

2024 BOOMERANG CUP AND RMTc HANDICAP DOUBLES

CONDITIONS OF PLAY

GENERAL

1. The Royal Melbourne Tennis Club through the Boomerang Committee will run the 2024 Boomerang Cup and Handicap Doubles. The Tournament Director is Vince Scopelliti. The Boomerang Committee is responsible for all arrangements and in 2024 this includes: Frank Filippelli, Robyn Woods, Jo See Tan, Richard Pagone, Ruby Ponsford, Peter Stanley and Wendy Whitehead. Our Head Professional Frank Filippelli is responsible for the presentation of the courts, balls and marking.
2. For each day of the tournament, the Boomerang Committee shall appoint a Tournament Referee to act as its representative. The Tournament Referee shall be a member of the Boomerang Committee.
3. The Boomerang Cup is for amateur players. The RMTc Handicap Doubles is open to all players.
4. The rules of real tennis in Australia, as printed in the Rules of Royal Tennis in Australia (February 1996) other than as varied below, are the rules of play in the competitions. Players should ascertain the differences between Australian Rules and their country's Rules/Laws.
5. At RMTc, over the rafters (without touching) is in play.
6. In both the Boomerang Cup and the Handicap Doubles, players will play off their lower handicap, either singles or doubles. The maximum handicap difference between pairs during the event will be 60 points. The Tournament Director, on advice of the Head professional, shall have the right to amend the tournament handicap at any time during the tournament, if any player is believed to be playing on an inappropriate handicap.
7. There will not be play-offs for third and fourth placing. Losing semi-finalists in the Boomerang Cup will receive trophies for equal third placing.
8. The timetable allows 45 minutes for each first to 8 game set. Matches will not start before the scheduled time unless all players are present and agree. Once a Boomerang Cup match has commenced, the sets are played in strict order, with successive sets starting immediately the preceding set is completed.
9. The timetable allows 4 minutes only for warm-up for each set. Late arrival on court by either side will incur game penalties—one game at the end of the 4 minutes warm-up period and a further game every 3 minutes, with complete forfeit after 25 minutes. A timer will be used to ascertain times and will be started immediately the last point of the preceding set is completed. The Markers have no discretion to vary these conditions unless matches are running well ahead of schedule. In the case of a no-show in the ordinary course of play, the result will be recorded as 8-0 to the pair/ team who were ready to play unless otherwise determined by the Tournament director. If the 8/0 score will unfairly impact on the overall group standings this will be a factor taken into consideration.
10. As a corollary to the above, play, especially including changes of ends, is to be "brisk" and this will be monitored by the Marker. If, in the opinion of the Marker, any player causes delay, whether deliberate or inadvertent, in serving, being ready to receive or in changing ends, the Marker shall give that player a warning. The warning shall apply to all players on the court. Any further 'delays' shall result in loss of point, then game(s).
11. Play in the tournaments will generally start at 8.00 am. Please allow plenty of time to arrive in time for your matches. Traffic conditions will not be accepted as an excuse for lateness.
12. Because of the large entry, evening matches are required. While every effort has been made to share the late matches around, some teams may be required to play more than one late match.
13. Players who have previously played in the Boomerang Cup tournaments will know that strict adherence to the above conditions has worked well to ensure a smooth-running tournament. It is designed to ensure each day's play finishes on schedule, allowing for the formal and informal social program to be not spoiled by match overruns. All players new and old, are expected to accept all tournament conditions in good spirit.
14. It is the absolute responsibility of the player(s) to be satisfied with the published handicap difference before proceeding onto court. Matches played off handicap differences subsequently found to be incorrect will stand unadjusted.
15. The withdrawal from the competition by a team in the Boomerang Cup or by a pair in the RMTc Handicap Doubles before the completion of that team's or pair's pool rounds may result in all matches played by that team or pair being disregarded when determining the finishing positions of the other teams in the pool.
16. Players who are 26 years of age or under on the first day of the Boomerang tournament qualify as juniors for this tournament.
17. The Boomerang Committee may, at its absolute discretion, where it considers it necessary, vary any of the conditions of play. All decisions will be made in equity.

BOOMERANG CUP

Team Handicap Doubles tournament

1. The Boomerang Cup will be played round robin in Pools of 5 teams and each team will play four pool matches.
2. Each team must have a minimum of 5 and no more than 8 players unless a team obtains an exemption from the Tournament director. If any team has only 4 players and requires a 5th player the RMTc will assist them in finding a suitable 5th player.
3. All matches, including finals, will consist of first to 8 games handicap sets. In any set each pair may once



- only, at the start of a game, if it is 2 or more games behind, and is at the receiving end, change receivers.
- All matches, including finals, will comprise four separate sets of first to 8 games.
 - A team does not have to use all its players but must use a minimum of 4 players for any one match – the choice of which players to be decided by the team captain. No player may play more than two sets in any one match and no two players play as a pair twice.
 - The four sets will be played in strict doubles handicap ranked order with the lowest handicapped pair playing first followed by pair 4, 2 and finally 3. The order of play may not be varied, mutual agreement or not.
 - In the event of an injury or incapacitation to a player during a set which requires the set to stop unfinished, the opposing team will be awarded the remaining games to give them a total of 8 games, i.e. there is no substitution allowed during a set.
 - If the injured player is scheduled to play a second set in the match and is injured or otherwise incapacitated to an extent that the Tournament Referee of the day is convinced, he or she is unable to play in the second set, approval may be given for a substitute player from the team to play instead of the injured player. In these circumstances the substitute player must be selected so that no two players play as a pair twice and no player plays more than two sets. If these conditions cannot be met, a substitution cannot be made and the pair are therefore unable to play the subsequent match. The opposing team shall be awarded an 8-3 victory for that set or as determined by the Tournament Referee should circumstances require.
 - The team captain must nominate in writing, no later than 5pm the day before each match, which player combinations comprise the team for that match. This lead time is necessary to enable handicap differences and other tournament matters to be addressed. The Boomerang Committee will endeavour to keep team selections confidential until the match schedule is published.
 - Where a team includes 2 or more pairs with identical handicaps (calculated to the nearest 0.1 of a handicap point), the ranking order of those pairs will be taken as the order in which the team captain submits the team, i.e. first named will be taken as the better pair.
 - Substitutions to the nominated players in any team after the tournament has commenced will only be permitted in exceptional circumstances and at the discretion of the Boomerang Committee.
 - If a substitution is allowed, the substituted player will not be permitted to play again in the tournament. Note that each team can consist of up to 8 players.
 - The sets will be played off handicap, one point at 40 all, using the T&RA Doubles Handicap Calculator or as determined by the Boomerang Committee prior to the tournament.
 - All Boomerang Cup matches will be decided firstly on sets won. If sets won are equal it will be decided on total games won over the four sets. In the pool rounds, if both sets won and games won are equal, each team will receive half a point. Two halves equal one win. In the knockout finals, up to and including the quarter-finals, the fourth match pairs will return to court and immediately play a new three game sudden death handicap set. In the semi- finals and the final, each team may choose any combination to play sudden death first to 5 games.
 - Position in the pool competition will be decided by matches won. If matches won are equal, by total sets won, then total games won divided by total games lost, then head to head, then by lot.
 - The first two placed teams in each pool are automatically into the Round of 16. The remaining Round of 16 places will be determined by selecting the next most successful teams, irrespective of pool. Success will be decided by matches won. If matches won are equal, by total sets won, then total games won divided by total games lost, then head to head, then by lot.
 - Teams that do not qualify for the Round of 16 will be automatically entered into the Boomerang Plate event.

RMTC HANDICAP DOUBLES

- The RMTC Handicap Doubles will be played round robin in Pools of 4 or 5 pairs in each of A and B Divisions. Each doubles pair will play a minimum of three matches in their pool.
- There can be no substitutions to a pair after the start of the pair's first match.
- All RMTC Handicap Doubles matches, including finals, will comprise one set of first to 8 games. In any set each pair may once only, at the start of a game, if it is 2 or more games behind, and is at the receiving end, change receivers.
- Position in the pool competition will be decided by sets won. If sets won are equal, by total games won divided by total games lost, then head to head.
- For each Division, the first two placed pairs in each pool are automatically into the Round of 16. The remaining Round of 16 places will be determined by selecting the next most successful teams, irrespective of pool. Success will be decided by sets won. If sets won are equal, then by total games won divided by total games lost, then head to head, then by lot.

