Summer Tournament Rules

This tournament is for fully paid up members only.

A player can enter as many events as he/she wants but can only play in 3 events on Finals Day (Saturday 16th July). Players must play their finals on that day; the final will not be moved for convenience.

The Finals will be played on grass, all other rounds can be played on any surface, if you can’t agree on the surface, spin a coin. The important thing is to get the matches organised and played.

Players who become aware that they will not be able to compete in further rounds of an event should withdraw from the competition, not later than at match point (to their advantage) in the previous round.  Don’t forget that players can only compete in 3 finals!

Please play matches by the deadline dates or both players/pairs may be scratched.

The draw will be published in the secure section of the website. It will also be available in the clubhouse. The match winner is responsible for submitting the result which must be sent via whattsapp or text message to Mark 07710105124 and/or Andy Hanks 07980620158 within 24 hours of the match being completed.

Any queries, please contact

markbraden@btinternet.com

Conduct of Matches

* The deadline for the completion of each round is marked on the tournament schedule in the clubhouse and on the website.  Opponents should contact each other at the earliest possible opportunity to ensure that matches are played within the allotted time.  Those initiating contact will have the right to claim the match if they offer their opponents 3 reasonable times for play, none of these is accepted and an alternative mutually convenient date cannot be found.  The tournament organisers will scratch players who delay subsequent rounds.
* Matches are the best of three sets.  The first two sets are tie-break sets and the third set, if required, will be a championship tie-break (first to 10 points with 2 clear points).

Handicap Events

* Handicapped events are played such that the players with the lower handicap start the match on a love score.  If the handicap difference is a half-point, the higher handicap takes effect from the second game of each set.   An example of how a handicapped game works is:

Pair 1:  Handicap -15

Pair 2:  Handicap -30½

The difference is 15½.   Pair 1 start at 0 and Pair 2 at -15 in first and alternate games and -30 in second and alternate games in each set.  Assuming in this case

1st and alternate games, server starts from the left at 0/-15

2nd and alternate games, server starts from the right at -30/0

* In a tie-break, each half-point difference is equal to 1 tie-break point.  With a half-point difference, the tie-break starts on the left-hand side of the court and the first server serves two points.  Thereafter the tie-break is played out as normal. Examples of tie-break handicaps:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| handicap difference | -0.5 | -15 | -15.5 | -30 | -30.5 | -40 | etc |
| starting score | -1 | -2 | -3 | -4 | -5 | -6 | etc |
| side for first serve | L | R | L | R | L | R | etc |