

Lunchtime Social Sport Competition

Tennis Rules (Opens- Pairs)

Laws of the Game: Tennis

The International Tennis Federation Laws of the Game are followed for SUSF Lunchtime Social Tennis Competitions. These rules can be found on our website.

SUSF Lunchtime Social Sport Modifications

Team

- Teams must consist of a maximum of 2 registered players
- Both players must be present to avoid a technical forfeit.
- All players must be registered, and ONLY registered players may play for the team.
- Registered players must participate in at least 2 matches to be eligible for the finals.
- All team members MUST sign in before entering the court.

Player Ratio's

- Pairs can include same gender or mixed gender.

Match Duration

- Matches consist of a single 45-minute session.
- The team with the most points at the end of the 45 minutes wins the match.
- Players are responsible for keeping score.

Stoppages

- In case of injury or illness, a time stoppage of 3 minutes is permitted. The affected player or their teammate must signal to the umpire.
- Any player with visible blood or bleeding must leave the court until the bleeding has stopped.
- Play resumes after the conclusion of the time stoppage.

Umpire & Misconduct

- An umpire will roam around to all matches to oversee gameplay and address any disputes.
- The umpire's decisions are final.
- Misconduct towards the umpire or players can result in expulsion from the game and possible suspension.

Forfeits



- All forfeits must be confirmed by 4pm the business day prior to the game by emailing lunchtime@sport.usyd.edu.au.
- Late forfeits will incur a \$10 fine to be paid before the next scheduled game.

Finals

- The top 4 ranking teams proceed to a single-elimination tournament.
- In the event of a tie during finals, extra time will be played.
- If scores remain tied, the winner will be decided based on the 'for and against' game count.

Any abuse or gross misconduct directed at the umpire or players will result in exclusion from the game and potential suspension.