

Event No.	AUSTRALIAN TENNIS SENIORS TEAM CHAMPIONSHIPS						CAT No.
	Age Group	Section	Venue	Courts	Date	Time	

Team 1				Team 2			
Players	Sets	Games		Games	Sets	Players	
_____						_____	
_____						_____	
_____						_____	
_____						_____	

TOTAL SETS & GAMES	A							D	TOTAL SETS & GAMES
WIN-2 DRAW-1 LOSS-0	B	<input style="width:30px; height:30px;" type="text"/>	<input style="width:30px; height:30px;" type="text"/>	<input style="width:30px; height:30px;" type="text"/>	<input style="width:30px; height:30px;" type="text"/>	<input style="width:30px; height:30px;" type="text"/>	<input style="width:30px; height:30px;" type="text"/>	E	WIN-2 DRAW-1 LOSS-0
MATCH POINTS	C	<input style="width:30px; height:30px;" type="text"/>	<input style="width:30px; height:30px;" type="text"/>	<input style="width:30px; height:30px;" type="text"/>	<input style="width:30px; height:30px;" type="text"/>	<input style="width:30px; height:30px;" type="text"/>	<input style="width:30px; height:30px;" type="text"/>	F	MATCH POINTS

Score is certified by: _____

MATCH POINTS (A + B)

C + F must equal 10

MATCH POINTS (D + E)

Score is certified by: _____

Team 1 Captains Signature _____

Team 2 Captains Signature _____

Winning Team _____	_____ match points _____ sets _____ games
To	_____ match points _____ sets _____ games

PLEASE READ THE BACK OF THIS CARD FOR THE RULES AND SCORING PROCEDURES

Match Rules

The "home" Captain (first listed team on the match schedule) is responsible to collect the match score card and 4 new balls from the Tournament Box. BOTH TEAMS will be AUTOMATICALLY FORFEITED if the score card is not completed and/or the match balls are not returned to the Tournament Box after the completion of any match.

Matches shall consist of four (4) doubles rubbers played on two (2) courts. Each rubber shall consist of two (2) sets, first to six games, with a tie-break at five (5) games all.

Captains toss. The winner has the right to choose courts throughout the match. On each court, players shall toss to determine the right to serve, receive, choice of ends, or ask opponent to choose. The "home" Captain shall list on the score card, his/her pairing for the first two rubbers. The opposing Captain shall list his/her pairings. The "home" Captain may fold the score card back if he/she desires to momentarily "keep the lid" on his/her pairings.

After the completion of the first two rubbers, the "home" Captain shall list his/her pairings for the third and fourth rubbers. In turn, the opposing Captain shall list his/her pairings.

Throughout the match Captains may play their pairings in any combination, except that the pairings nominated for the third and fourth rubbers must not be the same as those pairings that played the first two rubbers. Any eligible registered player may be introduced after the first two rubbers to play in the third and fourth rubbers.

During the course of the match, if a player becomes ill or injured during play, and is unable to continue, then that set shall be forfeited. The following specifically applies. If a player becomes ill or injured in the first set of any rubber, that set is forfeited and another registered member of the team, may replace the injured player and play in the second set - OR - if after completion of the first set of any rubber, a player is unable to play in the second set of the rubber, then the second set of that rubber shall be forfeited. Once an ill or injured player retires from the court, they are ineligible to play again in that particular match.

If a team introduces an ineligible or unregistered player to allow a match to be played, the fact must be recorded on the match card for a subsequent review.

Teams receive 1 point for each set won. (A total of 8 points is shared in each match).

Incomplete sets, teams receive 0.5 point for each unfinished set.

Unplayed sets, teams receive 0.5 point and 3 games for each unplayed set.

When the time limit for a match has expired, 2 additional match points are to be credited as follows. A team which wins the match is credited with 2 points. To win a match at least four sets have to be completed and the team with the most points is awarded the 2 match points. If the points are equal then the team with the most games wins the 2 match points. If points and games are equal, 1 match point is awarded to each team. If four sets have not been completed 1 match point is awarded to each team.

ALL MATCHES MUST COMMENCE WHEN THE START IS SOUNDED. Warm-ups are not permitted once the start is sounded.

All players are reminded that "foot faulting" is cheating !

POINT SCORING SYSTEM

PLEASE NOTE: ALL MATCH RESULTS MUST ADD UP TO 10 POINTS FOR EVERY MATCH (WHETHER FINISHED OR NOT).

**SCORING: 1 POINT FOR EACH SET WON. ½ POINT FOR EACH INCOMPLETE SET.
2 POINTS FOR A MATCH WIN. 1 POINT FOR AN UNDECIDED MATCH. 0 POINTS FOR A LOSS.**

**IF BOTH CAPTAINS SIGN THE SCORECARD THE MATCH RESULT WILL STAND.
INCOMPLETE SCORING CALCULATIONS WILL RESULT IN EACH TEAM BEING ALLOCATED 5 POINTS.
CAPTAINS SHOULD ENSURE CARDS ARE COMPLETED CORRECTLY BEFORE SIGNING.**

MATCHES WHEN ALL SETS HAVE BEEN COMPLETED (POINTS DISTRIBUTION)

<u>Sets</u>	
<u>Won-Lost</u>	<u>(sets + match points)</u>
8-0:	10 points (8+2) to 0 points = 10
7-1:	9 points (7+2) to 1 point = 10
6-2:	8 points (6+2) to 2 points = 10
5-3:	7 points (5+2) to 3 points = 10
4-4:	6 points (4+2) to 4 points = 10 (more games won)
4-4:	5 points each (4+1) = 10 (equal games won)

MATCHES WHEN 1 OR MORE SETS HAVE NOT BEEN COMPLETED (POINTS DISTRIBUTION)

<u>Sets</u>	
<u>Won-Lost</u>	<u>(sets + match pts + incomplete sets)</u>
7-0:	9½ points (7+2+½) to ½ point = 10
6-1:	8½ points (6+2+½) to 1½ points (1+0+½) = 10
5-2:	7½ points (5+2+½) to 2½ points (2+0+½) = 10
5-1:	8 points (5+2+1) to 2 points (1+0+1) = 10
5-0:	8½ points (5+2+1½) to 1½ points (0+0+1½) = 10
4-3:	6½ points (4+2+½) to 3½ points (3+0+½) = 10
4-2:	7 points (4+2+1) to 3 points (2+0+1) = 10
4-1:	7½ points (4+2+1½) to 2½ points (1+0+1½) = 10
4-0:	8 points (4+2+2) to 2 points (0+0+2) = 10
3-3:	6 points (3+2+1) to 4 points (3+0+1) = 10 (more games)
3-3:	5 points (3+1+1) to 5 points (3+1+1) = 10 (draw)
3-2:	6½ points (3+2+1½) to 3½ points (2+0+1½) = 10
3-1:	7 points (3+2+2) to 3 points (1+0+2) = 10
3-0:	6½ points (3+1+2½) to 3½ points (0+1+2½) = 10
2-2:	6 points (2+2+2) to 4 points (2+0+2) = 10 (more games)
2-2:	5 points (2+1+2) to 5 points (2+1+2) = 10 (draw)
2-1:	5½ points (2+1+2½) to 4½ points (1+1+2½) = 10
2-0:	6 points (2+1+3) to 4 points (0+1+3) = 10
1-1:	5 points (1+1+3) to 5 points (1+1+3) = 10
1-0:	5½ points (1+1+3½) to 4½ points (0+1+3½) = 10

Play should begin on time. The start and finish time to a playing session will occur when the "whistle" blows. When the "whistle" denotes the finish of a playing session a point "in play" shall be completed and scored.