



# ON THE DAY JUNIORS WEEKEND COMP

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Policy

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## SINGLES/DOUBLES RUBBERS

- Minimum 2 players (maximum 4 players) per team each week.
- Order of play as set on ClubZone, and advised to you by your Club Junior Convenor, **MUST** be adhered to.
- Each week there is 1 Rubber of doubles and 2 Rubbers of singles.
- Each Rubber is best of 2 sets.
- A set is won by the first team to secure 6 games, with a margin of 2 games.
- At 6-all, a set tiebreaker (first to 7 points with a margin of 2 points) is to be played.
- When the match is at 1 set all, a match tiebreaker (first to 10 points with 2 point margin) is played. The tiebreaker set is written on the scoresheet as the third set as 7/6 (7 represents the winning team).
- During Rounds 1-14, the Home Club determines whether to start with Singles or Doubles Rubber, ensuring the most efficient completion of the games.
- Semi-Finals and Grand Finals start with the Doubles Rubber.
- Additionally for Semi-Finals and Grand Finals where the weather may be a factor that could affect the completion of matches, the Waverley Tennis Match Committee may direct matches to play the Singles Rubbers first.

## WARM UP

A 5 minute warm up is permitted for each player before their first set for the day. No further warm ups are necessary.

## BREAKS & INJURIES

- For full details on Breaks & Injuries please refer to the **Breaks Fact Sheet**.
- All players must NOT leave the courts during a set, except for toilet breaks and a water bottle refill, and with permission of the Junior Venue Supervisor.
- Rubbers players must NOT leave the courts between sets.
- Triples and Green Ball players come off the courts between sets.
- A player is allowed one 3-minute break per distinct injury per set.
- If the injured/unwell player has not completed a set, the opposing team will be awarded that set. For example, if the set score is 3-2 with the injured player having won 2 games, the opposing team wins the set 6-2.
- If playing Rubbers, the opposing team will also be awarded the Rubber.
- All breaks, injury time and court changes require the Junior Venue Supervisor's permission.

## TRIPLES SINGLES/DOUBLES

- 3 players per team each week (can play 3, 4 or 5 team players during finals).
- Minimum 2 players (ie team can play with one player short).
- Order of play as set on ClubZone, and advised to you by your Club Junior Convenor, **MUST** be adhered to.
- Each player plays 1 set of singles and 2 sets of doubles.
- A set is won by the first team to secure 6 games, with a margin of 2 games.
- At 6-all, a tiebreaker (first to 7-points with a margin of 2 points) is to be played.

## GREEN BALL TRIPLES

- 3 players per team each week (can play 3, 4 or 5 team players during finals)
- Minimum 2 players (ie team can play with one player short).
- The order of play is recommended but not mandatory.
- Each player plays 1 set of singles and 2 sets of doubles.
- Each set is won by the first team to win 6 games in the set.
- No tiebreaker is played in this grade.
- A knowledgeable adult nominated by the Junior venue Supervisor, may be positioned on court to assist the players.

## REMEMBER

Players may NOT leave a venue while a **match is in progress**, without the prior approval of the HOME Junior Venue Supervisor.

