

Austin Bangladeshi Tennis Tournament, 2022

Tennis Rules

1. General Rules

- 1.1. There will be a total of **10 teams** and each team will have **7 or more** players.
- 1.2. Teams will be divided into two groups, each group having **5 teams**.
- 1.3. In the group stage, team-Matches will be played in round robin fashion within each group. Each team will have a total of **4 team-matches** against the other 4 teams in the same group. Each group will have a total of 10 team-matches.
- 1.4. The Champion of Group A will play the Runner up of group B in the first semi-final and Champion of Group B will play Runner up of group A in the second semi final.
- 1.5. The winner of the two semi finals will play the final.
- 1.6. Please wear proper tennis shoes for safety. Casual sneakers are unsafe for tennis and might twist your ankle.
- 1.7. Players will bring their own tennis rackets.
- 1.8. Drinks and tennis balls will be supplied during the match. Players are encouraged to bring additional drinks if they wish as proper hydration is very important during long matches.
- 1.9. The location and date-time of each match (Except for semi/finals) will be determined by the captains of each team, depending on the availability of the players.
- 1.10. There will be umpires on courts from the organizing committee during the match to officiate. Since many matches will be going on, it might not be possible to have an umpire in every match. If an official umpire is not present then the participating players are responsible for counting the scores and calling balls in or out. Players can only call in/out on their side, not the other side. And please remember, if the ball touches the line, then it is in. So a 99% out ball is 100% in. Also, if you are not sure if the ball is in or out, please give the benefit of doubt to the opponent and call it in, in the spirit of sportsmanship and fairness. In case both sides disagree about a ball being in/out, and there is no umpire present at the match, that point can be replayed.
- 1.11. If a match is interrupted due to rain then the two captains will reschedule and continue the match from where it stopped. The line up or roster cannot be altered when the match resumes.
- 1.12. Both captains will report the score to the organizing committee after the match is over.
- 1.13. If the courts are wet due to rain or fog or if the weather is unsafe to play or any similar unforeseen circumstances, the official from the organizing committee can decide to postpone the match, which will be played at a later date agreed upon by the captains.

2. Team Match Rules

- 2.1. Each team-match will consist of **6 singles** and **3 doubles**.
- 2.2. Each **singles** match carries **1 point** and each **doubles** match carries **2 points**.
- 2.3. Singles matches will be played as one regular set (6 games, win by 2), with a regular tiebreaker (7 points, win by 2) in case game count becomes 6-6.
- 2.4. Double matches will be played as one regular set (6 games, win by 2), with a regular tiebreaker (7 points, win by 2) in case game count becomes 6-6. One exception, there will not be more than **two deuces** in a game. After the 2nd deuce, **a single deciding point** will be played for that game, where the receiver will decide which side to face the serve from (add court or deuce court).
- 2.5. In a team-match the side that has most points (6 points for 6 singles and 6 points for 3 doubles, total of 12 points), wins the team-match. If there is a tie, then the total number of sets won by each team will be counted to break the tie. If there is still a tie, then the total number of games won by each team will be counted to break the tie. Please note that tiebreakers are counted as a single game. If still there is a tie, then a deciding super tiebreaker (10 point, win by 2) will be played between two players from two teams selected by the respectable captains, to break the tie.
- 2.6. The team with most Team-match wins will win the group stage. If two teams have equal numbers of team-match wins then the total number of sets won will be counted to break the tie. If still there is a tie, then the total number of games won will be counted to break the tie. Please note that regular tiebreakers(7 points, win by 2) are counted as a single game.
- 2.7. If time and weather permits, the tournament committee might decide to make an exception to the Final match, in terms of how many sets will be played in singles and doubles. Both singles and doubles could be played as best of regular **three** set matches.

3. Singles Rules in Group Stage

- 3.1. Every player in a team must be allowed to play at least **ONE** singles or **ONE** doubles, during the entire group stage.
- 3.2. The maximum number of substitution singles (played as a substitute) a player can play is **FOUR**, during the entire group stage.
- 3.3. Captain will create a roster of six players to play singles in a team-match. Captain can rotate/change players from team-match to team-match, it does not have to be the same roster in every team-match. Please note, the names in the roster have to be sorted by draft day ranks of the players.

Some examples of **valid** rosters are:

1 2 3 4 5 6

1 2 4 5 6 8

1 3 4 5 6 7

1 4 5 6 7 8

Some examples of **invalid** rosters are

7 8 1 2 3 4

1 2 3 7 6 8

All these examples are based on the assumption that no player is injured or absent due to unavoidable reasons. For absence or injury, please follow rule #3.4.

- 3.4. When a captain is unable to fill all the six singles in a team-match, due to player injury or absence, then he has two options for substitution.

Option 1: A lower rank player, within the same team, can substitute a higher rank player. Please follow the substitution limits in rule #3.2.

Option 2: If option1 is not possible, for example all the players after rank #5 (in that team) are unavailable/injured, then the captain can request a player from the other group, who has **original draft day rank** lower than the player being substituted. It is upto the player, who is being requested to substitute, whether he wants to join or not. He can refuse to substitute if he wants. In that case the captain has to find another substitution, if available.

Some examples of **valid** rosters with substitutions(with highlight) are:

1 2 3 **5** 5 6

1 **4** 3 4 5 6

4 **4** 3 4 5 6

Some examples of **invalid** rosters with substitutions(with highlight) are:

1 2 3 **3** 5 6

1 **1** 3 4 5 6

1 **4** 3 4 **4** 6

- 3.5. Singles matches will be played by draft day ranks, where #1 ranked player from team A's roster plays against #1 ranked player from team B's roster, #2 ranked player of team A's roster plays against #2 ranked player of team B's roster and so on.
- 3.6. If any singles match is played violating rank rule (#3.3, #3.4, #3.5), the organizing committee can award the win for that match to the opponent.
- 3.7. Organizations committee will share one spreadsheet document with each captain for keeping record of all the rosters, singles match date/time, match location and score.

- 3.8. Captains will work with other captains in the same group to come up with at least three possible date/time for each singles match (based on the availability of the players) and update his team's spreadsheet document. Also each captain will update the score, when available, in his team's spreadsheet document.
- 3.9. Best effort should be put to complete at least half of the singles matches before December 20th, 2022. All the matches have to be completed by Jan 13th, 2023.
- 3.10. On the agreed match date, If a player is more than 30 minutes late than the agreed time, then that match will be forfeit and the opponent team will be awarded the win for that match.
- 3.11. In a case where a singles match could not be finished before 13th Jan, 2023, the player who was available most times (excluding bad weather days), among the agreed date/times, will be awarded the points.
- 3.12. In a case where both sides were absent in all agreed dates, none of the team is awarded the win; that match simply won't be counted to decide the winner of the Team-Match.
- 3.13. In a case where a singles match could not be finished before 13th Jan, 2023, but both sides were available the same number of days among the agreed dates, then none of the team is awarded the win; that match simply won't be counted to decide the winner of the Team-Match. For example, it could be due to bad weather.

4. Singles Rules in Semifinal/Final

- 4.1. The maximum number of substitution singles (played as a substitute) a player can play is **ONE**, during a semifinal team-match.
- 4.2. The maximum number of substitution singles (played as a substitute) a player can play is **ONE**, during final team-match.
- 4.3. If someone is declared injured (unable to play) anytime on the tournament day, then he will not be allowed to play anymore matches on that day.
- 4.4. Before a team-match starts, both captains will exchange their singles rosters, for that match, with each other at the same time. After the roster is shared, it cannot be altered for that team-match. The roster will consist of 6 singles players (any 6 players selected by captain), following rule #4.1, #4.2.
- 4.5. Singles matches will be played by draft day ranks, where #1 ranked player from team A's roster plays against #1 ranked player from team B's roster, #2 ranked player of team A's roster plays against #2 ranked player of team B's roster and so on.
- 4.6. If a team is unable to fill all the six singles in a team match, due to player injury or absence, then a lower rank player, within the same team, can substitute a higher rank player. Please follow the substitution limits in rule #5.1 and #5.2. No substitution is allowed from another team.
- 4.7. If a player from one team is absent, then that match will be forfeit and the opponent team will be awarded the win for that match. In a case where both sides are absent, none of the team is awarded the win; that match simply won't be counted to decide the winner of the Team-Match.

5. Doubles Rules in Group Stage and in SemiFinal/Final

- 5.1. There is no substitution allowed in doubles.
- 5.2. If someone is declared injured (unable to play) anytime on the tournament day, then he will not be allowed to play anymore matches on that day.
- 5.3. Before a team-match starts, both captains will exchange their doubles team rosters, for that match, with each other at the same time. After the roster is shared, it cannot be altered for that team-match. The roster will consist of 3 doubles pairs, anyway arranged by the captain as he wishes. No player can play two doubles in the same team match.
- 5.4. Doubles matches will be played by the order marked in the roster, where #1 pair from the team A's roster plays against #1 pair from team B's roster, #2 pair from the team A's roster plays against #2 pair from team B's roster and so on. Please note, unlike singles, doubles teams are not ordered by players' draft day ranks, it is ordered whatever way the captain sees fit, meaning a doubles pair with low rank/skill can be marked as #1 pair by the captain.
- 5.5. If a player from one team is absent then that match will be forfeit and the opponent team will be awarded the win for that match. In a case where both sides are absent, none of the team is awarded the win; that match simply won't be counted to decide the winner of the Team-Match.