

2026 SUNSHINE COAST TENNIS LEAGUE  
RULES AND REGULATIONS



## 1. **General**

- 1.1 The Sunshine Coast Tennis League (SCTL) is administered by KT Academy Pty Ltd and centrally governed and promoted by Tennis Queensland (TQ). KT Academy Pty Ltd administers the Sunshine Coast Tennis League (SCTL), under the central governance and promotional oversight of Tennis Queensland (TQ). All participants in the SCTL 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 Behavior (including its reference to spectator behavior and interference), the TA Member Protection Policy and the TA Anti-Doping Policy.

## 2. **Definitions**

Match Play Committee: the advisory group that assists the SCTL administration in all matters relating to the Junior competitions. This may include but not limited to setting rules, placing teams into divisions, setting dates, formats etc.

Competition Management: Tennis Queensland administers the competition on the national competition software and does operational and administrative work as required as per the SCLT charter.

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. **SCTL Juniors Divisions**

- 3.1 There will be the following divisions depending on number of nominated teams:

Division	Balls	Age	Time Slot	Format
Division 1	Yellow	18 & U (UTR 5 +)	Friday, 5:15 pm	Format 1
Divisions 2 - 9	Yellow	18 & U	Friday, 5:15 pm	Format 1
Green Ball Division 1,	Green	18 & U	Saturday 8 am	Format 1
Green Ball Division 2	Green	12 & U	Saturday 8 am	Format 2

Time slots will be decided after grading and may be changed depending on available courts and nominated teams.

- 3.2 Teams in each division will be placed into two pools (North and South) and will be allocated depending on their geographical location to minimise travel. If not enough teams of a similar standard are nominated, divisions might be made up of just one coast wide pool. The Grading Committee will make this decision.
- 3.3 Teams will play a round robin draw for thirteen or fourteen (13/14) Rounds.
- 3.4 There will be 2 seasons per calendar year as set out by the grading committee
- 3.5 All Matches will be played at the time and court specified in the SCTL draws. No exceptions.

#### 4. Team Lists / Player Eligibility

##### 4.1 Player eligibility

- (a) Teams shall consist of a minimum of 2 players and a maximum of 3 players of either gender. All players must have a Competitive Play Number (Tennis Account). Any set in which a player plays without having a Competitive Play Number will be forfeited.
- (b) Age restrictions have to be adhered to as outlined in number 3.1. A player is considered eligible if they turn 18 during that season.
- (c) Each player has to be an active member of a TQ affiliated club. The membership needs to be listed with their home club, and proof of membership must be given when requested

##### 4.2 Player reserves rules

- (a) A reserve player is a player not listed on the official team list.
- (b) Reserve players are permitted from higher divisions as long as their UTR is less than that of the player they are replacing
- (c) Any player without a UTR cannot play in a lower division as a reserve player
- (d) All Reserves must have a Competitive Play Profile (Tennis ID must be set up with 1 weeks grace after playing their first match. If this hasn't been completed, all sets played after that will be forfeited.

##### 4.3 Finals eligibility

- (a) In order to be eligible to play in final's matches
  - (i) a player needs to have played at least in 3 matches for that team unless otherwise approved by the Grading Committee.
  - (ii) A team must consist of at least one qualified player.
  - (iii) 1 reserve may be used as long as permission has been given and they comply with rule 4.2

- 4.4 An adult must be present with each junior team for the entire match duration to aid supervision.

## 5. Match Formalities

### 5.1 Match Format

(a) Format 1:

Rubber	Type	Players	Set
1	Singles	1 v 1	First to 6, TB at 5-5,
2	Singles	2 v 2	First to 6, TB at 5-5,
3	Doubles	1 & 2 v 1 & 2	First to 6, TB at 5-5,
4	Reverse Singles	1 v 2	First to 6, TB at 5-5,
5	Reverse Singles	2 v 1	First to 6, TB at 5-5,

This format is the standard format to be played for all divisions with age restriction.

18 & U. Any player can only play a maximum of two singles and one doubles rubber.

(b) Format 2:

Rubber	Type	Players	Set
1	Singles	1 v 1	First to 6, TB at 5-5,
2	Singles	2 v 2	First to 6, TB at 5-5,
3	Doubles	1 & 2 v 1 & 2	First to 8, TB at 7-7,

This format is the standard format to be played for all divisions with age restriction.

12 & U. Any player can only play a maximum of one singles and one doubles rubber.

(c) The order of rubbers is to be adhered to where possible.

(d) All Rubbers will be played with normal deuce scoring.

### 5.2 Match preparation

(a) The maximum time permitted for a hit-up before commencement of each player's first rubber of the match including serves from each player is 5mins.

(b) Players must be on the court within three minutes of completion of the previous rubber.

(c) Courts are to be made available by the host club at least 15 minutes before the scheduled start time.

(d) A player who is not ready to play 15 minutes after the starting time will forfeit the rubber.

(e) A player who is not available to play 45 minutes after the scheduled match time will forfeit all rubbers of the match.

### 5.3 Match organisation and adjudicating

- (a) Teams are required to play in the same coloured shirts (preferably a club shirt)
- (b) Generally matches are non-umpired. The convenor can assign umpires to matches if needed.
- (c) Serve is decided by spinning the racquet.
- (d) No managers or other players are allowed on court during the rubbers.
- (e) The Tennis Australia policy for non-umpired matches is to be followed and can be accessed under [www.tennis.com.au](http://www.tennis.com.au)
- (f) Wheelchair players are allowed two bounces.

#### 5.4 Scoresheet handling

- (a) The match scoresheet is to be provided by the host club
- (b) The home team (the team mentioned first in the official draw) fills in the scoresheet first.
- (c) Both teams need to fill in the scoresheet before commencement of the first rubber.
- (d) All players need to be named with their full names (first and last name) at least once on the scorecard. Failure to do so will result in those players forfeiting their rubbers.
- (e) For all reserve players the following details need to be recorded on the sheet: first name, last name, email address, club of membership.
- (f) Scores are to be reported to the onsite convenor by both teams. Protests and disputes must be raised there and then.
- (g) During a transition period scoresheets must be photographed or scanned and sent to [sunshinecoasttennisleague@gmail.com](mailto:sunshinecoasttennisleague@gmail.com) by the onsite convenor until further notice by the Competition Administrators.
- (h) If scores are not reported appropriately no points will be allocated for that match

#### 5.5 Injuries and replacements and forfeits.

- (a) Injuries mid rubber will result in a forfeit of the rubber.
- (b) A player can be substituted in case of injury for the remainder of the match if an eligible substitute player (of a lower division) is onsite. The injured player cannot participate in the match after being substituted.
- (c) Opposing teams should be notified a day before the scheduled match day (if possible) if a team cannot be fielded.

#### 5.6 Washouts:

- (a) A washout will be called on agreement or when play has been interrupted by at least 30 minutes. The final decision will be taken by the convenor.
- (b) In case the courts are not playable the onsite convenor may decide on a washout prior to the start time of the match. In this case both teams have

to be informed at least 1 hour before the scheduled start. The match will be considered a washout (draw). The information can be done in form of a notice on the SCTL website. [www.sunshinecoasttennis.com.au](http://www.sunshinecoasttennis.com.au)

- (c) If players are not informed about a washout at least 1 hour before the scheduled start time, all players must attend the courts. Failure to do so will result in the match being forfeited.
- (d) Clubs are free to decide whether to charge their own players match fees in case of a washout. They need to inform their players about the decision at the start of the season.

## 6. Host responsibilities

- 6.1 The host is required to supply 4 new tennis balls for each match. The balls are to be provided by the host club and the same ball is to be used across all clubs for Junior Fixture Matches. The Balls to be used for Friday night fixtures is Dunlop ATP Championship. These can be purchased from the Administrator.
- 6.2 The host is required to supply the scoresheet.
- 6.3 The host club is asked to supply free tea and coffee to players and parents where feasible.
- 6.4 An adult convenor must supervise matches at all times. Convenors are to be organised by the host club and should remain the same across the whole season for consistency and professionalism (Convenors are not supposed to be parents of players). The convenors responsibilities are:
  - (a) Ensure the smooth running of the fixtures
  - (b) Ensure that each team member knows where and when matches are scheduled to start to avoid any delays
  - (c) Collect match fees from home team players (if applicable, see rule 10.4)
  - (d) Ensure courts, balls and scoresheets are available for the teams
  - (e) Ensure correct use of the scorecard and enter scores into the competition software.
  - (f) Make decisions on whether courts are playable.
  - (g) Make sure a stand-in convenor fully understands and performs his / her responsibilities
  - (h) Ensure these rules and etiquette documents are publicly displayed and ensure adherence to these documents by all players and spectators.
- 6.5 Any match or part there of that is played outside the designated SCTL times or days or is played without an official SCTL convenor will be considered null and void. No points will be allocated for any results in that time.

## 7. Method of Scoring Matches

- 7.1 The team with the greater number of completed Rubbers won will be declared

the winner of the Match.

- (a) If the number of Rubbers won is equal, the team that has won the greater number of completed games will be declared the winner.
- (b) If the number of games won is equal, then the Match shall be a draw and all outstanding points will be shared equally. Points Allocation.
- (c) Points Allocation: The winning team will be allocated 3 points, the losing team 1 point. No additional points will be allocated for sets or games won.
- (a) In case of a forfeit the winning team will be allocated 3 points the forfeiting team no points.
- (b) The ladder will be sorted by:
  - (i) Matchpoint ratio (number of points divided by number of matches played - not including byes)
  - (ii) Relative game difference (games won divided by games played)
  - (iii) Relative set difference (sets won divided by sets played)
  - (iv) Most games won
  - (v) Most sets won
- (c) In case of a washout 0 points will be given but the match will not be recorded in the ladder.
- (d) In case of a washout in which a team has won enough rubbers to win the match, this team will be considered the winner (i.e. 3 rubbers in format 1, 2 rubbers in format 2).

8.2 Bonus points for incomplete matches, rubbers or sets will be split evenly. A match is deemed incomplete (and therefore without a winner) unless 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.

## 8. Etiquette / Protests / Complaints

- 8.1 Players are required to agree to etiquette rules. Clubs are required to make players and parents aware of etiquette and competition rules and display a print out at their venue. The etiquette rules are available on the SCTL website.
- 8.2 Complaints about behavior and breaches of the etiquette are required to be made in writing within the next business day of the incident to [qldleagues@tennis.com.au](mailto:qldleagues@tennis.com.au).
- 8.3 Protests about a match result need to be made when entering the scores in the software onsite. If protests arise after the match day they need to be made within three days to [qldleagues@tennis.com.au](mailto:qldleagues@tennis.com.au).
- 8.4 The Grading Committee will have a final decision on protests and complaints. No

appeal will be possible after a decision has been made.

- 8.5 The SCTL Conference Manager will be responsible for the allocation of courts for Matches in cooperation with the hosting club.
- 8.6 The coordinator may approve additional courts for play if he/she deems it necessary for the completion of a Match whether it is under lights or change of court surface.

## 9. Finals Matches

9.1 For all divisions with 2 pools the finals will be played as following:

- (a) Semifinals will be contested between the 2 highest ranked teams that are eligible to play Semi Final 1 - Highest ranked team from the North pool vs 2nd highest ranked team from the South pool  
Semi Final 2 - Highest ranked team from the South pool vs 2nd highest ranked team from the North pool
- (b) Finals – Winner Semi-Final 1 vs Winner Semi-Final 2

9.2 For all divisions with 1 pool (i.e.. no North and South Pools)

- (a) The top 2 ranked eligible teams will contest the Final.

9.3 If rain washes out semifinals, the winner of the pools will play in the final. If the Grand Final is washed out, the Competition will try to reschedule the match. If that is unsuccessful the team with the better record in the regular season will be declared the winner. If both finalists' records are equal i.e. MR, sets won and lost, games won and loss etc., than both teams will be declared joint winners.

9.4 If a team is declared ineligible to participate in a Semi-Final or Final than the next ranked team from that division will be eligible to play if they comply with rule 4.3.

9.5 Teams are allowed to play 3 players in Semi-Finals and Finals as long as they comply with rule 4.3. Note: any 1 player can only play a maximum of 2 singles sets and a maximum of 3 sets in total per match. Any 1 player cannot play both rubbers 1 & 2 or rubbers 3 & 4 in a single match. Players must fill out their score sheet fully before the start of the match and with this playing order adhered to for the entirety of the match.

## 10. Financials

10.1 Each team must pay a team registration fee of \$40 upon nomination of the team. The fee is collected by their base club (the affiliated club entering the team into the competition). The base club will be charged \$40 per entered team by the Competition Management.

10.2 For each match it is recommended that every player pay a match fee of \$10 to the base club. The fee is to be paid for home and away matches. The fee includes the following:

- (a) New balls for every match
- (b) Professional delivery with responsible adult convener

10.3 If teams play their homematches away from their base club, then the base club must pay a match fee to the hosting club of \$20. The SCTL administration will invoice the base club for this amount and distribute it to the host club.

10.4 Base clubs can decide whether to charge match fees weekly or to ask for payment from their players at the beginning or end of the season.

- 10.5 Base clubs can choose whether to charge match fees for reserve players or not.
- 10.6 All players are to pay a \$15 match fee to the host club for each semi-final and final. Note: for 3 player teams – only a \$30 match fee total is payable.

## 11. Interpretation of rules and regulations

- 11.1 Any question arising from or in connection with the SCTL or as to the interpretation or construction of these Rules and Regulations shall be determined by the Grading Committee in their absolute discretion.
- 11.2 The SCTL administration and/or Grading Committee may alter or amend these rules and regulations from time to time without prior notice. If updated, every effort will be made to distribute an updated version of the rules and regulations to all teams.

## **Annex**

### **1. RULES FOR NON-UMPIRED MATCHES**

- 1.1 Each player is responsible for all decisions in his/her half of the court. He/she should be completely honest on all “calls” but, if in doubt, he/she should give his/her opponent the benefit of the doubt and play the ball as good. You should not play a let.
- 1.2 It is your obligation to call all balls on your side, to help your opponent make calls when the opponent requests it, and to call against yourself (with the exception of a first service) any ball that you clearly see out on your opponent’s side of the net.
- 1.3 Any “out”, “let” or “fault” call must be made immediately (i.e. made before either an opponent has hit the return or the return has gone out of play; otherwise the ball continues in play. “Calls” must be verbal and clearly audible to the opponent, followed by a signal if necessary. “Lets” may be called by any of the participating players.
- 1.4 On all court surfaces except clay (see (g) below) if a player incorrectly calls a ball “out” and then realises that the ball was good, the point should be replayed on the first occasion (involuntary hindrance) and the point lost on each subsequent occasion (deliberate hindrance). In the case of a point winning shot, a let would not be played.
- 1.5 In doubles, when returning service, the partner of the receiver should generally call the service line for him/her. The receiver should generally call the centre and side service lines.
- 1.6 If players cannot agree on the score, they should calmly discuss the points/games that are the areas of disagreement. If they cannot reach agreement they should replay on the points or games in question. All points or games which the players agree on stand eg. Two players cannot agree on whether the score is 40-15 or 30-30, but agree on the winner of the first, second and court points. Therefore only the third point needs to be replayed.
- 1.7 Players are prohibited from checking the mark of the ball on their opponent’s side of the court, unless invited by their opponent to do so. Ball mark inspections are only permitted on clay courts.
- 1.8 Where a ball interrupts play, either by rolling/bouncing onto the court, and/or creating a visible interruption behind the court a let should be played.
- 1.9 If a player hinders his/her opponent it can be ruled involuntary or deliberate.
  - (a) When a player has created an involuntary hindrance (ball falling out of pocket, hat falling off etc), the first time a “let” should be called and the player should be told that any such hindrance thereafter will be ruled deliberate.
  - (b) Any hindrance caused by a player that is ruled deliberate will result in the loss of a point.

## 2. **ETIQUETTE**

- 2.1 When ball persons are not available, all balls on your side of the net are your responsibility, to pick up and, where appropriate, return directly to the server.
- 2.2 The receiver should not return the first service if it is an obvious fault – let it go by or ground it.
- 2.3 Do not enlist the aid of spectators, including parents, coaches etc. in making line calls, or attempting to determine other on-court matters.
- 2.4 To avoid controversy over the score, the server should announce the game score before starting a game and the point score prior to serving for each point. Wait until a point is over before walking behind a court where a match is in progress.
- 2.5 To retrieve a ball from another court or to return a ball to another court, wait until the players have completed a point.
- 2.6 Do not stall, sulk, complain nor practice gamesmanship.