

LIST OF TEAMS

DRAW CODE	TEAM NAME	COURT NAME & COURT NO.	CAPTAIN	HOME PHONE	WORK PHONE	MOBILE PHONE
PENNANT RESERVE						
1.	UQ Awesome Foursome	University 15 (H)	William Thompson			0438 307 771
2.	Arrows	Sportennis 4 (S)	Brett Garner	3423 0979	3377 7027	0417 712 009
3.	UQ Apathetic	University A (C)	Austin Dennis	3121 9691	3850 1308	0418 826 810
4.	UQ Phone Home	University A (C)	Andrew Bradbury			0407 578 056
5.	VWs	Morningside 8 (H)	Stuart Harris	3390 3774	3227 7499	0412 467 898
6.	UQ Spartans	University 15 (H)	Michael Lambert	3160 8989		0424 194 041
DIVISION 1						
1.	UQ Can't Be Serious	University 16 (H)	Kevin Henriksen			0450 959 004
2.	Deuces	Wybelenna (S)	Chris Heath	3720 0052		0408 760 533
3.	UQ Warhorse	University 14 (H)	Ed Ebert	3376 1265	3224 5914	0418 741 484
4.	UQ You Can Do It	University 14 (H)	Robert Lugton	3371 6869		0422 359 693
5.	BYE					
6.	UQ Stalkers	University 16 (H)	Tim Kent	3865 8471		0402 469 632

COMPETITION SPECIFIC RULES

PLAYING TIME: Play commences at 7 p.m. SHARP and stops at 10:30 p.m. SHARP (irrespective of the score). To avoid conflict, teams should select an official match timepiece (definitely prior to the start of the final set).

MATCH FORMAT: 3 players only per match (any gender).

A match consists of 6 sets (2 singles and 4 doubles).

The order of play shall be as shown on the right (unless varied by mutual consent).

If all sets are not completed, the match is decided by the games and sets completed at the end of play (provided 4 sets have been completed). If 4 sets have not been completed, the match is deemed to be unplayed (unless one team has an unbeatable lead).

ORDER OF PLAY:

The order of play shall be (unless varied by mutual consent)

Players: P1, P2 & P3

<u>Home Team</u>	v	<u>Visiting Team</u>
P1		P1
P2 & P3		P2 & P3
P1 & P3		P1 & P3
P2		P2
P1 & P3		P2 & P3
P2 & P3		P1 & P3

POINTS:

<i>Played</i>	Winning team	6 points + 0.1 pt for each game won
	Losing team	2 points + 0.1 pt for each game won
	Draw	4 points + 0.1 pt for each game won
<i>Forfeit</i>	Winning team	9.6 points
	Losing team	0 points
<i>Bye & Unplayed</i>	Average of total points for all matches played during the season	

BNTA WEB SITE www.bnta.org.au

BRISBANE NIGHT TENNIS ASSOCIATION INC. - 2010 - TUESDAY WINTER SEASON

COURT LIST

Notes: The characters shown in brackets near the end of each court description denote the approximate U.B.D. Brisbane Street Directory Map and grid reference for the court. e.g. [UBD 201 M6] denotes U.B.D. Map 201, grid reference M6.
The letter at the end of the court description and after the Court Codename in the List of Teams indicates the type of court surface:
A = Antbed & Clay B = Bitumen C = Cushioned H = Hardcourt S = Synthetic Grass U = Undercover

- Morningside Morningside Tennis Centre, 123 Beverley Street, Morningside. Ph 3899 8110 & 3899 8119. [UBD 161 C8] H,S
Sportennis Sportennis, 40 Padstow Road, Eight Mile Plains. Ph 3841 1096. [UBD 201 C17] H, S
University University of Queensland Tennis Centre, Blair Drive, University of Queensland, St Lucia. Ph 3365 6933. [179 K2; 351 H3] C,H,S *See note below about parking charges on week nights.*
Wybelenna (Private Court) 10 Wybelenna St, Brookfield. Ph 3720 0052. [UBD 178 E12] S

N.B. PARKING FEES APPLY AT THE UNIVERSITY OF QUEENSLAND ON WEEK NIGHTS UNTIL 9 P.M.

Casual Parking for motor vehicles costs \$3 for an All-Day Pay & Display ticket (which can only be used in an All-Day Zone), \$1.40 per hour for a Long-Term Pay & Display ticket (which can only be used in a Long-Term Zone) or \$2.80 per hour for a Short-Term Pay & Display ticket (which can only be used in a Short-Term Zone). A ticket must be purchased from Pay & Display Ticket Machines and displayed on car dashboard. N.B. Pay & Display Ticket Machines do not issue change.

The nearest car parking zones to the UQ Tennis Centre are:

All-Day Zones - along Sir William Macgregor Drive; opposite the Athletics Centre (Oval 6 & Rugby Car Parks)

Long-Term Zones - along Blair Drive (except where there are yellow lines); next to the Swimming Pool (Oval 6 Car Park); under the UQ Centre (UQ Centre Car Park)

Short-Term Zone - behind the Human Movement Studies buildings (Psychology Car Park)

Motorcycles may not be parked in car parking zones. The nearest motorcycle parking area is in the UQ Centre Car Park.

Fines apply for parking in a designated parking zone without the correct permit [\$37.50] or for parking in an area where parking is prohibited (e.g. on grassed areas and on yellow lines, against yellow kerbs or adjacent to yellow rails) [\$75]. The University's traffic and parking regulations are legally enforceable under The University of Queensland Act 1998, the State Penalties Enforcement Act 1999 and the State Penalties Enforcement Regulation 2000.

MATCH RESULT RECORD FOR

Date	Opposition Team	My Result W / L / B / +F / -F / Wet*	My Points	My Team		Opposition	
				Sets	Games	Sets	Games
15 June							
22 June							
29 June							
6 July							
13 July							
20 July							
27 July							
3 August							
10 August							
17 August							
Grand Final							

W = Won; L = Lost; B = Bye; +F = Won by forfeit; -F = Lost by forfeit; Wet = Wet, unplayed or unfinished match

TENNIS AUSTRALIA TENNIS ETIQUETTE AND RULES FOR NON-UMPIRED MATCHES

1. Rules for Non-Umpired Matches

- (a) Each player is responsible for all decisions in his/her half of the court. He/she should be completely honest on all "calls", but if in doubt, he/she should give his/her opponent the benefit of the doubt and play the ball as good. You should not play a let.
- (b) It is your obligation to call all balls on your side, to help your opponent make calls when the opponent requests it, and to *call against yourself* (with the exception of a first service) any ball that you clearly see out on your opponent's side of the net.
- (c) Any "out", "let" or "fault" call must be made immediately (i.e. made before either an opponent has hit the return or the return has gone out of play); otherwise, the ball continues in play. **"Calls" must be verbal and clearly audible to the opponent, followed by a signal if necessary.** "Let" may be called by any of the participating players.
- (d) On all court surfaces except clay [see (g) below], if a player incorrectly calls a ball "out" and then realise that the ball was good, the point should be replayed on the first occasion (involuntary hindrance) and the point lost on each subsequent occasion (deliberate hindrance). In the case of a point winning shot, a let would not be played.
- (e) In doubles, when returning service, the partner of the receiver should generally call the service line for him/her. The receiver should generally call the centre and side service lines.
- (f) If players cannot agree on the score, they should calmly discuss the points/games that are the areas of disagreement. If they cannot reach agreement they should replay only the points or games in question. All points or games which the players agree on stand. For example, two players cannot agree on whether the score is 40-15 or 30-30 but agree on the winner of the first, second and fourth points. Therefore, only the third point needs to be replayed.
- (g) Players are prohibited from checking the mark of the ball on their opponent's side of the court, unless invited by their opponent to do so. Ball mark inspections are only permitted on clay courts. On clay courts, if a player incorrectly calls a ball "out" and then realises that the ball was good, the player who called "out" loses the point.
- (h) Where a ball interrupts play, either by rolling/bouncing onto the court and/or creating a visible interruption behind the court, a let should be played.
- (i) If a player hinders his/her opponent, it can be ruled involuntary or deliberate.
 - (a) When a player has created an involuntary hindrance (ball falling out of pocket, hat falling off, etc.), the first time a "let" should be called and the player should be told that any such hindrance thereafter will be ruled deliberate.
 - (b) Any hindrance caused by a player that is ruled deliberate will result in the loss of a point.



2. Etiquette

- (a) When ballpersons are not available, all balls on your side of the net are your responsibility to pick up and, where appropriate, return directly to the server.
- (b) The receiver should not return the first service if it is an obvious fault - let it go by or ground it.
- (c) Do **not** enlist the aid of spectators, including parents, coaches etc., in making line calls or attempting to determine other on-court matters.
- (d) **To avoid controversy over the score, the server should announce the game score before starting a game and the point score prior to serving for each point.**
- (e) Wait until a point is over before walking behind a court where a match is in progress.
- (f) To retrieve a ball from another court or to return a ball to another court, wait until the players have completed a point.
- (g) Do not stall, sulk, complain nor practise gamesmanship.