



2023/24 JUNIOR

INTERCLUB RULES

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2023 / 24 Junior Interclub Competition Kapi Mana / Wellington

Definitions:

A match shall mean an individual singles or doubles.

A contest shall mean the total of six matches between two teams in all grades. Each contest consists of 4 singles matches and 2 doubles matches in all Regional, Wellington and Kapi Mana Mixed grades.

A round shall mean the total contests in a grade scheduled on a particular weekend.

Rules

Player eligibility

All players aged 17 years and under on October 1st 2023 are eligible for junior interclub.

Players who are 12 and under on October 1st 2023 and have not played in interclub competition before (unless granted dispensation from Tennis Central) can enter the Hot Shots Interleague 12u grade.

The Hot Shots Interleague 10u grade is to cater for 8 – 10 year olds wanting to play interclub.

Except for the “10u” and “12u Hot Shots Interleague” grades all team members must know the rules of tennis and how to score.

Junior players competing or who have previously competed in Premier senior interclub cannot play, including as a reserve, in junior interclub grades unless given prior approval by Tennis Central. However, a junior player may play in the CURRENT Premier senior interclub competition a maximum of two times pre Xmas and a maximum of two times post Xmas before needing to seek dispensation.

Junior players competing, or who have previously competed in the TECNIFIBRE senior interclub competition ARE eligible to play Junior A Grade interclub for the 2022/23 season without requiring dispensation. Players from Junior grades B and below may fill in for senior teams, but a maximum of two times pre Xmas and a maximum of two times post Xmas.

NB: Dispensation requests must be submitted by the Club's Junior Convenor to Tennis Central, in writing, at least 7 days prior to the date(s) of play to be considered.

Players cannot play for more than one club/team in any one competition, except by permission from Tennis Central.

Defaults

Should a team default, the opposing team manager must be advised as soon as possible. Also advise Tennis Central and clearly state which team receives the default win.

A team can compete with three members, however the team shall default the fourth singles and second doubles matches in this instance. If the opposing team has five members turn up the extra player can play in the other team to fill the place, however the two matches will still be deemed as a default and points awarded accordingly.

Any team short by two players will default the entire match.

Teams arriving 10 minutes late will default. Players are expected to be at the venue 10 minutes before their scheduled start time.

In the instance of one team member arriving late to the courts:

If the player is late by 10 minutes or less and they are able to play the match(es) they are involved in within the allocated time frame, the match(es) count. If one of their matches is not able to be finished before the courts are required to be vacated, then this game will stand as a default.

If the player arrives more than 10 minutes late for their game, then that game will be defaulted, but they are able to play their following match and have results count, if time allows.

Injured Player

Should a player get injured in a match, that player may be replaced in a subsequent match providing the replacement player is ranked lower than the injured player (same or less Configure Ranking Singles Points) and is available at the venue to play.

Wet weather

Tennis Central will not be cancelling contests. Team managers must make contact with each other, make the decision and whether to proceed and if necessary discuss postponement options. Please notify Tennis Central that the contest has been postponed.

Every endeavour should be made for teams to play any postponed contests before the last competition round. Team Managers of a rained-off contest should look to arrange the rescheduling of the contest in the following week. If it is not possible for both teams to reschedule at a mutually agreeable time before this date, then the reserve day on week 8 can be used. In this instance please contact Tennis Central to book courts for week 8.

NB: Week 8 is part of the junior interclub competition. Teams MUST be available to play, if required, on their normal competition day.

For teams that get rained off part way through a contest there are two scenarios:

A) Organise to play the remaining matches within the week, or a mutually agreed time outside one week (please contact Tennis Central with the agreed time in this case). If this is not possible then:

B) If a team has already won, then points for the remaining incomplete matches are awarded equally, e.g. 4 matches to 0 will become 5 matches to 1.

If a win has not been achieved, the remaining matches are to be rescheduled, otherwise the result will be three matches all with no bonus points awarded.

If the match is postponed, the home team of the originally scheduled match has venue preference. If their club courts are not available then the opposing team should look into the availability of their club courts and, if unavailable, a neutral venue would then need to be sought.

Grading & re-grading of players

No player may play in a lower grade team than originally listed unless given prior approval by Tennis Central.

If clubs have more than one team in the same grade, players need to be used in their own team. Where a team is short, they may use ONE player from another team from the same club in that grade, provided that this player

is NOT playing for their own team in that competition round. Please be aware of this rule when two teams from the same club in the same grade are playing ties from the same round at different times, as this will be strictly enforced.

Players from a lower grade can be used as a substitute in a higher grade (including Premier and Tecnifibre senior interclub), but only a maximum of two times in the pre Xmas competition and a maximum of two times in the post Xmas competition

Deferring ties to accommodate tennis fixtures

Where a team has two or more members selected for a representative tennis team an arrangement can be made with the opposing team manager to play on an alternative date.

Team lists

Regional: Teams must play in the order that has been submitted to Tennis Central. Team lists can be viewed on Configure Rankings.

All other grades: Teams must play in order of merit.

NB: 'order of merit' is to give the ability for those players that have improved over the season to move up the team order, not to change the team order every week.

A proven match result should indicate a change in the team order.

Number of players in a particular contest

Regional = up to 5 players may play in a team, minimum of 3.

A-D grades, including Kapi Mana mixed grades = up to 6 players may play in a team, minimum of 3.

Hot Shots Interleague 10u,12u or combined = up to 8 players may play in a team, minimum of 3.

Doubles pairings

Regional grades: The highest listed singles player playing doubles must play in the top doubles combination.

All other grades: If using four players only, combinations 1 & 2 and 3 & 4 must play together in the doubles. If using 5 or 6 players for a tie, the player(s) playing doubles only may play in either combination.

Self-umpiring code

All matches are self-umpired, unless either player requests an adjudicator. Self-umpired means you call the lines on your side of the court only. If you disagree with your opponent's call you can ask if they are sure. If you are unsure whether a ball is in or out it must be called in. If you feel you are being unfairly treated please ask one of the team managers for an adjudicator.

Foot faulting

It is not possible to call foot faults from the other end of the court. If you believe your opponent is foot faulting then you should ask your Team Manager to liaise with the other Team Manager to tell the player 'to improve'. If there is no improvement then an impartial adjudicator could be called upon for the rest of the match.

Hot Shots Interleague 10u and 12u.

Players in "Hot Shots Interleague 12u" may bounce and hit the ball from behind the baseline on the second serve. A standard serve must be attempted on the first serve. Players in "Hot Shots Interleague 10 and under" grade can bounce and hit the ball from behind the baseline on both serves. Team manager assistance can extend to helping keep the score and explaining the rules for these two grades. For the 2022/23 Combined 10u and 12u Hotshots Grade, the 12u rule applies, with all players required to attempt a standard first serve. Teams in the Hot Shots Interleague Competitions must play with Tecnifibre green balls (low compression balls).

Spectators

Only the two Team Managers shall be on court between matches throughout the contest. Spectators are not to impede on the court. Exceptions to this are the Hot Shots Interleague 10u and 12u grades where additional help maybe required to keep score and explain the rules to the players.

Tennis attire

All players must wear suitable tennis clothing (shorts / skirts with pockets for tennis balls please) and tennis shoes.

Teams to provide:

Each team must provide 2 new or good used balls (Tecnifibre brand name visible), in the Regional and Kapi Mana Competitions. For Wellington Association, 4 Tecnifibre balls will be required for 3 and 4 court allocation games, 2 Tecnifibre balls for 2 court allocation games. Hot Shots Interleague 10u and 12u grades must play with Tecnifibre Soft balls (low compression/Green balls).

A supervisor for each team must be available to remain with the team until the completion of all the matches.

Court allocations

Please use the specific court numbers that have been allocated to your contest in the draw.

Results

The winning team is the team who won the majority of matches. If matches are equal, a countback of sets is made and if the sets are equal a countback of games is made to determine the winner. If the number of games won is equal then the tie is drawn, and any applicable bonus points will be shared between the teams.

All grades' results will be registered on Match Hub. Results need to be entered into the Match Hub system by the Wednesday following the game by the winning team's Manager or Junior Convenor. Please see the "Match Hub" section below for further details.

Scoresheets

Scoresheets can be downloaded from the Junior Interclub section on the Tennis Central website www.tenniscentral.kiwi. If for some reason there is a discrepancy in the results loaded on Match Hub, Tennis Central may require the specific result sheet to be forwarded.

Result sheets must be signed by both Team Managers.

Disputes

Any matters not provided for in the rules shall be resolved by the Team Managers in the first instance, and then the respective clubs' Junior Convenors. If the dispute cannot be resolved, the matter shall be dealt with by Tennis Central, whose decision will be final.

Tennis player etiquette

Below are some guidelines with regards to tennis etiquette.

Do

Be honest with your calls. If unsure the ball must be called in.

Make sure the ball bounces before calling it in or out.

Make sure your opponent is ready before serving.

Call the score so your opponent can hear before the start of the next point if you are the server.

Leave your racquet on the court if you have to leave for any reason and explain to your opponent why you are leaving. Taking your racquet indicates you are abandoning the match.

Do not

Hit back serves if serve is obviously out.

Walk behind a court when a point is in progress.

Throw your racquet or swear – this is not acceptable behaviour on the tennis court.

You have 20 seconds between the end of one point and the beginning of the next. You should be ready to serve or receive inside that time. You have a one minute break between the change of ends for a drink and rest.

Tennis Central Supports Fairplay



When taking part in tennis always...Enjoy yourself, you may not win every time

Play within the rules

Work at achieving your personal best

Respect the referee and umpires

Respect your opponents and their supporters

Be a gracious winner or dignified loser

Play hard but play fair.

Guidelines for Parents, Coaches & Spectators

(From Tennis NZ Rules and Regulations)

Parents, coaches, friends and spectators are part of the 'support team' for players. During matches your principal function is to let the players play and enjoy themselves while giving them encouragement in the normal sporting manner.

Here are some "do's" and "do not's" for the support team.

Do

Applaud good play and winning shots by both teams.

Keep outside the court area (behind fences and off the court surface).

Accept the decisions of adjudicators and the line calls of players.

Liaise with the team manager if you feel there is a problem arising on court.

Do not

Communicate with players verbally or by signal during a match (including change of ends).

Call the lines from outside the court – the players call their own lines.

Coach players from the sideline.

Team Manager Duties

To organise the team (and travel arrangements) by the Thursday before the tie.

Check draw/ website / Tennis Central Competition App and points table regularly.

To stay with the team throughout the entire contest.

Ensure that there is a good standard of behaviour from the players and that tennis attire is being worn.

Advise opposing team manager if a different person (stand in manager) is accompanying the team for that weekend's game. Also provide a contact number for this person.

To liaise with the opposing team manager if a problem arises on court before intervening.

Complete the result sheet providing first and last names of players (essential for Match Hub).

Book courts with Tennis Central for week 8 (reserve day) if needed.

Contact your Junior Convenor or Tennis Central if there are any unresolved issues or to report any undesirable behaviour.

Conventional Tie Break

A conventional tiebreaker is played when the score is equal at the end of the set, e.g. 4-4 in a short set or 6-6 all playing first to 7 (best of 13 games).

The conventional tiebreaker is played first to 7 points, but must have a two-point margin e.g. 7-5. The tiebreaker continues until there is a 2-point margin if the point score gets to 6-6.

The first server of the tie break is the receiver from the previous game.

The first server serves 1 point only from the deuce side (right side of the court). From the second point onwards the server serves 2 points each till the completion of the tiebreak.

When the total of points played adds up to an odd number the service is on the ad side (left side of the court) e.g. if the score is 3-2 the service changes hands and the new point is started on the left side of the court. When the total number of points adds up to an even number the service is on the deuce side (right side of the court).

When the points played add up to 6 or a multiple of 6 the players change ends. The server remains the same, as the total score is an even number.

The tiebreaker is counted as one game so the person who served first in the tiebreak will be the receiver in the first game of the new set if one is required.

The recorded score at the end of the match or set is 7 / 6 () – points scored in the tiebreaker recorded in brackets. If the tiebreaker is played at 4-4 the final score is 5 / 4 ().

Doubles

The format is the same as the singles tiebreak. The person who's turn to serve will serve the first point. After that players will serve 2 points in the same rotation order as what they served previously in the match.

Super Tie Break

A super tie break follows the same rules as the conventional tie break above, but is the first to 10 points with a margin of 2.

A super tie break is counted as 1 set to none and 7 games to 6 in the countback section of the scoresheet. Please refer to the example scoresheet in the results section, to see how a super tie break is recorded

General Information

1.1 Match format

Regional grades singles and doubles are the best of 2 sets (normal sets to 6 games, conventional tiebreaker at 6-6) If 1 set all a super tiebreak is played to decide the winner (super tie break is first to 10 points, normal tiebreak rules apply).

A & B grades singles and doubles, including Kapi Mana mixed grades, are the best of 2 short sets. If 1 set all a super tiebreak is played to decide the winner (super tiebreak is first to 10 points, normal tie break rules apply). Short sets are the first to 4 games. If the score is 3-3 in a set, the set extends to first to 5 games. If the score is 4-4 in a set, a conventional tie-break is played.

C, D, E and all Hotshots Interleague grades singles and doubles, including Kapi Mana mixed grades, will play best of 13 games (first to 7 games) with a conventional tiebreaker at 6-6.

1.2 Short deuce

All grades will play short deuces in both Singles and Doubles. Sudden death point on the **FIRST** deuce with the receiver choosing the deuce (right) or advantage (left) side for the serve. In Mixed gender grades, the server must serve to the receiver of the same gender. If a mixed gender double match consists of a mixed gender team and a same gender team, the receiving team then choose the deuce (right) or advantage (left) side for the serve.

Competition format

Regional One and Two Grades: Saturday 9:00am

Wellington Association: Girls Hot Shots Interleague 10u and 12u – Saturday am.

A, B, C, D grades, Boys **and Mixed Hot Shots Interleague 10u and 12u – Sunday am**

Kapi Mana Association: Hot Shots Interleague Mixed Grade – Sunday 9.00am

All other Mixed grades - Saturday am

All above contests commence at times shown above unless otherwise stated on the draws.

Scoring

Points will be allocated as follows:

For each match won 1 point

For a team win 2 bonus points

For a drawn tie** 1 bonus point each

For contest default win 8 points

**If there are an equal number of matches won then there is a countback of sets, then games, and if this is also equal then it is a draw.

Promotion / relegation & final placings

Promotion / relegation will take place between Regional 1 and 2 and then between A-E grades, judged from pre Xmas results on a 2 up 2 down linear basis. No promotion/relegation between Regional Elite and other A-E

grades. No automatic promotion/relegation between A-E grades and U10/U12 Hot shots grades. At Tennis Central's discretion, other teams may be promoted / relegated based on performance. Promotion of the Hot Shots Interleague Grades' top teams is at the discretion of Tennis Central.

Promotion / relegation and the final placings within a grade will be determined after a full round robin in the grade has been completed. For example, after seven rounds in an eight teams grade and after five rounds in a six teams grade. Where there are only four teams in a grade, final placings will be determined after **two** round robins have been completed (six rounds). Any ties beyond this are still to be played, and match results recorded. If teams are equal at the end of the Pre-Xmas round robin competition, then the results of any ties between these teams will be used to determine placings ("Head to Head"). If not able to be decided on this basis, Tennis Central will determine a method to order the teams.

Venues

With the number of team entries some matches have been allocated to neutral club, school and council venues. Please respect the facilities as it is through the generosity of these clubs and schools that we can accommodate all teams. The draws are published on the web – www.tenniscentral.kiwi and the "Tennis Central Competitions" FREE App, and may contain updated venue changes so please check this web site and/or the App regularly.

Nominated courts at Hataitai Park have been hired by Tennis Central for Saturday and Sunday mornings on scheduled competition dates. Public playing on these courts will need to be asked to vacate the courts at these times.

8.30 am and 10.30 am scheduled games (Wellington), 9.00am and 11.00am scheduled games (Kapi Mana), two courts allocation.

On some occasions matches have had to be scheduled at the same venue at 8.30am and 10.30am (Wgtn) and 9.00am and 11.00am (KM). Teams must be ready to start play at 8.30am (Wgtn) and 9.00am (KM). At 10.30am (Wgtn) or 11.00am (KM) if the match is even a 7-point tiebreaker is played. If the match is close to its conclusion and can be completed within fifteen minutes than that can be done. However If the match is then not completed within this fifteen minute timeframe neither team is awarded a point. The courts must be vacated by 10.45am (Wgtn) or 11.15am (KM) at the latest

Sunday three and four court allocation

Due to increasing demand on court usage a three and four court structure may be used for Wellington's Sunday competition. Please see the court allocation section for further details. Both the three and four court structure allow 45 minutes per game (five minutes more per game than the two court structure). Please note however that courts will need to be vacated after your allocated time has finished. If the match is not completed at the 45 minute mark, the player with the most games at 45 minutes will be declared the winner of the match. If the game score is even a conventional tie break is played to determine the winner.

Continuation of contest

In some cases, there may not be a game scheduled directly after a specific contest. In this instance the continuation of any unfinished matches is acceptable to Tennis Central provided there are no players waiting to use the court(s) and both Team Managers have agreed to a possible continuation, if needed, BEFORE the overall tie starts.

Match Hub

All grades will be registered on Match Hub. Please refer to the Match Hub information page, within the results section.

Court Allocation

Below are the different court layouts used for the Junior Interclub Competition.

The draw, available at www.tenniscentral.kiwi and on the “Tennis Central Competitions App” will indicate how many courts have been allocated for your game, please follow the appropriate layout structure for your game. Contests will need to be completed on time.

Two Court Layout

Applies to all Regional, Kapi Mana Association games and to the Wellington Association games that have been allocated two courts on the draw:

8.30 – 9.10am



9.10 – 9.50am



9.50 – 10.30am



2 courts x 2 hrs = 4 hrs court time

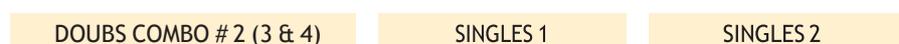
Round 1 = 8.30 – 10.30am (Wgtn) or 9.00 – 11.00am (Kapi Mana)

Round 2 = 10.30 – 12.30pm (Wgtn) or 11.00 – 1.00pm (Kapi Mana)

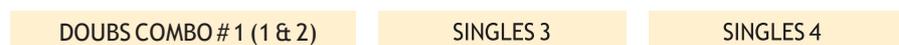
Three Court Layout

Applies to Wellington Association Sunday competition only

8.30 – 9.15am



9.15 – 10am



3 courts x 1.5 hrs = 4.5hrs court time

Round 1 = 8.30 – 10.00am

Round 2 = 10.00 – 11.30am

Round 3 = 11.30 – 1.00pm

Four Courts Layout

Applies to Wellington Association Sunday competition only:

8.30 – 9.15am

SINGLES (1)	SINGLES (1)	SINGLES (1)	SINGLES (1)
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9.15 – 10 am

DOUBS (1)	DOUBS (1)	DOUBS (2)	DOUBS (2)
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10.00 – 10.45am

SINGLES (2)	SINGLES (2)	SINGLES (2)	SINGLES (2)
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10.45 – 11.30am

SINGLES (3)	SINGLES (3)	SINGLES (3)	SINGLES (3)
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11.30am – 12.15pm

DOUBS (3)	DOUBS (3)	DOUBS (4)	DOUBS (4)
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12.15 – 1.00pm

SINGLES (4)	SINGLES (4)	SINGLES (4)	SINGLES (4)
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Each contest would have 4.5 hours court time per match.

Example

If on the draw your contest was scheduled for 9.15am at Khandallah Tennis Club with four courts you would play your two doubles first and then the four singles, indicated as (2) in the diagram above.

If however your contest was scheduled at 10.45am at Hataitai with four courts you would play the four singles first and then the two doubles matches, indicated as (3) in the diagram above.

Benefits to the three and four court layouts

Each contest assigned to a venue with three or four courts will have 30 minutes longer court time than venues with two courts and will finish earlier time wise.

With three court venues an extra round can be achieved meaning more opportunity for home games for that clubs' teams and potentially other teams as courts are freed up elsewhere.

The interclub competition will be able to cater for an increase in team numbers.

The four court layout has been used and worked successfully by other associations

Wellington Junior Interclub Venues

Churton Park T.C	13-15 Lakewood Avenue, Churton Park
Churton Park School	90 Churton Park Drive, Churton Park
Island Bay T.C	2 The Parade, Island Bay
Hataitai Courts	Off Ruahine Street, Hataitai
Karori United T.C	16 Campbell Street, Karori
Karori Lawn T.C	226 Karori Road, Karori
Khandallah T.C	55 Delhi Crescent, Khandallah
Kilbirnie T.C	Crawford Road, Kilbirnie
Marsden College Courts	Top: face Karori Road Bottom: 1st courts from Marsden Ave entrance
Martin Luckie Park Courts	Lavaud Street, Berhampore
Miramar T.C	Darlington Road (north end of park) Miramar
Mitchell Park	Mitchell Street, Lower Hutt
Newlands College	50 Bracken Road, Newlands
Newlands / Paparangi T.C	26 Black Rock Road, Newlands
Ngaio T.C	3 Waikowhai Street, Ngaio
Onslow College	Burma Road, Johnsonville
St Mary's College	Guiffarol Terrace, Thorndon
Scots College	Monorgan Road, Strathmore
Talavera T.C	Glenmore Street, Northland
Thorndon T.C	4 Katherine Avenue, Thorndon
Victoria University	Salamanca Road, Kelburn
Vogelmorn T.C	8 Vennell Street, Brooklyn
Wadestown T.C	Rose Street, Wadestown (School)
Wgtn College of Ed Courts	Donald Street, Karori
Wellington Girls College	Pipitea Street, Thorndon
WRTC (Renouf Centre)	Brooklyn Road, Brooklyn
Wellington T.C	Cnr Alexandra Road and Constable Street

Kapi Mana Junior Interclub Venues

Jillet Street	Opposite Titahi Bay TC in Jillet Park
Johnsonville T.C	8 Wanaka Street, Johnsonville
Kapiti College	Margaret Road, Raumati Beach Gate code = 4581
Mungavin Avenue	Mungavin Avenue, Porirua East
Ngatittoa T.C	Ngatittoa Domain, Paremata
Otaki T.C	Haruati Park, Mill Road, Otaki
Paekakariki T.C	Cnr Roberton & Wellington Road, Paekakariki
Paraparaumu Beach T.C	Percival Road, Paraparaumu Beach
Plimmerton T.C	Beach Road, Plimmerton
Pukerua Bay T.C	Rawhiti Road, Pukerua Bay
Raumati Estate	Sam Way (off Lorna-Irene Road), Raumati
Raumati South	Tennis Court Road, Raumati South
Tawa Lyndhurst T.C	Taylor Terrace, Tawa
Titahi Bay T.C	Main Road, Titahi Bay
Waikanae T.C	69 Rauparaha Street, Waikanae
Whitby T.C	Solander Place, Whitby

Hutt Valley Junior Interclub Venues

Lower Hutt TC	67 Totara Cres, Waterloo, Lower Hutt
Stokes Valley TC	378 Stokes Valley Rd, Stokes Valley, Lower Hutt
Pinehaven TC	37 Pinehaven Rd, Pinehaven, Upper Hutt
Avalon TC	107 Taita Dr, Avalon
Petone TC	34 Bouverie St, Petone
Muritai	356 Muritai Rd, Eastbourne, Lower Hutt
Mitchell Park	10 Mitchell St, Epuni, Lower Hut

Hataitai Park Tennis Court Numbering is the same than the numbering for netball courts.



Tennis New Zealand's player grading system

Overview

Match Hub (previously called Top Dog or Configure Rankings) is based upon the same grading concepts that originated with NZ Squash. The rankings are a grading list of all competitive tennis players in New Zealand. The grading is based on results in head to head matches.

Main benefits of the interclub competition using the Match Hub system:

Match Hub encourages and enables more competitive play.

Match Hub provides an added incentive for players to improve and ultimately reach their potential.

Match Hub allows for talent identification.

Match Hub allows for a grade's points table to be viewed on the internet.

Match Hub will decrease variability in grades for the 2019/20 interclub competition.

Match Hub will mean more evenly matched grades according to player grading.

Match Hub will assist junior convenors in the selection of teams for the 2019/20 season.

Who is registered on Match Hub?

All players will be registered on Match Hub and will have their own player code. To find out your code go to www.tennis.org.nz and search for your surname.

What results will count on Match Hub?

Each singles and doubles match result will count. A player will have both a singles and a doubles ranking. Please visit www.tennis.kiwi to view how Match Hub are calculated.

Privacy

The only personal details shown on the website are the player's name, association and club. You may request for your playing history to be blocked from public view, where you will still appear in the grading list but your results will not be viewable.

Please contact Tennis Central if you would like your player history blocked.

More information

For more information about the Match Hub system please visit www.tennis.kiwi

Team Managers Submitting Interclub Results Using “Match Hub”

All grades are to submit results on Match Hub by the Wednesday following the tie.

Connect to the Internet.

Go to www.tennis.org.nz/resultslogin.asp or look for the Team Managers login link on the Tennis Central website at www.tenniscentral.kiwi (Junior Tennis Interclub section).

You will now see a login window. Enter the Match Hub player code for the player you have been linked to, enter your password and click 'login'. If you do not have a password, or have forgotten it, then click the 'request new password' button. A new password will be immediately emailed to you.

After logging in you will see the Interclub Results Header window. Select the round number from the drop down list then select the opposition team. Click the 'capture result' button.

Next you will see the Interclub Results window. Enter the date and your match results. There is a Help button that provides instructions. Click the 'update' button to submit the results. The contest result and points are calculated automatically.

Any errors here will be highlighted in red. If you cannot find a player, or have any problems that you cannot fix, then detail this within the 'Notes to Administrator' box. The results will be saved even if they are incomplete or have errors, although the date of match must be specified.

After completing the results click the 'exit' button.

Use the 'display points table' button to see the current standing and review any match result.

Please note: For whole contest default or completely rained off matches please submit result directly to Tennis Central, the administrator will manually input the result.

Capture of Results

Each result needs to be recorded on the Match Hub system exactly as played. Please ensure the CORRECT players are selected as per the result sheet for the tie. If the player does not appear in the drop-down menu, use the 'search' function to find the player by surname. It may be necessary to search 'all clubs' to find the player. Please leave blank and contact Tennis Central if still unable to find the player.

Examples:

Matches played first to seven games: Score recorded as 7-0, 7-1 etc...If a tiebreak is played (when 6-6) then the score can be recorded as 7-6(7-4), or just 7-6(4).

Matches played with two sets and a Super-Tie-Break: The score of each set must be recorded e.g. 4-1, 5-3. If a tie-break is played in any set, this tie-break must be recorded as above. If a match reaches one set all and a Super Tie Break is played, the actual score of this must also be recorded. For example, if Player A wins the first set 5-3, Player B the second set 4-2 and Player A the Super Tie Break 10-5, then the score is recorded as 5-3 2-4 (10-5).

Please note that when calculating sets and games totals, a Super-Tie-Break is counted as 1 set to zero, and 7 games to 6. This is the case whatever the actual score in the Super-Tie –Break.

Updated results for all grades can be viewed at www.tennis.org.nz Select Interclub Points/Draws, Wellington or Kapi Mana Association and select your competition. A list of all grades within that competition is displayed, and the latest Points tables and Draws are available.

2023/ 2024 Junior Convenor Contact Details

Club	Name	Contact Number
Churton Park	Jeff Reid	021729115
Island Bay	Hema Dullabh	274165827
Karori Lawn	Kate Aldworth	027 230 2870
Karori United	Adam Pryor	027 449 2489
Khandallah	Annabelle Schmidt	021 743 111
Kilbirnie	Jane Lamb	21726466
Miramar	Nick Guyomar	02041310632
Newlands Paparangi	Steve Booth	211875005
Ngaio	Dan Tatham	272088499
Ngatitoa	Andrea Matheson	0274 884 533
Otaki	Adam Shelton	027 286 9820
Paekakariki	Michael Lloyd	220331225
Paraparaumu Beach	Martin Lewis	021 024 56641
Plimmerton	Anna Kempthorne	
Pukerua Bay	Garth Gulley	21628654
Talavera	Suzanne Adair	210397558
Tawa	Brendon Wynford	0226976258
Titahi Bay	Sonia Katene	0211304283
Thorndon	Li Li	226455179
Vogelmorn	Annie Murfitt	
Wadestown	James Tietjens	276641244
Waikanae	Sheree Fifield	027 515 0132
Wellington	Yin Hsien Fung (Fung)	0210 248 2423
Whitby	Richard Beauchamp	021 02772889
Churton Park	Jeff Reid	021729115
Island Bay	Hema Dullabh	274165827
Karori Lawn	Kate Aldworth	027 230 2870

Tennis Central Details

Physical Address: Renouf Tennis Centre, 60 Brooklyn Road Brooklyn

Postal Address: 60 Brooklyn Road Wellington

Phone Number: 04 2809370

Email: mark@tenniscentral.co.nz or flo@tenniscentral.co.nz

Website: www.tenniscentral.kiwi

Phone App: "Tennis Central Competitions" – FREE App

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