



Match and Permit Committee Rulings

Registered Players

- (a) A player is able to play in the grade and team he/she has been registered in.
- (b) A registered player can play in a higher grade or grades three times in total and still remain in his/her original team.
- (c) A registered player who plays in a higher grade should be listed as a "played up player".
- (d) A registered player who:-
 - (i) plays in a higher grade four times is then "married" to the higher grade and **cannot** return to his/her original team
 - (ii) plays in different higher grades a total of four times is then "married" to the lower of the higher grades and **cannot** return to his/her original team **i.e.** If a registered player in C3 plays once in C2, once in C1 and twice in C+2, he/she will be married to C2 and can no longer play in C3.

Note: The "played-up" games in C1 and C+2 still count and if the player "plays up" again in C1 or C+2, then the player will be "married" to C1 and cannot return to C2

- (e) A registered player **can never** play in a lower grade. If that situation occurs, it is a Default match and a \$20.00 fine imposed.

Emergency/Unlisted Emergency Players

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| Emergency Players | Not registered in any team for the Club and competition in question, but is listed on the bottom of the Match Result Sheet |
| Unlisted Emergency | Not registered in any team for the Club and competition in question, and not listed on the bottom of the Match Result Sheet |
- (a) Penalty for playing four (4) or more matches without being registered will be a loss of games.
 - (b) An Unlisted Emergency will incur a fine of \$10.00 per match.
 - (c) Penalty for playing three or more emergencies or unlisted emergencies in a team at the one time will be a loss of games for the 3rd and 4th emergency/unlisted emergency as listed in playing order.
 - (d) Penalty for playing too strong a player as an Emergency or Unlisted Emergency will be a warning or loss of games as determined by the Match & Permit Committee.

Two Teams from the Same Club in the One Grade

Emergencies/Unlisted Emergencies and registered players playing up cannot:-

- (a) Play in both teams at various times during the season i.e. once for the "Red" team and once for the "Black" team.

- (b) Switch from one team to another.
- (c) Penalty is a default.

Emergency Players strengthening a team

The penalty for an emergency player strengthening an existing team under By-law 31(e) is either a warning or loss of games.

- (a) Where it is clear an emergency has significantly strengthened a team, teams will be penalised with loss of games. In particular, where there is known and recent history on a player that shows a significant discrepancy between the level they have played and the level of the registered players in the team, loss of games will be imposed.
- (b) If a team is given a warning (i.e. told not to play a particular emergency player again), and the team then plays a different emergency who also strengthens the team, a second warning will not be given. Loss of games will be automatically imposed on the emergency player.
- (c) Where an emergency player is told not to play again in a particular grade, and plays in a higher grade and again strengthens the team, a second warning will not be given. Loss of games will be automatically imposed on the emergency player.

Additional registrations

- (a) Additional registrations can be lodged at any time up until Round 12.
- (b) The “received” date of additional registrations is the date it has been emailed to the Chairman of the Match and Permit Committee.
- (c) If additional registrations are received after the closing date, they will not be accepted.
- (d) Once received, additional registrations will be automatically accepted on the following conditions:-
 - (i) An additional registration will not be considered if it will increase the total number of registered players in a Ladies/Mens team to more than 8 players, or more than 6 players of the same gender in a Mixed team. In such cases, a deregistration is required.
 - (ii) They will be checked immediately by the Match and Permit Chairman against records, and if any player is obviously too strong for the grade, registration will be refused and the Club notified immediately.
 - (iii) During the time that matches are played, if the player is deemed to be too strong, the Match & Permit Committee will revoke the registration and the Club will be immediately notified, with no penalty attached, unless the player is obviously too strong for the grade, in which case there will be a loss of games for the last match played.
 - (iv) If an additional registration is refused or revoked:
 - The Club may apply to additionally register the player in a higher grade; and
 - All matches already played count as emergency matches. Penalties will apply if a player plays for a fourth time as an emergency after the additional registration has been refused or revoked, even if the fourth match is in a higher grade.

Appeals

- (a) An appeal against the refusal of an additional registration or a decision that a player is "too strong" for a particular team, must be lodged within 10 calendar days of the Club being advised of the decision. Appeals lodged outside this timeframe will not be considered.
- (b) Once an appeal has been lodged, the player concerned cannot play again in any team without the permission of the Chairman of the Match and Permit Committee until the appeal has been decided by the Committee.
- (c) If the player does play in a higher team:-
 - (i) The "protest" will automatically lapse and the original decision upheld; and
 - (ii) Normal penalties will be imposed (if necessary) i.e. 4th time emergency etc.

Deregistration

Once grading has been completed, the NSNTA or a club can request a registered player to be deregistered which means that:-

- (a) The player concerned cannot play for that particular team for the remainder of the season.
- (b) The player remains "locked" into the club concerned for the remainder of the season. The player cannot play for another club.
- (c) The player concerned can, however, be additionally registered in a higher team or play in a higher team under the emergency rule.
- (d) The player concerned cannot play in a lower team without permission from the Chairman of the Match and Permit Committee.

Once submitted, a de-registration cannot be cancelled.

Penalty for playing in that particular team after de-registration is a loss of games.

Defaults

A Default match is when one team:-

- (a) cannot field a complete side of four (4) players within the nominated period of time i.e. 8.00 p.m.
- (b) plays a registered player from a higher grade.
- (c) returns a player to his/her original grade once "married" to a higher grade.
- (d) plays an ineligible player i.e. a player who has already been registered with another Club or has played as an emergency or unlisted emergency with another Club
- (e) plays an emergency/unlisted emergency or a player playing up in both a "Red" team and a "Black" team during the season.
- (f) cannot field a fully registered and qualified team in the Finals.
- (g) plays a player who has been requested not to play by another Club for a given reason i.e. outstanding monies etc.

- (h) plays a player who plays with more than one team on the same night
- (i) plays a player within a suspension period
- (j) plays an ineligible player in a final
- (k) plays out of order in a re-commenced match

Penalty will be loss of match and \$20.00 fine. Any games that have been played will not count toward percentage for either team.

Team Withdrawals

- (a) If a team withdraws prior to grading, there is no penalty to the Club or players.
- (b) If a team withdraws after grading but prior to the season commencing:-
 - (i) The players who have not caused the team to be withdrawn are "free agents", and if they wish to play for the same Club in another team, or for a different Club, an Additional Registration form must be submitted by the Club.
 - (ii) The players who have caused the team to be withdrawn are not eligible to play as an emergency, additional registration etc. for any Club for the season concerned. Penalty will be loss of games.
 - (iii) A withdrawal fine will be applicable to the Club
 - (iv) A "Bye" will be shown in place of the withdrawn team
- (c) If a team withdraws once the season has commenced:-
 - (i) The players who have not caused the team to be withdrawn are still eligible to play but are "locked" into the Club where they were registered. They can play for that club in a higher team as emergencies and if they wish to join the higher team permanently, an Additional Registration form must be submitted by the Club. A player cannot play in a lower team without first receiving permission from the Match & Permit Committee.
 - (ii) The players who have caused the team to be withdrawn are not eligible to play as an emergency, additional registration etc. for any Club for the season concerned. Penalty will be loss of games.
 - (iii) A withdrawal fine will be applicable to the Club
 - (iv) A "Bye" will be shown in place of the withdrawn team
 - (v) All matches played against the withdrawn team do not count and ladders will be recalculated without those matches.

Match Results

It is the responsibility of the winning team to ensure match results are correct and complete. The winning team must ensure all players' names, including opposition players' names, have been recorded fully (first name and surname) and are legible before the result is signed. If a match result is submitted with any missing information the winning team will be fined.

A fine of \$10.00 per anomaly will apply as follows:-

- First names or last names not complete
- Incorrect spelling
 - Surname of emergency / played-up player
 - First name of emergency / played-up player, unless the misspelling is minor, in which case the team is not fined (e.g. Micheal instead of Michael)
- Scores put down in an incorrect order
- Scores entered incorrectly or reversed
- Players in incorrect playing order
- Incorrect player name (wrong player chosen from drop down list)
- Made up names of defaulting opposition or washout opposition
- False scores put in when it was a washout
- Higher finishing team not listed as home team for finals results

Loss of Match Points

A team can lose match points due to non payment of fees by the Club. When this happens the following applies:-

- (a) All scores remain as is and therefore are duly recorded
- (b) Percentage is calculated on scores as listed
- (c) Winning side does not get the "4" points
- (d) Losing side still remains the "loser"
- (e) At the end of the season the ladder will be "4" points short

Loss of Games

When calculating loss of games, the player losing the games receives a score of "zero", however, the opposition score does not alter i.e.:-

- (a) If the player to lose the games won the set 6-3, the score becomes 0-3
- (b) If the player to lose the games lost the set 4-6, the score becomes 0-6

If the scores are level once the subtraction has taken place, the winner will be determined by sets completed and won. If the sets are level, then the match will be a "Draw".

Penalties

Once an anomaly is found, penalties will be applied to players/clubs concerned for every anomaly sustained, irrespective of how many times the anomaly has occurred before it has been picked up and irrespective of whether the Club has been advised or not.

Grading of Teams

As far as practical, one Club shall not have two teams in the same grade unless specifically requested.

Lights going off during a match

Clubs with a Book a Court system are required to book courts used in competition matches until the relevant NSNTA published curfew time and/or provide their teams with access to turn the lights on manually. For the purposes of By-law 26, these actions are considered to be within the control of the club.

If the court lights go out during a match, the following applies:

- The home team must take immediate action to turn the lights back on. If the lights only go out on certain courts and cannot be turned back on quickly, teams are required to relocate to other courts at the same venue of the same surface (including during a set) if they are available in order to complete the match. Teams can also move to courts of a different surface at the same venue if both teams agree.
- If alternative courts of the same surface are not available at the venue and/or the two teams do not agree to change surface, the home team has 30 minutes to turn the lights back on. If the lights cannot be turned back on within 30 minutes, the away team can claim the remaining games of any sets in progress and any sets that have not commenced.
- If time is lost due to lights going out and the match is not completed before the curfew, the remaining games of any sets in progress and any sets that have not commenced will be forfeited by the home team.

The only exception is if the home team can demonstrate that the cause of the lighting failure was beyond the control of their club (e.g. suburb-wide power outage or electrical fault).

Courts becoming unplayable during a match

If the court/s allocated for a match become unplayable, both teams must remain at the venue for up to 60 minutes, unless both captains agree to a washout. If players from either team leave the venue prior to the 60 minutes, and the captains have not signed a match result sheet agreeing to a washout, the team whose player/s left the venue will forfeit the remaining games of any sets in progress and any sets that have not commenced.

The home team must make efforts to dry or prepare the courts so the match can be completed. If the allocated court/s cannot be dried/prepared in order to complete the match —

- Teams are required to relocate to other courts at the same venue of the same surface (including during a set) if they are available in order to complete the match. Teams can also move to courts of a different surface at the same venue if both teams agree.
- If alternative courts of the same surface are not available at the venue and/or the teams do not agree to change surface, the remaining sets shall be recorded as incomplete and By-law 36 applies.

If it has not been possible to commence the match within 60 minutes of the scheduled starting time, or during the match more than 60 minutes of play is lost due to wet weather, either team may declare a washout.

Finals qualification

For the purposes of By-law 40, a player shall be deemed to have played a match when:

- (i) their name is listed on the match result sheet and the match has commenced (even if one or more of the sets the player was listed to play was forfeited or not completed); or

- (ii) their name has been listed on the match result sheet and the match has not commenced due to wet weather, default or any other reason.

A player will not be deemed to have played a match if the opposing team later withdraws from the competition and is replaced with a Bye.

Finals venues

The Association will apply the following when deciding finals venues:

- (a) All finals will be allocated two courts.
- (b) Only Clubs with teams entered in the particular competition (Ladies, Mixed or Mens) will be required to host finals.
- (c) The following criteria will be considered, however, not all criteria can be met for all grades:
 - (i) We try to play both semi finals at the same venue.
 - (ii) We try to give the first team its surface for the semi final and grand final.
 - (iii) We try to use a club that had a team in the grade, so members of that team can be responsible for hosting duties.
 - (iv) Only if possible, we give the second team its surface for the semi final.
 - (v) Where two teams from a Club play each other in a final (e.g. a Red team plays a Black team), it will be played at the home Club of both teams.

If a Club fails to fulfil their finals hosting commitments, they will not be paid the lighting subsidy applicable to the finals.

Finals washouts

- (a) If the courts allocated on the finals draw are unplayable, but other courts are available at the venue (e.g. plexi courts are washed out and modgrass courts are available), teams can change courts if the host club and both team captains agree. If the two team captains do not agree, the teams must come back the following week and play on the courts of the allocated surface.
- (b) If a match has already commenced and one of the players in an incomplete set cannot continue that set the following week, the remainder of set will be forfeited when the match resumes the next week. The games already completed stand, but the remainder of the set is awarded to the opposition.

For example, if Team 1 was leading 3-2, and a player in Team 1 cannot continue the set, Team 2 wins the set 6-3. A substitute can then play in the unavailable player's position for the remaining set/s.

- (c) If both teams need to substitute a player in the same incomplete set, the set is deemed completed when the match resumes the next week. The set score is recorded at the point when it was washed out (e.g. the set is recorded 3-2). Players can then be substituted for future sets.
- (d) If a set is washed out in the first game and a player cannot return the following week, as the game score is reset to 0-0 under By-law 46(a)(i), that player can be substituted the following week.

Unfinancial players

- (a) A Club Secretary or Delegate may notify the Chairman of the Match and Permit Committee that a player owes money (memberships fees or team fees) and request they not be allowed to play for another club until the fees are paid.
- (b) The Chairman will maintain a list of unfinancial players.
- (c) Clubs must immediately notify the Chairman when an unfinancial player pays their outstanding fees.

- (d) If the Association is notified of outstanding payments before the close of team entries, any unfinancial players will not be accepted in a team for all competitions. The Competition Coordinators will check teams and advise clubs if any players cannot be accepted.
- (e) If the Association is notified of outstanding payments after the close of team entries, any unfinancial players will be able to play out the current season but will not be eligible to play in the following season unless the outstanding fees are paid.
- (f) If an unfinancial player plays as an emergency while on the unfinancial players list, the match will be an automatic default.
- (g) Players will be removed from the list of unfinancial players after two years (four seasons).