

## Operation of the BLT&SRC Junior Tennis Singles League

The Junior Tennis Singles League is mixed gender and open to all junior playing tennis members aged 10-18. We hope this will be as popular as the adult tennis box league which has been running successfully since 1992.

**1, Playing Rules** - (1a) The league is structured as a ladder of 'boxes' each comprising 4-5 players. A playing round lasts 5-8 weeks, during which time each player plays one match against each opponent in their box. (1b) All players are mutually responsible for contacting others to arrange matches, although for the junior tennis league the parents will be the main contact so will often be the ones to arrange the matches etc. We strongly recommend using email and (1c) each player is responsible for ensuring they can be reached by the email address held by the Club, and that they respond within a reasonable time to communications from other players in their box. Courts can be booked online and players will need to their own tennis balls for matches. (1d) If the players are a little unsure of how to score etc then it will be fine for a parent/guardian to help out, but only if agreed by both players in advance.

**2, Match Format** - Please play each match to the approved Two Short Sets format: Two sets up to 5 (Standard Tie-break game at 4-4: i.e. first to get a 2 point lead and with at least 7 points). Then if you reach one set all: play a single 'Championship Tie-break' game in lieu of a final set (first to get a 2 point lead and with at least 10 points). This is an LTA approved format for Ratings-qualifying matches. Usually 90 minutes is sufficient – to include a short (max 10 minutes) knock-up. Scoring: The winner should post the score online as soon as practicable afterwards at [https://www.bltsrc.co.uk/member/view\\_box\\*league\\*55\\*season\\*53\\*round\\*0](https://www.bltsrc.co.uk/member/view_box*league*55*season*53*round*0). (please enter both your own and your opponent's score!). The winner of a completed match scores 10, the losing player's score is the total number of games they won throughout the match. E.g. if you won 5-4, 1-5, 1-0 you would post that as 10-9. For an incomplete match see (3b & c) below. Please enter scores carefully in the correct rows/columns of the scores web-page. If you have difficulties posting your score please inform us promptly – we can help you or we'll just do it for you.

**3, Walkovers** - To claim a walkover post 'Walkover' for your own score - with 'Injured' for your opponent: it is NOT 10-0! (3a) A player may claim a Walkover if their opponent (i) causes a default for any of the reasons listed in 4d to 4f, or (ii) is unavailable to play or is uncontactable/unresponsive via email given 2 'reasonable' requests offering dates where the earliest of these offers was for a fixture at least one week prior to the published end date of the Round.

**4, Defaults** (4a) If you are unable to play the remaining matches of a round for any reason, post 'Injured' as your own score for each of the un-played matches as soon as possible, with 'Walkover' for your opponent's score. Please let the results stand of any matches you have already played. (4b) Retirement. If your opponent retires once the match has started, post 10 for your own score, and for your opponent - the number of games they had won prior to retiring. (4c) Abandonment. If you start a match, and then abandon by mutual agreement – i.e. both of you needed to stop (e.g. adverse weather, out of time etc) - the score to post is simply each player's games-won by the time you stopped. You may claim a walkover against your opponent if they cancel an agreed fixture (4d) scheduled within the final week of the round, or (4e) at less than 24 hours notice, or (4f) if they are

not on court and ready to play within 10 minutes of your agreed starting time (a 'No Show'). (4g) If you are the player that was offended by a default, you may agree to reschedule the match but you are not obliged to do so.

**5, Promotion & Demotion Process** - This takes place at the end of each round - based on players' total games won - not matches. As incentives to play, and to win - the scoring system automatically adds on a 'playing bonus' of 2 points for every match played, plus a further 2 for every completed match a player won. The winner and runner-up of a box are promoted upwards by 1 and the lowest scoring 2 players are demoted similarly. Players who play no matches for 2 successive rounds will be withdrawn automatically before the next round; a Walkover result does not count as a 'played match' for the purposes of this rule.

**6, Ties.** In the event of a tie, in which 2 or more players have an equal games-won total, the Organisers consider, in the following order, and with respect only to the tying players: (i) the outcomes of the matches between them, including Walkovers, then (ii) the total number of games conceded by each.

**8, Disputes.** In the event of a dispute between players, the Organisers, if requested to do so, will attempt to facilitate an amicable resolution but will not adjudicate; we will treat a match as unplayed if it is apparent that those involved have not reached agreement by the close of the round.

**8, Entering the League...** Please (a) firstly ensure all the contact details held by the Club about you are correct e.g. via the Club's 'Search Members': [BLTSRC](#) - contact the Club to correct these if necessary; (b) Email the Organisers with your name (player and parent/guardian) indicating your approximate starting box level - talk to your/a coach if unsure. You may provide a current verifiable UTR/BTM/LTA Rating if you have one. Before the start of a new round, the Organisers will merge each waiting player into a suitable box for their playing level. Organiser: Oliver Culwick (oliver@berkhamstedtennisfit.com)