

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

Format and Rules
(As of 28/9/2022)

Competition Format

- Each competition will be played over a 10-week school term period.
For example, if your draw contains:
 - 6 players, you can expect to play 5 rounds + semi-final & Final.
 - 7 players + Bye = 7 rounds + semi-final & Final etc
- If your draw contains less than 5 players due to withdrawals, you can expect to play 2 rounds & either 1st past the post or semi final & final weather permitting.
- Divisions will, as far as possible, consist of eight (8) players (if there are less than or more than eight players, a different playoff structure may apply). Each player will be scheduled to play each other player once (i.e., 7 rounds). All players will then qualify for playoffs, which will be played as follows:
 - semi-finals: 1st v 4th; 2nd v 3rd
 - positional playoffs: 5th v 8th; 6th v 7th
 - final: winners of semi-finals
 - positional playoffs: losers of semi-finals; winner (5th v 8th) v winner (6th v 7th); loser (5th v 8th) v loser (6th v 7th)
- Players are expected to participate in all 9-10 weeks of the competition, except where a bye is scheduled for a player.

Match Format and Rules

- Matches will be played at one of the following time slots, as allocated by the Competition ManagerIII:
Saturday Morning: 7.30am-8.30am; 8.30am-9.30am; 9.30am-10.30am; 10.30am-11.30am; or 11.30am-12.30pm. Wednesday and Thursday Nights (and Monday Night Doubles): 7.00pm-8.00pm; 7.30pm-8.30pm; or 8.00pm-9.00pm. A division may be split over two time slots if necessary.
- Match hit ups commence at 7.30am or 8.30am or 9.30am or 10.30am or 11.30am (Saturday morning) or 7.00pm or 7.30pm or 8.00pm (Wednesday and Thursday nights) sharp. A match ceases at the conclusion of the point in progress one hour later.
- Where a player in a singles competition (or a pair in a doubles competition) arrives late:
 - (1) if the late arrival is less than 10 minutes late, the match will commence as normal.
 - (2) if the late arrival is between 10 and 20 minutes late, the match will commence, but at the conclusion of the allocated one hour, any unplayed or uncompleted games will be awarded as forfeited games against the late player.
 - (3) if the late arrival is more than 20 minutes late, the entire match is a forfeit, unless the player/pair who was on time offers to commence play, under the conditions outlined in (2) above.
- All players are entitled to a maximum of five (5) minutes hit up (i.e., the match should be 55 minutes). Should both players choose to waive all or part of the hit up, then they may commence play when ready.
- A match shall consist of 16 games. Any game/s not completed or started within the time limit will be considered "unfinished".
- Competition Points: 1 point for each game won; half a point for each "unfinished" game; 4 points for the winner of the match* i.e., a total of 20 points allotted for the match.
(* In preliminary rounds, a player must have won 9 or more games to be the "winner" of the match, otherwise the match is "unfinished", and players receive 2 points each)
- Forfeits: a player receiving a forfeit shall be awarded the full 20 points (the forfeiting player receives no points).

- If, at the end of the preliminary rounds, two or more players are tied on points, positions will be determined by:
 - the result of the match (or matches if the players played each other more than once) between those players (i.e., the head-to-head result/s). Games won/lost between those players will be used if necessary.
 - if that is equal, the margin between total matches won and lost by each player will be considered.
 - if that is equal, the margin between total games won and lost by each player will be considered.
- If, in a semi-final or final, at the end of the allocated hour, one player is two (2) games or more ahead of the other player, then that player is declared the winner. If there is only one (1) game difference, then play will continue until one player is two games ahead of the other. However, if a semi-final or final reaches 8 games-all, then an additional tie-break game will be played to determine the winner.
- Matches may be rescheduled due to special circumstances, under the following conditions:
 - The rescheduling must be agreed to by both players, and must be advised to the Association, along with the reason, by 5.00pm Friday (for Saturday Morning Competition) or by 10.00am Wednesday/Thursday/Monday (for Wednesday/Thursday Night Singles Competition or Monday Night Doubles). Notification after these times may result in a forfeit by the unavailable player.
 - The rescheduled match must be played after the originally scheduled date and before the next scheduled round, unless organised with NDTA management and must be played at the Woodriff Gardens Courts.
 - Any rescheduled “last round” or “quarter-final” or “semi-final” matches must be played within four (4) days of the originally scheduled date, to allow the following week’s draw to be prepared in reasonable time.
 - If a rescheduled match cannot be played on the new/rescheduled date for any reason, the player unable to play on the originally scheduled date must forfeit.
 - If the original Saturday morning/Wednesday night/Thursday night/Monday night is a washout for all other matches in a division, then no matches in that division can be rescheduled.
 - The normal match time limits must be adhered to for all rescheduled matches.
- In singles competitions, no replacement/substitute player will be allowed for a player unable to play a match or reschedule. The player will simply need to forfeit.
- If a player forfeits their match more than once in a competition during the preliminary rounds, they will be charged a \$10 forfeit fee they must pay before their next match. A player will not need to pay the forfeit fee if there is a reasonable explanation that meets the satisfaction of the Competition Committee.
 - Any player forfeiting three (3) matches in all during the preliminary rounds will be disqualified from further participation in the competition unless a reasonable explanation is advanced to the satisfaction of the Competition Committee.

Grading of Players into Divisions

- At the end of each competition, the top two (2) players in each division (i.e., the two finalists) will, where possible, be promoted to a higher division. Alternatively, they may be invited to participate in playoffs for promotion to a higher division, at the discretion of the Management Committee.
- New players to a competition may be required to participate in playoffs for placement in the division they have requested.
- The bottom two players in each division should expect relegation to the next division below. Alternatively, they may be invited to participate in playoffs if they wish to remain in that division, at the discretion of the Management Committee.
- Depending on overall entries received, other players may be required to participate in playoffs at the discretion of the Management Committee.
- The format of playoff matches will be determined by the number of players involved.

- Any playoffs necessary will be held, if possible, one week before the start of any competition. This will be included in the advertising for that competition. Players must be available if they wish to participate, otherwise their division placement is entirely at the discretion of the Management Committee.

Terms of entry -

- Players participating in tryouts/grading must write down available times and days for grading.
- Draws and scores will be available at www.ndta.com.au via an online competition management system and will be updated as regularly as possible.
- Credits will be issued in the event of washouts or received forfeits at the end of the competition
- NO credits will be issued to forfeiting players or BYE rounds.
- Forfeit fees may be applicable.
- Players are allowed a maximum of 3 forfeits or risk immediate withdrawal from the competition, as well as a ban from the following term's competition.
- Players who withdraw will be required to pay fees equal to the number of played matches from the competition with an unsatisfactory reason.
- Any reschedule or forfeit must notify the shop no less than TWO hours before play.
- If a 'NO SHOW' occurs, then it will be deemed as an automatic forfeit unless the other player accepts a reschedule time.
- Fees must be paid by week 3 of the competition. COMPETITION POINTS WILL BE DEDUCTED EACH FOLLOWING WEEK PAYMENT IS NOT MADE.
- Grading is at the discretion of NDTA competition committee and will be based on previous comp results (including play-offs)
- Players may be suspended from future comps for poor attendance or unsatisfactory withdrawal.
- It is each players responsibility to notify your opponent and pro shop of rescheduled matches.
- All players are required to play the full duration of the comp (including positional play-offs).
- It is the players responsibility to check the draw. NDTA will NOT send a text message when a player has a bye. NDTA will however notify players of any changes, in which case it is the players responsibility to check the draw.
- By playing in NDTA competitions, you are agreeing to the Association giving out your phone number to another player in the event of a reschedule.
- In the event of rain, NDTA will send you a text message to tell you it is off. If you do not receive a text message, all matches are on.
- It is your responsibility to make sure that all your details are up to date with NDTA. It is important to check these before the start of the competition.
- In doubles matches (MND, Saturday Afternoon, Friend and Foe), it is the team's responsibility to find a fill in. You shall only contact NDTA to find a fill in as a LAST RESORT.
- If you are playing a doubles comp and require a fill in, it is your responsibility to ensure that their weekly fee is paid for (whether you ask them, or pay on their behalf)
- In the event of ongoing inclement weather, NDTA reserve the right to adjust the draws as needed to ensure as many rounds as possible are played. This may at times impact playoff rounds.
- Credits received from winning or coming runner-up in a comp MUST be used within 12 months of receiving the credit. I.e., a credit received from winning a comp in Term 1 2021 will expire at the end of Term 1, 2022 and cannot be used as credit towards fees or shop items after that 12-month period.