

LTA National League Winter (Cheshire) 2023/24 – RULES

PLEASE FEEL FREE TO CONTACT LEAGUE ORGANISER MIKE ATHERFOLD – 07984 973887 point-onetennis@hotmail.com WITH ANY QUESTIONS.

QUICK VIEW MATCH FORMATS:

MINI RED (MIXED) DIVISION 1 AND 2

4 PLAYERS PER TEAM. BEST OF 16 RUBBERS. ALL RUBBERS FIRST TO 10 POINTS BY 2 CLEAR POINTS. IF THE MATCH FINISHES 8 RUBBERS ALL THEN THE MATCH IS A DRAW

MINI ORANGE (MIXED) DIVISION 1 AND 2

4 PLAYERS PER TEAM. BEST OF 10 RUBBERS (8 SINGLES AND 2 DOUBLES). ALL RUBBERS BEST OF 3 TIEBREAKS TO 7 POINTS BY 2 CLEAR POINTS. IF THE MATCH FINISHES 5 RUBBERS ALL THEN THE MATCH IS A DRAW

MINI GREEN (MIXED) – DIVISION 1 AND 2

4 PLAYERS PER TEAM. BEST OF 6 RUBBERS (4 SINGLES AND 2 DOUBLES). ALL RUBBERS TWO SETS TO 4 GAMES (TIEBREAK AT 3 GAMES ALL TO 7 POINTS). IF SETS ARE SPLIT THEN TIEBREAK TO 10 POINTS IS TO BE PLAYED. SHOOTOUT (TIEBREAK TO 10 POINTS BY 2 CLEAR POINTS) TO BE PLAYED IF THE MATCH FINISHED AT 3 RUBBERS ALL. SUDDEN DEATH DEUCH IN ALL GAMES

BOYS U11 DIV 1, BOYS U12 DIV 1, BOYS U14 DIV 1, BOYS U16 DIV 1

4 PLAYERS PER TEAM. BEST OF 6 RUBBERS (4 SINGLES AND 2 DOUBLES). ALL RUBBERS TWO SETS TO 4 GAMES (TIEBREAK AT 3 GAMES ALL TO 7 POINTS). IF SETS ARE SPLIT THEN TIEBREAK TO 10 POINTS IS TO BE PLAYED. SHOOTOUT (TIEBREAK TO 10 POINTS BY 2 CLEAR POINTS) TO BE PLAYED IF THE MATCH FINISHED AT 3 RUBBERS ALL. SUDDEN DEATH DEUCH IN ALL GAMES

BOYS U11 DIV 2, BOYS U12 DIV 2, BOYS U14 DIV 2, BOYS U16 DIV 2, BOYS U18 DIV 1 AND 2, ALL GIRLS EVENTS

2 PLAYERS PER TEAM (A MAXIMUM OF 2 ADDITIONAL PLAYERS CAN PLAY AS DOUBLES ALTERNATES IF REQUIRED). BEST OF 3 RUBBERS. ALL RUBBERS TWO SETS TO 4 GAMES (TIEBREAK AT 3 GAMES ALL TO 7 POINTS). IF SETS ARE SPLIT THEN TIEBREAK TO 10 POINTS IS TO BE PLAYED. SHOOTOUT (TIEBREAK TO 10 POINTS BY 2 CLEAR POINTS) TO BE PLAYED IF THE MATCH FINISHED AT 3 RUBBERS ALL. SUDDEN DEATH DEUCH IN ALL GAMES

MENS DIV 1/2 & LADIES DIV 1/2

4 PLAYERS PER TEAM (A MAXIMUM OF 2 ADDITIONAL PLAYERS CAN PLAY AS DOUBLES ALTERNATES IF REQUIRED). BEST OF 6 RUBBERS. ALL RUBBERS TWO SETS TO 6 GAMES (TIEBREAK AT 6 GAMES ALL TO 7 POINTS). IF SETS ARE SPLIT THEN TIEBREAK TO 10 POINTS IS TO BE PLAYED. SHOOTOUT (TIEBREAK TO 10 POINTS BY 2 CLEAR POINTS) TO BE PLAYED IF THE MATCH FINISHED AT 3 RUBBERS ALL. SUDDEN DEATH DEUCH IN ALL GAMES

MIXED DIV 1 & DIV 2

2 MEN AND 2 LADIES PER TEAM. EACH FIXTURE IS BEST OF 4 RUBBERS. RUBBER 1, MENS DOUBLES. RUBBER 2, LADIES DOUBLES. RUBBER 3, MIXED DOUBLES 1. DOUBLES 4, MIXED DOUBLES 2. ALL RUBBERS TWO SETS TO 6 GAMES (TIEBREAK AT 6 GAMES ALL TO 7 POINTS). IF SETS ARE SPLIT THEN TIEBREAK TO 10 POINTS IS TO BE PLAYED. SUDDEN DEATH DEUCH IN ALL GAMES. IF THE MATCH FINISHES 2 RUBBERS ALL THEN THE MATCH FINISHES AS A TIE. CAPTAINS SHOULD DECIDE WHICH PLAYERS PLAY AS THE SEED 1 AND SEED 2 MIXED DOUBLES PAIR USING PLAYERS WTN WHERE POSSIBLE.

It is the responsibility of both the home and away team captains to contact each other to arrange a start time for the matches.

The home team will provide the away team with a start time on the scheduled date between the hours of 10am and 5pm.

Matches are to be played on the scheduled dates only, unless both captains agree to change the date. If a date is changed then a comment must be inserted on the system stating the changed date.

As the LTA didn't provide us with any published dates for the mens, ladies and mixed about events before online entry closed, please be as accommodating as possible when organising fixtures for the above events.

If the match is unable to be played because of the weather, then both captains must aim to agree a revised date to play the fixture as soon as possible. For mini green and all yellow ball events, If a match has started and one or more rubbers have been completed then the winner of the match shall be the team winning the most completed rubbers.

If a team is unable to make a match, then the opposition will be awarded a walkover victory winning all rubbers in the match to nil.

If an ineligible player competes then the singles rubber involving the player concerned, and all singles rubbers lower in the team order shall be forfeited by a score of 0-6, 0-6. In addition, that team shall have 3 rubber points deducted from their match score for each ineligible player.

If a player retires during a rubber, the opponent shall be deemed to have won all the remaining games and sets necessary to win the rubber. The player retiring from the rubber shall be eligible to compete in any remaining rubbers/tiebreak shoot-out.

Players should play in order of recent for points for mini orange/green matches. Players should play in ranking order for all other matches. If the relevant information is not available then players should play in order of merit determined by the team captain. If you have any questions regarding playing order, then please contact the league organiser.

Where your club has more than one team entered into an age group (ie. You have entered an A team and a B team), players are not eligible to play for both teams during the season.

Players are eligible to play for a maximum of three different teams (where applicable due to age restrictions) for their club during the season.

Players may only play for teams at one club during the competition.

Box winners will qualify for playoffs and finals at the end of the season. Details to follow early in 2024.