked player becomes the number 2, the 4th ranked player becomes the number 3 and the 5th ranked player becomes the number 4 etc.

8.2 Team coaches/managers/Captains are required to fill in the official Scoresheet prior to commencing of the match.

9. Match Format

9.1 Each Match will be played in the following order:

1. Adults & Juniors – Note: Due to court availability, the competition management may, at their discretion ask that matches be played out of sequence for the betterment of the competition. E.g. Doubles may need to be played first or first then last etc.
2. All singles Rubbers are the best of 2 fast4 sets with a 3rd set Fast4 tiebreak.
3. All doubles Rubbers are best of 1 Fast 4 set

<u>Rubber</u>	<u>Court 1</u>	<u>Court 2</u>
No. 1/2	No. 1 Singles Men	No. 2 Singles
No. 3	Doubles	
No. 4	Doubles	

1. Doubles Only

1. Rubber 1 & 2 are the best of 2 fast4 sets with a 3rd set Fast4 tiebreak.
2. Rubbers 3,4,5 & 6 are best of 1 Fast 4 set

	<u>Court 1</u>	<u>Court 2</u>
R. 1	No. 1 Doubles	No. 2 Doubles
R. 2	No. 3 Doubles	No. 4 Doubles
R. 3	No 5 Doubles	No 6 Doubles

9.2 All matches will be played as non-umpired matches.

9.3 The maximum time permitted for a hit-up before commencement of each rubber is three (3) minutes, including serves from each player. Following the Rubber warm up, players are not permitted to sit down. They may go back to their chair for a drink and conference with their coach; however, the player must be ready to play within thirty (30) seconds of the conclusion of the warm-up.

1. All other divisions – All sets will be Fast 4 (first to 4 games) with a short tiebreak (first to five (5) points, sudden death at four (4) points all) played at three (3) games all.
- 9.4 A Fast4 tiebreak is a tiebreak played as the first to five (5) points, sudden death at 4-4. For doubles, the player whose turn it is to serve at the commencement of the tiebreak (Player A) will serve two (2) points. The opposing player (Player B) will then serve two (2) points. Player A (or teammate of Player A in doubles) will then serve two (2) points. Player B (or teammate of Player B in doubles) will then serve the following two (2) points. If the score reaches 4-4, Player B (or the teammate of Player B in doubles) will serve the final point of the tiebreak with Player A choosing which side the ball will be served. Players will change ends only after the first four (4) points have been played.
- 9.5 All Rubbers will be played using no-advantage scoring, with the receiver choosing the service side when the game reaches deuce.
- 9.6 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, play will continue. In doubles, if the ball hits the net cord on the serve and lands (bounces) within the correct service box, either player can return the ball (e.g.; the ball hits the net cord and drops over the net, the non-receiver can move across and return the serve).
- 9.7 When the players change ends at the end of a game and during a tiebreak game, play shall be continuous, and the players shall change ends with players having to be ready to play within 60 seconds of the previous games completion. Players **are not** permitted to sit down during the change of ends during a set.
- 9.8 At the end of each set there shall be a set break of a maximum of ninety (90) seconds. The set break maximum time starts from the moment that the last point finishes until the first service is struck for the next point. Players are permitted to sit down at the end of a set.
- 9.9 A five-minute break is permitted between Single rubbers and the doubles rubbers.
- 9.10 A five-minute break is allowed between rubbers 1 & 2 and 3 & 4 in the doubles only competition. No break is allowed between rubbers 3&4 and 5&6
- 9.11 If a code violation is issued after the final point of the Match has concluded, this penalty (point, game, set or Match) will be transferred to the adjacent court and team member or the following Match for the offender's team (whichever is more immediate).

10. **Method of Scoring Matches**

- 10.1 For each completed Rubber won, one (1) point will be awarded to the team winning the Rubber. At the conclusion of the team Match, the winning team will be awarded with
 1. two (2) bonus points for winning in the Singles/Doubles competition.
 2. Four (4) bonus points for winning in the Doubles only competition.
 3. The losing team will be awarded one (1) bonus point.

4. Bonus points for the losing teams will not be awarded if the losing team forfeits.
- 10.2 The team with the greater number of completed Rubbers won will be declared the winner of the Match.
1. If the number of Rubbers won is equal, the team that has won the greater number of completed sets will be declared the winner.
 2. If the number of sets won is equal, then the team with the greater number of completed games won will be declared the winner.
 3. If the number of games won is equal, then the Match shall be a draw and all outstanding points will be shared equally.
 4. If there is a draw in a knock-out or Final match, a match tie break (first to 10) will be played between two Doubles pairs to decide the match winner. Players for the doubles can be chosen from any players on the team list.
- 10.3 Bonus points for incomplete matches, rubbers or sets will be split evenly. A match is deemed incomplete (and therefore without a winner) as long as both teams have a mathematical chance of winning the match at the time the play is suspended. Points for completed rubbers will still be awarded.
- 10.4 The SLF ladder will be sorted by Championship Points. Whereby play has commenced, points will be distributed as per the above description (see 10.2).

11. Player Injury during a Match

- 11.1 If a player is injured and forced to retire from a Rubber, then all remaining games in that rubber will be forfeited. The injured retiring player cannot come back in and play any other Rubber (including doubles) in that Match.

12. Cancellation of Matches

- 12.1 Where, prior to match day, the SLF Commission forms the view that due to the inclement weather, or for any other reasonable reason, a Match cannot be commenced, each team shall be awarded equal points as laid out above. The SLF Commission will make every effort to make contact with the team captain and/or the team manager and/or the team coach to advise the teams of any abandonment.
- 12.2 All players must attend the courts unless they were notified by the SLF Commission prior to match day that the Match would not proceed. In the event a player fails to arrive at the venue as required, that player's Rubbers shall be in default, even if the courts are not ready for play.
- 12.3 If the match day coordinator, forms a view that a Match cannot commence, continue or be completed by reason of inclement weather, or for any other reasonable reason, the coordinator will attempt to relocate the Match to another court. If all reasonable efforts to relocate are unsuccessful, the coordinator has the power to abandon the Match. In these circumstances:

1. if the Match has not commenced, the coordinator shall declare a draw and each team shall be awarded equal points.
2. if the Match has commenced:
 1. for each completed Rubber won, one (1) point will be awarded to the team that won the Rubber; and
 2. for any incomplete Rubber, half (0.5) a point will be awarded to each team.
 3. Bonus points in incomplete matches will be split evenly (see 10.3)

12.4 The SFL Commission may, at their discretion reschedule any match, round or pool as they see fit.

13. **Recording of results of Matches**

13.1 The match day coordinator will record all matchups on the official scoresheet before providing this to the teams to record the results.

13.2 Immediately after the completion of all Rubbers (whether a Match result is determined) the official score sheet must be completed and signed by the managers of each team and the coordinator or the Match Day Coordinator.

13.3 In the event of a Match not being commenced or being incomplete, the score sheet shall as far as practicable be completed and must include each nominated player's name and the score (if any) of each completed or incomplete Rubber and state the reasons for the Match not being commenced or completed. In the event of a Match not being commenced, the coordinator will be responsible for the score sheet administration.

13.4 Scores will be entered into the national competition software (League Manager) and posted on the competition website leagues.tennis.com.au.

14. **Defaults by teams/players**

14.1 Where a team fails to appear for a Match at the scheduled commencement time of the Match, the Match shall be deemed defaulted and the team **not in default** shall be awarded all Rubbers, sets and games and all the points for the Match.

14.2 Any player not in attendance at the scheduled commencement time of either the singles, doubles or mixed doubles Rubber shall have his/her Rubber defaulted unless otherwise determined by the match day coordinator at his or her absolute discretion. The remaining Rubbers of the Match must be played and shall be commenced as soon as practicable.

14.3 Where a player is defaulted during a Rubber for reasons other than punctuality, that player shall also be defaulted from any further Rubbers that he/she was originally nominated to play in that Match. The result shall be recorded in the same way as a retirement due to injury where all games played shall be retained and the remaining games will be forfeited and credited to the player not in default.

15. **Playing Courts**

- 15.1 The SLF Conference Manager will be responsible for the allocation of courts for Matches.
- 15.2 The coordinator may approve additional courts for play if he/she deem it necessary for the completion of a Match whether it is under lights or change of court surface.

16. **Match tennis balls**

- 16.1 TQ will provide 4 new Dunlop tennis balls for each match.

17. **Players' uniforms**

- 17.1 Each player on each team must have a Matching tennis uniform including shirt and shorts/skirt/skort or dress (if applicable). Teams are also encouraged to include other clothing items as part of their uniform (such as tracksuits and polo shirts).
- 17.2 No player, coach or team manager is permitted on-court if they are not in team uniform and all squad members must be in team uniform when in attendance at their teams' Match (even if they are not playing).

18. **On-court coach**

- 18.1 Each team member can sit courtside for each Rubber. Each team member must be in team uniform.
- 18.2 Once courtside, an on-court coach may:
 - 1. enter the court during a Rubber either before the commencement of the Rubber, at a change of ends or at the completion of a set;
 - 2. provide support and mentoring to his/her player(s); and
 - 3. sit courtside next to the player's chair or as directed by an official on a chair or similar whilst a Rubber is in progress.
- 18.3 The on-court coach may only talk directly to his/her player(s) at the change of ends or the completion of a set. The on-court coach cannot under any circumstances communicate with the opposing team player(s), the opposing player's on-court coach or any official.
- 18.4 The coordinator may remove an on-court coach without formal warning for a single incident of misconduct.
- 18.5 If an on-court coach is removed from a Rubber they may be replaced by another on-court coach from the official Match Nomination Form.
- 18.6 On-court coaches will remain subject to the TA Code of Behaviour and may also be awarded an on-site code violation if their behaviour breaches the code. Any violation of the TA Code of Behaviour will result in the penalty being applied to the player on court.

19. **Ladder Calculation Rules**

19.1 The final ladder of the SLF will be decided under the following rules.

1. Highest Premiership Points
2. If the premiership points are even then the team that has won more matches is the higher placed team.
3. if still tied, then the higher placed team will be the team that has a higher percentage of Rubbers won over Rubbers played;
4. if still tied, then the higher placed team will be the team that has a higher percentage of sets won over sets played;
5. if still tied, then the higher placed team will be the team that has a higher percentage of games won over games played;
6. if still tied, then the higher placed team will be the team with higher number of games won;
7. if still tied, then the higher placed team will be the team that won the Match between the two teams;

20. **Presentations**

20.1 At the conclusion of the Event the SLF commission will host a presentation ceremony. IT is expected that all participants be present at the presentation. Presentation times will be made available prior to the start of the event.

21. **Protests**

21.1 Should a team wish to dispute any matter relating to a SLF Match, this must be received in writing to the SLF Commission no later than 1 hour prior to the scheduled playoffs or finals matches.

22. **Disciplinary Action**

22.1 The SLF coordinator(s) can, at their discretion, issue any disciplinary action they see fit for any breach of the code of behaviour and any TA Policy. TQ staff and/or SLF representatives may, at their discretion implement penalties as they see fit, in relation to any breach of rules including poor sportsmanship. This may include point, game, set or match forfeit. These penalties can be given without warning and can be applied immediately.

23. **Interpretation of rules and regulations**

23.1 Any question arising from or in connection with the SLF or as to the interpretation or construction of these Rules and Regulations shall be determined by the SLF Commission in their absolute discretion.

23.2 TQ may alter or amend these rules and regulations at any time without prior notice. If updated, every effort will be made to distribute an updated version of the rules and regulations to all teams.