



# Competition Rules & Regulations

## Singles Competitions

(Saturday Morning, Wednesday & Thursday Nights, and where applicable, Monday Night Doubles Competition)

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### 1. Competition Format

- Each competition is played over a **10-week school term period**.

#### Draw Examples

- **6 players:** 5 rounds + Semi-Final + Final
- **7 players + 1 bye:** 7 rounds + Semi-Final + Final
- **Less than 5 players (due to withdrawals):**
  - Two rounds plus either *first past the post* **or** Semi-Final & Final (weather permitting)

#### Divisions

- Divisions will, where possible, consist of **6–8 players**.
- If there are fewer than 6 or more than 8 players, a **different playoff structure may apply**.
- Each player is scheduled to play **every other player once** (i.e. 5 or 7 rounds).
- **All players qualify for playoffs**, structured as follows:

#### Playoffs

- **Semi-Finals:**
    - 1st vs 4th
    - 2nd vs 3rd
  - **Positional Playoffs:**
    - 5th vs 8th
    - 6th vs 7th
  - **Final:**
    - Winners of the Semi-Finals
  - **Additional Positional Playoffs:**
    - Losers of the Semi-Finals
    - Winner (5th vs 8th) vs Winner (6th vs 7th)
    - Loser (5th vs 8th) vs Loser (6th vs 7th)
  - Players are expected to participate in **all scheduled rounds**, except where a **bye** applies.
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### 2. Competition Points

- **1 point** for each game won
- **0.5 point** for each *unfinished* game
- **4 points** for winning the match

**Maximum total per match: 20 points**

#### Match Results (Preliminary Rounds)

- A player must win **9 or more games** to be declared the winner.
- If neither player reaches 9 games:
  - The match is deemed **unfinished**
  - Each player receives **2 match points**



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## 3. Match Format & Scheduling

### Match Times (Allocated by Competition Manager)

#### Saturday Morning

- 7:30am–8:30am
- 8:30am–9:30am
- 9:30am–10:30am
- 10:30am–11:30am
- 11:30am–12:30pm

#### Wednesday & Thursday Nights

*(or on the half-hour when necessary; also applies to Monday Night Doubles)*

- 7:00pm–8:00pm
  - 7:30pm–8:30pm
  - 8:00pm–9:00pm
  - A division may be split over **two time slots** if required.
  - **Match hit-ups commence exactly at the allocated division time.**
  - Matches conclude **at the end of the point in progress one hour later.**
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## 4. Late Arrival Rules (Singles or Doubles)

1. **Less than 10 minutes late:**
    - Match commences as normal.
  2. **10–20 minutes late:**
    - Match commences, but any unplayed or unfinished games at the end of the hour are **forfeited** by the late player/team.
  3. **More than 20 minutes late:**
    - Entire match is a **forfeit**, unless the on-time player/team agrees to play under condition (2).
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## 5. Match Rules

- Maximum **5-minute hit-up** per player (55-minute match duration).
  - Players may waive all or part of the hit-up by mutual agreement.
  - Matches consist of **16 games**.
  - Any games not started or completed within the time limit are deemed **unfinished**.
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## 6. Tie-Breaking (After Preliminary Rounds)

If two or more players are tied on points, rankings are determined by:

1. **Head-to-head result(s)** between tied players
  2. **Games won/lost** between those players
  3. **Margin of total matches won vs lost**
  4. **Margin of total games won vs lost**
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## 7. Semi-Finals & Finals Rules

- If, at the end of the allocated hour:



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- One player leads by **2 or more games**, they are declared the winner.
  - If the lead is **1 game**, play continues until a 2-game lead is achieved.
  - If the score reaches **8 games all**, a **tie-break game** is played to determine the winner.
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## 8. Rescheduled Matches

Matches may be rescheduled under **special circumstances**, subject to:

1. Agreement by both players and notification to the Association:
    - By **5:00pm Friday** (Saturday Morning Competition)
    - By **10:00am Wednesday/Thursday/Monday** (Night Singles or Monday Night Doubles)
    - Late notification may result in a **forfeit**
  2. Matches must be played:
    - After the original date
    - Before the next scheduled round
    - At **Woodriff Gardens Courts**
  3. Rescheduled **last-round, quarter-final, or semi-final** matches must be played within **4 days** of the original date.
  4. If a rescheduled match cannot be played, the player unavailable on the original date must **forfeit**.
  5. If an entire division is washed out, **no matches in that division may be rescheduled**.
  6. Normal match time limits apply to all rescheduled matches.
  - **No substitute players** are allowed in singles competitions. The unavailable player must forfeit.
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## 9. Forfeits

- A player receiving a forfeit is awarded **20 points**.
  - The forfeiting player receives **0 points**.
  - More than **one forfeit** in preliminary rounds:
    - **\$17 forfeit fee**, payable before the next match
    - Fee may be waived at the Competition Committee's discretion
  - **Three forfeits** during preliminary rounds:
    - Player is **disqualified** unless a satisfactory explanation is provided
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## 10. Grading & Division Movement

- **Top two players** in each division:
    - Promoted or invited to promotion playoffs (Committee discretion)
  - **New players** may be required to play grading playoffs.
  - **Bottom two players**:
    - Relegated or invited to retention playoffs (Committee discretion)
  - Additional playoffs may be required depending on entries.
  - Playoffs are held (if possible) **one week before the competition begins**.
  - Players must be available or accept placement at Committee discretion.
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## 11. Terms of Entry

- Players must provide availability if unable to attend scheduled grading.
- Draws and scores are available at [www.ndta.com.au](http://www.ndta.com.au) via **XPoint**.
- Credits issued **only** for washouts not rescheduled.
- **No credits** for forfeits or BYE rounds.
- Forfeit fees may apply.
- Maximum **3 forfeits**, or risk withdrawal and a ban from the following term.
- Withdrawn players must pay fees equal to matches played.
- Withdrawals after **Round 3** receive no refund unless a medical certificate or sufficient reason is provided.
- Reschedules or forfeits must be notified to the **Pro Shop at least 2 hours before play** (not via XPoint).
- **No-show** = automatic forfeit unless opponent accepts reschedule.
- Fees must be paid by **Week 3**; points deducted weekly for late payment.
- Grading is at the discretion of the NDTA Competition Committee.
- Players may be suspended for poor attendance or unsatisfactory withdrawals.
- Players must notify opponents **and** Pro Shop of reschedules.
- Players must complete the full competition, including positional playoffs.
- Players are responsible for checking draws; NDTA will not notify BYEs.
- By participating, players agree to share contact details for rescheduling.
- Rainouts will be notified by text; no text means matches are on.
- Player details must be kept up to date.
- In doubles competitions, teams must find and pay for fill-ins.
- Credits from winning or runner-up finishes:
  - Must be used within **12 months**
  - Cannot be redeemed for cash
- NDTA may adjust draws during prolonged bad weather.
- Unsportsmanlike conduct will not be tolerated; removal without refund may occur.