

Northumberland Junior Tennis Circuit (NJTC) Competition Rules 2024



Competition Rules in General

- Organiser to be run by Referee/Level 3 Coach/Competition Organiser.
- Player will receive a minimum of 3 matches, maximum of 5 matches*.
- Helpers to score all matches.
- The top 16 players will qualify for finals on Sunday 29th September 2024** (See below)
- Only Northumberland players are eligible.
- In the event of a date being cancelled due to weather, refunds will be given to all players.

Leaderboard Rules

- A player will receive 3 points for every event entered.
- For every point earned from matches, this will contribute to the players leaderboard total (e.g Player A wins 10-7, loses 5-10, wins 10-2, they will have 25 points added to their leaderboard total.
- A player can earn a maximum of 50 points per event, which will be taken from their first 5 matches.
- On the rare occasion a player has to play 6 matches, this will be to allow another player to receive 5 matches, points from this match won by the player playing their 6th match won't be added to their leaderboard total.
- If a player doesn't play a scheduled match, their opponent will receive 10 points
- The leaderboard will be updated after each monthly event, viewable online on the LTA Northumberland Clubspark site & Northumberland Tennis Academy Website.

Competition Rules for Orange

- Match Tiebreak to 10 (Decider at 9-9).
- Orange ball to be used.
- Serve: can be overarm or underarm (no bounce allowed).
- Switch sides every 6 points.
- The use of the inside tram line is optional (aware clubs may not have enough lines to mark out sufficient number of courts).
- Net lowered to 80cm.

Rules for Finals on Sunday 29th September 2024

- Top 16 players will be notified after the last qualifying event of their place in the final. **Top 16 qualify if more than 24 players have participated, if less than 24 it will be the top 12 players**
- If a player in the top 16 isn't available, a place will be awarded to the next player on the leaderboard.