



# Indoor Winter Doubles League 2025

## Doubles Competition Rules

### Team Entry

1. Players do not have to be a member of the same club or, a member of any club to play indoor competitions. Please see entry form for final entry deadlines for each of the two competitions. Entries are limited to 8 teams per day.

### Grading

2. Due to the limited number of teams allowed, you MUST meet the grade requirements. Tennis Northern reserve the right to re-grade any team to ensure the ongoing success and strength of the competition. This may result in teams being required to play in a different grade (and therefore on a different day) to that they originally applied for. Teams who win their grade are expected to move up to a higher grade in the following round.
3. For the second competition teams may be re-graded based on their league standing.

### Returning Results

4. Teams must pick up balls, score sheets and clipboards from the front reception and return to the front reception desk. Score sheets to be signed by both team captains. Tennis balls are re-used for the regional junior academy and are essential to their programme, so please do not take them home with you.

### Format & Points

5. Each side must nominate two doubles combinations before play commences. Players are to remain in those combinations for the duration of that contest.
6. Each contest consists of four doubles matches. A win receives 1 point. **No match should finish as a draw -No points are awarded to either team if the scores are tied.**
7. A bonus of ONE point will be awarded to the winning team.
8. The winner is determined by the number of matches won.
9. If matches are tied at 2-2, the contest will be decided on a count-back of games. If games are tied, no bonus point awarded to either team.
10. Matches will be played for 55 minutes scoring as many games as possible in the timeframe (with a 5 minute warm up). Change ends every four games. The winner of each tie is the team with the most games won.
  - a) When the hooter goes, the point is completed. Whoever is ahead wins the game no matter what the score of the current game is (eg. 30-15 win, 15-0 win)
  - b) If after the hooter goes, the score in the current game is level (eg. 30-30) then 1 point is played (with the same player serving) and whoever wins that point, wins the game (if this then ties the game scores, then play 1 more point with the next person to determine the winner of the match)
  - c) If after the hooter goes and games are tied, then 1 point is played with the next person to serve, serving this point and whoever wins that point, wins the game and the match.
11. All games are sudden death deuce. In a sudden death deuce the receiver chooses the side of serve.
12. All matches are self-umpired.
13. Teams may use up to ten players during each competition. Players can be registered on the day (on the reserve list clipboard) located on the results/ball table in the lounge.
14. For grades requiring Semi Final and Final to be played, players must have played in a minimum of two rounds previously in order to qualify.

### Match Duration & Finishing Time

15. Doubles matches will start at 10:30am or 12:30pm by hooter and 2 matches will be played back to back. You will be scheduled alternate start times

of either 10:30am or 12:30pm throughout the 9 rounds. Teams are allowed 5 minutes to warm up. The hooter will go at 11:30am, 12:30pm, 1:30pm and 2:30pm to indicate time is up.

16. Players may warm up on the outside courts, weather permitting, but must ensure they are ready to go on court when the hooter goes to enable maximum court time for all players.
17. The team that is up in the game at the end time indicated by the hooter, takes the game. Finish the point if you are in the middle of playing when the time is up. **If the score is tied, play one more point to decide the game winner**
18. Players should wait behind the curtain (off the court) and be ready to go on to play when the match finishes.

#### **Defaults**

19. Teams not on court at the scheduled start time will be penalized one game for every five minutes they are late. Upon arrival teams must start from the number of defaulted games received – e.g. Opponents arrive 10mins late = you start with a two game lead.
20. If playing in two different grades - grade to be of player's interclub grade or higher.
21. Players cannot play for more than one team in the same group without prior approval.
22. TNR reserve the right to supersede all of the above rules at their discretion. Please ask Tennis Northern office staff if you have any questions.

#### **Competition Winners**

23. Winners will receive a café voucher to the Centre Court Café on sight. There will be no prize giving.

24. **Most importantly enjoy tennis through autumn & winter!**

**Socialize with friends & family with Centre Court Café's great coffee, cakes and lunch...they're delicious!**

**Have a chat with lovely café staff.**

***Have a great season of Indoor Tennis!***