

THE KING'S CLUB

TENNIS BOX LEAGUE RULES 2009

1. The League Cycle

The league cycle will run over a period of SIX weeks. After the six weeks there will be a short ONE week break before the start of the next league cycle.

2. Arranging Matches

There are FOUR players in each league; therefore THREE matches need to be played in each six week cycle (some divisions will contain more than 4 players depending on the total number of players in the league). It is the responsibility of each player to contact others as designated below, in order to arrange a date and time to play the league match.

Player A must contact players B + C
Player B must contact players C + D

Player C must contact player D
Player D must contact player A

3. Scoring

All matches are to be played as two sets of eight games with each game won contributing a point towards a player's total. An extra point is also gained for winning a set and a further three points for winning the match (whoever won the most games in total). Maximum points score is therefore 21-0

If after eight games a set is level at 4-4, then a tie-break must be played as an extra game to determine who wins the set and the extra point. If the game scores are level after both sets (e.g., 6-2 2-6 or 5-4 4-5 after two tie breaks) a final tie-break must be played to determine who wins the match and the three extra points.

Example Steve beats Tom 6-2 5-3. Steve gains 16 points towards his league total (11 games, 1 point for each set and 3 for the match) and Tom 5 points (5 games).

Please enter the match score (e.g. 5-3, 6-2) online at www.sportkings.org/tennis. Extra points for winning the set or match will be automatically added to your total.

The scoring of matches in the **TOP 4 DIVISIONS** follows a slightly different format from that outlined above. Matches in leagues 1 to 4 are to be played as two normal length sets (first to 6 games). Maximum points score is therefore 17-0.

4. Promotion and Relegation

Promotion and relegation will be determined by the number of points players accumulate in the league. The player with the highest number of points (of the four players) will be promoted and the lowest demoted. Further changes may also occur due to people leaving the Club leagues and new people wishing to join them.

5. Walkovers

If a player fails to turn up to an arranged match, the other player can claim a walkover and points score of 12-0.

6. Non-Completion of Matches

Matches that are not completed by the end of the cycle will be awarded to the player who should have been contacted. That player will be awarded SEVEN points and the player who didn't arrange the match will receive a score of ZERO.

7. Extra Rules

- A player who fails to play any matches will be removed from the following league cycle. Unless they contact the Club with a valid reason.
- A player, who only plays ONE match, will have to play at least THREE matches in the next league cycle to avoid removal.
- Injured players must let the Club, and the players in their league know as soon as possible by email.